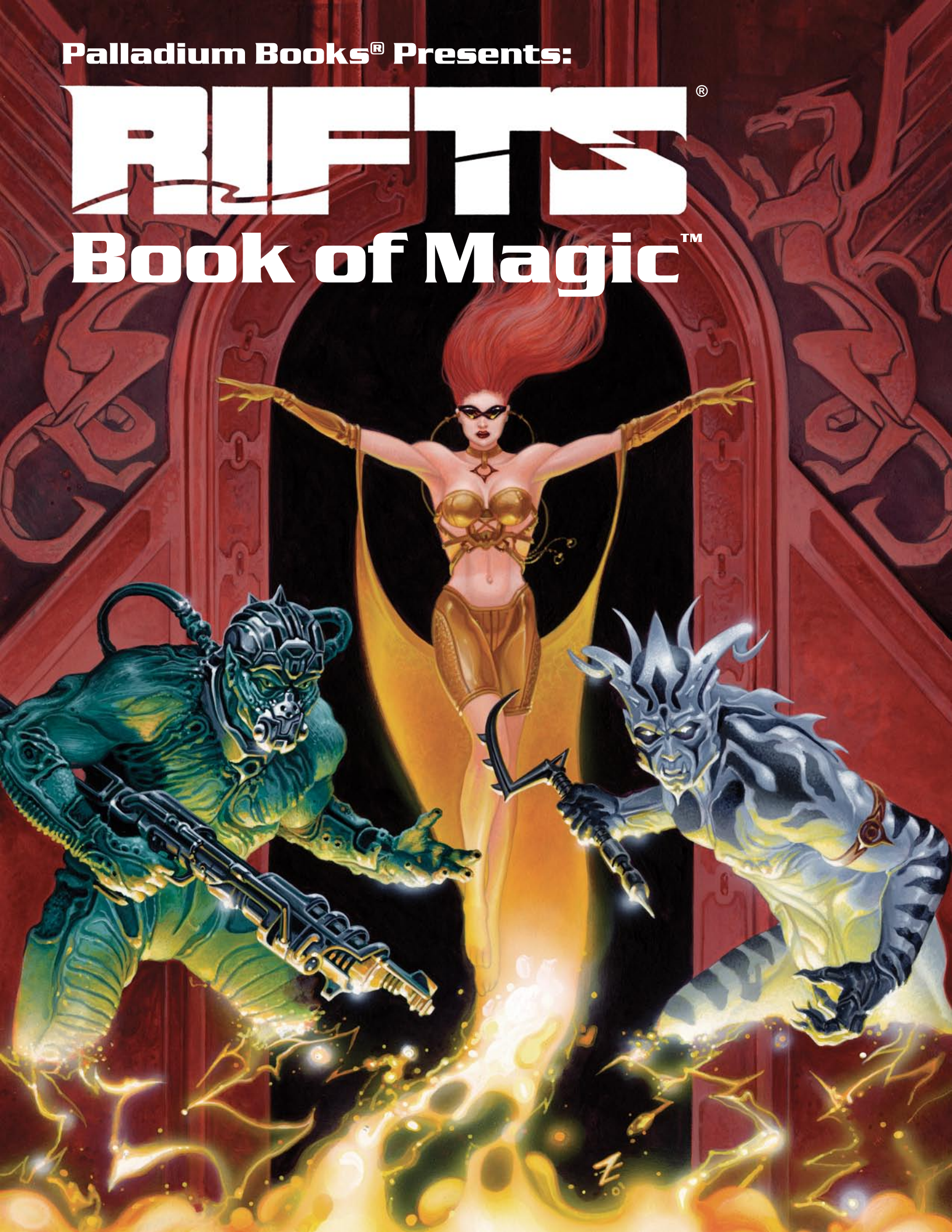
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Dedication

To Kevin and Maryann Siembieda, who have been more than patient as I put this book together.

To my wife Alli, for supporting me and my mad alchemical work.

And to the **Rifts** fans who asked for this book. May the magic last forever.

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The cover is by John Zeleznik, depicting a Shifter summoning some henchmen.

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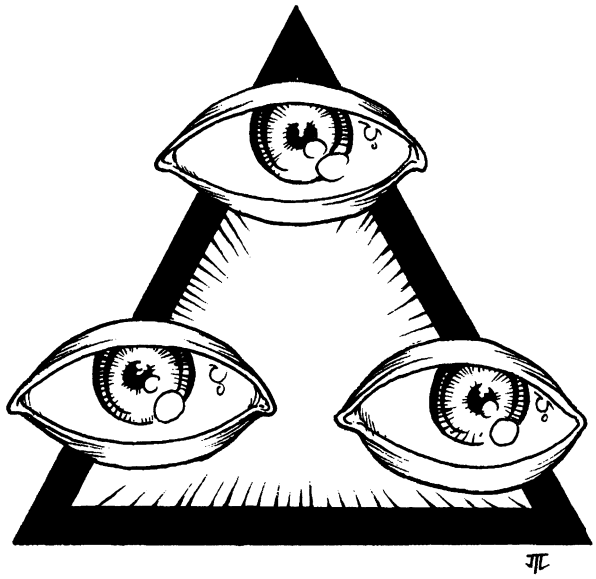
A giant reference and sourcebook for the Rifts® RPG series

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– Kevin Siembieda, 2001

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Witchery/Witchcraft (not in this book)
Whale Singer Spells 251

Rift & Ley Line Magic

(Spells that first appeared in *Coalition Wars™ One,* 2000)

Ley Line Fade (20) 116
Ley Line Ghost (80) 134
Ley Line Phantom (40) 129
Ley Line Restoration (800) 153
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Ley Line Storm Defense (180) 141
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Bone Magic

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Note: Double P.P.E. cost if not a Necromancer.




·pérez·

The Ultimate Rifts® Sourcebook – Part Two

Man oh man, the **Rifts®** Megaverse® is big.

You would think as the guy who has written 80% or more of **Rifts®** and overseen *every* book in the Rifts® RPG series that I would realize just how big **Rifts®** really is. Yet, somehow even I lost track of its sprawling magnitude.

Believe it or not, when I had Bill Coffin start work on the compiling of the **Rifts® Game Master Guide** (another nine point, 300+ page reference book) we both, foolishly, planned to include *all* the magic spells in it. We must have been crazy or overworked, or a little of both, because we could barely squeeze all the magic into one big book of its own! Well, the scope of magic on Rifts Earth became evident as Bill gathered material for the G.M.'s Guide – there was just no way to include even a comprehensive list in the Guide. So I quickly decided to give magic its own book. I had Bill collect it all up, I organized it and added a few bits and pieces and, here you go, the **Rifts® Book of Magic**. A companion to the **Rifts® Game Master Guide** released just a few weeks earlier. A vital sourcebook on magic for Rifts Earth.

As I see it, the whole idea is to create a couple of big, easy to use *reference books* chock-full of basic and critical information for playing **Rifts®**. After all, **Rifts®** has grown over the years into one of the most expansive and popular role-playing worlds *ever*. As fun and cool as all those world and sourcebooks may be, however, it's a royal pain in the neck to have to search through 30+ books to find that one particular gun, O.C.C., spell or magic item you're looking for! We wanted to include a lot more material – a closer look at the Shifter and other magic O.C.C.s, how to make new spells, clear rules for making TW devices, and more background on magic, among other things. Unfortunately, space does not permit it. Perhaps we'll do a *Rifts® Magic Sourcebook* at some time in the future to go along with this compendium.

The **Rifts® Game Master Guide** and **Rifts® Book of Magic** should give the Game Masters and *players* all the basic data and easy to use reference information they need to find things quick and easy. We certainly tried to cram EVERYTHING about magic we could squeeze into one volume in the **Rifts® Book of Magic**. Everything short of the Dimension Book magicks and the kitchen sink. This way *players* as well as *Game Masters* have only *ONE* book to use to find spells galore, rituals, magic weapons, rune weapons, Techno-Wizard devices, charms and talismans, Necromancy, Whalesongs and a whole slew of magic items. Magic vehicles have been included, as well as an Index of Practitioners of Magic, various aspects to magic, and a lot of new artwork to depict more spells in order to help convey how they work.

We hope this **Rifts® Book of Magic** helps to make your playing experience more fun and easy. So get out there and start playing.

– Kevin Siembieda, 2001

Magic is Unique & Varied

By Kevin Siembieda

Magic takes many forms. One must never forget that so-called "magic" energy is a force of nature the same as fire, electricity, microwaves, and nuclear energy, among others. As such, it is drawn upon by living creatures, channeled, shaped and used in whatever way that individual desires. Thus, it can be used for good or evil. To build or destroy.

Unlike other types of energy, magic is much more malleable and flexible in its applications. Consequently, there are hundreds, perhaps thousands of different ways to channel and use magic energy. Accordingly, one's beliefs, culture and society help to shape what form magic takes. Among the wilderness people of Africa, magic is used in ceremonies that are often joyous and involve the singing and dancing of a dozen to hundreds of individuals. During these ritual ceremonies, the participants freely give their P.P.E. to the Priest or Medicine Man, or Rain Maker for magical purposes that will benefit or protect the entire tribe. European and North American magic tends to involve spell casting via *Invocations*. Meanwhile, the desire to meld the twin sciences of magic and technology has given birth to *Techno-Wizardry*, while the conquering Splugorth have learned to master *Bio-Wizardry* and *Rune Magic* which enslaves the life force of others and mutilates the physical body. *Druidism, Shamanistic* and most aboriginal magic draw their inspiration for magic from nature and godlike spirits, but even here, among the many different cultures, one sees many different variations and departures from spell casting to creating fetishes, masks, charms, talismans and holy weapons. Other forms of magic use drawings, lines, circles, and symbols, or crystals, or bones, or even the dead. Others call upon elemental forces, demons or other supernatural beings. Such is the seemingly infinite diversity of magic.

Magic is as much a creative "art" as it is a "power" or "weapon." In fact, the real power behind magic, that which molds and shapes it, is imagination and desire. While magic has offensive capabilities its true strength is that it is funneled by sheer force of will and given life from imagination. Thus, it makes the impossible, possible. Magic defies logic, and ignores the laws of physics (as we understand them) because it is the *mind* that grabs the mystic energy and wills it into action or molds it into being; taking energy and turning into something else. Consequently, magic not only empowers the practitioner of magic but it also invites him to dream and do the impossible!

Magic and Culture

The players who poo-poo magic noting it has poor range, limited resources and is inferior to technology are either technophiles (they *love* technology and science; which is cool) or they have not really stopped to think about magic, how it works or what it can do.

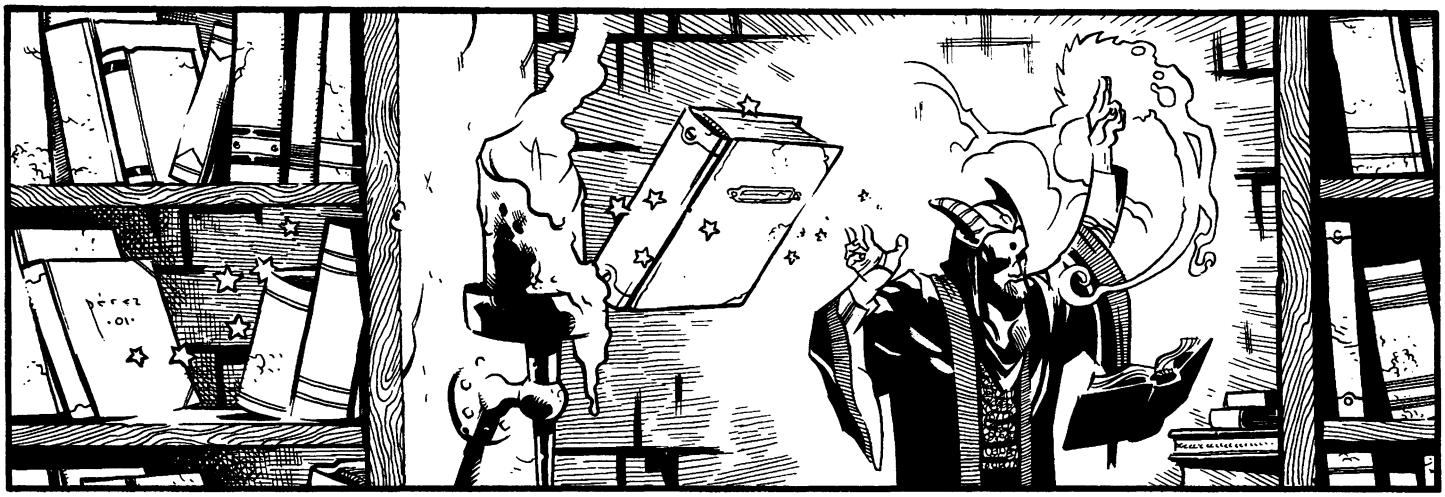
First, let me state that magic is *not* better than science and technology. It is different. One of the running themes in Rifts is that anything is possible (infinite possibilities). That means all kinds of *different* technologies and magicks coexist. One is not necessarily better or inferior to the others. All have their strengths and weaknesses. They are just different. Which way one may lean depends on one's personal disposition and preferences. The fact that so many people fear, hate or champion one over another is part of the irony of life on Rifts Earth (and the Megaverse). It is human (and D-Bee and most intelligent life's) nature to tend to trust and believe in what they know, and fear and reject what they do not. Likewise, they tend to believe that which they personally embrace is better than the alternatives. For them, that may be true, but this sentiment all too often leads to a sense of superiority and breeds contempt for those alternatives.

Consequently, we see kingdoms like *Tolkeen* and people like traditional *Native Americans* and *Shamanistic* cultures who mostly reject or diminish science and technology in favor of magic, the spiritual and/or the supernatural. Then there are places like the *Coalition States* that not only reject magic, but completely outlaw, fear and condemn it. These technophiles go so far as to see anyone who uses magic as evil and dangerous. Mad men and monsters to be eradicated from the face of the planet.

The age-old rule that "for every action, there is an equal or opposite reaction," also applies to life in general. Thus, in response to the Coalition's extreme views and aggressive actions there is the *Federation of Magic* (or is it the other way around). Fanatics who, for the most part, reject science and technology in favor of magic and the supernatural. They are a power who, like the Coalition States, see those who oppose their views and way of life as the enemy to be conquered or destroyed.

There are middle grounds. Communities that accept both magic and technology with little or no prejudice, although even at these places the

people and culture will tend to *lean* toward one or the other, at least a little bit. For example, Lazlo, New Lazlo, the Colorado Baronies, Kingsdale and the Pecos Empire welcome and accept both, however, the first three tend to favor magic while the latter two favor technology a bit more than magic. Such is life.



Game Master Tips on Mages

By Hugh King

Reprinted, in part, from The Rifter® #11
with bits and pieces added by Siembieda

Note from Siembieda: Readers can consider this material as official and sound Game Master (G.M.) advice. Hugh has a good handle on running Rifts®, and I would not print this material here, if I did not agree with most of it. Of course, role-playing is very personal and other Game Masters might find other equally suitable solutions. Like any advice, read, enjoy, and take what ideas work for you.

Spell Casters

Well, here I am (Hugh King) to provide Game Masters with advice and tips. These observations and suggestions mostly come through playing in actual games. I hope you find them useful or some food for thought.

Let's Talk About Mages. You know, spell casters like Ley Line Walkers who can learn any spell at any time. I focus on the *Ley Line Walker* because that character really does have almost unlimited potential, and that potential can be realized nearly instantly if the mage can find the right people to teach him the right spells. That potential can make them harder to Game Master properly, since some G.M.s are justifiably quite leery of having characters who quickly gain far too much power.

The best and simplest advice I can give is to try not to go to extremes. Be it keeping mages at first level forever, or rocketing to 15th and becoming insanely powerful in the blink of an eye. In the section that follows, I use examples drawn from my own experience. Things I see occurring most often in my own games and try to give tips and help manage these situations for G.M.s who may be looking for a few ideas.

It should also be noted when I talk about mages throughout this essay that I am generally referring to *Ley Line Walkers* that are normal humans, not aliens and D-Bees with tons of M.D.C., extra abilities, and natural magic and psionic powers out the wazoo. I'm talking about Joe Smith (Wayne Smith's Rifts® cousin?), who decided to pursue magic as his chosen career or profession, and who is biologically a completely normal human (yeah, he has mostly nines and tens for attributes too!).

Wizards should use magic — duh!

One thing that bugs me about Rifts mages is that it seems a lot of the time, maybe even the majority, mages who are off adventuring are better off relying on technology than their magic, or there doesn't seem to be much reason to use magic. "Hm, I can Fire Bolt that guy eight times completely depleting my P.P.E., or I can shoot him with my gun and only use my ammunition. Both do the same damage and the gun can shoot twice as far (or more likely, lots more than that). Guess I'll use my gun" The worst part is, many times this may actually make the most sense, but it detracts from the whole character of a mage. Sure they can use technology, and they will, but they know magic is superior (or at least *they* think so), so they will have a very strong tendency to prefer using it over *feeble technology* (see below).

If you ask me, a mage's first thought of recourse or action in almost *any* given situation should be to use their magic, or to think how they can use it to deal with the situation. That does not necessarily always mean "blast something" with magic, but to use magic to *deal* with the problem. Now, they may not have any spells appropriate for the situation, but they should have a few that are less specifically focused, so they may be able to come up with a new way to use a spell of theirs innovatively to make it fit the bill. I would strongly recommend giving extra experience points or some other reward for a particularly innovative or creative way to use a spell or power, definitely more than just "using a skill or power" – and definitely for more than just blasting things. If you ask me, this is the type of play the G.M. should be encouraging, since the same old, same old can get boring pretty fast. The great thing is that players can usually come up with all kinds of new ideas and stunts if you give them a reason to try, continually keeping the game fresh and new.

(Note from Siembieda: Hugh's exactly right. If a player is looking for a character good at combat and shooting things, a practitioner of magic is NOT the character for him. Mages are for characters who see the beauty and possibilities of magic. Who intend to use magic for more than blasting their way out of trouble. The very nature of learning magic means a mage is more learned and scholarly than most other O.C.C.s. Thus, they use their magic to explore, observe and "learn." Learn things about people, places, culture, society and so on. They then use that knowledge and experience in their magic and adventuring.

Thus, they can use their magic as more than a "magic weapon." Sure they can fight, but they can also magically influence, intimidate and inspire people. They can magically hide and lurk in the shadows. They can help and heal. Fly, travel to other worlds, communicate by magic, penetrate barriers, and do a host of other things. Being a practitioner of magic, especially a Ley Line Walker, holds tremendous opportunity if the player has the vision to take advantage of it. Not there is anything wrong with playing an aggressive, gun-toting, combat oriented mage. As with all things in role-playing, there are countless ways to play the same fundamental O.C.C. That's the beauty of RPGs and what makes each and every one of the millions of Ley Line Walkers ever played a unique character.)

Mages are convinced magic IS superior. Remember it!

In a nutshell, I do not think mages should be using guns or technology more than their magic; their gun should be there as something of a last resort. Sort of like, "Well, if I absolutely must fight directly..." (reluctantly pulling out a gun to start shooting). This may or may not happen with a lot of players playing spell casters, but it should! Mages are *convinced* magic is the best thing since sliced bread and that it is generally a superior source of power. Otherwise, they wouldn't have spent years and years of their life to master how to use this force, they'd have joined the army or done something else with their lives. Sure, mages can and will use technology, they are smart guys (and gals), but generally speaking, they *strongly prefer* to rely on magic whenever possible.

A comparison I might be able to use to try to demonstrate my view of this is a driver who strongly prefers a stick shift to an automatic. Sure, they can drive the automatic and they will if they need to, but give them a *choice* and they'll take the stick shift pretty much every time. They just like it better. It feels more comfortable and natural and fun to them. And if you ask such a driver about it, they'll give all the pros and cons, that is, all the pros about standards and all the cons about automatics.

Everybody prefers what they are best at

Remember what I said about the mage pretty much always preferring to use magic? This is applicable to all other characters too, so *psychics* prefer to use their psionics or superhumans prefer to use their super powers, just as a military man starts to think guns and strategies. Generally, all of the classes of a particular specialty tend to think their specialty is *King*. If you ask me, characters should get extra experience points for using their character's specialty. Basically reward them for playing in character, or using what their character is best at. Maybe something like the following:

Combat O.C.C.s get double the normal experience points for killing monsters or defeating opponents in battle if they do it with military precision, style and methodology.

Magic O.C.C.s get extra experience points whenever they use spells or magic powers or abilities in a thoughtful, clever or ingenious or impressive way.

Psychic O.C.C.s get extra experience points whenever they use their psychic powers or abilities in a thoughtful, clever or ingenious or impressive way.

Scholars & Adventurer O.C.C.s get double the experience points for using skills in a clever or particularly effective way, or in conjunction with keen or intuitive observations (i.e. the character puts two and two together, and takes or suggests the right action for the situation).

These are just a few rough ideas, but I think the mage should get more experience points for using magic to solve a problem, save the day or help others, just as the psychic or any character should get more experience points for using their O.C.C. training, skills, powers or background to save the day (or themselves). If the mage or some other character with special powers uses technology to solve all his problems, that character is not living up to its full potential and is not as colorful and unique as it could be. Not to mention this is very confusing from a role-playing perspective – why is he a practitioner of magic if he thinks technology is where it's at?!? Or why is a character a Scholar if he hardly ever uses skills or makes observations, or doesn't try to apply his knowledge?

(**Note from Siembieda:** Damn straight, Hugh! The whole idea behind the many different O.C.C.s and R.C.C.s is to create new and different characters. Sometimes similar in nature or ability, but with striking differences, twists and nuances that make that particular O.C.C. unique and fun. If the character's background, orientation, motives and unique powers are ignored, the character is likely to be two-dimensional, or at best, an unconventional offshoot of that Character Class. I am surprised at how many gamers miss this important point or seem to be afraid to think about their character and his or her unique powers and background. Hey gang, don't be afraid. Think of yourselves as an actor playing a role. That means you need to think about the character's motives, hopes and dreams. His background and how past [and present] experiences are shaping that fictional character. This will help make the character more fun to play and give players a clear idea of how the character should respond to things. Knowing and staying close to the character's alignment also helps. Besides, it all contributes to memorable characters and epic adventures. On the other hand, don't get too lost in the details, and please don't bore the rest of the players with some contrived, long, drawn out, personal character history that nobody cares about. Have these "character factors" come out in the character during play.)

Great Versatility

To have a character that is more fun to play, don't take five different versions of Invisibility (or pick-a-power), take *different spells* and powers. Likewise, you don't really need to take certain skills if you have spells or powers which achieve the same results. So if your character has Invisibility, then he does not really need the Prowl skill, it is kind of redundant. Take more spells that let the character do different things; wouldn't that be what you'd do if magic were real and you actually were the character? In most well-balanced games, it is the psychics and mages with a broad variety of powers who almost always have some way to be a significant help. A mage well-rounded in spells may have ones that are useful for stealth, subterfuge, detecting the supernatural, offensive and/or defensive combat, travel, escape, healing and who knows what else. They probably have some for finding information, and for producing other effects, such as convincing or intimidating people. The mage who only has one type of spell has a much smaller range of possibilities. And while some areas of magic are deliberately narrowly focused, magic is all about possibilities, and mages like Ley Line Walkers and Mystics should take advantage of that. Those who are limited in scope are less likely to find scenarios where they are useful, whereas the versatile sorcerer can almost always find something to do or way to help.

The key to playing mages & psychics to potential

I find almost everyone I've played with tends to underestimate practitioners of magic and psychics. Usually because they are thinking "inside the box," so to speak, in terms of those characters' capabilities. If you're playing a magic or psionic character, try NOT to think "What one power can I use?" Think "What powers, spells and knowledge can I combine or use to complement each other?"

That is the single most important piece of advice I think most players and Game Masters need. Thinking inside the box is too limited and regimented a way of thinking, and too deeply rooted in the "follow the

rules" or "take the first and most obvious way out" mentality. YOU want to try to think "outside the box" as much as possible. For example, take a *Mind Melter* with the powers Mind Bond and Mentally Possess Others. These two powers used together would probably let the Mind Melter get in anywhere he wanted if he could find the right people and manage to possess them. The Mind Melter would know many secrets after a Mind Bond, including security codes and all personal information. Then if he possessed that individual, the Mind Melter could use that information to flawlessly penetrate enemy security and infiltrate the enemy, passing any fingerprint or retina scans with no problem. About the only thing that might reveal them are Dog Boys and other psychics. Similarly, a *Line Walker* might use Metamorphosis to disguise himself and then complement it with Charismatic Aura and some convincing talk, or might cast Ice to freeze the ground beneath an opponent then use Magic Net to trap them or Wind Gust to knock them over. Another possibility might be a mage using Fly as the Eagle who casts Invisibility to be an *invisible flying scout*, or using Blinding Flash or Cloud of Smoke in conjunction with a Time Slip to make an escape or retreat. The key is that any one of these spells used alone would not yield the desired results, or at least not be as effective. Being clever and thinking about the situation and what numerous spells might work is inventive and opens doors.

Once a Game Master starts thinking like this, all it takes is a little playing that explores these possibilities to come up with some interesting and much more versatile and intriguing villains and Non-Player Characters (NPCs). Really, it boils down to a matter of finding a way to make the rules fit or achieve what you, the G.M., have in mind, and which a lot of people won't think of. Keep the suspense and intrigue or mystery up, keep giving out small clues and eventually, if necessary, beat the players over the head with the answer. The players have to know the G.M. does not cheat, but if they already know this, it will make them that much more interested to find out what is going on.

Unlimited Spells – Handling This Right

Admittedly, I find G.M.s are usually very stingy, especially when it comes to rewarding or allowing practitioners of magic to learn more spells. For some reason, probably leftover sentiments of playing *other games*, G.M.s do not want to give out higher level spells. The thing is, other games usually have specific limits on what spells a mage could learn for the exact reason of not allowing mages to become too powerful too fast. The reason was because once they got them, they were usually the most powerful characters in the game. **In Rifts®**, the Ley Line Walker and some of the other mages have no limits on the spells they can learn, thus giving the impression to G.M.s used to *other* games that the Line Walker can quickly become the most powerful character in the game if not kept in check.

This is fundamentally *incorrect!* In the other games, the "powerful wizard" with lots of high level spells is a powerhouse among fairly strong to weak characters. By contrast, in **Rifts®**, the Line Walker who starts learning lots of mid- to high-level spells is usually at best a powerhouse among *many powerhouses.* With the possible exceptions of Carpet of Adhesion and maybe Invulnerability, I don't think too many *spells* can really be used to achieve the "munchkin" effect, and even Invulnerability has a fairly limited duration. Meanwhile, magic that requires ritual ceremonies, components or drawing have their own obvious limitations, while other magicks like Nazca Line Magic are not likely to even become a factor in any game unless the action is taking place in Peru or whatever isolated geographic region that rare magic is practiced!

Don't take away the Ley Line Walker's main advantage

I believe the ability to *learn* any *Spell Invocation* at any time can be one of the fundamental reasons for taking the Line Walker, and it is also their only real equalizer, so don't take it away. This includes taking it away indirectly through game play in which the character has no opportunity to learn or gain new spells. I mean, just take a look at the spells. Most tech characters start with equipment that rivals the fairly high level ones (say 7-9th level), which most G.M.s don't like to give mages until they've gained at least 4-6 levels. This seems pretty weird to me, when you consider they usually don't really have a problem with giving the tech characters tons of super powerful equipment at 1st level (basically a G.M. bias in my opinion). The other thing to consider is that most of the more powerful spells will use *a lot* of a mage's P.P.E., maybe almost all of it, to cast just *one* spell. That is a pretty serious weakness and limitation on the mage if you ask me, enough to *compensate* for the power, provided you make mages work and earn it in the first place.

(**Note from Siembieda:** Hugh is dead on again. The P.P.E. cost is deliberately designed to limit the spell casting character, while at the same time, giving him the option of doing *one* really big, flamboyant or important act of magic if it is called for. Depending on the situation, the very decision to work *one* powerful, P.P.E. costly spell can be very dramatic and gut wrenching for the player who has to make it. Does he burn up all or most of his power in this *one* chance, or is there a better alternative? What if it doesn't work? What if it does work, but he/they are still under attack, leaving him vulnerable? Is it worth the risk? Is it the right thing to do [morally as well as tactically]? It is all a considered and built-in part of the game design to take advantage of "role-playing" and storytelling over rules. Take advantage of it. On the other hand, neither Hugh or I are advocating Monty Haul gaming or spell rewards. The mage should not know every stinking spell there is, and the higher level the spell (especially 8th level and up), the more difficult it is to find somebody to teach it to the mage. Again, one of the fun aspects of playing a practitioner of magic is the player picking and choosing the spells he feels are most valuable to his character. Imposing some limitations on availability makes the choice more important and makes the spells his character knows that much more special and important.)

The great thing about Ley Line Walkers and other practitioners of magic who can learn most any spell invocation at any time, is that it gives the G.M. total control over their power levels. It can be kept low, or moved as high as desired. This makes the Ley Line Walker the ideal character to add to any group of players at any power level already in play, because they can be anywhere on the power scale according to what the *G.M. wants,* by the spells given to them. This one ability of the Line Walker being able to learn any spell at any time is the only thing that can enable the old O.C.C. to keep pace with most of the others, which is still dependent on the G.M. allowing the player to learn spells to put him on a comparable power level. However, I think there is a leftover sentiment from other RPGs that a mage has to "pay his dues" before getting any good, useful or worthwhile spells, and that each one should probably bust his bank account when he acquires them. That thinking is passe and limiting when it comes to Palladium's system. Don't give them spells for free or anything, but let the spell caster grow as a character, and that means learning new spells form time to time (each new level, or maybe as a reward for his actions, etc.). Think about it, do the power armor pilots need to do anything to pay their dues before they get their power armor or robot? Generally, no, not a thing. What about the 'Borgs, do they need to start with a crappy body and work their way up to a better one? Nope, they can get the best at first level. So why should the mages be forced to work like a slave for a mediocre, but not that great, spell? They shouldn't have to.

Most high level spells are *not* unbalancingly powerful

I'm not saying you should just start mages out with a bunch of powerful spells or tons of spells, but I think they should be easier to acquire than many G.M.s seem to allow for, or the rule books seem to indicate. This is especially true considering their power level is usually nothing that will really affect game balance in a major way, at least for the bulk

of the spells. If you want to have the players of progressive characters like Ley Line Walkers actually feeling like they can improve and increase their character's power to eventually rival and maybe even surpass other characters (generally technological characters that start off with high-powered gear, but do not really change much after going up levels), then you, as Game Master, have to let the mage gain spells to improve and increase in power.

So to summarize, I think the right way to G.M. and handle a Ley Line Walker character who can learn any spell he wants at any time is *not* to heavily restrict him to spell levels 1-2 more or less indefinitely, or for an excessively long time. Or for a Mind Melter who gains one or two super psionics each level to be forced to crawl through the lower levels at a snail's pace. Note, I have a much shorter time in mind when I say "excessively long time" than most Game Masters. I think a character should take around three or four sessions to gain a level for levels 1-3 if played well, slowing down a little at level 4. This especially applies if the group is about four players and they get the chance to be played well, and are not fighting to be noticed in a group of a dozen or so. Keep in mind I believe I prefer a group to be a little higher level than most probably do, so use whatever works best for you.

Notes from Siembieda: Like Hugh, I usually let a first level Ley Line Walker/Wizard pick one or two extra spells from Invocation Levels 1-3 early on, sometimes even before the character embarks on his or her first adventure. I then make the character "earn" new spells by playing in character, using magic well/cleverly and for *the character to seek out* ways to learn new magic. I figure, if the player does not actively have his character trying to find NPCs to teach the mage new spells then he (the character) is complacent with what he has, and I leave the situation alone.

Of course, some players have their character *incessantly searching* for new spells. In that case, I stridently *limit* the availability of those who are willing to teach and I often have the NPC "charge money" or "demand a service" in return. In the first case, that often means the mage has to save up money to get new spells, which in turn, is a motive for adventuring and a short-term goal. In the case of services, the mage character can get swept up into an adventure, political intrigue or other trouble that may draw the entire player group into it or add to/complicate their current situation, as well as function as a subplot. It all contributes to the storytelling and fun of playing the character specifically and weaving the adventure.

Then there are other times when the player has just played so well or has had his character do something so heroic that I feel he or she deserves a special reward. In the case of characters who are practitioners of magic, that *reward* may come in the way of special insight, knowledge or secrets, or a magic item, or more likely than not, some NPCs (fellow sorcerer, dragon, priest, mage, etc.) or magical means of learning new spells.

Kevin's Spell Range: I usually limit this reward to 2-5 spells, but selections can be made from Invocation Levels 1-6, sometimes 1-8. Personally, I always make Invocations Levels 5-8 more difficult to get, and Levels 9-12 even rarer and more difficult to get. Levels 13 and higher are extremely rare, as are Spells of Legend (virtually impossible to get; require extraordinary means and the character is typically very high level and very heroic). Oh, and once in a while, I will make a specific two or three spells available, because as the Game Master, I know where the next adventure is likely to lead the player group and I know what spell or two will be critical to the group's efforts (and we G.M.s should want the players to have a sporting chance).

G.M. Warning. You may run into that occasional resourceful and cooperative pair or group of players who are ALL playing practitioners of magic and who cleverly decide that they will share, and teach each other what their practitioner of magic knows. It is resourceful if nothing else, and I have had the personal pleasure of experiencing this ploy. On one occasion, the characters were actually friends in the game context and the situation was such that it made sense, so I allowed it – pointing out that in the future there might be reasons why one mage might NOT want to share his hard earned knowledge with his buddy. I found that differences and disputes during the adventures soon put an end to sharing spells. HOWEVER, that having been said, I do NOT usually allow it. Pointing out that the very nature, background and training of all practitioners of magic, particularly the Ley Line Walker, Necromancer, Biomancer, Bio-Wizard, and Shifter, among others, are steeped in a tradition of elitism and secrecy.

Thus, while a spell caster may respect a fellow mage, and share the occasional spell (typically from spell levels 1-3; sometimes 4), most are NOT inclined to share the rest of their spells, especially not those they consider rare, special or powerful. One reason is the nature of the business. Another is the tragic fact that power corrupts, and even novice practitioners of magic have heard many stories of a sorcerer going crazy or rogue and many a mage has fallen to the temptation of power that mastery of magic offers. Thus, practitioners of magic avoid sharing their own, personal knowledge even with fellow mages who are long-time friends, let alone a stranger, even if he or she does seem to be of noble and heroic spirit. **Note:** Common spells (the ones taught to all Ley Line Walkers at level one) are readily shared, because they are the rudimentary spells of magic and because all Ley Line Walkers and Wizards know them. It is the others that are guarded secrets. And no mage of a good alignment will ever teach spells or the rudimentaries of magic to demonic beings, evildoers, the uninitiated (like a CS interrogator) or a recognized enemy of magic or innocent people. Likewise, evil mages usually refuse to share their knowledge, although for different reasons. Typically out of selfishness and spite. After all, they are not usually inclined to help anybody in the first place, and they sure are not going to share the source of their own personal power! Most evil practitioners of magic believe the fewer people who know magic, the better (less competition). KS

Progression!

One of the potential problems with **Rifts®**, in my opinion (HK), is that a large number of the characters do not really progressively advance in abilities, or do so far too slowly when run by some Rifts® G.M.s. This is alright for characters that are not really designed with the intention of gaining abilities, but for the ones that are, it can be a problem.

I think, the key to knowing how to properly G.M. Ley Line Walkers, and other practitioners of magic who have no limits on the spells they can learn, is progression. This also goes for other characters who have a very noticeable increase in abilities as their level increases, such as *Mystics, Mind Melters* and other psychics. The practitioner of magic and other "progressive" characters is generally (but not always) going to start at first level as a comparatively weak and wimpy schmoe, which is fine. That is exactly what they are supposed to be at that point. The problem is most G.M.s seem to neglect and leave these characters there at that level for an extremely long (and disappointing) time, if not forever. (**Note from Siembieda:** Or the G.M. intentionally keeps players there, because it's easy and safe for him. Don't. Be a little bit daring and take at least a few chances. Explore what role-playing is all about. Let players cut loose from time to time and respond to their actions and motives. Use what the players want to help build your adventures. And certainly, try to take into consideration the various aspects of the individual characters and O.C.C.s. Role-playing is about exploration, adventure, and *growth.* The fun is greatly diminished for the *players* if their characters don't grow.)

Use character progression to role-play

Personally, building a character is a lot more interesting for me with progressive characters like mages and psychics than with the more static ones that basically do not change much. Progressive ones have to deal with issues of how to use and control their increasing or new

power. As it continues to increase this becomes more and more important, and more and more of a problem. They generally also have to figure this out for themselves. Playing them figuring this out over time is a great chance to further develop the character and the art of role-playing. They might get all kinds of new characters and villains bothering them that they did not have to deal with before, when they were a lowly weak character. People might suddenly start appearing who ask the character (and his buddies) for help, or fear them. The mage who gains seriously powerful spells may suddenly have a lot more to think about when he destroys a building full of innocent people through *misuse* of his new power, accident or not. The Mind Melter who gains the power of Mind Bond and carelessly uses it with the wrong person may acquire permanent insanities to deal with. Many times, good role-playing scenarios come right out of character growth and powers gained through advancement.

Keeping progressive characters at low levels indefinitely is somewhat equivalent to telling a player of a more systematic game who wants to play a mage he'll never get past 3rd or 4th level. Or, in essence, they'll never really make much difference or advance their character to a noticeably higher power level, or maybe even be able to do anything that really matters. In a nutshell, they'll usually take a back seat to the others in terms of any action. How much would you want to play a mage if this were the case? What about a Glitter Boy pilot who is given a laser rifle and a pat on the back, and told he'll get his Glitter Boy armor when he reaches 4th or 5th level? Many players, myself included, would find this very discouraging, as we expect a tradeoff or gain later on. If we play a character who is weak at first, we expect him to become more powerful later. If he doesn't, we are disappointed.

Increase options. Do not restrict

The progressive character is supposed to be advancing, with new options and possibilities opening up to them as they do so. You want players to have *more* options to deal with situations, not fewer. For example, as G.M. you'll be planning for the players to deal with problem X, but not usually *how* (or if so, probably only very generally). I find it is more fun when there are numerous ways the players can have their characters deal with a situation, because they can try a broad variety of things. The more options, the more interesting it is for the G.M. In the case of practitioners of magic, the more spells, powers, psionics, etc., they have available, the more ways the player group has to deal with situations. Please note, by that I do not mean "I blast it with Fire Bolt" vs "I blast it with Sub-Particle Acceleration." I mean using Mask of Deceit to trick the enemy guards to acquire information or slip by them with the mage. Or maybe the mage doesn't have that spell so he has to try and use Shadow Meld to sneak in close enough to eavesdrop on someone, or if the spell caster only has Words of Truth, then they will have to find the right person and use that spell on them. The point is, the mage should have a lot of different spells so that he can try to find one in his repertoire for just about any situation. Some spells may be easy to apply directly, but many times the character may only have one that can be made to work with a little ingenuity. It is fun finding creative ways to get around limitations and obstacles. The spell caster's spell arsenal should be part of that process. However, if the mage's spell library consists of similar or mostly offensives spells, the options will be much more restricted. That is why a good *variety* of spells is always recommended.

So the idea is to start your mages and other progressives out just like normal, but to let them advance and grow with experience. Advancement is supposed to be their one big advantage. In other words, when everyone else tops out quickly, the progressive characters keep growing, changing and gaining power, and may eventually surpass many of the others. Besides, many players like playing characters who start small and become noticeably more powerful or versatile by advancing in level. This is the "squire to knight" effect, where the player starts as a humble squire and eventually progresses to become a mighty knight.

Now this is my personal opinion (keeping in mind I prefer progressive characters), but I think it is most fun for a gaming group to have characters who are experience levels 3-8. (Me too. KS.) Players with progressive characters they have worked up to a particular level will have fleshed out personalities, character and infinitely more history (and personal attachment) than some mature, mid- or high-level character whipped up from scratch. After all, the developed and grown character has gone from innocent neophyte to conquering hero. His game growth and natural progression just adds to the gaming experience. There is just something to be said for taking a weakling and building them up into a character to be reckoned with – like Luke Skywalker in the original three *Star Wars* movies. It is a lot more fun (and realistic) to *build* a character over the course of adventures in game sessions, than to just whip up a powerhouse, mature character on paper. There is more life and flavor to the character because the player has real (okay, fictional) experience with him. A ton of memories and experience about the character's exploits as opposed to having to just made up a history. Trust me, the ones that really happened in the course of adventuring are always much more special, filled with emotion and triumphs (and a lot easier to remember). Characters developed through actual gaming also give the player a real sense of *achievement* and *pride*.

Satisfaction – Stayin' Alive

In addition to everything we have already mentioned, there is the satisfaction one gets from having kept a character alive long enough to become a genuine hero. And in a **Rifts®** game, that can be a feat in itself (but I like to think an entertaining one). To do this, the player generally has to play smart, work with his teammates and not take too many foolish chances, such as openly provoking a dragon that wasn't bothering anybody or doing anything wrong in the first place, just to see if he could beat it. If one keeps his or her character alive long enough, and plays well, the character should not stay weak for too long a time and when the player hits his stride, watch out world. This is why the G.M. has to try to keep everything (storylines and action as well as character growth) advancing at a reasonable pace.

Notes from Siembieda. The Palladium game system is specifically designed for characters to reach mid level fairly rapidly (say within a year or so of regular, weekly playing). There are a few reasons for this design element. One, is that it is realistic. Like following the green recruit through basic military training to become a soldier barely wet behind his ears, to an experienced and capable combat veteran. Another, is that it gives the player the time to learn his character and to exploit the strengths and weaknesses of his character's O.C.C. and personality. Third, is all the reasons noted previously about growing/developing a character through adventuring. To give players that sense of *accomplishment* of starting out inexperienced and growing into a mature, capable hero, whether that character is a warrior, practitioner of magic or something else entirely. Last but not least, players have more fun playing a reasonably mature 5th to 8th level character. Such characters are powerful, but still have flaws, weaknesses and things they can learn, acquire and build upon. It has been my experience that after 10th or 11th level, the characters are almost too good at what they do, and I see a lot of players retiring them to develop new, young characters, perhaps with a different (sometimes radically different) O.C.C. and personality. There's nothing wrong with playing a favorite character into 15th level and beyond, it is just an observation. Most players seem to get bored with high level characters from a campaign that has probably lasted more than three years. Personally, I have never seen a player take a character beyond 12th level. And to get to that level, it took nearly three years of playing 6-9 hours once a week without fail. (Okay, we skipped playing on Christmas, New Years and Easter, but then sometimes we played twice a week. That was back when we were crazy college kids.) But I think every character reached 4th or 5th level within a year of playing, and 8th after two.

As all of you have probably noticed, progression slows down dramatically after reaching mid- to high levels (7+). That is deliberate and



realistic too. When a real person starts off learning something, it may be difficult and there may be plenty of mistakes, but most people are like a sponge trying to soak up as much as quickly as possible. The learning curve is rapid, with new insight and proficiency at every turn. Then things start to get more difficult and the learning slows down as the individual becomes proficient. This is like a mid-level (5-8th level) character. After that, improvement comes slower and requires much more practice, time and greater challenges. Challenge is the big factor. If one hits a particular level and stays there, he never improves. That's why you always hear top professionals, be they athletes, soldiers, artists or business people, talking about "pushing" themselves to the next level. Thus, an impressive feat for a first or second level character is simple grunt work for a 7th or 8th level character. Why? Because it is easy for the experienced character. The challenge and risk is minimal (if a challenge or risk at all). Thus, the high level characters should not get the same amount of experience (or even no experience) for some deed that is "easy" because of their experience, skill and power level. Everything is relative, and that is why they progress so much more slowly. And the vast amount of experience points needed to reach these high levels reflect that train of thought. Furthermore, a lot of characters will give up or coast after a certain point, which makes it all the more rewarding for the players who keep pushing the envelope for their characters and actually achieve double digit experience levels. See how it all works and fits together? I don't think there is a single game/rule element that hasn't been thought through and put in for some reason or another. And it is all designed to make your gaming experience that much more fun and satisfying.

The Coalition States' view of Magic vs Technology

Excerpted from Coalition Wars One

By Kevin Siembieda

The two diametrically opposed ways of life represented by Tolkeen and the CS are the antithesis of each other, at least as both cultures see it. A lot has to do with the level of intolerance, fear and anxiety each has for the other. As a result, the CS denounces everything supernatural and magical, and clings to science and technology. Technology taken to such a level that it borders on "magic" in and of itself. Technology and human augmentation taken to fantastic heights. For example, a suit of high-tech *power armor* is not really all that different from a suit of enchanted medieval armor. Both empower their wearers. Both have tremendous durability and can withstand superhuman amounts of damage. Both may fire or wield a devastating *energy* weapon, and/or fly, or provide optical enhancements, and so on. Both are created with the same basic intent, to protect and empower its wearer. The only difference between the two is one is created with technology and other through magic — a fundamental difference in their conceptualization, design and creation process. One uses science, advanced machinery and electronics, and draws upon a conventional energy source understood by men of science (such as nuclear, electricity, solar, etc.). The other draws upon a more metaphysical means of creation and energy source called "magic." A form of energy that seems to defy the scientific laws of physics (Or is it the true root of physical law? Or something entirely different?) and which can empower simple man-made objects with attributes, powers and capabilities that rival (and often exceed) anything science can produce.

This fundamental conceptual difference is at the root of the Coalition's (and others') fear. Science and technology is very physical, requiring the building of tangible parts and materials into a *machine* powered by some sort of understandable and recognized form of en-

ergy. Magic, on the other hand, defies scientific explanation and is seen by many to challenge convention. After all, creations of magic, whether momentary or permanent, are created through force of will and mental visualization rather than the building of physical components. The human (and for the CS, the all too often nonhuman) mind somehow draws upon this inexplicable "magic" energy and molds it to create a magical effect or object out of thin air. Of course, Techno-Wizardry and a few other mystic arts require the use of *physical components* and "making" something, but magic still plays a fundamental role in its creation, source of power and operation. Without it, the "device" does not work.

At the root, magic and science draw upon the same ideas, needs and dreams to create a particular device or effect, or to serve a particular function. In that regard, technology and magic are means to an end, they simply come from different lines of understanding and thinking. That's also why there are parallel "devices" that serve the same purpose. Whether created by technology or magic, a suit of armor is a suit of armor. An M.D. sword is an M.D. sword. A flying machine is a flying machine, and so on. One can even argue that the injection of nano-machines that repair injury to the physical body (i.e. IRMSS & RMK robot medical systems) is a sort of "healing touch." Ultimately, whether an item or beneficial effect is created through science and technology or by magic is academic. The result is the same, it is the thought process and orientation behind each that is different. A difference that starts with the very *conceptualization* of the device or desired effect.

Technology and magic represent two completely different orientations and approaches to creation. Both may start with the same idea and have the same goals for the end result, but the creation process, the means to the end, are as different as night and day. Erin Tarn is fond of using the analogy her friend Plato, the famous dragon philosopher and leader of Lazlo, first used to describe to her the different mental approaches between magic and technology. Plato drew a comparison to a painter and a sculptor. Magic, he said, is like the paints of the painter, and technology the clay of a sculptor. Both the painter and the sculptor are *artists*, but their chosen *medium* is very different. Both create works of art, but the painter creates the illusion of depth and dimension with color and shapes placed on a flat, two dimensional canvas. The sculptor on the other hand, actually thinks and builds in three dimensions, molding and shaping a physical object with his hands to create a solid, 3-D representation. Neither work of art is real or alive. Both are illusions of life and the presentation of concepts in different forms. Both have their merits, appeal and limitations. The same holds true for magic and technology; both involve imagination and creation, yet they are very different from the thought process to the execution.

Erin, Plato and many scholars have also discussed how "magic" probably can be defined by the laws of physics, it is simply beyond humankind's current level of understanding. On the other hand, men of science have learned to recreate life and manipulate biological structures through genetic engineering. Likewise, nuclear science creates, directs and uses nuclear energy on several levels. For all we know, these could be the first steps by scientists to unravel and understand the "magical" subatomic universe, and therefore magic. After all, so called magicians, sorcerers and all practitioners of magic shape their environment on a sub-atomic level, altering the very molecules and energy around them. Magic seems to involve the shaping and rearranging of energy on a molecular level. How it is that humans and other sentient beings are able to do so through some sort of mental manipulation is the truly amazing and baffling part. How magic or Potential Psychic Energy (a building block of life, perhaps?) works remains a mystery even to those who use it. Frightening? Perhaps. Forever beyond scientific understanding? Doubtful.

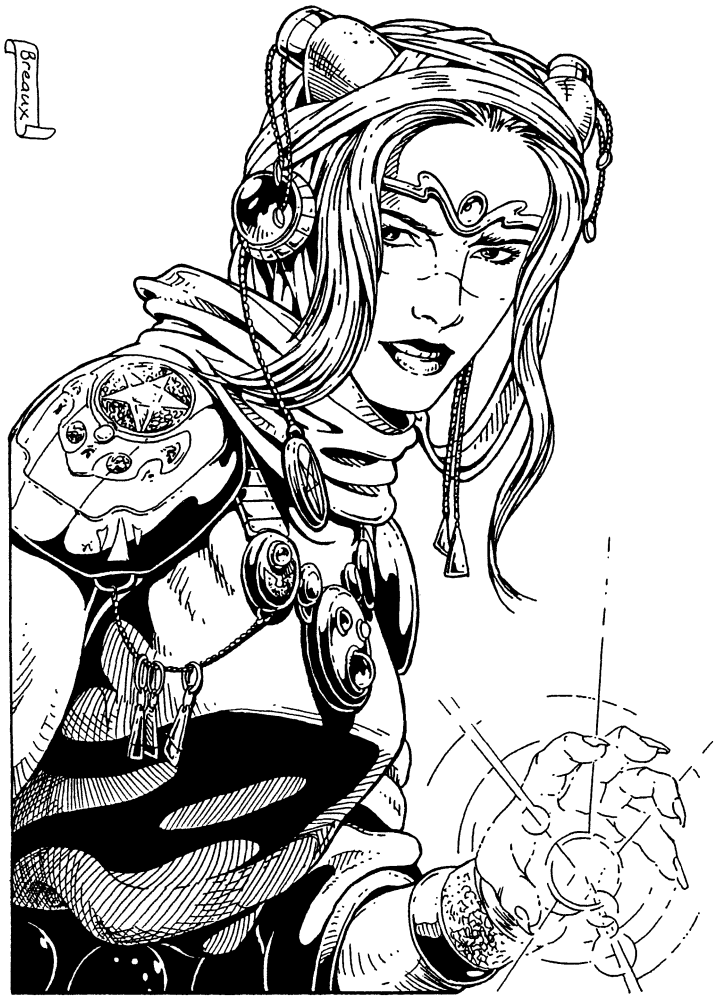
Everything is a matter of perception and degree

One of the problems preventing many people from understanding magic is that its current users do not need a scientific explanation or rationale. They accept it on a personal level, embracing its mysteries and viewing magic on a cerebral and philosophical, even spiritual, level. It is this approach, whether misleading or inexplicable to the scientific community, that enables them to use "magic," while the forces of magic elude the scientific community. To compound the problem is the fact that nations and groups like the Coalition States have rediscovered and adopted the beliefs of the world before the Great Cataclysm. That world rejected the concept of magic and the supernatural, and so the technocrats of *Rifts Earth* also reject it. They fail to realize that this was a scientific community driven by a global culture that, historically, questioned and dismissed the power of the mind from psychic phenomena to so-called magic. The Coming of the Rifts changed all that. The explosive resurgence of magic of an unfathomable magnitude reshaped the entire planet and made it impossible for the force of nature people called "magic" to be ignored. It revealed that this natural force had indeed always existed. The fact that modern, pre-Rifts society did not recognize it doesn't mean magic didn't exist. Just as the belief that the world was flat didn't make it true.

On Rifts Earth the eruption of magic was akin to the eruption of a Mega-volcano that reshapes the landscape all around and whose shock waves and smoke are felt around the world. (Remember, Krakatau?) The eruption of the ley lines on Earth and the level of magic energy that now radiates from the planet as a result, is a rare event in the Megaverse. The most profoundly affected are those at the epicenter, in this case, that's the entire planet Earth and all who inhabit it. The shock waves from that immense explosion of magic energy came in the form of incredible levels of ambient magic energy and the appearance of dimensional Rifts — tears in the very fabric of space and time. Energy that provides those with the knowledge to do so, the ability to open doorways to countless alien worlds and dimensions, making Rifts Earth a dimensional nexus and source of mystic power. This is what attracts otherworldly beings, monsters and supernatural forces, for there are few places where magic energy is as great, and fewer still where realities collide and space and time can be warped to travel throughout the Megaverse. Unfortunately for the "natives" of Earth, this makes their world a dangerous, alien and ever-changing environment.

The Coalition States and societies and groups like them, desperately seek stability and long to recapture the lifestyle and security of the old ways. They are unwilling to accept that the old world is forever gone and the old ways can never be recaptured. Instead, they fight to hold the magical and supernatural world around them at bay, destroying what they fear and don't understand. Many people blame the Great Cataclysm, the death and destruction it caused, and the appearance of Rifts, alien invaders, monsters, demons and the supernatural all on magic. They see the resurgence of "magic" as the root of all evil. It destroyed the old world and reshaped the new one into the nightmarish, alien landscape that it is today. It is wielded by monsters, gods and D-Bees, and is beyond any creature's control (or so they insist). Therefore magic is dangerous and evil. Following this line of reasoning, magic should be feared and outlawed. Anybody who uses magic, even if their intentions are good, is dabbling with an unnatural force that is unpredictable and more dangerous than juggling nuclear bombs. Therefore it goes to reason that those who ignore this danger must be evil, self-serving monsters themselves, driven and corrupted by power and/or the supernatural forces that seem to be associated with magic.

That's exactly how the CS sees magic, and it is a belief powered by an entrenched fear that permeates every level of society. This is not the result of a carefully executed propaganda campaign either, for while Emperor Prosek, his son and other CS leaders have used the fear of magic and monsters to motivate and galvanize their people, the vast majority of Coalition citizens have felt the painful scorch of magic first-hand. The Great Cataclysm was caused by the unwitting release of magic energy. Since that day forward, humans have suffered from magic wielding monsters, gods, demons, dragons, and aliens as well as their fellow humans. Virtually every citizen of the Coalition States has lost a loved one or suffered in some way by magic, or knows someone



who has. Ever since the Dark Ages, people have suffered at the hands of practitioners of magic — some inhuman monsters, others mortal men and women who dared to call upon elemental forces and supernatural beings they could not control or who used the power of magic to become conquerors, invaders, criminals, avengers and madmen.

Understanding this, it is easy to see why the people and government of the Coalition States fear having a "nation of magic and monsters" in their backyard. It does not excuse or justify the Coalition's campaign of genocide, but it does help us to understand their motives and reasoning. Of course, the CS leaders take things farther than necessary, seeing this as an opportunity to win themselves glory and seize new lands for their empire. It is also an opportunity to remove a more open society whose ideas, inhuman people, magic and might could one day have a "corrupting" effect on the empire they have built and dominate. Expression of ideas, you see, is dangerous to the status quo. It might make people think, question and bring about change. Change that might threaten their power base. Thus, the Coalition leadership fervently reject, oppose, and destroy anything they feel threatened by, including D-Bees, practitioners of magic, rogue scholars and all things that challenge their way of life. Most Earth societies and people tend to try to spread and preserve their world view, stomping out opposition (i.e. those with alternative ideas and counter-viewpoints) as they go along; it is human nature. All too often this is done through conquest and violence. Occasionally, by trying to completely eradicate opposing views through censorship, fascist regimes and even mass extermination. Sadly, the Coalition States have chosen all three.

Unfortunately, the Kingdom of Tolkeen became the opposite side of the same coin. They let the paranoia, lies and persecution of the Coalition States make them bitter, angry and vengeful. Rather than defend themselves and try to promote reason, peace and acceptance through good will and example, they themselves succumbed to anger and hate. They did exactly what the CS had done to them, vilified all people of the Coalition States, turning them into their hated enemy — an enemy who needed to be taught a lesson, humbled and hurt. This resulted in numerous attacks, challenges and displays of power that have only fueled the Coalition's fears and extreme prejudice. Worse, Tolkeen, like the CS, had come to view anybody who question their world view and logic to also be an enemy, making both nations fanatics committed to their exclusive way of life and intolerant of all others. Both felt justified in their actions and wrapped themselves in righteousness and the flag of patriotism. Unwilling to accept or tolerate any aspect of the other, they denounced each other as evil monsters and plotted one another's destruction.

Decades before Emperor Prosek's declaration of war, the region between these two nations and around Tolkeen was a hot zone of conflict. Skirmishes, retaliatory strikes and unprovoked incursions against one another were frequent and, in recent years, the level of bloodshed had increased dramatically. The CS was often the aggressor and the most brutal. The forces at Tolkeen used these actions as excuses for their own atrocities against the Coalition.

In the end, just knowing the other existed had become a nagging thorn in their respective sides. This had to culminated into a "this town ain't big enough for the both of us" situation, and one had to go. It is the Coalition States who was decided it was time for the eradication of Tolkeen once and for all, but they were not the only villains afoot in this tragedy.

Magic – The Great Equalizer

Think about it for a minute. The human soldiers of the Coalition States and most tech-troops are used to fighting high-tech opponents such as other gun-toting warriors, Juicers, Crazies, mercenaries and inhuman but mortal enemies. Even D-Bees and monsters are creatures of flesh and blood, and while robots can be deadly juggernauts, they too abide by the laws of physics and can be whittled down to size. These are foes who can be understood and hammered on with energy weapons, explosives and robot enhanced strength. These are the enemies that the Coalition troops understand best. Magic, especially when unleashed in all its fury, is something entirely different.

Even when one's army outnumbers the enemy ten to one, how does one fight the wind, or dodge a lightning bolt, or wrestle with a tornado that appears out of nowhere and without warning? Likewise, how does one combat a *Greater Earth Elemental* that is effectively a walking mound of earth and rock the size of a hill? A behemoth that does not seem to feel pain nor fear technology. A creature that exhibits only primordial fury and draws upon the very power of the earth itself (and the same is true of its elemental brethren, fire, air and water).

Magic is also frighteningly easy to conceal. There is no bulky barrel of a gun, bionic machine-limb, hum of a motor or grinding robot gears to hide. Anybody can possess and wield magic. Anybody. CS soldiers and spies must constantly be on guard and wonder who might be the enemy today. Is that really a farmer in the distance or a mage who commands the forces of nature or the ability to raise an army of animated dead? Could that child picking flowers really be a metamorphed dragon? Does one wait until an individual reveals himself as a sorcerer, or does a soldier shoot first and ask questions later?

Fear and suspicion became omnipresent for the soldiers of the Coalition Army.

Fear of the unknown and seemingly inexplicable powers of magic. Exactly how does one fight a legion of soulless skeletons or zombies? What kind of defense is there against an enemy who can turn himself (or his fellow warriors) into an innocent looking child or raven, or squirrel, to spy on his opponent? Or shrink himself down to the size of a mouse, or turn invisible or fly silently without any means of artificial propulsion, or create magical barriers with the wave of his hands, or shoot fire balls from his eyes? What type of weapon does one use against a creature of wind, fire or even Mega-Damage muscle that can sustain as much damage as a CS tank?

These are not the kinds of enemies most Coalition soldiers were trained or prepared to fight. Even experts like the city protectors of NTSET, comparatively knowledgeable in combating the supernatural and magic, were not prepared for all-out war against magic wielding multitudes. It is one thing to chase down a single practitioner of magic or small group of demons hiding in the sewers of Chi-Town, it's quite another to face hundreds to thousands of such beings.

Suspicion of everything and everyone not wearing a suit of Dead Boy armor or CS insignia. Just as perplexing as trying to understand magic is determining *who* is an ordinary human and who is a magic wielding adversary. That mother and child on the roadside could be a sorceress and imp, or witch and familiar. The peasant farmer could really be a Warlock. That teenage girl could be a Mystic, Shifter, or shape shifting dragon. Moreover, the spell caster responsible for wreaking magic-spawned havoc may be hidden in the distance or among the members of a nearby crowd.

The problem is, human spell casters look ordinary and nonthreatening. There is no smoking gun or mechanical contrivance to identify him. He or she — or it — could be anyone. In many ways, practitioners of magic and their inhuman allies and servants are an *invisible enemy* hidden among the human and inhuman masses. Consequently, Coalition troops tend to be trigger-happy and often shoot to kill at the slightest provocation or hint of magic in the air (better to be safe than sorry). This has led to the heartless slaughter of innocent people and the decimation of entire towns and villages, especially when the population is predominantly D-Bee.

As if the nature of the enemy were not enough, magic energy (P.P.E.) is a natural and self-renewing resource. It does not require an artificial source of energy, the power comes from within. It regenerates like Hit Points, S.D.C. or psychic I.S.P. with rest or meditation. This power is contained inside the individual spell caster or creature of magic, invisible and difficult to detect, at least until the magic is directed into an attack or action. Once the magic energy is expended, the wizard needs only to flee and hide until his body rests and regenerates the magic energy within.

In addition, magic energy can be drawn from other sources to enhance or supplement the mage's or monster's own energy reserves. The mage can supplement his own energy by borrowing or stealing it from other living beings! Willing contributors — fellow sorcerers, allies, soldiers and minions — can willingly let half to three quarters of their P.P.E. be siphoned away and used by their spell casting compatriot. Even people unwilling to participate in the war or magic can have bits of P.P.E. torn from them and used against their friends and rescuers. The least fortunate may fall prey to human sacrifice, enabling a craven practitioner of magic to steal their life's energy and use in it magic at the cost of their victim's life. (**Note:** Remember that P.P.E. is doubled at the moment of death and blood sacrifice is, indeed, used by evil mages and monsters.) The CS propaganda machine makes human sacrifice sound like a daily occurrence, but at the onset of the war it was fairly rare and typically part of a magic ritual. However, as the war progressed blood sacrifice became increasingly common, particularly among desperate and evil sorcerers as well as the many evil and monstrous beings the Kingdom of Tolkeen allied themselves with. In fact, toward the end of the war, CS troops were "executed" in public, ritual ceremonies as both a display of vengeance and to use the life force for magic.

Then there is the matter of **ley lines**. Most mages and creatures of magic can use these lines of mystic energy in numerous ways. The most basic and damaging to human troops is that the mage can continuously draw upon a ley line up to a mile (1.6 km) away to increase the potency of his spells or to draw on ambient P.P.E. The amount of available P.P.E. is even greater when on the line itself (30 points per level of his experience per every six hours; see **Rifts® Ultimate**, page 186, for details). In addition, Ley Line Walkers, Techno-Wizards and other practitioners of magic, human and inhuman, can use ley lines to heal themselves, communicate and travel, including opening portals to other worlds to escape or unleash demon hordes or secret armies against their enemies. Consequently, the blue shimmering lines are avoided by CS troops whenever possible. Of course, avoiding them completely is impossible. The Wisconsin-Minnesota region has many ley lines and the twin cities of Tolkeen and Freehold were surrounded by them.

This is one reason the Coalition Army was working their way from the outside in, destroying border towns and outlying villages and farms. Their goal was to establish military lines that effectively encircled the Kingdom of Tolkeen, leaving the cities of Tolkeen and Freehold in the center. Then, CS troops would slowly constrict the circle to eliminate most perimeter threats outside the twin cities. Once this outer network of allied communities was vanquished, the Coalition Army could concentrate all its efforts on the heart and soul of the kingdom, Tolkeen and Freehold, without fear of getting surrounded and overrun themselves. There was no doubt that the Siege on Tolkeen and Freehold would be the most difficult and costly part of the battle plan. All military operations prior to the siege would attempt to weaken, diminish, contain and demoralize the enemy — a strategy that worked well. However, that still left the bulk of the Tolkeen forces dug in for the final battle. A battle that would take place within the triangular pattern of ley lines.

Technology is good

It is important to point out that unlike the CS who completely rejects magic in all its forms, few practitioners of magic dismiss technology out of hand. While it is true most rely heavily on their magic powers and natural abilities, many human and D-Bee sorcerers also use technology. Energy weapons, Vibro-Blades, portable computers, recorders, cameras, robot medical systems, language translators, radio communicators, optic systems (binoculars, etc.), partial M.D.C. body armor, light vehicles, air filters, and goggles are all commonly part of the magic characters' gear and equipment.

Bionics (with the exception of select *bio-systems* in case of serious injury), cybernetic implants, and the wearing of environmental body armor (except for disguise) are avoided like the plague, but only because they interfere with spell casting and the use of magic.

Bionics and cybernetic implants will reduce the character's P.P.E. by half and prevent his ability to draw on P.P.E. from other sources, including blood sacrifices and ley lines! Likewise, all forms of magical healing are reduced by half. Furthermore, magical *regeneration* will heal the body and reject the bionics, expelling them from the body, unless it is a bio-system made of flesh and blood. Beings with natural bio-regenerative powers, which include most creatures of magic, spirits, demons and gods, can not use bionics or implants at all. Such foreign objects are immediately attacked and expelled from their bodies. In most cases they can not even be implanted to begin with because their bodies heal so quickly.

Wearing Body armor, from a full suit of medieval chain or plate armor to modern day environmental armor, blocks and interferes with the use of magic. A sorcerer can not wear more than partial armor, ideally covering no more than a third of his body, never more than half. Covering oneself in metal or man-made materials, including plastic and ceramic plates, has the strange effect of hampering the *channeling* of magic energy.

Armor made of *natural materials* such as leather or M.D.C. animal hides can be worn without interfering with magic. However, bulk and weight can become a serious problem as most practitioners of magic are not physically conditioned and strong enough to wear heavy and even medium body armor, nor are mages used to wearing armor (an additional -5% penalty is applied to the usual encumbrance modifier from wearing full body armor). Thus, practitioners of magic are generally restricted to light body armor. Full armor is typically worn only for the purpose of disguise. **Note:** The same considerations and penalties apply to power armor, which practitioners of magic won't know how to operate/pilot.

Trying to cast magic from inside a vehicle or giant robot is impossible, causing the magical effect/damage to strike those inside the vehicle (can not penetrate the walls of the vehicle; even novice students of magic are taught this). As a result, the spell caster must at least open a window or hatch, and stick his head and upper body out (a nice target for snipers) to weave his magic. Many spells also require *line of sight* to strike a specific target; the spell caster must be able to see his quarry.

The exception to the welcomed use of technology comes from supernatural beings (demons and gods) and creatures of magic like Faerie Folk, Dragons, the Sphinx, and similar. These beings possess such immense natural and magical abilities that the majority rely on them entirely, and reject technology as "man's machines" or "toys." However, even many dragons, especially hatchlings, and the occasional demon and even god will at least consider using bits and pieces of technology — for back-up or a surprise attack if nothing else. There are exceptions here, too. The lowliest of the demon races, known as "sub-demons," such as the Brodkil and Gargoyles, are comparatively powerless in the area of magic, so those exposed to it welcome technology. **Brodkil** absolutely love Vibro-Blades, heavy energy weapons and even partial bionic augmentation, effectively making them Demon Headhunters. **Gargoyles** and the wingless Gurgoyles avoid bionic augmentation (their bio-regenerative powers reject them), but enjoy using Vibro-Blades (especially Vibro-Claws and swords), energy weapons of all kinds, optic systems (scopes, binoculars, optic bands, etc.) and other bits of technology. However, Brodkil or Gargoyles seldom use vehicles, unless specifically made for them and designed to accommodate their large size. The Gargoyles in Europe have a small armory of high-tech weaponry, including M.D.C. body armor and weapons designed specifically for their race.



Strategic uses of Ley Lines

Ley lines represent a natural resource and means of power for practitioners of magic. They are rooted to a narrow strip of land (a small one being a half mile to one mile/0.8 to 1.6 km wide and 2-10 miles/3.2 to 16 km long) and run in a straight line. The only way humans know the lines of energy are present is from the glow of blue energy they emit. On a sunny day, this energy field is very faint, and barely perceptible, making it easier to trick an enemy into getting too close to these natural power grids without them realizing it until it's too late. On overcast days the magical energy is more obvious, and at night the shimmering lines of light blue energy can be seen for miles. Although ley lines have been called "rivers of magic energy," they do not *cut through* the land like a river of water, but flow over it. Ley lines, in and of themselves, are not intrusive, flowing across and over the regional terrain like a transparent mist or the air itself. In Minnesota that means ley lines cover or rise up from a lot of forests, where trees provide an abundance of cover for humanoids magically given the power of flight and attackers riding small, one-man Techno-Wizard vehicles like Wing Boards. These "flyers" can hide and wait among the tree branches, and zip silently along treetops, weaving around trees, waiting for the right moment to strike, then dive bomb, strafe and engage the enemy before they know what hit them. Using ley lines to hover and fly is a simple but effective ploy, because even trained soldiers tend to forget to keep an eye on the sky. Humans are *ground* creatures and tend to forget about the possibility of attackers coming from the air, especially when under the cover of a forest.

To add to the enemy's confusion and plight, other magic wielding assailants and fighters may emerge from the shadows. A Shifter may open up a Rift (if a nexus is present) to call forth demons or monsters to join the fray, and a Warlock may cause a Wind Rush or Earthquake, animate a tree or call forth a Minor or Major Elemental to accost the CS troops (Warlocks do not require a ley line, but they are often counted among ley line raiders and attackers).

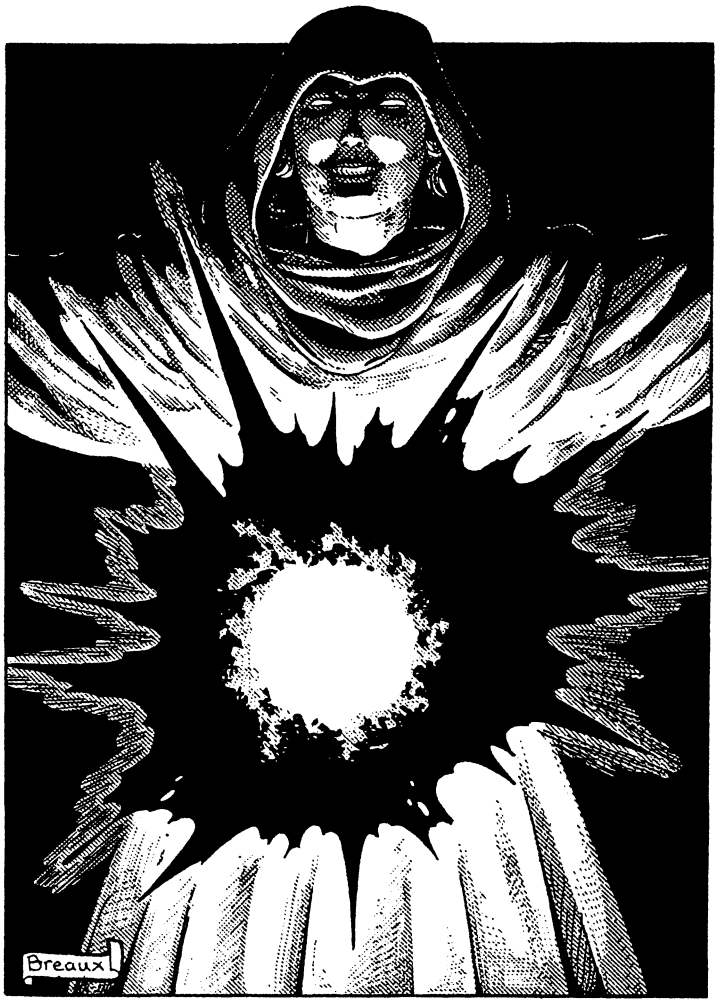
In fact, one of the things that really kept the Coalition forces off balance was the combination of 2-4 different types of magic in the same battle (whether on a ley line or not). For them it is one thing to battle a gaggle of Ley Line Walkers or dragons, it's another to face a dozen or more Line Walkers, a couple of dragons and/or demons or Elementals, plus a half dozen Shifters and their minions, and/or a few Warlocks with their Elemental powers, or Necromancers with their legion of animated skeletons and corpses, and so on. Not to mention a likely force of infantry soldiers, many of whom are empowered with Techno-Wizard weapons or other magic items.

Whenever possible, the Tolkeen forces always tried to force the biggest battles at or near a ley line, or better yet, a ley line nexus point. Combat on a ley line means the practitioners of magic are at peak strength, recover their personal P.P.E. reserve at a dramatically increased pace, and have an inexhaustible supply of energy to power their magic. Furthermore, this allows for the use of additional types of magic that can only be performed at ley lines and ley line nexus points, adding a new dimension to magic warfare (see *Rift & Ley Line Magic* elsewhere in this book). Such a display occurred during the early CS missile attack, in which a dome-like force field encircled the cities of Tolkeen and Freehold, while at the same time three Rifts opened up to literally swallow the majority of the missiles. Likewise, Techno-Wizard devices and vehicles powered entirely by ley lines can be deployed against the enemy. However, as noted above, ley lines and magic can be used in less spectacular ways to equally great effect, especially by small squads of fast moving, hit and run attackers.

Ley Line Walkers and the often forgotten **Shifter** are the masters of these lines of energy. Line Walkers can use ley lines to communicate and travel, rejuvenate themselves, supplement their P.P.E. reserves, and gather intelligence via Read Ley Lines and the use of Observation Balls (see **Rifts® Ultimate Edition**, pages 113-116, for complete details). Ley Line Observation Balls are globes of light that can fly along a ley line like an extra pair of eyes to scout ahead and spy on the enemy. Of course these special powers are limited exclusively to ley line locations, but that's why Line Walkers, Shifters and others try to make their camps, bases, and battles along them, or nearby.

Line Walkers, Shifters, Mystics and Temporal Raiders frequently use magic spells to surprise and ambush the enemy. Hit and run tactics include attacks from above using magical flight or levitation, to sudden storms and lightning strikes out of the blue, to Elemental Magic and the surprise appearance and disappearance of attackers who were magically concealed by spells like *Chameleon, Shadow Meld, Invisibility, Ley Line Rift, Ley Line Fade, Ley Line Phantom, Teleportation, etc.* Such spells are used to great effect in catching the enemy off guard by a magic casting sniper, monster or lone assailant to small squads and even entire companies (25-75% wielding magic).

See *Rifts & Ley Line Magic spells* among the Invocations (as well as Temporal Magic) for examples of incantations that use, control or manipulate ley lines.



Some Questions & Answers about Magic

By Kevin Siembieda, Shawn Merrow & Rodney Stott

Can a character walk through a ley line, or is it like trying to walk through a wall?

Ley line energy appears as a hazy blue light. A character can easily walk through a ley line. In fact, during the day, when the magic energy is barely noticeable, many people walk right through one without even noticing it. At night the rippling energy and its blue light is most obvious. Many wilderness people, adventurers and locals use the lines of light as landmarks to help find their way around.

Can anyone beside Warlocks learn Elemental Spells?

Not many. Generally speaking, Elemental Magic is a specialized area of magic exclusive to the Warlock O.C.C. Whatever "elemental" spells can be learned by Ley Line Walkers and other spell casters are presented under the section on **Invocations** or Wizard Spells.

Some gods, demons, supernatural beings and creatures of magic (including certain dragons) *may* know and cast Elemental Magic. If they can, it will be mentioned in their specific description. Typically these are creatures who have some natural or innate link to nature and/or one or more "elements."

How long does it take to cast a spell?

Unless stated otherwise in the spell description, it take about four to eight seconds to cast a magic spell – and typically use up two or three attacks/actions per melee. In fact, many NPCs and R.C.C. descriptions will state something like: *Seven physical attacks per melee round or two by spell.* This is also why most practitioners of magic hang back or off to the side during combat, or have cover to hide behind or someplace to make a hasty retreat. Likewise, a clever mage will prepare *before* entering combat (whenever possible) to cast an Armor of Ithan, Invisibility and/or other protective and useful magic spells on himself and his companions. One might think of a practitioner of magic as like a walking tank or supply truck. Capable and valuable in his own right (even devastatingly powerful), but with limitations.

Assuming that casting a typical spell uses up two melee actions, the mage is free to cast a spell and use his remaining melee attacks/actions any way he pleases (shooting a weapon, running to aid a fallen companion, using magic to create a defensive wall or escape route for his teammates, etc.).

Some gods and powerful beings can cast as many as three spells per melee round, but this is quite uncommon.

Rituals, ceremonies and certain lengthy spells can take minutes and even hours.

Creating magic weapons often requires one or more magic ceremonies and may take hours, days or months to create, such as the Mystic Kuznya, Techno-Wizards, Bio-Wizards and Shamans (the latter makes fetishes, charms, talismans and other magic items).

Spells that create or empower ordinary weapons with magic typically take only a few seconds and a single spell to make, but few last more than a few minutes per level of the spell caster's experience and vanish (or de-power) when the spell duration elapses.

Are components needed to make magic circles on Rifts Earth?

Yes, absolutely. Especially if one is talking about adapting the Circle Magic of the Summoner and Diabolist O.C.C.s from *The Palladium Fantasy Role-Playing Game®*. Otherwise, the description of the circle and the ritual to make it will tell the reader what material components (if any) are needed to make and activate a magic circle.

When casting a spell, when does it go off?

The spell "goes off," or takes effect at the very end of the invocation, i.e. during the last action in which it is cast. So if each spell counts as two melee actions to cast, the spell will not go off until the character's second action comes up.

Are P.P.E. points lost if a spell is cast but the opponent saves against it?

Yes. If the spell is finished and cast, the P.P.E. is spent whether the magic was successful or not.

Can someone casting a spell be interrupted and the spell disrupted?

Yes. The spell caster needs to focus and concentrate his will while invoking a spoken incantation. The simplest way to disrupt a spell being cast is to injure or knockout the spell caster, actually causing him to take physical damage, or forcing him to take defensive action, including dodging.

Depending on the nature of the particular spell being cast, parrying in most cases will also cause a disruption in the spell casting. Other actions like tackling or knocking over the caster work too. Likewise, any act that causes the loss of a melee action will disrupt the spell, as will preventing the mage from speaking (Mute spell, Globe of Silence, gagging, choking, etc.).

A Ritual is more durable, with short interruptions usually possible, but if the ritual is disrupted for more than two melee rounds (30 seconds) or at some critical junction, the magic and focus is broken and the ceremony must be restarted, usually from the beginning.

What penalties apply to magic and psionics with cybernetics and bionics?

Minor cybernetic/bionic augmentation, such as two implants or a single limb, will reduce every aspect of a character's psionic and magic abilities by half, including range, duration, damage, P.P.E., I.S.P., etc. It will also prevent the character from drawing upon other sources of P.P.E. such as ley lines and blood sacrifices. These implants will also reduce the effects of magical healing by half.

Anything more than two implants or a single limb will completely negate the character's magic or psionic potential. Removal of these implants or limbs will completely restore the character's psionic or magic powers. A character can use Bio-Systems without losing magic or psionic powers.

Also see the section on Restraints and Anti-Magic Measures toward the back of this book.

Are there any spell casting penalties when wearing armor?

Any armor that is made of metal, or other man-made metal alloys or compound armor with a lot of metal, and which covers more than 50% of the body, will hamper the sorcerer's ability to channel P.P.E. In this case, the mage must spend 20% more P.P.E. to cast a spell and a roll must be made on the following table to see what other effects the armor has on the spell being cast.

01-20% Reduce spell damage or effects by 1D4x10%.

21-40% Reduce spell duration by 1D4x10%.

41-60% Reduce the spell's range by 1D4x10%.

61-80% Reduce both range and duration of the spell by 20%.

81-00% Lucked out, no additional problems.

For this reason, many practitioners of magic prefer natural armors, or magic to provide protection. Mega-Damage ceramic and plastic armor is also suitable for use by spell casters.

What about power armor, or vehicles/giant robots?

The same considerations that apply to *body armor* apply to power armor, requiring more P.P.E. to be used, and the roll on the same table.

Magic can not penetrate the skin of giant robots, or vehicles. Any spell cast inside will only affect the occupants and the internal systems of the vehicle/robot. Likewise, any spell directed at vehicles/robots outside, only affect the robot itself and can not affect the occupants inside.

Are there any special rules for absorbing the P.P.E. from the dying (when P.P.E. is doubled) or while in combat?

In most cases a sorcerer can not draw on this P.P.E. unless he is prepared for the release of P.P.E. beforehand, such as during a blood sacrifice or being present at the moment of death and waiting for it to syphon the P.P.E. when the individual passes away (i.e. dies in the mage's arms, or the mage is at the character's deathbed or within eyeshot no more than 20 feet/6 m away, and again waiting for it). During combat, the sorcerer is generally unprepared and can not draw on the P.P.E. of a sudden death or even an opponent slain in hand to hand combat. In the latter case, he can draw on the P.P.E. if he is the one who delivers the death blow and he knew as he struck that it would be a killing blow (most often one does not know). Otherwise, the P.P.E. released at the moment of death dissipates before the mage can use it.

It says men of magic and also dragons are like living P.P.E. batteries, able to absorb energy from ley lines, etc. What is the limit to the amount they can absorb, and how long can they retain that extra P.P.E.?

Practitioners of magic (dragons, demon spell casters, and similar beings versed in magic) can absorb up to three times their normal limit in P.P.E. However, most borrowed, captured or stolen P.P.E. can only be held for a short period of time – the mage's *P.E. attribute number in minutes*, before it dissipates. **Note:** It has erroneously appeared in The Rifter and on-line that "captured" P.P.E. can be held for the "mage's P.E. attribute in *hours*." This is wrong, it is minutes. However, when at a ley line or ley line nexus, the mage can draw upon extra P.P.E. at regular intervals.

How can a mage of any kind get enough P.P.E. to cast the really high level spells that require hundreds if not thousands of P.P.E. to cast?

These sorts of spells generally require a ritual ceremony, where several sorcerers and/or supporters gather and willingly give their combined P.P.E. to one, specific spell caster or priest for a common purpose (i.e. the casting of said spell). Other sources such as ley lines, nexus points, P.P.E. batteries, blood sacrifices and periods of increased energy at ley lines can also provide the power needed to cast these powerful spells. By using any of these resources, enough P.P.E. can usually be gathered for the most powerful of spells. Additionally, adult and ancient dragons, powerful demons, gods, and alien intelligences may have thousands of P.P.E. and can easily cast high level spells. Remember, humans are not the only ones who use magic.

Do all spells require words?

Yes!! Although there are variations. Spells can exist in several different forms, but all are invocations/incantations and require mental focus and willpower to perform as well as words. The spoken words usually serve as a means to focus. Spells designed by one race may require modifications to be used by another. For example, the spell Levitation as developed by a race with 8 tentacles and speaking in the ultrasonic range, may not be possible to be learned by a human sorcerer without extensive research and modification to get the spell to work. Other spells and rituals may require other things like props, or components.

Do Techno-Wizard devices require the appropriate spell to use or can a mage simply pump in the P.P.E.?

To create the item, the Techno-Wizard must know the appropriate spell. But in most cases, after it is made, the user can re-energize the weapon or activate its magic by simply pumping in the appropriate P.P.E. or I.S.P. required. A character does not need to know the spell to be able to power these items, unless the item's description specifically says otherwise.

Who can use Techno-Wizard items?

Anyone who can draw upon mystical forces or tap their own P.P.E., I.S.P. or even Chi can power and use Techno-Wizard devices. Likewise, those who are open to the supernatural or have large amounts of P.P.E. like children may be able to power and use Techno-Wizard items (often without realizing how). With children, the ability to power and use these items may disappear with age, or with enough practice, may be retained even though they may have a lower amount of P.P.E. as they get older.

I need clarification on healing spells: Do they heal things like broken bones, torn tendons, etc.?

Yes, healing magic can heal such injuries. It can not, however, regenerate lost bones, brains, or body parts, nor restore permanent damage caused by arthritis or other diseases, trauma or brain damage. Powerful magic might be able to heal such serious injuries, but in most cases, healing magicks only fix cuts, wounds, abrasions and broken bones. Healing magic typically leaves no or minimal scars, however, severe injuries even healed by magic may still be disfiguring. And scars from old injuries that have reduced the character's P.B. can not be healed by normal healing magic.

I'm a bit confused on the magic saving throws. Physical Endurance gives you bonuses to save vs magic. Does that mean a character gets that bonus to save vs all types of magic or just spell magic and rituals?

The attribute bonus to save vs magic applies to all saving throws where a saving throw vs magic is required, which includes spell magic, ritual magic, circles, wards, etc. However, some bonuses will only apply to specific saving throws, and they will be marked as only applying to that one saving throw (i.e. "+1 vs Wards").

Are strength-enhancing spells cumulative? Such as Strength of the Whale (Rifts Underseas™, pg 68) and Superhuman Strength?

If a spell gives a bonus to strength, it is cumulative with other spells that give bonuses. If it gives a fixed level, it is not cumulative. If it gives a multiplier, that multiplier is based of the character's normal strength, and does not include other bonuses to strength gained through magic. Since Strength of the Whale doubles the character's normal strength and makes it Supernatural, it is not cumulative with other strength style spells.

How long does it normally take to learn a spell?

If a full-fledged practitioner of magic is being taught a spell, it generally takes two days per level of the spell being taught to master it (i.e. a level 3 spell takes six days to learn).

Developing "new" and "variant" magic, on the other hand, can takes weeks, months or years of research and development per spell level.

How do I use the Spell Learning Rules from the Rifts® Magic and Psionics Screen?

This is an optional set of rules for practitioners of magic who must learn spells to follow. O.C.C.s like the Mystic do not use this table. Whenever a character learns a spell, generally by himself, or from patchy notes, he will not be sure he has learned it properly. This is where the Difficulty Rating rule may be used, as the character goes through the difficult trial and error phase of learning magic.

My group is currently running a Palladium Fantasy RPG® game, and some of my players want to use a few of the spells from Federation of Magic. How should I adjust the damage/P.P.E./S.D.C. to fit the PFRPG?

Generally, keep the P.P.E. cost the same in Palladium Fantasy or other S.D.C. settings. Most of the effects, range and duration also remain the same. The main difference comes with changing M.D.C. to S.D.C.

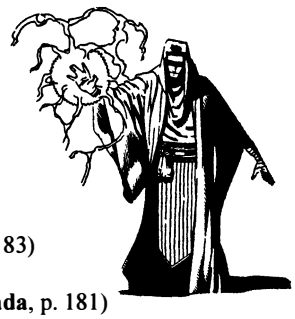
With damage, the simplest method is to just change M.D.C. to S.D.C., so 4D6 M.D. becomes 4D6 S.D.C. damage, and vice versa. Those spells that provide magical protection like armor will need to be given an A.R., generally between 14-18.

How do you make new spells?

Guidelines for creating and modifying magic can be found in **Nightbane® Book 3: Through the Glass Darkly**. This book, while indented for **Nightbane®,** offers several excellent new magical classes as well as new spells and magically related adventures, and is a excellent resource for all of Palladium's games involving magic.

Index of Practitioners of Magic

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O

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Old Believer O.C.C. (**Mystic Russia**, p. 127)

P

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Plant Shaman O.C.C. (**Spirit West**, p. 50)
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Promethean Time Master O.C.C. (**Phase World®**, p. 28)

Q

Nothing here folks. Try again next week.

R

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Tattooed Man: T-Monster Man O.C.C. (**Atlantis**, p. 95)
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Techno-Wizard, Naut'Yll (**Underseas**, p. 146)
Techno-Wizard, Naut'Yll Koral Shaper R.C.C. (**Underseas**, p. 150)
Temporal Raider R.C.C. (**England**, p. 71)
Temporal Warrior O.C.C. (**England**, p. 69)
Temporal Wizard O.C.C. (**England**, p. 66)
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T-Monster Man O.C.C. (**Atlantis**, p. 95)
Totem Warrior O.C.C. (**South America One**, p. 146)
Tribal Shaman O.C.C. (**South America One**, p. 145)
Tusked Magician, Aunyain R.C.C. (**South America One**, p. 152)

U

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V

Vanguard Mage O.C.C. (**Coalition Wars 3; Sorcerers' Revenge**, p. 60)
Voodoo Priest O.C.C. (**South America One**, p. 51)

W

Warlock O.C.C. (**Rifts® Conversion Book One Revised**, p. 66)
Warlock Marine Magic Specialist O.C.C. (**Phase World® Sourcebook**, p.39)
Were-Dragon R.C.C. (Bio-Wizard creation; **Splynn Dimensional Market**, p. 97)
Whale Pneuma-Biform R.C.C. (**Underseas**, p. 55)
Whale Singer O.C.C. (**Underseas**, p. 56)
Witch O.C.C. (**Rifts® Dark Conversions**, p. 174)
Witch: African O.C.C. (**Africa**, p. 72)
Witch: Gypsy O.C.C. (**Mystic Russia**, p. 150)
Witch: Hidden O.C.C. (**Mystic Russia**, p. 79)
Witch: Russian Night Witch O.C.C. (**Mystic Russia**, p. 73)
Wormspeaker O.C.C. (**Wormwood**, p. 63)

X

No O.C.C.s available for this letter.

Y

Yamabushi Mountain Priest O.C.C. (**Japan,** p. 60)

Z

Zaayr Crystal Dragon NPCs (**Psyscape**, p. 137)
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Summary of Known Types of Magic – Rifts Earth, circa 109 P.A.

African Ceremonial Magic (African Continent)
African Witch Spells (African Continent)
Biomancy (South America)
Bio-Wizardry (Atlantis; see Magic Items; rare)
Blue Flame Magic (South America; rare)
Bone Magic (Russian subset of Necro-Magic; rare)
Cloud Magic (racial; American Southwest; rare)
Conjuring (**global**, but strongest in North America)
Dolphin Magic (racial; oceans)
Dreamship Magic (racial, Horune; oceans; rare)
Druidism (England and Western Europe, mainly)
Elemental Magic (Warlocks; **global**)
Herbalism (England and Western Europe, mainly)
Horune Magic (Ship Dreamers; racial & oceans)
Invocations (Ley Line Walker/Wizard Magic; global)
Korallyte Shaping (racial, Naut'Yll; oceans; rare)
Ley Line Magic (**global**, included in Invocations)
Living Fire Magic (Russia, Eastern Europe and Asia)
Millennium Tree Magic Creations (rare, England & Japan)
Mysticism (a blend of magic and psionics; **global**)
Mystic Kuznya (Russian magic smith; rare)
Nature Magic (Russia, Eastern Europe and Asia)
Nazcan Line Magic (South America: Peru; rare)
Necromancy/Necro-Magic (**global**; strongest outside of the Americas)
Ocean Magic (Coastal and Pacific Islands; also see Dolphin and Whale magic)
Rift & Ley Line Magic (same as Ley Line magic; see Invocations; **global**)
Rune Magic (see Bio-Wizardry; rare)
Shamanistic Magic (North America and aboriginal cultures)
Shifting & Summoning (**global**)
Spoiling Magic (Russia & Eastern Europe)
Stone Magic (Atlantis; but also found in Mexico, Central & South America; rare)
Tattoo Magic (Atlantis and the Megaverse; rare)
Techno-Wizard Magic (North America)
Temporal Magic (**global**, strongest in England; rare)
Warlock Magic (see Elemental Magic; **global**)
Witchery/Witchcraft (any spell casting is an Invocation; **global**)
Whale Singer Spells (oceans)

Note: A few types of magic may have been accidentally excluded from the list above, and many are yet to be uncovered. China, for example, is undoubtedly steeped in magic and mysticism, as may be other parts of the world. Moreover, since Rifts Earth is something of a Dimensional Nexus, mystic arts are also brought from alien worlds (Bio-Wizardry and Cloud Magic are two examples that immediately come to mind).

Spells

In the pages that follow, are the multitude of spells and Invocations known as *magic*. These are the raw, natural powers wielded by the many different kinds of practitioners of magic across Rifts Earth and elsewhere in the Megaverse.

In this section, each of the *major forms of magic* to be encountered in **Rifts** is described in full. Forms of magic that are a) particular to a single O.C.C. and b) more like a set of special abilities than a distinct school of arcane study (e.g., abilities gained by a Ley Line Walker, Witch, etc.) have been *excluded* from this book.

Circle Magic and Ward Magic, both featured in **Rifts® Dark Conversions** and originally in the **Palladium Fantasy Role-Playing Game,** have also been excluded. There are two reasons for this. First, that age-old bugaboo concerning space restrictions. Second, Ward and Circle Magic is still a *very rare* form of magic on Rifts Earth, so rare in fact, that to include it would be to spend a great deal of space on what amounts to a trivial detail of magic in many campaigns.

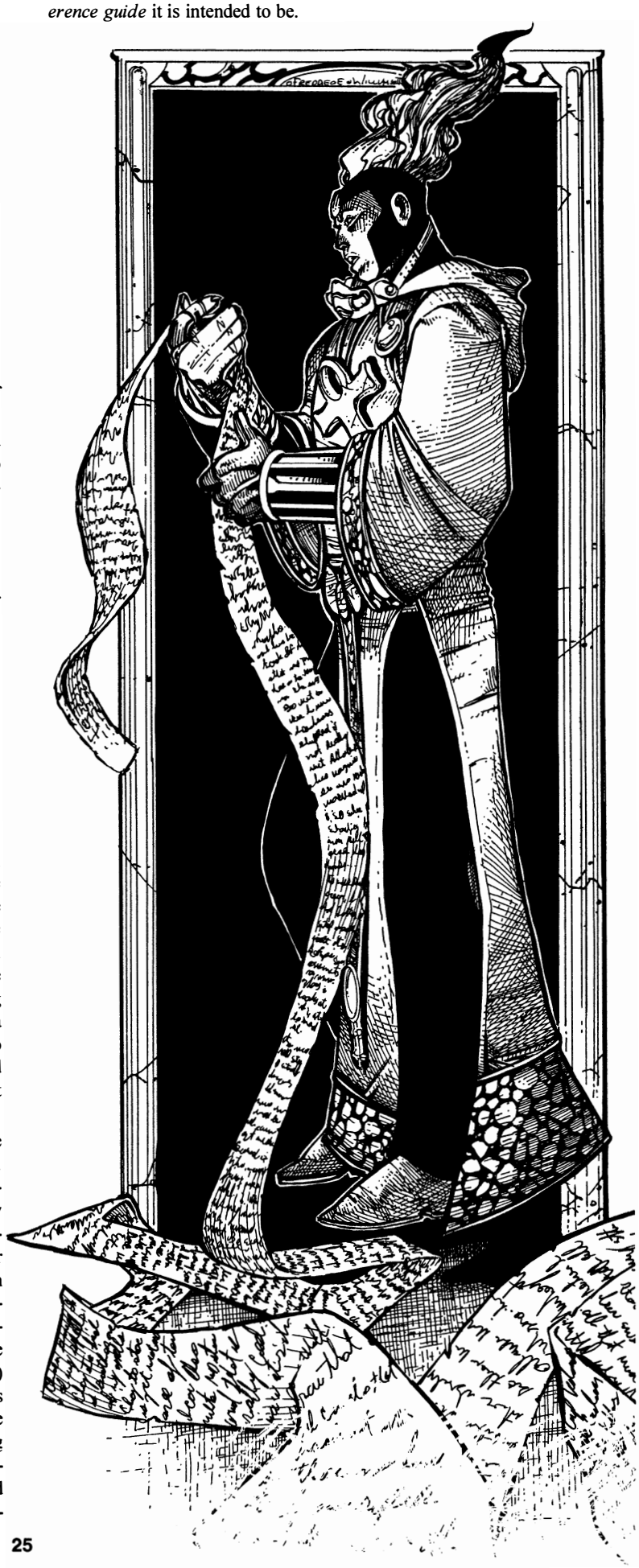
Not counting *Dimension Books* and magic like *Wormwood Prayers & Spells*, there are over 40 types of magic currently presented in the **Rifts** setting.

A world of magic. Some types of magic like *Invocations* (Ley Line Walker or Wizard magic), *Elemental/Warlock Magic, Conjuring, Shifting/Summoning,* and even *Necromancy* and *Witchery* are widespread, well known and found, in one form or another, throughout the world. They are, in effect, universal.

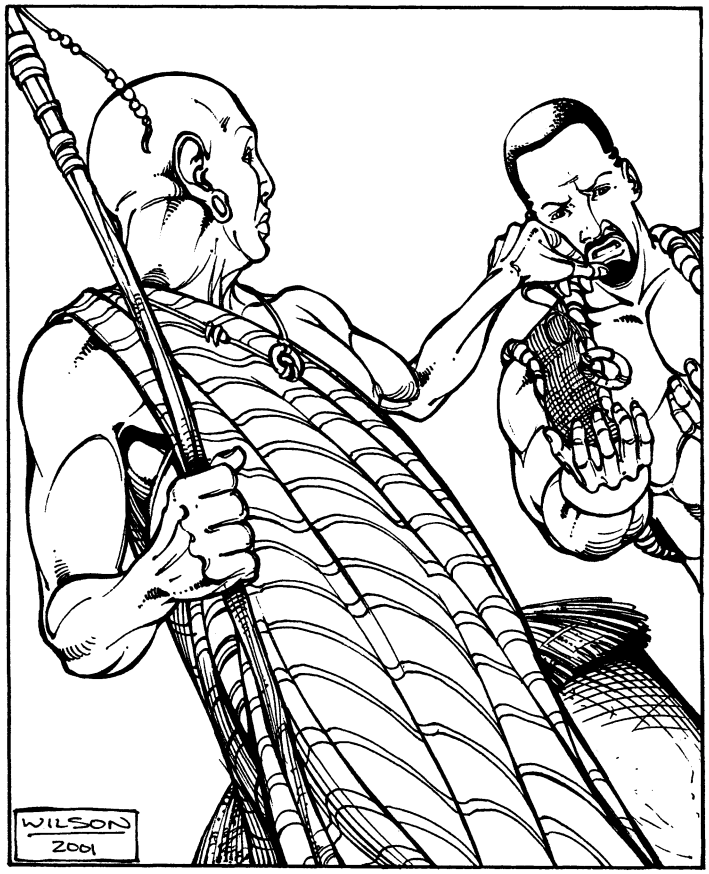
Other types of magic such as *Cloud* and *Dolphin Magic, Tattoo Magic,* and many others, are known to, and often created by, a particular people, race or culture. Consequently, many types and variations of magic are found only in a *particular geographic region* and/or used by a specific culture. This is evident in places like Australia, Russia, China and Japan. However, even magic like *Techno-Wizardry*, which is so prevalent in North America and rapidly growing in popularity throughout the Americas, is rare, even unheard of, in other parts of the world. Why? Because Techno-Wizardry originated in the old American Empire (USA) and has grown from there. With the continents and people of Rifts Earth so isolated and global communications impossible, developments in one part of the world often remain *unknown* to the rest of the planet. This has started to change with the end of the Dark Ages in North America and Europe and the rise of organized powers such as the Coalition States, Federation of Magic, Lazlo, the late Tolkeen, Atlantis, the New German Republic and other nations, cultures and people who have begun to reclaim their lands and venture out *into* the world. However, even on the continents where these civilizations are growing, there are magicks and secrets yet undiscovered. Much of Rifts Earth remains a desolate and unexplored wilderness. Who knows what magicks and mysteries they may yet hold?

The focus of this book is "spell magic" specifically and magic in general. Thus, every *spell* and all other magic that has appeared in World Books 1-21, Sourcebooks 1-4, Conversion Book One, and the Coalition Wars series has been included to some degree. To get the complete feel for the cultural significance from which many of these magicks are born, see the specific book where they *originate*. This will give the player complete details about the magic and present the O.C.C.s and R.C.C.s who utilize that specific type of magic. Knowing the background, orientation and limitations of a character provides a more unique and stronger identity that is fun to play. It is also likely to provide the character with a sense of history, background, purpose and goals, as well as moral or political orientation. These are all aspects that help create colorful and memorable characters.

From a designer's point of view, when I (Kevin Siembieda) create *magic*, it is more than just another cool *weapon* for fictional characters. It often draws its inspiration from real world history, myths and cultures, and often reflects the culture, mind set, belief system and history of a particular people, if not an entire culture or civilization. Even completely fictional magic such as *Techno-Wizardry*, represents a particular thought process, orientation and outlook. *Witchery* and *Necromancy*, in context, are rooted in selfishness, evil and a lust for power at the expense of others, and even oneself! The various Russian and Shamanistic magicks are rooted in myth and superstition that reflects the people and their region's history, culture and society, past and (Rifts Earth) present. The same is true of Inuit and Australian Dreamtime magicks (the latter not included in this book). Aspects and elements I hope are not lost or overlooked by plucking them out of context and gathering them here in one place for easy reference. Please take this into consideration when creating a character. Reread the O.C.C. description and background data from time to time to refresh your memory, and reaffirm the character's identity. Use the **Rifts® Book of Magic** as the *reference guide* it is intended to be.



African Ceremonial Magic



Rifts® World Book Four: Africa

There are two *main* kinds of beneficial African ceremonial magic: *Magic Chants, Singing, Dances and Ceremonies*; and *Rain Magic Rituals*. These entail spell-like abilities that come from ritual magic. Drums play an important roll in many ceremonies and are also used as a secret form of communication known to the Priest and Tribal Leader. Consequently, the *Secrets of the Drums* is included here. Note that the *Medicine Man* can also make charms and talismans. These magical objects are located in the section of this book devoted to magic items.

There is a third type of African Magic that is used to trick and hurt others, the magic of the *African Witch*. This foul magic is also presented in this section under its own heading.

The different type of African Magicks, O.C.C.s, talismans, people and wilderness (not to mention the Four Horsemen of the Apocalypse and select other African demons and gods) are detailed in **World Book Four: Africa**.

Rain Magic Rituals
Rain Maker's Rain Dance (300 or 950)
Rain Maker's Dance of Bad Medicine (500)
Rain Maker's Dance to Calm Storms (200)
Rain Maker's Dance to Part Waters (200 or 600)
Rain Maker's Dance to Ride the Lightning (100 or 200)
Rain Maker's Dance of Stones (400)
Rain Maker's Dance of Weather Control (450)

Secrets of the Drums

A form of communication known to African Priests, Royalty and other select individuals.

African Ceremonial Magic by Type

Magic Chants, Songs, Dances & Ceremonies
Chant of Blessing (50)
Chant to Control Ley Line Storms (70 or 110)
Chant/Ritual of Divining (90)
Chant of Exorcism (90)
Chant/Ritual to Remove Taboo (40)
Chant of Warning (120)
Chant of Water Doubling (30)
Drums of Protection (140)
Dance of Blessing Weapons (890)
Dance to Chase Away Evil Spirits & Witches (750)
Dance of Flames (700)
Dance of Good Medicine (475)
Dance of Life (550)
Dance of Protection from Bad Medicine (550)
Dance of War (240)
Dance to Close a Dimensional Rift (540)

Magic Chants, Songs, Dances & Ceremonies

Magic chants and/or singing are used in rituals and ceremonies to create a spell-like or magic result or protection. Through song, chants and/or dance the people work with the priest to chase away evil spirits or perform some act of good. These ceremonies serve to focus the minds of the people participating toward one goal, one thought and strong emotion. Their focus gives life to the magic, or more to the point, the magic user, i.e. Medicine Man, Priest or Rain Maker. The practitioner of magic can then draw on the P.P.E. of the willing and intensely focused participants in the ceremony (which can be dozens, hundreds or thousands of people) to power his magic. Thus, magic chants, dances and ceremonies are a means of accessing and directing tremendous amounts of magic energy for the performance of magic.

P.P.E. from ceremonies. Chanting or singing alone will provide enough focus to get one P.P.E. point from each ordinary person participating. However, combining chanting or singing with dance in a magic ceremony that deliberately builds in momentum and intensity gets the mage four points per participant. Participating characters with high amounts of P.P.E., including other priests, practitioners of magic, D-Bees, and supernatural beings, can willingly "give" as much as 70% of their P.P.E. reserve (minimum 50%) to the mage conducting the ceremony.

African Priests and Medicine Men appreciate the uniqueness of magic and see its use in ceremonies as a gift or blessing from the gods and good spirits to mortal men. They do not want to pester or anger the gods by pressing them for too many favors, so they perform magic ceremonies only when absolutely necessary. Such necessity includes fighting evil spirits (demons, witches and monsters), correcting or protecting the natural rhythm of nature (typically against supernatural forces) and combating unnatural phenomena such as plagues, strange sicknesses, locusts, droughts, heat waves, earthquakes, and magic; all are cause for magic ceremonies. Among the many tribes of Africa, magic is seldom used to fight other ordinary men. To their thinking, it would not be fair.

It is interesting to note that while a Medicine Man may be involved in ceremonies and he may even be the recipient of the P.P.E. to be channeled and used in the magic, it is the African Priest (a healer and

wise man, shaman-like figure) who knows all the rituals and their chants, songs, movements and patterns of the dance. Furthermore, it is the Priest who usually coordinates and directs the entire ceremony and most importantly, has the people's trust and strives to help them with their prayers, songs and dances. Without the Priest, a proper ceremony and obtaining the desired magical result *may* not be possible.

It is also important to note that the tight focus of the ceremony and its participants prevents their P.P.E. from being used or stolen by a rival Priest, supernatural beings or other practitioner of magic. This is where the involvement of the Priest comes into play. It is the Priest(s) that the participants trust, and it is he and his cause that they are working towards. As a result, only he *or* a Medicine Man that he has appointed during the ceremony gets access to the abundant P.P.E. generated by the people. This is another reason the Priest must stay true to his beliefs, his morals and his people. If the people lose their faith and/or trust in their Priest(s), the P.P.E. is not available; subconsciously they will not give it up and the magic ceremony does not work.

Note: Unless stated otherwise, chant, drum, and dance rituals are exclusive to the Priest O.C.C., although others may participate in the ceremony. Like so many unique forms of magic, this specific type of ceremonial magic and the magical spells they conjure are exclusive to Africa and its people. It is not found in anywhere else in the world. As ritual magic, one must roll a 16 or higher to save.

Chant of Blessing

Range: 20 foot (6 m) area.
Duration: 24 hours per experience level of the priest.
Saving Throw: Not applicable to those who want the blessing.
P.P.E.: Fifty

One or more priests pray for about five minutes and then chant a blessing for another five minutes. At the end of the ceremony, the subject of the blessing is given minor magical protection and power. +1 to save vs witchcraft, +2 to save vs poisons and disease of all kinds, plus the Gift of Alertness *if* the character is a hunter or warrior: +1 on initiative. As many as six people per level of the priest can be blessed at a single ritual.

Chant to Control Ley Line Storms

Range of area affected: Half mile (0.8 km) length of ley line per level of the character.
Duration: Two minutes per level of experience. Can be canceled at any time.
Saving Throw: Not applicable.
Limitations: This chant is exclusive to the Rain Maker and Medicine Man O.C.C.s, although priests and others may participate in the ritual and provide additional P.P.E.
P.P.E.: Seventy for a Rain Maker or 110 for a Medicine Man.

The chanter can not create a *Ley Line Storm*, but can grab hold of one and redirect it. He can hold the storm in one place, send it in the opposite direction, or reduce its intensity by half, and is never struck by its energy bolts or afflicted by its other phenomena. He can also sense whether the storm is natural or created by magic, a stone pyramid or Millennium Tree. The character can reduce the intensity of a *Millennium Storm* and escape any damage from it too, but he can not hold it in place or redirect it. The character must continue his chanting the entire time he desires to control the storm.

Chant/Ritual of Divining

Range: 3 feet (0.9 m).
Duration: One minute per level of experience.
Saving Throw: Not applicable.
P.P.E.: Ninety

This ritual involves chanting and foot stomping. Unlike some of the more P.P.E. costly rituals that require scores or hundreds of people, this ceremony can have as few as two other priests or loyal followers. Those participating in the ritual chant, hum and stomp their feet at important intervals for about 15 minutes. At the end of the ritual, the head priest drops two small stones into three pots of water and peers into them to glimpse the immediate future (72 hours) or to understand events that are occurring in the present. Three divination questions can be asked and the answers revealed per each minute of the priest's experience.

This divining magic will reveal the following:

- The presence of good medicine. The presence of bad medicine.
- The presence of a witch or evil spirits. The presence of the gods.
- The presence of revenge/hatred. The presence of greed/lust.
- Where a lost child might be found.
- Where good hunting might be found.
- When rains will come, ending a drought.
- Whether evil spirits are coming.
- Whether locusts or disease are coming.
- Whether a particular person is in danger (yes or no).
- Whether any taboos have been broken (yes or no and which ones).
- Whether a particular person speaks the truth (yes or no).
- Whether a particular visitor is dangerous or has evil intentions.
- The face of evil: The cause of trouble, murder, or bad medicine can be seen in the waters but requires an additional 90 P.P.E.

Chant of Exorcism

Range: Touch or 30 foot (9 m) area.
Duration: As long as the chant continues, about one hour.
Saving Throw: Not applicable.
P.P.E.: Ninety

This powerful ceremony is usually conducted by a Medicine Man (who is impervious to possession), but usually coordinated and assisted by one or more priests. If a Medicine Man is not available a *priest* can perform the ceremony but runs the risk of being possessed. The other people and priests involved in the ritual chant and strike sticks together while swaying back and forth with their eyes closed. As long as they keep their eyes shut the evil spirit can not possess any of them! Meanwhile, the magic protects all others in the village as long as they stay behind closed doors or keep their eyes shut too.

The ceremony lasts one hour and at its end the possessing spirit is forced out without failure. The only person who is vulnerable is the priest who is performing the actual exorcism and he is +6 to save vs possession. If a Medicine Man is performing the ritual exorcism he is impervious to possession, and so are any assistants with their eyes closed shut.

Chant/Ritual to Remove Taboo (Curse)

Range: Special.
Duration: Special.
Saving Throw: Not applicable.
P.P.E.: Forty for the initial ritual.

Note: The ability to remove a taboo (curse) is included in this section to keep all the rituals together and easy to find. It is exclusive to the *Rain Maker O.C.C.* although priests may participate in the ritual.

The victim of a taboo curse must first engage in a brief ritual of penance conducted by a Medicine Man. This ceremony is said to mark the aura of the character as being sorry and in the process of righting his wrong. To negate the bad medicine of a taboo, it is always required that the offending character(s) make amends/ apologizes for his indiscretions. This will require repairing damage made to the subject of the taboo or area/shrine of the taboo, protecting the taboo subject or area, helping the people (if any) who own the taboo subject, or performing one or more significant acts of kindness, generosity and/or heroism for a worthy person, group of people, or cause.

Additionally, the character must perform a brief, nightly or daily prayer lasting only 1D4 minutes to help him reflect upon his life and the cause of his affliction (greed, arrogance, cruelty, carelessness, stupidity, etc.). A taboo curse is not easily removed and may take weeks, months or even years to rid oneself of it. This could send the character on one quest after another (G.M.s, use your discretion and be fair).

Note: Killing the taboo maker is an act of complete stupidity, although witches and other evil characters might suggest it. If the taboo maker is slain by the cursed character, the bad medicine can NEVER be removed by any means. Plus a second taboo curse is placed on the person! Random roll or select one. (Curses are found under the *Taboo* spell of the African Witch.) It is also important to note that in many cases the taboo maker has moved away or died years ago.

Chant of Warning

Range: One mile (1.6 km).
Duration: As long as the chant continues.
Saving Throw: Versus Horror Factor of 11.
P.P.E.: One Hundred Twenty to provide magic bonuses.

This is an eerie magic chant performed only by priests to frighten enemies and invaders, both human and inhuman. The chant can be heard only by the enemy for a radius of one mile (1.6 km) per level of the priest leading the chant (who should be the most experienced). The chant is unnerving and evokes a Horror Factor of 11. All who fail to save vs Horror Factor will turn and run away. Those who save may continue but are jumpy and -1 on initiative.

Chant of Water Doubling

Range: Touch.
Duration: Instant.
Saving Throw: Not applicable.
Limitations: Exclusive to the Priest and Rain Maker.
P.P.E.: 30 for a Rain Maker or 50 for a Priest.

In this ritual, the character chants and hums while pouring equal amounts of water from one container into two other containers. He then does a little rain style dance around the two containers, kneels down, looks into the sky and touches them. Magically, the amount of water doubles in both containers. Unfortunately, water that has been magically doubled once can not be doubled again. The entire ritual takes about four minutes.

Drums of Protection

Range: Two miles (3.2 km).
Duration: As long as the drums beat.
Saving Throw: Not applicable.
P.P.E.: One Hundred Forty to provide magic bonuses.

A message known to all the people of a tribe, tribal nation, allies and possibly even the enemy is the unmistakable sound of magic drum protection. This drum beat does two things: one, it warns those in the know that *bad medicine* (trouble and/or evil magic) is afoot. Second, it lets the perpetrator, typically a witch, demon, evil sorcerer or enemy, know that the tribe is aware of the presence of the bad medicine and the perpetrator, and are prepared to fight.

The focus and purpose of this drum beat is to encourage the defenders and fill them with confidence. At the same time, it may convince the perpetrators of the trouble to leave the area and to take the bad medicine with them. All members and friends of the tribe are +1 on initiative and +1 on all saving throws. All bonuses remain in effect as long as the drums play.

Dance of Blessing Weapons

Range: 10 feet (3 m).
Duration: Permanent.
Saving Throw: Not applicable.
Limitations: One weapon per level of the priest conducting the ceremony; a dozen arrows or sling stones/bullets count as one weapon. A bow and string also count as one weapon.
P.P.E.: Eight Hundred Ninety

This ritual enchants weapons with special magic properties. It involves many people, the playing of drums, and singing. Those who will use the weapons are signaled at the right moment to jump out of the singing crowd, grab their weapon (maximum one in each hand) and dance wildly while chanting and waving the weapons for a period of five minutes. After the allotted dancing, the ceremony is over.

The weapons are endowed with the following magic bonuses and powers, but only when they are used by their respective warrior owner. In the hands of anybody else, the weapon has no magic – the items and the magic are linked to the person it was made for. When that character dies, it turns back into an ordinary item.

Note: All weapons inflict their normal S.D.C. amount in Mega-Damage when used against *Mega-Damage creatures* and *double damage* to Witches in human or Werebeast form.

Bow & Arrows: The bow shoots an additional 200 feet (61 m). The arrows inflict double damage and fly straight and true; +1 to strike.

Knife: Never dulls, does an additional 2 points of damage and is +2 to strike when thrown.

Spears or Javelin: Never breaks when used by its owner and +2 to strike even when thrown and +2 to damage.

Sling and Stones: Double the range and damage.

Staff: Never breaks when used by its owner and does an additional 1D6 damage.

Sword: Double damage.

Throwing Sticks or Irons: Double normal range and damage.

War Club, Mace, Hammer or Axe: Double damage and +1 to strike and parry.

Armor & Shields: The S.D.C. of an ordinary suit of armor or shield turns into M.D.C. whenever engaged in battle against Mega-Damage forces, creatures, robots and energy weapons.

Weapon Note: Swords are seldom used by most African tribes. The most common weapons are *spears, war clubs/maces, staves, throwing sticks* and the *bow and arrow.*

Dance to Chase Away Evil Spirits & Witches

Range: Half mile (0.8 km) radius per level of the priest.
Duration: 24 hours per level of the channeling priest.
Saving Throw: 16 to prevent paralysis, but must still leave the area.
P.P.E.: Seven Hundred Fifty

This powerful magic ceremony involves singing and dancing to chase away evil spirits (including lesser demons, Deevils and sub-demons) and Witches. It is the priest(s) who conducts the ceremony but it can be a priest or Medicine Man (whichever is more experienced) who channels the magic. All witches and evil spirits who hear the music are racked with pain. Unless they flee the area they will be stricken by paralysis for one day per level of the priest or Medicine Man channeling the magic. The paralyzed witch or demon may fall victim to wild animals or enemies. Many tribes will go forth the next morning searching the bush for stricken witches, demons, Deevils and evil spirits to destroy them. **Note:** Any person possessed by an evil spirit will be identified by falling to the ground where they scream and flail about. A priest or Medicine Man can then restrain that individual and perform an exorcism. Furthermore, no witch or evil spirit may come within earshot of the village (typically about one or two miles/3.2 km) for a period of one week per level of the channeler.

Dance of Flames

Range: Self and others; one person per level of the ceremonial head priest.
Duration: Two hours per experience level of the priest conducting the ritual.
Saving Throw: Not applicable.

P.P.E.: Seven Hundred

This hour long ceremony involves the drinking of libations, singing and dancing around a large bonfire. Towards the end of the ritual, people selected by the priest are given the Gift of Invulnerability – provided they jump *into* the fire and dance in its flames for three to five minutes. If they have faith in the priest and his magic, they are invulnerable and do not burn. Those who refuse to leap into the fire lose the power of invulnerability within one minute after the ceremony's end.

Those who dance in the flames have the following powers: Impervious to fire, heat, and poison, and +5 to save vs all types of magic. Furthermore, those made invulnerable see their S.D.C. points temporarily become M.D.C. points (Mega-Damage heals at the same rate as S.D.C. damage). The invulnerability lasts for *two hours* per level of the priest who conducted the ceremony. Typically only trusted priests, warriors, friends and heroes are selected to receive this powerful good medicine.

Dance of Good Medicine

Range: Entire village.
Duration: 24 hours per level of priest.
Saving Throw: Not applicable.
P.P.E.: Four Hundred Seventy-Five

The dance of good medicine is conducted by the priest for the purpose of creating good fortune for an important event or activity. Its magic hangs over the village and the people for one day (24 hours) per level of the priest conducting the song and dance. Typical events that elicit the good medicine dance include:

Planting: The weather for the days of planting is perfect and crops grow with few problems from insects and weather. The yield is 20% more than what might normally be expected.

Harvesting: The harvesting of crops goes twice as quickly than one might expect, without any serious accidents or problems.

First Fruit: Removes any bitterness or possible danger from eating this fruit; no stomach aches.

Hunting: The subject of the hunt is found with relative ease, and the hunter(s) will not be bitten or mauled.

Travel of Importance: The travelers will not be attacked or troubled by animals or insects and travel time is 20% faster than one might anticipate.

Wedding: The married couple and all participants are filled with happiness, there are no squabbles or brawls and nothing goes wrong.

Good Health: This dance is usually performed when word spreads about sickness in neighboring areas. The people and livestock are +2 to save vs normal disease and poisoning, +3 to save vs magic sickness and +1 to save vs the magic conjured by a witch.

Dance of Life

Range: 100 foot (30.5 m) radius.
Duration: Dance period.
Saving Throw: Not applicable.
P.P.E.: Five Hundred Fifty

This ceremony is used to help heal the sick and wounded, particularly important members of the tribe, fallen heroes and children. The priest(s) orchestrates the ceremony and either a priest or Medicine Man can channel the magic energy to help the stricken. When there are many, ten or more, the magic ceremony gives all the bonuses of +2 to save vs poison, sickness or magic, +20% to save vs coma and 1D6 Hit Points are restored at the ceremony's end. Healing then continues at twice the normal rate!

If all this energy is focused on one or two people, those two are +40% to save vs coma, +4 to save vs poison, sickness or magic and 2D6 Hit Points are restored at the ceremony's end. Healing then continues at twice the normal rate! **Note:** The characters are also attended to by a priest(s), healer or doctor who bandages wounds, stops bleeding, sets bones, etc.

Dance of Protection from Bad Medicine

Range: Entire village regardless of size.
Duration: 24 hours per level of the priest.
Saving Throw: Not applicable.
P.P.E.: Five Hundred Fifty

This chant and dance creates an aura of protection that covers the entire village. It is typically performed when the town is suspected to be the target of witchcraft or assault by evil spirits, including demons, creatures of magic and evil practitioners of magic. The aura of protection lasts one day (24 hours) per level of the priest who led the ceremony (ideally the priest with the highest level of experience). The magic is powerful and prevents any witch, demon, evil practitioner of magic, or their minions, including magic snakes, summoned insects, Shadow Beast, Entities, etc., from entering the town. It works like a giant, superior circle of protection.

Dance of War

Range: Two miles (3.2 km).
Duration: As long as the drums beat.
Saving Throw: Not applicable for tribe members, enemies must roll a 16 or higher to save.
P.P.E.: Two Hundred Forty to provide magic bonuses and penalties.

This powerful magic ritual involves the intense beating of drums and chanting that seems to build and build. The drum beat alerts other priests of a serious impending battle. It also lets the attackers know the tribe will fight with courage and to the death if necessary.

The magic strengthens all the members of the village and weakens the enemy. All tribe members, friends and allies feel confident and excited. They are +1 on initiative, +1 to save vs Horror Factor and +1 on all saving throws. Warriors are also +1 to strike and have one additional attack per melee!

The enemy is -1 to strike, parry and dodge, -1 on initative and -2 to save vs Horror Factor. All bonuses and penalties remain in effect as long as the drums play and the chant continues, even if they can not be heard once the battle has begun.

Dance to Close a Dimensional Rift

Range: 200 feet (61 m).
Duration: Instant results.
Saving Throw: Standard.
Note: The Medicine Man, Rain Maker and Priest all know this ritual.
P.P.E.: Five Hundred Forty

This frightening ceremony involves chanting, drums and concentration. The priest or Medicine Man must be within 200 feet (61 m) of the Rift, making him and the participants vulnerable to attack from Entities and creatures that may emerge from it.

The mystic nature of the dimensional gateway gives it an automatic save versus magic attack, but a roll of 16 or higher is needed to save vs magic ritual. The Rift will instantly close and vanish if the ritual is successful. Failure means that the Rift remains opened and the 540 P.P.E. points have been wasted for nothing. The ritual can be repeated if there is enough P.P.E. available or if a new group of ritual participants are available with sufficient energy resources. Unlike the magic spell, the ritual performer does not permanently lose two P. P. E. points, but the amount of P. P. E. necessary is more than twice as great. The magic from the ritual does provide bonuses of +3 to save vs possession and Horror Factor to all participants in the ritual.

Rain Magic Rituals



Rain Maker's Rain Dance

Range of area affected: Half mile (0.8 km) radius per level of the Rain Maker.

Duration: One hour per level of the Rain Maker. Can be canceled by the Rain Maker at any time.

Saving Throw: Not applicable.

P.P.E.: Three Hundred during the rainy season, but 950 during times of drought.

Note: The Rain Dance is included in this section to keep all the rituals together and easy to find. It is exclusive to the Rain Maker O.C.C. although others may participate in the ritual and provide additional P.P.E.

The Rain Dance of the Rain Maker involves chanting while the Rain Maker builds a medium-sized fire. The fire is carefully smothered with wet leaves. The leaves are removed to allow the smoke to rise up into the sky. At this point, the participants sing and dance around the smoke, raising their hands and eyes to the sky. The pace of the dance quickens with each passing minute, the tempo kept by the Rain Maker striking two sticks together. If the magic is working, the sky will begin to darken. At the end of the ceremony, which lasts about 45 minutes, the Rain Maker picks up a d .m and strikes it once with all his might (symbolizes the sound of thunder).

Within 1D6 hours the rain will begin to fall. Rain will fall for a period of one hour per level of the Rain Maker. The magic gives the character complete control over the rain. This means he can make it rain lighter, heavier, control the area covered by the rain and stop it at any moment. Once stopped, the magic is ended. To get it to rain again a new ritual must be performed. **Note:** Too much rain may cause flash floods, rivers to overflow, and crops to be damaged. Greedy or evil Rain Makers sometimes blackmail people into paying him more under the threat of destructive rains and lightning (remember, this character can control and direct lightning during any storm).

Rain Maker's Dance of Bad Medicine

Range of area affected: Half mile (0.8 km) radius per level of the Rain Maker.

Duration: Five minutes per level of the character. Can be canceled by the Rain Maker at any time.

Saving Throw: Not applicable.

Limitations: Exclusive to the Rain Maker O.C.C.

P.P.E.: Five Hundred

Slimy things, such as small fish, snails, slugs, leeches, tiny frogs or any combination of them fall from the sky accompanied by a light rain. They are squishy, icky, and foul smelling. They are about the size of a man's hand and most are still alive and squiggling around. The slimy things do no physical damage except to make the area and anybody caught in the rain stink for 2D4 days. Animals may panic (1-50% chance) and run away.

The slimy creatures are not edible. Eating them will cause the eater to endure 4D6 Hit Point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days.

Furthermore, the unnatural rain means two things: A Rain Maker is angry, the offending party has been branded, and the village or people are cursed with bad medicine. All people caught in the slime rain or who live in the area smell of bad medicine and will experience bad luck as long as the smell remains (2D4 days). Penalties from the bad medicine: -2 on initiative, -1 to parry and dodge, -1 on all saving throws, and -15% on all skills. Anything else bad that happens will be attributed to the bad medicine. This is why nobody should cheat or anger a Rain Maker.

Rain Maker's Dance to Calm Storms

Range of area affected: Half mile (0.8 km) radius per level of the Rain Maker.

Duration: One hour per level of the Rain Maker. Can be canceled by the Rain Maker at any time.

Saving Throw: Not applicable.

Limitations: Exclusive to the Rain Maker O.C.C.

P.P.E.: Two Hundred

The Rain Maker can perform a dance and a song-like chant that enables him to calm and direct the most fearsome of storms. First, the intensity of the storm is reduced by two-thirds. Second, he keeps the eye of the storm away from the area under his control. Third, he prevents the falling of damaging hail and the striking of lightning in the area. If he so desires, he can direct as many as two Mega-Damage lightning strikes per melee round (15 seconds and count as all his melee actions) to strike wherever he'd like.

Rain Maker's Dance to Part Waters

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

Area of Affect: 100 feet wide by 500 feet long (30.5 by 153 m) path/length or area per level of experience.

Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
Limitation: Exclusive to the Rain Maker O.C.C.
P.P.E.: Two Hundred during the rain, 600 during clear skies.

This ritual involves dance, chants and commands while waving a pair of torches. Its magic is used to push or hold back flood waters or to magically part a river or lake! The area where the water has been parted is dry and can be walked on.

Rain Maker's Dance to Ride the Lightning

Range: Self & up to four others.
Duration: Instant.
Saving Throw: Not applicable.
Note: The dance is included in this section to keep all the rituals together and easy to find. It is exclusive to the Rain Maker O.C.C.
P.P.E.: One Hundred during the rain, 200 during clear skies.

The performance of a simple, circular dance and humming chant that lasts about five minutes, summons a bolt of lightning that seems to strike the Rain Maker. There is a blinding flash, a clap of thunder and the character is gone. All that is left is a tiny cloud of swirling dust. Those who do not know better may think he has been vaporized. In reality, he has been teleported to a different location.

1D6 seconds after he has vanished, the character(s) reappears, miles away, in a flash of lightning and a clap of thunder. Where the lightning seems to strike the Rain Maker reappears. He can teleport as much as 1000 pounds (450 kg) of belongings or four other people, as long as they all took part in the dance ceremony and were clustered together when the lightning came for them. Teleportation range is limited to 20 miles (32 km) per experience level of the Rain Maker.

Rain Maker's Dance of Stones

Range: 400 feet (122 m) per level of experience.
Area affected: 20 foot (6 m) radius per level of the Rain Maker.
Duration: One minute per level of the Rain Maker. Can be canceled at any time.
Saving Throw: Not applicable.
Limitation: Exclusive to the Rain Maker O.C.C.
P.P.E.: Four Hundred

This dance and chant, where the Rain Maker throws tiny pebbles into the air, enables him to cause stones to rain down from the sky. The stones are about the size of quarter and can be directed to fall on a specific person, house, vehicle or area. This is another magic ritual used against enemies, cheats, and those who have evoked his anger. One melee round (15 seconds) of exposure will inflict 3D4x10 S.D.C. points of damage to people and one M.D. to property.

The stones are round like marbles and wet and slippery, making it impossible to move any faster than a speed of eight or one risks slips and falls. Victims of a fall lose one melee action and initiative and suffer 2D6 S.D.C. damage. The raining stones will damage property, smash windows, shred fabrics, destroy crops, kill animals, knock down tree branches, pockmark/dent and crack the surfaces of vehicles, and take hours to clean up.

Rain Maker's Dance of Weather Control

Range of area affected: Half mile (0.8 km) radius per level of the Rain Maker.
Duration: One hour per level of the Rain Maker. Can be canceled by the Rain Maker any time.
Saving Throw: Not applicable.
Limitation: Exclusive to the Rain Maker O.C.C.
P.P.E.: Four Hundred Fifty

The Rain Maker can grab control of the weather in the area of his control, providing the following specific effects and abilities:

- He can raise or drop the temperature by 20 degrees.
- Increase or decrease the level of humidity by 20%.
- Change wind direction.
- Increase wind speed by 5 mph (8 km) per level of his experience.
- Create and direct tornado-like gusts of wind (equal to a super powerful Wind Rush: ten times the range of the spell and inflicts 1D4 M.D.).
- If raining he can summon and direct Mega-Damage lightning bolts (two per melee round but uses up all his melee attacks/actions).
- If hailing he can stop it.
- If it is raining he can create damaging hail.
- If it is raining he can make and direct thunderclaps.
- If it is raining lightly he can stop it completely.
- If it is raining lightly he can turn it into a dense fog (visibility two feet/0.6 m).
- Fog can be reduced by 50%.
- If it is raining heavily he can reduce it by 50%.

Secrets of the Drums

Priests can play and interpret messages on the drums. Drums are used during dances, merriment and celebrations, but they are also used to pound out a secret code to warn and alert other priests. Only priests, kings, queens, princes and princesses can understand the messages of the drums. The *Medicine Man* may recognize a call to arms or the sounds of rejoicing, but he can not tell exactly what the drums say.
Note: The sound of the drums can be heard a distance of about two miles (3.2 km). Messages of warnings tell the knowledgeable listener of possible or impending danger and to be careful and alert. A call to arms or sounds of rejoicing beckon the priest to come and participate.

Drum Messages

- Call to arms: Battle with other humans.
- Call to arms: Battle with evil spirits (demons and/or witch).
- Call for help: Defines trouble: Invaders, battle, sickness, locusts, robots, evil medicine, or evil spirits/demons.
- Warn of intruders and defines whether they are a rival tribe, whites, mechanized/'bots, or evil spirits.
- Warns of evil spirits/demons in the area.
- Warns of witchcraft.
- Warns of great danger or impending danger.
- Warns of danger to the king and/or queen.
- Warns of danger to a sacred, taboo or magic place.
- Battle in progress/village under attack and by whom: other tribe, white invaders, mechanized/robots, monsters, witches, evil spirits/demons, or magic forces.
- Rejoicing and what the happiness is for: birth, wedding, new king, triumph in battle, defeating a witch or demon, the recovery from sickness of a chief or other notable person, and similar.

African Witch Spells

Rifts® World Book Four: Africa

African Witch spells are few in number but powerful just the same. They do not correspond to levels of experience, so an alphabetical listing of them is presented. Only the African Witch O.C.C. may practice this particular kind of magic. In addition to the spells present in the pages that follow, the witch also knows a number of Magic Invocations. A list of those Invocations available to the African Witch O.C.C. follow the spell descriptions.

Additionally, the African Witch O.C.C. possesses five special powers, also presented here. These are natural abilities that do not require P.P.E.

African Witch Powers
Creature of the Night (no Hit Point cost)
Lycanthropy/Animal Shapechange (no H.P. cost)
Create Magic Snakes (10 H.P./S.D.C.)
Spit on Snakes to kill them (no H.P. cost)
Drain Life of an Enemy (no H.P. Cost)

Alphabetical List of African Witch Spells
Charge Object with Evil (120)
Delirium (25)
Evil Eye (25)
Magic Drums (15)
Money Doubling (15)
Pestilence Touch (15)
Poison Touch (20)
Summon & Control Biting Insect Swarm (80)
Summon & Control Locust Swarm (90)
Summon & Control Drought (270)
Summon & Control Heat Wave (300)
Taboo (300)



African Witch Powers

Creature of the Night

Witches tend to shun the light of day and are most active at night. They love the darkness and have nightvision 200 feet (61 m) and can see the invisible.

Lycanthropy

African Witches possess the power of magical lycanthropy. This mystical power enables them to turn into a large *snake, dog, panther, ram* or *goat*, but only at night. When transformed into an animal shape, the witch retains all of her mental attributes, Hit Points and powers, including the ability to speak and use magic. The animal form gives the character +10 to the speed attribute and a base skill of 50% to prowl. It also turns her S.D.C. into M.D.C. points, but only at *night* and only when in animal form.

Create Magic Snakes

The only purpose of these magic creatures is to strike down an enemy. The snakes can be sent against people or a person's animals, such as a favorite pet or to slaughter livestock. The witch can create up to *seven deadly snakes*, but each snake temporarily drains the witch of ten Hit Points or S.D.C. points. The witch can not reduce her own body to below 10 Hit Points. Obviously a witch may foolishly render herself weak if she makes too many magic snakes. **Note:** When a snake is killed or returns to her it disappears and the evil witch regains the missing Hit Points or S.D.C. points she used to make them.

Each snake is approximately three feet (0.9 m) long, has 10 Hit Points, two attacks per melee, +1 on initiative, +4 to strike, parry and dodge, prowl at 63%, and speed 44 (30 mph/48 km). The snakes have a basic predatory intelligence and an instinct for self-defense. Their only goal is to find their victim and kill. They will also strike any who get in their way or try to protect the one they are meant to slay.

The bite inflicts a magic poison into its victim. Humans and all S.D.C. creatures must roll a 15 or higher to save vs the magic venom. Mega-Damage creatures need a 13 or higher to save. A failed roll means the character suffers 6D6 damage (S.D.C./Hit Points or Mega-Damage depending on the nature of the victim). The victim also feels light-headed and feverish (-1 on initiative and -1 to speed per each bite – lasts for 2D4 minutes).

Despite its physical effects, the bite of a magic snake leaves NO marks or trace of poison! Thus, death by magic snakes may seem to be of natural causes, i.e. heart attack, stroke, disease, etc., or bad medicine (evil magic). **Note:** ONLY the Medicine Man O.C.C. can see the bites of a magic snake.

Spit on snakes to cause them to split open and die

The African Witch's relationship to snakes is unmistakable. Even her ordinary spit will instantly kill a snake by causing it to split open. Furthermore, the witch is impervious to the most deadly snake venom, but is vulnerable to other types of poisons and drugs.

Eat away at or drain the life of her enemies

This is another nocturnal power that can be used in human or animal form. It is a slow process meant to make the victim suffer and to serve as a warning to others not to earn her wrath. The witch finds her victim at night and waits till he or she falls asleep. Then she walks over to the character, leans over his head and breathes in part of his/her life essence, stealing 4D6 S.D.C./Hit Points from her victim once every night (does not work on Mega-Damage creatures). The victim also sees all combat bonuses and saving throw bonuses reduced by one point every night that the witch makes her terrible visit. Plus the victim tires twice as fast as normal and begins to look pale and sickly. The lost S.D.C. (start with S.D.C.) and/or Hit Points do not heal or recover through rest or medicine, and even magical and psychic healing do not work.

The victim becomes weaker and weaker with each visit and the witch gains his life energy! Add the stolen S.D.C. and H.P. to her own. When the victim has been reduced to 30% of his normal Hit Points, he is too weak to resist the witch. Like a vampire, she now holds power

over him. She can sense his location wherever he is within 500 miles (800 km) and can mentally "call" him to her. Nor can the victim raise a hand against her, even in self defense.

There is no saving throw against this power of witchcraft unless a Medicine Man's charm or protection magic is used to keep the witch away.

There are three ways to save the victim. One is to run far away, but the character will permanently lose all S.D.C., Hit Points and bonus points she has already stolen. The alternative is to find the witch and *convince* or trick her to return the life essence she has stolen. This is likely to require the victim and/or friends to pay a king's ransom or to perform some service for the witch; typically something that is evil, hurts somebody else or helps her in some way. There is one other recourse: to find the witch and slay her!

African Witch Magic

Charge Object with Evil

Range: Touch/ritual.
Duration: Indefinite.
Saving Throw: 16 or higher.
P.P.E.: One Hundred Twenty

The witch can instill bad medicine (effectively a powerful curse) into otherwise ordinary objects and items, such as fruit, nuts, food, drink, books, walking sticks, crowns, headdresses and weapons. The evil item must then either be offered by the witch (and she can not actually deny that it is dangerous if she is questioned about it, but she can avoid a direct answer by saying something like, "Why would I want to hurt you?" or simply smile), or the item must be made known to be cursed "bad medicine." The latter is usually placed on an item of importance to prevent its use by good characters, diminish its value, and/or to torment its owners.

To charge the item with evil magic, the character must acquire it and perform a lengthy, 2D4 hour, ritual. Cursed objects with *bad medicine* can cause any of the following. **Note:** For an item to have more than one charge, the witch must perform the charging ritual as often as desired. Only one curse can be placed on a particular item. Once the evil charge has been activated, the object is freed of the bad medicine and safe to use (unless there are multiple charges, which is a rarity).

The charging of objects with bad medicine has two main purposes. One is to make enemies suffer rather than kill them. The second is to force people to do her bidding. Only the witch or a powerful Medicine Man can restore the victim of bad medicine. Convincing the witch to restore the victim is likely to require the character to pay a ransom in valuables, item(s) she covets, information or the performance of some foul service. A trade of services will almost certainly be something that is evil, hurts somebody or helps her in some way. The only other alternative is to find the witch, kill her and pour her blood over the hands of the cursed person(s), destroying the bad medicine. If the witch is slain by somebody else and her blood is not available, the victim must seek the healing powers of a Medicine Man or the gods!

All saving throws must be 16 or higher to save vs ritual magic. A successful save means no damage or bad medicine. All "charged" objects will radiate an aura of magic visible to beings who can see or sense such things. Animals instinctively avoid the cursed object.

The different types of bad medicine placed into charged objects:

Blind! -10 to strike, parry and dodge, and likely to stumble. Same as the spell magic (see **Rifts® G.M. Guide**, page 27) only the duration is indefinite.

Bad luck! Can not prowl, makes a loud noise when trying to hide, always loses when taking a gamble, all skills are - 30% when they are most needed, and -4 to initiative and dodge.

Fever. Victims are burning up, feel dizzy and weak, vision is blurred, every muscle in the body aches. The character finds it difficult to concentrate and the body dehydrates (must drink fluids). Reduce speed and parry bonuses by half, reduce the number of melee actions by two, all other combat bonuses are reduced to zero, skills are -30%.

Mystic poisoning similar to the eating of life energy. Any person touching the object suffers 2D4x10 points of damage (S.D.C./Hit Points or Mega-Damage depending on the nature of the victim). Should the character survive the initial shock, these lost life points do not recover like normal damage! Only the witch can restore the character to normal!!

Mystic Sickness. The victim suffers from headaches, running sinuses, watering eyes, nausea, vomiting, diarrhea, weakness and fatigue. The character cannot hold food down which makes him weaker with each passing day. If the victim tries to push himself (always roll at the beginning of each melee round), there's a 1-50% chance of collapsing into unconsciousness for 1D4 melee actions (15 to 60 seconds). Other penalties: Reduce speed, P.S. and P.P. by half, all combat bonuses, attacks per melee and physical S.D.C. are also half. Skills proficiency is -20%.

Delirium

Range: 30 feet (9.1 m) plus five feet (1.5 m) per level of experience.
Duration: 24 hours per level of the witch.
Saving Throw: Standard.
P.P.E.: Twenty-Five

Magic delirium causes the character to become confused or hallucinate when in combat or in stressful situations. The specific delirium episode will last for 1D6+1 melee rounds (30 to 105 seconds). Roll to determine what type of delusion the character is suffering:

01-20%: Confused, can not remember his name, what he is doing there or who are friends or foe. The character will stand by, stupefied, doing nothing to help anybody, but will defend himself.

21-40%: Does not recognize those around him and will not trust them, but he thinks the witch is his friend and will help and protect her!

41-60%: Does not know where he is, panics and runs away to hide or go home. He will fight only enough to get away.

61-80%: Becomes lost in his own little world, oblivious to events and people around him. Relives some past event (good or bad) and sees everybody around him as someone else (friend or foe). Nothing the character says or does seems to make any sense.

81-90%: Sees monsters and villains threatening him. The character will scream in terror, shout warnings, run around and point to or attack things that only he can see.

91-00%: Thinks he is indestructible and takes death defying chances. Ridiculously courageous: +1 on initiative, +1 to parry and dodge, but takes needless risks and will fight to the death.

Evil Eye

Range: 30 feet (9 m) plus 5 feet (1.5 m) per level of experience.
Duration: Varies, never more than 24 hours per level of the witch.
Saving Throw: Standard.
P.P.E.: Twenty-Five

The Evil Eye is effectively a minor curse. Unlike the ritual power of charging an item with a potent curse, this curse is much simpler, with a limited duration, and can be cast with a mean stare and verbal condemnation. A successful save vs magic means no damage or bad medicine.

A sudden, piercing headache pain, as if somebody was stabbing the head with a knife! The attack causes 1D4 S.D.C. damage per minute and temporarily reduces awareness and all combat bonuses and melee attacks by half as the pain is consuming. Duration: 30 seconds per experience level of the witch.

Uncontrollable sneezing. The head suddenly becomes congested, the nose runs, and the character is constantly sniffling, clearing his throat, and sneezing. The noise from the sniffing and sneezing makes it impossible to prowl or remain hidden; even the Chameleon spell is

-20%, all combat bonuses are -1, and skills are -5%. Duration: Five minutes per experience level of the witch.

Pox. The victim breaks out in hives that cover his entire body. The skin is extremely sensitive and itches (but don't scratch). Armor and heavy backpacks cannot be worn. The eyes become extremely sensitive to light, limiting the character to seeing about 100 feet (30.5 m) away. The body feels tired, itchy and achy. Reduce speed and combat bonuses by half, attacks per melee round by one, speed by 10% and skill performance is -10%. Duration: 24 hours per experience level of the witch.

Magic Drums

Range: 600 feet (183 m) plus 100 feet (30.5 m) per level of experience.
Affected Area: 100 foot (30.5 m) radius per level of experience.
Duration: Five minutes per level of the spell caster.
Saving Throw: Standard; a successful save means penalties are reduced to one point each.
P.P.E.: Fifteen

The witch can magically create the sound of drums. The beat of the drums is deep and ominous and seems to be coming from every direction. They sound as if they are nearby but can never be located if sought. The effect is a sensation of impending doom and being watched. All characters who hear the drums must roll to save vs magic. A failed roll means the characters are distracted, nervous and jumpy, -4 on initiative, -2 to strike, and -15% on the performance of all skills.

Money Doubling

Range: Touch.
Duration: One hour per level of the spell caster.
Saving Throw: Standard; a successful save means the character sees through the illusion.
P.P.E.: Fifteen

This spell is an illusion that the witch may use to trick and rob foolish people who are desperate for money. The witch instructs a character to place all of his valuables, money, gems, jewelry, in a sealed basket, pot or similar container and to place it at a secret location known only to the witch and that person (the place may be known to be special, sacred or magical). The character is then to leave and not come back till a particular time, with the promise that the money will be doubled! The witch then comes and takes the valuables, replaces them with leaves and/or stones, casts this spell and it appears as if the valuables have doubled. However, once the spell duration ends, the illusion stops and the leaves and stones are revealed. The witch also uses this ploy to seemingly double her own valuables to make purchases and when gambling.

Pestilence Touch

Range: Touch.
Duration: Until cleaned.
Saving Throw: Not applicable.
P.P.E.: Fifteen

The witch can touch food or a dead animal and infest it with maggots, worms, mites, and/or beetles that feed on the substance. If characters act quickly they can kill the pestilence and save 2D4x10% of the food by washing, boiling, deep frying, smoking, microwaving and similar measures to kill the bugs and any possible disease. This touch is similar to the natural power of the Apocalypse demon, Pestilence.

Poison Touch

Range: Touch.
Duration: Until cleaned.
Saving Throw: Victims who eat the magically poisoned food or drink get to roll to save vs poison, 14 or higher.
P.P.E.: Twenty

The witch can touch food or drink and magically poison it. Any who take even a single bite or sip will suddenly begin to gag and suffer 6D6 points of damage (M.D. if a Mega-Damage creature) plus an additional +4 points of damage per level of the witch. A successful save vs poison means the character only suffers 1D6 points of damage and feels a bit nauseous for the next hour.

Summon & Control Biting Insect Swarm

Range: 600 feet (183 m) plus 100 feet (30.5 m) per level of experience.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Eighty

The swarm can be either crawling or flying insects. The threat from this swarm is attacks (bites and/or stings) on unprotected people and animals. The damage inflicts a life threatening 1D4x10 points of S.D.C./Hit Point damage per melee round (every 15 seconds). Flying insects are also very distracting, noisy and annoying, reducing a character's speed by 10% and initiative is -1. Overall visibility in this swarm is about 30 feet (9 m).



Summon & Control Locust Swarm

Range: 600 feet (183 m) plus 100 feet (30.5 m) per level of experience.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Ninety

The swarm of devouring grasshoppers is purely to destroy crops or damage vegetation to cause starvation or financial ruin. Again, the fiendish witch uses the *threat* of locusts or a small display of her power to blackmail villages into submission or to pay her protection money, do her favors and similar. The ability to destroy a community's crops is a powerful weapon.

Summon & Control Drought

Range: 600 feet (183 m) plus 100 feet (30.5 m) per level of experience.
Area Affected: 400 square feet (37 sq. m) per level of experience.
Duration: 12 hours per level of experience.
Saving Throw: Not applicable.
P.P.E.: Two Hundred Seventy

This is another form of bad medicine designed to hurt or control people by killing crops and damaging food reserves. A drought is the absence of moisture, i.e. rain or snowfall. Without sufficient water, even in mild temperatures, the growth of vegetation is stunted, fruits and crops are smaller, and plants begin to wither and die after more than four days without any water. Furthermore, humans and wildlife are endangered from the lack of water. The water table continues to drop and may dry up. Wildlife will leave the area in search of new watering holes and vegetation becomes dry, leading to an increased likelihood of brush fires (40% chance per day).

Summon & Control Heat Wave

Range: 600 feet (183 m) plus 100 feet (30.5 m) per level of experience.
Area Affected: 400 square feet (37 sq. m) per level of experience.
Duration: 12 hours per level of experience.
Saving Throw: Not applicable.
P.P.E.: Three Hundred

Temperatures rise 20 degrees above the normal high temperatures for that time of year. The extreme heat will cause plants and fruits to wither within three or four days, cause destructive evaporation of moisture from the ground and the bodies of the plants, prevents proper attendance of crops, and dries the vegetation so much that spontaneous combustion is possible (40% chance per day), causing random grass and forest fires.

Taboo (Curse)

Range/Area Affected: 200 square feet (18.5 sq. m) per level of experience.
Duration: Until dispelled by the spell caster or magically dispelled by a powerful practitioner of magic.
Saving Throw: Not applicable.
P.P.E.: Three Hundred

An animal, tree, object or place can be made "taboo" by a witch, Medicine Man and some gods. A taboo can be thought of as a *super-curse.* Whatever it is that has been made taboo, must be made public knowledge. Local people will all know about the taboo and warn visitors not to go near it – "bad medicine." Taboo animals and trees will have the mark of evil by way of a strange, symbol-like patch or odd appearance or color. Objects will have an inscription or symbol of warning written on the item itself and/or on the case, box, pillar, altar, etc., that either contains it or on which it sits. Small areas/places often have warnings carved or written into the object (like shrines), floor, wall, statue, or trees. Or there may be some frightening effigy or other symbol of danger. Large areas, such as a particular swamp, mountain peak, tunnel or forest, will have warning or fetish markers posted at intervals all around it.

A curse falls upon those who dare to ignore the *taboo* and take, examine, enter or damage the cursed item, animal or area. The conditions of the taboo are placed by the taboo maker and can include as many as six of the following.

Conditions of the Taboo magic (as many as six):

- Look upon the sacred/dreaded taboo subject.
- Dare to touch/examine the taboo subject without permission.
- Those who take/steal a taboo item or animal.
- Those of a particular alignment.
- Those who enter a taboo place or area.
- Those who steal or do violence in the taboo area.
- Those who vandalize or defile the subject of the taboo.
- Those who damage or destroy/kill the taboo place, object, animal or tree.
- Those of a particular tribe, race, occupation or religious belief (i.e. men of magic, those who worship a particular god or non-believers, etc.).

The Curses/Bad Medicine of a Taboo: Roll percentile dice for random selection or pick one. The first five are all identical to the bad medicine listed under Spells of the African Witch: Charge Object with Evil.

01-10%: Blind

11-20%: Bad luck

21-30%: Fever

31-40%: Mystic poisoning

41-50%: Mystic sickness

51-60%: Delirium: Same as the witch spell but the curse of delirium lasts indefinitely, with delusions and hallucinations happening at moments of stress and combat.

61-80%: Marked for Death: M.A. is reduced to 3, bullies, punks, bandits, and villains of all kinds take an immediate dislike to this character. He or she will always be the first to be attacked during combat and the target of animal attacks, insect bites, brawls, robbery, muggings and pranks. Furthermore, all the character's saving throws are reduced by half. All Medicine Men, witches and psychic sensitives will be able to sense or see that this character is marked for death from defying a taboo.

81-90%: Haunted. This character is tormented, attacked, and will eventually be killed by creatures that represent ghosts and the dead, including Entities, Specters, Vampires, Ghouls, Banshees, mummies and zombies. In fact, in the case of this curse, there are usually 2D4 mummies or zombies hidden nearby who are automatically activated and seek out the offending party.

91-00%: Death. Within 6D6 days this character will die, usually by violence, i.e. murder, snake bite, mysterious illness, freak accident, etc. Note that taboo subjects with the death curse always warn that to violate this taboo means certain death!

How to Remove a Taboo: The curse from violating a taboo can plague a character for the rest of his life! A Medicine Man or Priest must be consulted and the *Chant to Remove Taboo* performed (described earlier).

Spell Magic Invocations also available to the African Witch

The spells available to the African Witch are limited to those listed as follows. However, the P.P.E. cost to perform a spell is two times the normal amount. For example, the Armor of Ithan spell normally costs 10 P.P.E., but will cost the witch 20, befuddle (normally 6) will cost twelve and so on. Most of these evil sorcerers focus on spells that hurt others, summon or enslave.

Level One
Death Trance (1)
Globe of Daylight (2)
See Aura (6)
Sense Magic (4)
Thunderclap (4)

Level Two
Befuddle (6)
Concealment (6)
Detect Concealment (6)
Fear (5)
Turn Dead (6)

Level Three
Armor of Ithan (10)
Breathe Without Air (5)
Fingers of Wind (5)
Fuel Flame (5)
Ignite Fire (6)
Negate Poison/Toxin (5)

Level Four
Fool's Gold (10)
Ley Line Transmission (30)
Repel Animals (7)
Trance (10)

Level Five
Calling (8)
Circle of Flame (10)
Escape (8)
Fly (15)
Horrific Illusion (10)

Level Six
Compulsion (20)
Magic Pigeon (20)
Tongues (12)

Level Seven
Agony (20)
Animate & Control Dead (20)
Constrain Being (20)
Invisibility: Superior (20)
Life Drain (25)
Wind Rush (20)

Level Eight
Commune with Spirits (25)
Exorcism (30)
Locate (30)
Luck Curse (40)
Minor Curse (35)
Oracle (30)
Sickness (50)
Spoil (30)

Level Nine
Curse: Phobia (40)
Protection Circle: Simple (45)
Summon & Control Canines (50)

Level Ten
Banishment (65)
Control/Enslave Entity (80)
Summon & Control Rodents (70)
Summon Shadow Beast (140)

Level Eleven
Summon & Control Animals (125)
Summon Fog (140)

Level Twelve
Summon & Control Entity (250)

Level Thirteen
Summon Lesser Being (425)
Talisman (500)

Level Fourteen or Greater
None

Biomancy

Rifts World Book Six: South America

Biomancy, also known as the *Power of Life*, is a rare form of magic found in parts of South America. It allows the spell caster to transform simple animals and plants into most anything the mage could need, without killing or hurting them! The magician's link to nature allows him to cast a number of spells. The magic works best in wilderness areas, since it often requires plant life, but many spells are devastatingly effective anywhere. Only the **Biomancer O.C.C.** and some **Jungle Elves** with appropriate O.C.C.s can learn Biomancy spells. Another unique and rare type of magic that has grown out of a limited geographic area around a specific culture. **Note:** Biomancy and *Bio-Wizardry* are two dramatically different types of magic.

Biomancy Spell List by Level

Level One
Commune with Nature (2)
Shape Plants (4)
Weather Sense (1)

Level Two
Animal Weaponry: Simple (6)
Animate Plant: Minor (4)
Insect Leap (5)
Plant Virtual Sight (6)
Weave Plants (15)

Level Three
Accelerate Plant Growth (5, 10 or 20)
Chitin (15)
Shrink Plant (10 or 200)

Level Four
Animal Weaponry: Major (20)
Forest Camouflage (15)
Strengthen Plants (20 - 460)

Level Five
Animal Ghost (20)
Metamorphosis: Plant (30)

Level Six
Bio-Blast (15)
Tree Teleport (20)

Level Seven
Tree Warrior (30)
Undo Undead (25)

Level Eight
Suspended Animation (80)
Touch of Life (60)

Level Nine
Heal the Earth (200)

Level Ten
Woodland Entity (80)

Level One (Biomancy)

Commune with Nature

Range: One mile (1.6 km) radius per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Two

The Biomancer meditates and gets a general feeling for the surrounding ecosystem. The spell will tell the character if the ecosystem is unbalanced or damaged and why (a general sense of the source of the disturbance, such as drought, extensive pollution, deforestation, fire, war, plague, etc.).

Shape Plants

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Four

The spell caster can reshape a tree limb or small plant at will. He can alter its position and even twist the trunk and branches of a small tree or plant. Large trees and intricate designs, such as sculpting a normal tree into a humanoid or animal shape, will take multiple castings (each casting causes one minor effect). Affecting a large tree would take 8-12 castings. This power only works on living or freshly cut trees and plants.

Weather Sense

Range: One mile (1.6 km) radius per level.
Duration: 24 hours.
Saving Throw: None.
P.P.E.: One

The Biomancer's connection to nature gives him or her an idea of what the weather will be like for the next 24 hours. The spell delivers an extensive weather report; i.e. cloud cover, wind direction and speed, temperature highs and lows, humidity, the likelihood of precipitation or foul weather and approximately when it will arrive and how long it will last.

Note that the spell can not forecast weather changes caused by magic or ley lines during that period, but if the weather does not come out as predicted the mage knows an outside force is responsible.

Level Two (Biomancy)

Animal Weaponry: Simple

Range: Self.
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Six

The spell caster alters his own body by making his fingers magically elongate into bony animal-like claws, or his teeth into fangs. The claws inflict 3D6 S.D.C. in hand to hand combat and are +1 to strike and parry. Fangs inflict 2D6 S.D.C. per bite and can be used to chew through rope, wood or other S.D.C. material.

Animate Plant: Minor

Range: 60 feet (18.3 m) per level of experience.
Duration: One melee round (15 seconds) per level of experience.
Saving Throw: None.
P.P.E.: Four

The spell caster makes one plant of average tree size or less to move. The plant will remain rooted to the spot, but will move its limbs or stems around. Trees will make a lot of noise if they flail their limbs, or rustle their leaves as if a strong wind was running through them. The spell caster can also make a tree or branch bend to better reach a branch

or to climb. The animated plants cannot attack or hinder people, but can distract or even terrify foes (at the G.M.'s discretion, seeing a large tree suddenly move its branches or bend as if to bow might call for a save vs a Horror Factor of 9 to 11).

Insect Leap

Range: Self.
Duration: Instant.
Saving Throw: None.
P.P.E.: Five

This spell enables the character to make an enormous grasshopper-like leap. This can be either a broad, lengthwise leap or high jump. Broad jumps (for distance) will carry the character 50 feet (15.2 m) plus 10 feet (3 m) per level of experience. High jumps (leaping up rather than for distance) are 10 feet (3 m) plus 6 feet (1.8 m) per level of experience.



Plant Virtual Sight

Range: 100 feet (30.5 m) per level of experience.
Duration: One melee round (15 seconds).
Saving Throw: None.
P.P.E.: Six

The spell caster can magically "see" from the vantage point of any plant from a blade of grass low to the ground to the tallest treetop. For instance, a character needing to see past a jungle's heavy canopy could use this spell to magically move his eyesight to the top of a tree. The caster has to specify the angle and direction he will be looking at and only sees from one plant at a time.

Weave Plants

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Fifteen

The character can take portions of a plant (never a whole plant, but small pieces like leaves, flower petals, vines, snippets of root, bark, and so on) and reshape them into a vegetable fiber that is lightweight, resilient and waterproof; reminiscent of plastic with a cotton-like texture. Color is manipulated by the selection of the base material. Fabric made of bark, branches and roots will be shades of brown, leaves shades of green, grains give yellow and orange, while flower petals and fruits offer an array of colors.

As the caster creates the fiber, he can reshape it into clothing, belts, bags, baskets, rope or any article that can be made out of fabrics or weaves. The Sewing/Tailor skill is necessary to make a functional set of clothing (any style). Characters without a sewing skill can only make simple cloaks, robes, blankets, sheets of material, sacks, rope and similar simple articles. Each casting creates three square feet (0.3 square meters) of material per level of experience.

S.D.C. armor can be made by using bark or roots and layering and interlacing several layers of heavy cloth. The maximum protection such armor will provide is 45 S.D.C. with an A.R. of 13. This spell can also be used to mend *M.D.C. wood armor*, restoring up to 5 M.D.C. per level of experience with every casting. Biomancy wood armor is described in *World Book Six: South America (One)*.

Level Three (Biomancy)

Accelerate Plant Growth

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Five for a small plant, 10 for a tree, and 20 for a large tree.

The Biomancer can speed up the normal growth of a plant. Full-grown plants will sprout a full year's worth in a melee round and a sapling will grow up into a full-sized adult plant. Adult trees will grow another 4D6% of their current size. A seed needs two castings, one after planting to create a sapling and another spell to make the plant reach full size.

Chitin

Range: Self.
Duration: Ten minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

The character's skin is magically covered by a dark, vaguely organic substance that looks like melted wax with spiny protuberances at the joints and shoulders. This mystical chitin protects the caster with 40 M.D.C. plus 5 M.D.C. per level of experience. The chitin armor is considered to be the equivalent of light body armor (-5% prowl penalty). No other armor can be worn over it, but it can be concealed under a cape, cloak or robe. The chitin clad character can be easily mistaken for a monster or D-Bee. The spines in the chitin inflict an extra 1D6 S.D.C. in hand to hand combat, M.D. if this spell is combined with the spell Animal Weaponry: Major. **Note:** This armor has no environmental capabilities.

Shrink Plant

Range: Touch.
Duration: One minute per level of experience or permanent.
Saving Throw: Standard; supernatural plants get a +6 to save.
P.P.E.: Ten temporary or 200 for permanent shrinking.

This spell will shrink any plant by as much as 90%, reducing a 30 foot (9.1 m) tree to a mere 3 feet (0.9 m). The caster can determine the degree of shrinking in gradations of 10% up to 90%. Once shrunk, the spell can not be used on that plant again to make it any smaller. Expending 200 P.P.E. points will cause a permanent reduction of the plant.

Level Four (Biomancy)

Animal Weaponry: Major

Range: Self.
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Twenty

The spell caster alters his own body by making his fingers magically elongate into bony animal-like claws and/or his teeth into large fangs. The character can even make a pair of horns or antlers grow out of his head. The major spell makes these *Mega-Damage weapons.*

Claws inflict 2D6 M.D. in hand to hand combat and are +1 to strike and parry. Fangs inflict 1D6 M.D. per bite and can be used to chew through rope, wood, plastic, and even light chains and thin metal. Horns or antlers do 2D6 M.D. and are +1 to strike.

Forest Camouflage

Range: Self.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

The mage can blend into any plant-covered landscape, becoming totally invisible! Unlike the Chameleon spell, the Biomancer can move around without disturbing the spell. Not even the See Invisible spell, or creatures with that ability, are able to see the camouflaged character as long as he stays among vegetation. Neither will any technological imagers or sensors detect the magically concealed spell caster. While the spell is in effect, the character has an effective prowl skill of 60% (or adds 10% to an existing prowl skill, whichever is greater).

The only way to attack the character is to shoot or strike wildly, but all such attacks are -5 to strike and the magically camouflaged character has the initiative. Area effect magic and explosives are more likely to hit the concealed target.

The character will only reveal his hiding place if he calls attention to himself by shouting, making noise, or attacking. Even then his opponents are -2 to strike and he is vulnerable only during the melee(s) in which he performs the foolish action. He can also reveal himself by stepping out of vegetation, like moving onto rocks, a vehicle or a paved street. By retreating back into the woodlands and remaining silent, the character will once again become invisible and undetectable.

Remember, the spell only works in places where trees and plants are numerous: forests, jungles, city parks, and even grasslands (but then the character must crouch or crawl low to the ground to remain camouflaged).

Strengthen Plant

Range: One tree or 10 foot (3.0 m) area per level of experience.
Duration: One minute per level of experience or permanent.
Saving Throw: None.
P.P.E.: Temporary effects: 100 blades of grass, or a shrub or bush 20 P.P.E., a small tree 30, adult tree 40, and a giant redwood type tree 60 P.P.E. Adding 400 P.P.E. will permanently transform a living plant of any size into a Mega-Damage structure.

This spell transforms normal trees and plants into M.D.C. structures! A blade of grass has one M.D.C. point (and is like stepping on a nail, pointed end up), small shrubs and bushes acquire 4D6 M.D.C., larger bushes and small trees have 1D6x10 M.D.C., good-sized trees have 3D6x10 M.D.C. and trees towering 200 feet (61 m) or higher have 1D6x100+50 M.D.C.!

Some Biomancers use rituals and ley line energy to permanently transform whole forests into living Mega-Damage structures. This is especially effective in foiling logging operations, preventing normal chain saws and bulldozers from harming the Mega-Damage plants. The transformed plants are also immune to disease, insects and to normal fires, but not Mega-Damage fire and forces.

Once a Mega-Damage plant or tree is cut down/killed, however, it reverts back to normal S.D.C. wood, so people trying to exploit the capabilities of the strengthened plants get nothing for their troubles.

Level Five (Biomancy)

Animal Ghost

Range: 10 feet (3 m) per level of experience.
Duration: One minute per level of experience.
Saving Throw: Standard.
P.P.E.: Twenty

This spell can be used along a game trail, a drinking spot, or any place frequented by animals. The spell creates a seemingly real image of any one animal that has frequented the area regularly. The illusion appears real, especially from a distance, and can be manipulated to do anything the animal would normally do. A deer would run away, a bear could stand threateningly and roar, a predator might growl and take an aggressive stance, and so on. Many Biomancers use this spell to trick and frighten hunters, entice them on foolish chases, or to lure them into an ambush. The spell is referred to as animal "ghost" because like a ghost or *holographic projection*, the animal has no substance. Arrows, spears and bullets fly right through the image without any reaction from the creature. Also like a ghost, the animal will suddenly disappear without a trace when the spell ends.

Metamorphosis: Plant

Range: Touch.
Duration: 5 minutes per level of experience.
Saving Throw: None.
P.P.E.: Thirty

The Biomancer can transform himself into a plant! The size can range from a shrub to a small tree. While in this state, the magician can not move, attack or use magic (except to end the spell), but remains in control of all his senses other than speech. Turning into a shrub or tree temporarily gives the character 60 additional S.D.C.

Level Six (Biomancy)

Bio-Blast

Range: 100 feet (30.5 m) plus 10 feet (3.0 m) per experience level.
Duration: Instant.
Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.
P.P.E.: Fifteen

The spell caster fires a bolt of life energy at a target, disrupting living beings and destroying inanimate objects. The blast does 2D6 S.D.C./Hit Point damage and causes neural disruption to living creatures. Victims lose initiative and the number of melee round attacks and combat bonuses are reduced by half for one melee round (15 seconds). Against nonliving objects, such as weapons, robots, vehicles, machines, rock and buildings, the blast inflicts 1D6 M.D. per level of the spell caster. Damage is doubled against vampires, other undead, and supernatural monsters. **Note:** The Bio-Blast can be fired from the fingertips or eyes of the spell caster and is +1 to strike.

Tree Teleport

Range: 200 feet (61 m) per level of experience. Line of sight.
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty

The Biomancer can temporarily transform himself and up to 150 pounds (67.5 kg) of equipment into bio-energy and "jump" to a nearby tree. The tree acts as a lightning rod for the bio-energy and enables the mage to disappear, move and reform himself some distance away. The effect is just like a Teleport spell, enabling the character to pop in, out and around an area without leaving tracks or to surprise an enemy. The spell caster needs a *tree* as a ground and fixed target location; he appears right next to the target tree.

If a foolish character attempts the spell when there are no trees in range, he can not re-materialize! Instead, the character will temporarily turn into energy and drift randomly for 1D6 days, after which time he will finally reappear next to a tree 1D4x10 miles (1D4x16 km) from his jump point, or the next closest tree if none are within that range.

Level Seven (Biomancy)

Tree Warrior

Range: Immediate area.
Duration: 30 minutes per level of the Biomancer.
Saving Throw: None. **P.P.E.:** Thirty

This spell enables the Biomancer to animate a tree and imbue it with supernatural strength and endurance. The tree will pull itself up by the roots, follow the Biomancer and fight his enemies. At the end of the spell, the tree will root itself in the nearest convenient spot (if possible, its original position) and return to normal. The tree can serve as a bodyguard, spy, or scout. Tree Warriors are ideal for ambushes because they can remain immobile like an ordinary tree until an unsuspecting victim comes within reach and then strike. Biomancers who carelessly cause the death of a tree with this spell, however, have a 10% chance of losing their Biomancer powers until they can somehow redeem themselves! This 10% chance is cumulative.

Tree Warrior:

- M.D.C. 200
- 8 to 15 feet (2.4 to 4.6 m) tall. P.S. 25, P.P. 17, I.Q. 7, Spd. 16, +3 to strike, +4 to parry and dodge, bio-regenerate 2D6 M.D.C. per melee round, and M.D. fire and plasma does half damage.
- Can shoot bio-energy bolts inflicting 3D6 M.D., doubled against vampires and the undead; range: 100 feet (30.5 m).
- Four physical attacks or bio-bolts per melee. Punch inflicts 2D6 M.D., power punch does 4D6 M.D. (counts as two attacks).
- The Tree Warrior will obey only the person who summoned it.

Undo Undead

Range: 300 feet (91.4 m).
Duration: Instant.
Saving Throw: Standard.
P.P.E.: Twenty-Five

The magician causes an undead creature to be surrounded by bio-energy that reacts to its Necromantic energies like matter does to anti-matter! Vampires, zombies, mummies, skeletons and other undead or animated dead will be burned horribly if they fail their saving throw. The spell inflicts 1D6x10 M.D. or Hit Point damage, +2 points per level of the spell caster's experience. A successful save means the undead suffers only 1D6 points of damage and recognizes the dangerous life magic held by his opponent.

Level Eight (Biomancy)

Suspended Animation

Range: Self.
Duration: One day to ten years per level of the character.
Saving Throw: None.
P.P.E.: Eighty

The Biomancer can place himself in a total state of suspended animation, slowing all body functions to a crawl and simulating death. The Biomancer ages two years for every ten that he sleeps. While in the suspended state, the mage can not cast spells or think, only dream. His physical body is not protected in any way by this spell, so he should find a safe, dry, warm place with some form of protection. The character can be roused only by a *Tree of Wisdom, Memory Tree*, or via *telepathic communication*, but only if he can be convinced to end his magic sleep.

Touch of Life

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Sixty

The Biomancer can revive a recently dead person by infusing him with bio-energy. The corpse can be no more than 24 hours old (less is better). The chance of success is 70% plus 1% per level of experience. If successful, the corpse will be restored to 10 Hit Points above zero. The person will be weak and sick until the rest of his Hit Points are restored. The touch of life does not restore missing limbs, heal burns, cure disease, or cure insanity.

Level Nine (Biomancy)

Heal the Earth

Range: 100 feet (30.5 m) area per level of experience.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Two Hundred

This spell will heal an area from any poisons, pollution, and other damaging substances. The area thus treated will become perfectly suited for the development of life, as determined by the region's ecosystem. If cast on farmland, yields for the area affected will be increased by 10% per level of the spell caster's experience for 1D4 years.

Level Ten (Biomancy)

Woodland Entity

Range: Self.
Duration: One melee (15 seconds) per level of experience.
Saving Throw: None.
P.P.E.: Eighty

The spell caster transforms himself into a gigantic tree-like creature with superhuman strength and endurance. The woodland entity has a Supernatural P.S. of 30, and 300 M.D.C.! It regenerates 3D6 M.D.C. every melee round, attacks with its spiked claws, and is +2 to strike and inflicts 6D6 M.D.! Fire and energy attacks inflict half damage. Its own wood based attacks do full damage to vampires and were-creatures; double damage to alien intelligences.



Blue Flame

Rifts® World Book Nine: South America Two

These rare South American spells can be learned by *any* practitioner of magic, *BUT* the individual must first be aware that *Blue Flame* magic even exists and they must learn the spells from the *Larhold of South America*, or a mage who has learned the magic themselves from the Larhold. The Blue Flame is an Elemental force that has no apparent alignment or intrinsic intelligence.

Blue Flame Spells, by Level

Level One
Sense Blue Flame (2)

Level Two
None

Level Three
Eyes of Blue Flame (6)

Level Four
Fist of Blue Flame (10)

Level Five
Flamehalo (15)

Level Six
Burning Light of Blue Flame (12)
Flamebolts (20)

Level Seven
Flameshield (30)
Flamewings (25)
Whip of Agony (20)

Level Eight
Healing Flame (60)

Level One: Sense Blue Flame

Range: 100 feet (30.5 m) plus 10 feet (3 m) per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Two

Detects the presence of Blue Flame being used in the area. Mages who know Blue Flame spells will only be revealed if they are currently using a Blue Flame spell.

Level Three: Eyes of Blue Flame

Range: Self.
Duration: One minute per level of experience.
Saving Throw: Not applicable.
P.P.E.: Six

The spell caster's eyes appear to be made of fire. The character can see in all spectrums of light and heat, and therefore, virtually all invisible things, including invisible Elementals. Furthermore, he is impervious to heat and all S.D.C. flames, can see in total darkness (400 feet/122 m) and is +3 to save vs illusions.

Level Four: Fist of Blue Flame

Range: Self.
Duration: One minute per level of experience.
Saving Throw: Dodge only (16 or higher).
P.P.E.: Ten

The spell caster's fist seems to be enveloped in a ball of Blue Flame that does not burn his flesh, but inflicts 2D6 M.D. plus the character's normal P.S. damage with every punch or slap.

Level Five: Flamehalo

Range: Self.
Duration: Two minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Fifteen

A halo of Blue Flame flickers around the spell caster, making him impervious to psionic probes (including See Aura), disease and possession. Furthermore, the character is +1 to save vs psionics.

Level Six: Burning Light of the Blue Flame

Range: 100 feet (30.5 m) +50 feet (15.2 m) per level of experience.
Duration: One melee round per level of experience.
Saving Throw: Dodge only (16 or higher).
P.P.E.: Twelve

This spell creates a tiny pillar of Blue Flame in the hand of the spell caster. At will (equal to the character's number of attacks per melee), a bright beam of blue light erupts from the flame toward any target in the spell caster's line of sight. The light burns with the intensity of a high-powered laser, inflicting 1D6 M.D. or S.D.C. (spell caster's choice) per every two levels of experience. Vampires suffer triple damage and cannot approach within 50 feet (15.2 m) of the flame.

Level Six: Flamebolts

Range: 200 feet (61 m) plus 30 feet (9 m) per level of experience.
Duration: Instant.
Saving Throw: Dodge only (16 or higher).
P.P.E.: Twenty

Fires a bolt of blue flame that twists and turns while trying to hit the target. The only possible defense against this attack is to dodge, and even then the target must roll a 16 or higher. Damage is 3D6 M.D. plus 1D6 at levels three, five, seven, nine, eleven, thirteen and fifteen. Creatures vulnerable to flame suffer double damage.

Level Seven: Flameshield

Range: Self.
Duration: One minute (four melees) per level of the caster.
Saving Throw: None.
P.P.E.: Thirty

Creates an aura of semi-transparent blue flames that protects the spell caster with 100 M.D.C. plus 10 per additional level of the caster, like a force field. While the Flameshield is on, flame and energy attacks do one-quarter damage, and the person is immune to heat, cold, non-M.D.C. fire and similar environmental hazards. The protection ends when the spell's duration elapses or the M.D.C. of the shield is depleted.

Level Seven: Flamewings

Range: Self or others by touch.
Duration: Two minutes per level of the caster.
Saving Throw: None.
P.P.E.: Twenty-Five

The character with Flamewings can fly through the air, silently, like the wind. Maximum speed is 100 mph (160 km).

Level Seven: Whip of Agony

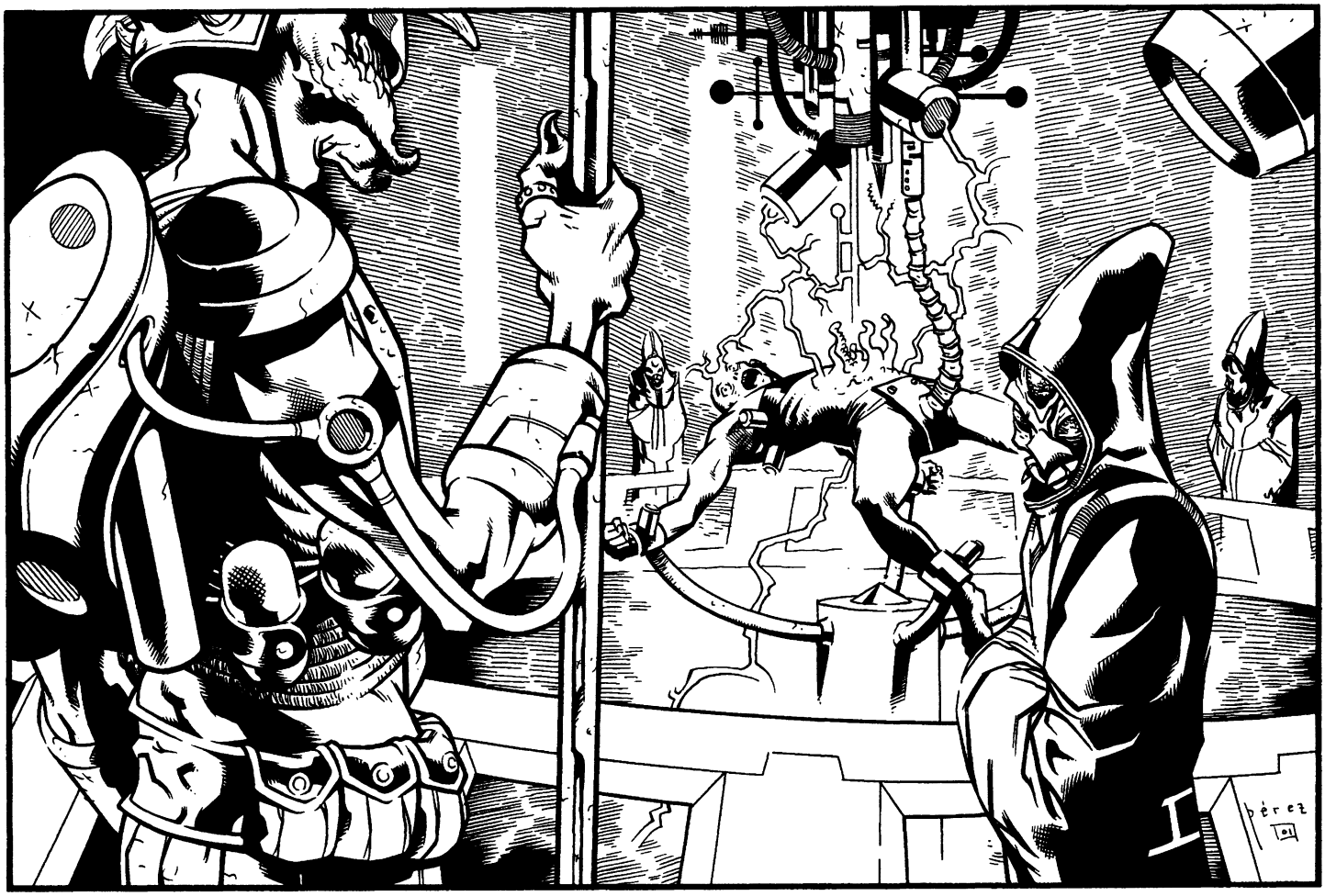
Range: 20 feet (6.1 m) per level of experience.
Duration: One minute per level of experience.
Saving Throw: Parry or dodge.
P.P.E.: Twenty

This spell creates a crackling whip of Blue Flame. The whip can be used as a weapon, is +2 to strike in addition to any hand to hand or W.P. bonuses, and inflicts 1D6 M.D. per level of the caster. Alternatively, the whip can be used as a torture device (does one point of S.D.C. or M.D. damage but racks the victim with incredible agony — must touch the skin of the victim to work). Survivors of such a torture must save vs insanity (12 or higher); a failed roll means insanity (G.M. should assign a phobia about shamans, the Larhold, whips, torture, Blue Flame, fire in general, or roll randomly).

Level Eight: Healing Flame

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Sixty

Can heal any wound and restores 1D6 Hit Points, S.D.C. or M.D.C. per level of the spell caster. It can also help people in a coma; +15% +2% per level of the spell caster. It can even bring back the recently dead (costs twice as much P.P.E.)! The chance is only 20%, +2% per level of the caster, -5% per day since the time of death. When used to save a person in a coma, or to restore the dead back to life, the flame will scar the patient, reducing his or her P.B. by 25%.



Bio-Wizardry

Rifts® World Book Two: Atlantis and World Book 21: Splynn Dimensional Market™

Original concepts and text by Siembieda; suggestions by Steve Sheiring

Bio-Wizardry is a cruel, disgusting and grisly form of magic that enslaves and draws upon the life energies of other living beings and usually involves the melding of one (slave) life form with another. Its use often mutilates and mutates the body, or creates a physical union with a horrific or destructive creature. It is a strange and often disfiguring biological magic or science known and practiced by the Splugorth and select minions. It is NOT known to any other race or nation on Rifts Earth.

Bio-Wizardry is an area of mystic knowledge perfected by the Splugorth eons ago. Its secrets are jealously guarded and its true powers are shared only with their minions. *Rune Magic* is actually an offshoot of Bio-Wizardry developed at a later time. Many believe that Rune Magic originated with the Splugorth.

All forms of Bio-Wizardry, including Rune Magic, utilize the energy and/or life essence of living beings (or portions of beings). The use of other life forms and/or their body components and the enslavement of the living sometimes cause people to wonder if Bio-Wizardry is not a form of *Necromancy*. It is not, because Bio-Wizardry combines *living* organisms with other *living creatures* and/or with machines and magic to empower the living, not to control the dead. Parasites and symbiotic organisms are attached or implanted as a means of physical, mental or magic augmentation. Other forms of the magic enables the user of weapons and devices to conjure magic and/or to possess superhuman powers.

The availability of Bio-Wizardry. On Rifts Earth, Bio-Wizard transmutation, devices, surgery, implants, limbs, parasites, microbes, symbiotes, and magic are only common in the cities of the *Splugorth's Atlantis*. This is especially true of places on Atlantis renowned for their slave markets, street markets, emporiums, fairs, dimensional bazaars, or decadence. Many, particularly the most debilitating, painful, disfiguring forms of Bio-Wizardry, are made available to visitors and creatures who are not counted among the Minions of Splugorth. Foolish, greedy or vengeful adventurers are often victims of the more diabolical forms of Bio-Wizardry and experimentation, including parasites and transmutation. Many are the foolish humanoids and visitors to Atlantis who do not understand the complete ramifications of this dark magic. The less damaging, more powerful, and helpful types of Bio-Wizardry, including weapons, are typically reserved for the *allies* and *minions of the Splugorth*, but even guests and allies may fall prey to Splugorth treachery and their twisted sense of humor.

Bio-Wizardry is the mystic art (a science?) of enslavement (the Splugorth's specialty) and genetic manipulation. It is frequently used to augment, transform, deform, mutilate, and enslave. Although the power and powers of Bio-Wizardry may seem unparalleled, most who augment themselves with it will eventually become crippled, suffer from chronic pain or illness, fall victim to insanity, or see years of life whittled away. Many forms of Bio-Wizard augmentation slowly destroy those who dare to use it. The Splugorth and their High Lords don't really care, because the most dangerous bio-magic is performed on expendable slaves, captives, fools, and the lowliest minions. If the life span of a slave or a stupid pawn is reduced, nobody cares, as long as he served his purpose while he lives. Likewise, the Splugorth do not care how much slaves, pawns, and subjects of experiments may suffer.

Only the Splugorth and most High Lords avoid any sort of magical augmentation by means of Bio-Wizardry, although they hold its secrets, use rune weapons, and may endow others with the (questionable) "gifts" of Bio-Wizardry. Beings like the *Splugorth Conservator* and *Powerlord* are walking monstrosities empowered by this dark magic.

Bio-Wizard Transmutation, Augmentation & Reconstruction

Bio-Wizardry can be used to create what might be called a "Bio-'Borg." The Conservator is an example of a Bio-'Borg, while the Slaver, Overlord and Powerlord are examples of partial reconstruction and Bio-Wizard augmentation.

Magic Transmutation

Transmutation is a process that magically transforms the character. It can be used to transform and increase physical attributes, physical structure, size and natural environment. Each category counts as a separate transmutation. Theoretically there is no limit to the number of transmutation categories one can endure. However, roll on the random mutation table that follows for every transmutation after six. There is also a 1-50% chance of death if more than six transmutations are tried. All powers and mutations are cumulative and irreversible.

The enhancement process for each category of enhancement, P.S., P.P., Spd, increased size, etc., must be performed separately; one at a time. Each enhancement requires being placed in a trance and completely immersed in a tank filled with a thick, green, magic fluid for 72 hours. While immersed in the fluid, the character is completely helpless and unaware of the goings on around him.

If removed from the fluid prematurely the individual will writhe in agony for 2D4 minutes while his or her flesh and muscles undulate and pulsate with a life of their own.

The dire consequence is that the attribute being enhanced will increase by only 1D6 points and the character will mutate into a deformed monstrosity with a Physical Beauty of four! Furthermore, the character is impervious to further transmutation, including magic spells such as Metamorphosis, Turn to Mist, Reduce Size, and Restoration. Plus roll three times on the following mutation table or select three of the mutations described.

For the purpose of torture and punishment, the Minions of Splugorth sometimes place subjects into the transmutation chamber and remove them before the 72 hour time requirement to cause deliberate mutation and disfigurement. The chamber also has other features for the purpose of torture.

Transmutation Mutation Table

01-10% Large, bulky body, with thick fingers and appendages, small nose and ears. Add 1D4x100 pounds (100 lbs equals 45 kg), +1D4x10 S.D.C. (M.D.C. if a Mega-Damage creature), +1 P.S., but reduce Spd by 1D6 points.

11-30% Dramatic spinal curvature, hunchback, reduce height by 3D4 inches (one inch is 25 mm).

31-40% Oversized, disproportionate limbs, similar to the Splugorth High Lords; add 4D4 inches (one inch is 25 mm) to height.

41-50% Face is distorted and looks ape-like with large flat nose, large eyebrow ridges, small round eyes, no upper lip, long protruding mouth/muzzle, forearms are unusually long.

51-60% Face looks insect like, sparse tufts of hair (if any), tiny mouth, no lips, narrow jaw, thin body, and large, round, dark eyes.

61-70% Strange coloration of the skin, which is covered with lumps and thick veins.

71-80% Body is covered in fine snake-like scales — no body hair.

81-88% Body is covered in fur, the face has an animal appearance with a long muzzle and canine teeth.

89-94% Body is covered with bony, horn-like projections on the head, above the eyes, and on the shoulders and spine. The individual also has sunken eyes and long fingers.

95-00% The fingers fuse into two large fingers and thumb, the toes into two large toes, muscles are powerful and defined (add 1D4+1 P.S.), the face is elongated and horse-like in appearance, and the skin is light pink, sand/tan, or egg-shell white.

Increased Physical Attributes

Physical Strength (P.S.) can be increased as high as P.S. 40, but is *not* considered supernatural strength.

Other Attributes (P.P., P.E., Spd): P.P. can be increased to a maximum of 21, P.E. 21 and Spd 44 (30 mph/48 km). Cost: 100,000 credits per each attribute point, or a trade of services (often a period of indentured servitude).

Physical Beauty (P.B.) can also be enhanced to a maximum of P.B. 26. Cost: 500,000 credits per each additional attribute point.

Supernatural Strength is also possible with a P.S. maximum of 50. Cost: 50 million to have existing P.S. transformed into Supernatural Strength, then an extra 250,000 credits for each additional *point* of Supernatural Strength.

Increased Size and S.D.C.

The size of a creature can be increased by as much as double. Cost: One million credits for any fraction under 15% of the being's normal size, two million to increase by 25%, six million for 50%, ten million for 75%, and twenty million credits for doubling natural size (double size automatically adds 3D4 to Spd and 2D4x10 S.D.C. or M.D.C. if a Mega-Damage creature). Remember, transmutations are permanent!

Additional S.D.C. can also be acquired whether one increases his size or not. Cost: 2000 credits per each S.D.C. point up to 300.

Mega-Damage™ Transformation

The character is magically transformed into a Mega-Damage creature with a base M.D.C. of 75 points. Cost: 500 million credits or trade and/or servitude.

Additional M.D.C. can also be acquired if the character is a Mega-Damage being (not applicable to supernatural creatures or dragons). Cost: 100,000 credits per each additional M.D.C. point up to 200.

Altered Environmental Structure

This process can make a creature able to live in an environment totally alien to its natural body and habitat. The *Splugorth Slavers* are excellent examples of this. They are originally aquatic, serpentine beings, similar to Earth's dolphins. Through Bio-Wizardry and transmutation they are able to survive indefinitely out of the water. In the case of humans, they could be transformed to exist underwater, in deadly atmospheres, or in outer space. Cost: 50 million credits.

The power of transmutation may sound wonderful, but it has its dangers. First of all, the process, once completed, cannot be reversed or changed at a later time. Secondly, such a dramatic transformation requires the subject to be constantly covered with the life sustaining magic fluid. This is why the Slaver is always covered in green slime. Without the fluid, he would suffer (reduce all melee attacks, bonuses, skill proficiencies and Hit Points/M.D.C. by half) and die within 4D4 hours!

Consequently, characters that undergo an environmental transformation must have some sort of containment chamber or environmental armor filled with the transmutation fluid. Replacement of a damaged containment chamber and/or replacement of lost fluid can only be provided by the Splugorth or a High Lord. The price will be incredibly high (typically some number of heinous services or years of servitude). After all, what is a person's life worth?

Transmutation Healing

Damaged internal organs can be completely restored, as good as new, by means of the transmutation process. Missing organs can be surgically implanted and magically melded with the body. As usual, the character must remain in the fluid of the transmutation chamber for 72 hours or suffer mutation, plus there is a 1-65% likelihood of death if removed prematurely.

Cost: Minor organs and arteries cost 200,000 credits each. Eyes, kidney and liver cost 500,000 credits, lungs or heart one million credits. Remember, these are 100% natural and healthy organs.

Wounds and broken bones are completely healed within 72 hours without scarring and regardless of the amount of damage; restores Hit Points and S.D.C. or M.D.C. to full. There is no risk of dying — no coma/death roll, subjects always recover. Treatment does not remove parasites, symbiotes, magic curses or insanity. Nor does it restore damaged organs. The replacement/restoration of organs is an additional cost for each (as previously listed) and requires an additional 72 hours of treatment per each.

Cost: 72 hours of healing can cost 200,000 to two million credits, sometimes more. The minions tend to base the cost on the desperateness of the injured party or his friends/family. The more serious the damage and the more desperate the family, the higher the cost may become (cash and/or services).

Transmutation Torture

The transmutation chamber can be used to torture subjects as well as heal and empower. In addition to deformity by premature removal from the tank, the following are possible.

Agony: Temporarily drains all S.D.C. points (half M.D.C. if a Mega-Damage creature) and causes great pain as if the individual has been physically beaten (fractured bones, bruises, blackened and swollen eyes, cuts and abrasions). The character suffers the following penalties for four weeks: -3 on initiative, reduce combat bonuses, melee attacks, and speed by half; heals normally.

Blind: The eyes are made permanently useless! The victim is -10 to strike, parry and dodge. Bionic, cybernetic, or Bio-Wizard implants are the only means of restoring vision.

Life Drain: A very painful process that permanently drains as many as ten Hit Points (15 M.D.C. if a Mega-Damage creature) per every 72 hours. The victim also loses one P.E. and P.B. point per every 72 hours of life draining.

Sensory deprivation mind control: The subject has no sensation of normal elements of reality. The sensation of time is completely lost; an hour can seem like a minute or days. There is no sensation of direction, no up, down, sides, etc., only floating. Movement is impossible and a feeling of helplessness and vulnerability engulfs the subject. Hallucinations and nightmares are common. Despair, unreasoning paranoia, fear, anxiety, and other emotions are likely to torment the character.

Roll a 14 or higher to save vs mind control to determine the degree of permanent emotional damage. Roll once for each of the following. A failed roll means the character will respond as described.

1. Broken Spirit. Will tell his torturers anything they ask provided they promise not to torture him anymore. However, the character will not betray his most loved ones nor serve as an agent to hurt others (might pretend to do so, but the punishment for such treachery would be terrible if he is discovered and captured).

2. Submission. Fears the Minions of Splugorth and torture so much that the character will generally obey his tormentors and will not take any actions against them. He will also try to avoid them whenever possible. Is submissive to the Splugorth and the elite minions. To defy any of the elite Splugorth, the character must roll to save vs mind control (can roll to save once per melee). However, a failed roll means that the character will not act to harm or interfere with his masters. He cannot be forced to do something he does not want to do, like hurt a friend.

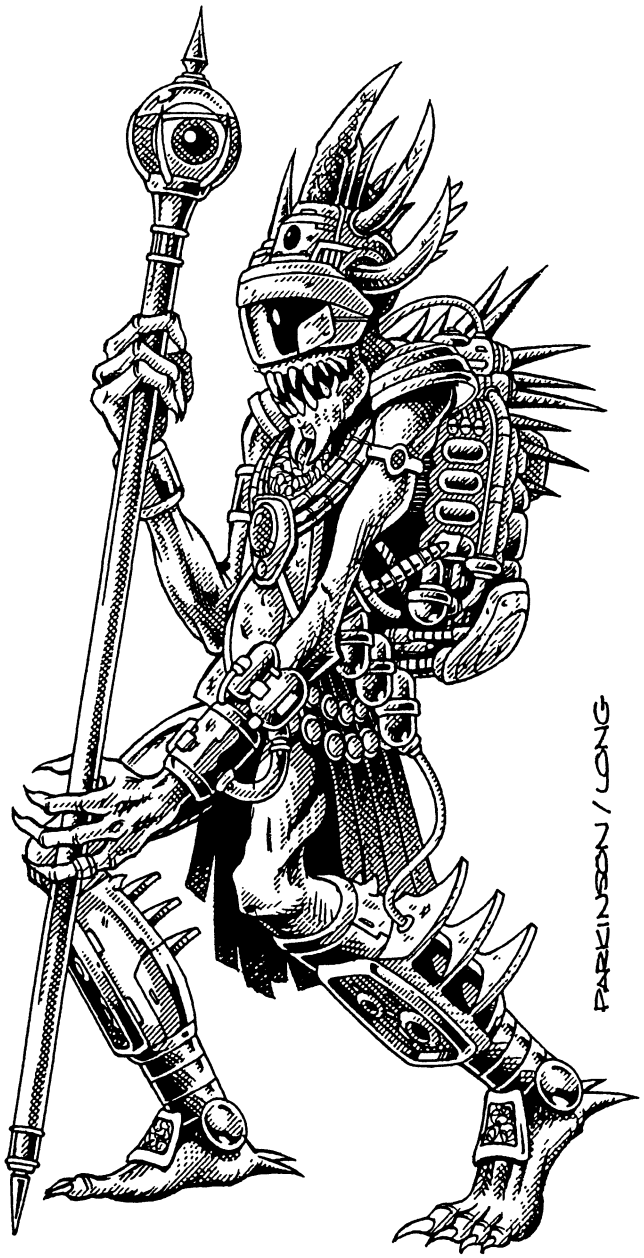
3. Phobia. Terrified of the Splugorth and the transmutation chamber. Hates them and their minions.

4. Paranoid. Secretive and suspicious. Doesn't trust most people, especially D-Bees, creatures of magic and the Minions of Splugorth.

The Bio-'Borg

This process is similar to the human's cybernetics, only the Splugorth use magic and living components. By means of Bio-Wizardry they can attach and combine normally incompatible body parts, like tentacles or spider legs, with a human being. Again, the Splugorth Slaver is an excellent example of this, with his combination of humanoid torso and limbs, but with tentacles and snake-like lower body. Likewise, some believe the mythical Chimera and Dragon Beast may be the results of ancient Bio-Wizard experimentation.

See **Rifts® World Book Two Atlantis (One)** and **Rifts® World Book 21: Splynn Dimensional Market™** (Atlantis Two) for much more information on Bio-Wizardry, Bio-'Borgs, symbiotic organisms, parasites and Splugorth magic and magic items. Some are found elsewhere in the magic item section of this book. **The Rifter #9** contains some nasty Bio-'Borgs ready for use as NPC villains.



Cloud Magic

Rifts® World Book 14: New West

Cloud Magic is a strange form of arcana integral to the society of the **Lyn-Srial**, a race of alien beings from another world. They were Rifted to Arizona, in the New West of North America, and are mainly found in and around the Grand Canyon where they try to build a new life and home. The secrets of this alien mystic art are held by the *Cloudweaver R.C.C.* and the *Lyn-Srial Sky Knight R.C.C.* Any non-Lyn-Srial can become a Cloudweaver or Sky Knight (see *New West*, p. 134 &135), but they will have a *much* more difficult time mastering Cloud Magic. Consequently, non-Lyn-Srial must expend 50% more P.P.E. when casting a Cloud Magic spell, need an additional 1,500 experience points to advance each level (use the Cloudweaver and Sky-Knight R.C.C. experience tables), and must have a minimum I.Q. and M.E. of *18* each, as well as an open and imaginative mind. Also note that the Lyn-Srial will not teach their magic to selfish (not even Unprincipled), evil or vengeful people, nor will they teach it to anybody who is less than totally dedicated to mastering this art and it alone (no other magic spells). Cloud Magic takes many years to learn (1D4+1 years to become a 1st level Sky-Knight and 2D4+14 years to become a 1st level Cloudweaver), and teachers are not in the habit of wasting their time on casual students. Rare even in the New West.

Spell Strength of Cloud Magic increases one point at levels 5, 10 and 15.

Saving Throw: Humans and most non-Lyn-Srial are -3 to save vs Cloud Magic, unless one is familiar with its use (i.e. a Cloudweaver or Sky-Knight; a rarity). This means the base saving throw against a cloud spell is 15 or better.

Vulnerable to Negate Magic & Dispel Magic Barrier: All cloud manifestations, weapons, objects and barriers can be dispelled by Negate Magic and/or Dispel Magic Barrier. Not applicable to mists, fogs and other effects.

There are six main forms of Could Magic:

Clouds of War are mystic manifestations that are offensive combat in nature, yet even many of these fighting spells are designed to incapacitate, repel or capture an opponent rather than kill him.

Clouds of Peace were some of the first cloud spells to be discovered. They all deal with the calming of the heart and mind to find inner peace. These spells are designed to relax, calm down, and open the minds of the targets of the spell. They will never be used to take advantage of another, only to show them the truth and that the only way to win a war is never to fight it in the first place.

Clouds of Travel allow the Lyn-Srial to travel at great speed, teleport and even dimensional shift.

Clouds of Survival are all of a healing or survival nature. They include survival instincts and abilities, healing abilities, attribute modifiers and even a powerful resurrection spell. Many of the Lyn-Srial are dedicated healers and have many of these spells.

Clouds of the Mind are powerful spells that only *Cloudweavers* may learn. They deal with the mind and inner spirit and of realms not easy to comprehend. These spells were developed to probe the thoughts of man and to see beyond reality. Because of the nature of these spells and their involvement with the mind, a psionic save of 16 or better is required.

Clouds of Creation are at the heart of Lyn-Srial society. All Lyn-Srial buildings, equipment, weapons, armor, etc., are all made from clouds. These items are created by Cloudweavers and are permanent magical creations once completed. All of these spells are considered to be ritual magic and most take between a day and a month to complete. Without this knowledge, Lyn-Srial society would collapse.

Cloud Magic does not correspond to levels of experience, so the various spells are listed alphabetically by type.

Cloud Magic Spells by Type

Clouds of War
Cloud Blast (12)
Cloud Disc (8)
Clouds of Imprisonment (25)
Cloud Lance (5)
Cloud Sword (6)
Cloud Whip (8)
Fiery Cloud (12)
Poisonous Cloud (20)
Rolling Thunder (60)
Storm Cloud (80)
Storm Cloud Sword (15)
Wind Hammer (8)
Wind Spear (6)

Clouds of Defense
Blinding Flash (1)
Clouds of Light Deflection (8)
Cloud of Darkness (12)
Cloud Rider Armor (15)
Cloud Shield (6)
Fog of War (35)
Storm Rider Armor (30)

Clouds of Peace
Cloud of Harmony (15)
Cloud Haven (25)
Fog of Peace (50)
Healing Rain (100)
Winds of Change (15)
Winds of Regret (15)

Clouds of Travel
Blink of an Eye (24)
Cloud of Ascension (1)
Cloud Portal (550)
Cloud of Speed (15)
Cloud Surfing (15)
Fly Like The Wind (30)
Portal to the Beyond (700)

Clouds of Survival
Aerial Navigation (4)
Breath of Life (100+1 P.E. point)
Calm Storms (200)
Cloud of Healing (15 or 45)
Globe of Daylight (2)
Hunter's Instinct (15)
See the Invisible (10)
See the Light (10)
Tongues (12)
Warmth of the Sun (12)

Clouds of the Mind
Cloud of Insanity (30)
Clouds of Truth (12)
Mind Fog (24)
Mind Over Matter (22)
Mist of Illusion (24)
Spirit Mist (15)
Warrior's Mist (20)

Clouds of Creation
Cloudweaving (100)
Cloud Castles (250 or 1000)
Create Cloud Figures (50)
Create Water (10)
Flying Chariot (80)
Food from the Heavens (80)
Globe of Daylight (2)
Paint the Sky (200)

Clouds of War

Cloud Disc

Range: 900 feet (274 m) +20 feet (6 m) per level of experience.
Duration: One melee round (15 seconds).
Damage: 1D6 M.D. plus knockdown regardless of the opponent's size.
Saving Throw: Dodge at -3; a 17 or higher is needed to dodge.
P.P.E.: Eight

This spell creates a large, swirling, disc shaped cloud or mist the size of a large shield above the Sky-Knight's shoulder. With a throwing gesture (must be aimed at the intended target), the disc hurls at the target at high speed. Once it strikes, it disappears. It inflicts 1D6 M.D. and knocks its opponent off his feet and back 3D4 yards/meters. The victim of the knockdown attack loses initiative and one melee action/attack.

Note: One disc can be instantly created and hurled for each melee action the Sky-Knight uses to attack (each magical disc strike counts as one of the knight's melee actions/attacks). This means that if the character has five attacks per melee, he can make as many as five discs. However, if he uses one melee action to dodge or move, then he can only hurl four cloud discs. Cloud discs are often used to keep an opponent unbalanced and constantly on the defensive (falling or dodging)

while the Sky-Knight tries to talk him into surrendering, fleeing or discussing a peaceful resolve.



Cloud Blast

Range: 600 feet (183 m) +100 feet (30.5 m) per level of experience.
Duration: One melee round (15 seconds) per level of the spell caster.
Damage: 2D6 S.D.C. or M.D. (as desired by the spell caster).
Saving Throw: Dodge at -5; a 17 or higher is needed to dodge.
P.P.E.: Twelve

A gray cloud, pulsing with energy, appears above the head of the spell caster (Sky-Knight), and with each pointing gesture (each counts as one melee action/attack), the cloud fires a blast of ball lightning.

Clouds of Imprisonment

Range: 60 feet (18 m) +10 feet (3 m) per level of experience.
Duration: One melee round (15 seconds) per every two levels of experience (2, 4, 6, 8, 10, 12 and 14).
Saving Throw: Standard save; success reduces duration by half.
P.P.E.: Twenty-Five

A sphere of magical clouds encircle one target for every three levels of the spell caster. While encircled by the clouds, the prisoner cannot see, hear, or smell anything around him. He can only hear the voice of the spell caster (if the spell caster desires to speak to him). If the prisoner tries to escape by stepping into the clouds, it will seem as if he is walking endlessly in a mist of white. Likewise, while imprisoned in the clouds, the character cannot be attacked or injured in any way, not even from magic or psionics. When the spell ends, the clouds instantly vanish and the prisoner finds himself standing exactly where he was when he was imprisoned. A successful save means the duration is halved. A Dispel Magic Barriers or Negate Magic spell will eliminate the Clouds of Imprisonment. **Note:** The Sky-Knight cannot use this spell on himself, only others.

Cloud Lance

Range: Self.
Duration: Three minutes per level of experience.
Saving Throw: None.
P.P.E.: Five

A magical lance made of cloud-like material forms in the spell caster's hands. The lance is a magical weapon that inflicts either 3D6 M.D.C. or 4D6 S.D.C. depending on the opponent (a Sky-Knight will never use a Mega-Damage weapon or M.D. magic against an opponent armed with S.D.C. weapons). For each 10 mph (16 km) of flying speed in a lance charge, add 1D6 S.D.C. to the overall damage (not applicable to M.D. attacks). +1 to strike and disarm.

Cloud Sword

Range: Self.
Duration: Two minutes per level of experience.
Saving Throw: None; can be parried and dodged as normal.
P.P.E.: Six

A magical sword that appears to be made out of the fluffy substance of clouds forms in the hand of the spell caster. The magical creation is far from soft or insubstantial and inflicts either 2D6 M.D.C. or 4D6 S.D.C., whichever the creator desires. Note that a Sky-Knight will never use a Mega-Damage weapon or magic against an opponent armed with S.D.C. weapons.

Cloud Whip

Range: Self, to use the weapon; the whip has a range of 60 feet (18.3 m).
Duration: 2 minutes per level of experience.
Saving Throw: None.
P.P.E.: Eight

A magical whip that appears to be made of cloud and long, trailing streams of mist forms in the hands of the spell caster. The whip does either 1D6 M.D.C. or 2D6 S.D.C. depending on the desire of the spell caster. The whip is also capable of striking targets 60 feet (18.3 m) away and is +2 to disarm.

Fiery Cloud

Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.
Radius: 20 feet (6 m) +5 (1.5 m) per level of experience.
Duration: One melee round (15 seconds) per level of experience.
Saving Throw: Standard.
P.P.E.: Twelve

This spell creates a grayish red cloud that burns all engulfed by it! If the target is armored it takes 1D6 M.D. per melee round, but if human (Hit Points/S.D.C.), it does 1D6 S.D.C. In either case, all heat sensors and infrared optics are temporarily rendered useless.

If the target(s) is unarmored and/or breathing the air in the cloud, it smells of sulfur and ash, and burns his throat, nose and lungs, causing the character to choke and gasp — reduce all combat bonuses and attacks per melee by half. A successful save will negate the Hit Point damage and other penalties are half.

Poisonous Cloud

Range: 100 feet (30.5 m) per level of experience.
Radius: 20 feet (6 m) +5 feet (1.5 m) per level.
Duration: One melee per level of experience.
Saving Throw: Standard.
P.P.E.: Twenty

All people without full environmental armor or air filters will take 4D6 S.D.C. and feel dizzy and nauseous — reduce speed, attacks per melee and skill performance by half. A successful save reduces the penalties to one quarter (rather than half).

Rolling Thunder

Range: 20 feet (6 m) plus 10 feet (3 m) per each subsequent level of the spell caster (20 feet at level one, 30 at level two, etc.).
Size: About 20 feet (6 m) wide and tall; the length is the full range.
Duration: Two melee rounds (30 seconds) per level of the spell caster.
Damage: 1D6x10 M.D.
Saving Throw: Living creatures can dodge by dropping to a prone position and letting the thunderhead roll over them, or by leaping out of the way if near the edge of the cloud (roll initiative to see if leaping dodge is successful).
P.P.E.: Sixty

This creates a large, rolling, thundering, black cloud that is 20 feet (6 m) high. The cloud will seem to roll in the way a thunderstorm does, except low to the ground (3 feet/0.9 m above the ground). The rolling cloud knocks over or pushes away everything in its path. The initial "hit" from the billowing, black cloud does 1D6x10 M.D. and either knocks down and stuns (for 1D4 melee rounds) its victims or pushes them to the limit of the cloud's range. Unless obstructed, the rolling cloud will reach its full length/range within one melee round (15 seconds).

If the object is a massive obstacle like a stone wall, building, tree, vehicle, giant robot or similar large, heavy object weighing more than two tons, the cloud will be stopped by it, but continues to roll into it with successive waves of devastating power, inflicting 1D6x10 M.D. once every melee round!

In either case, once the rolling cloud reaches the end of its maximum range, it can go no farther, but thick, dark, billowing clouds continue to roll along its path, keeping those pinned underneath it trapped (crawling speed with all the wind, dust and thunder is 25% normal speed, no combat bonuses are possible and visibility is terrible). Standing up and into the cloud will inflict 2D4x10 M.D. and knockdown each and every time!

Note: The Lyn-Srial are careful not to hurt or kill innocent bystanders with this powerful spell, nor to damage property, nature or wildlife recklessly. The spell caster can cancel the spell at any time.

Storm Cloud

Range: 500 feet (152 m) +100 feet (30.5 m) per level of the caster.
Radius: 200 feet (61 m) +10 feet (3 m) per level of experience.
Duration: Two melee rounds (30 seconds) per level of experience.
Saving Throw: None; although lightning bolts can be dodged at -10.
P.P.E.: Eighty

A massive storm cloud magically appears over the enemy; a menacing thing in and of itself (Horror Factor 10). The storm cloud will act like a summoned creature, attacking the enemies of the Sky-Knight with gusting winds and light rain (the rain, blowing dust and light debris will distract everybody in the area of effect; -3 on initiative and -1 to strike). In addition, the storm cloud can unleash a powerful lightning bolt twice per melee round, inflicting 2D4x10 M.D. (often directed at vehicles and supernatural menaces)! The creator of the storm cloud must control and direct it to fire the lightning bolts, so he cannot cast other magic or take more than one melee action to do something else per melee round. On the other hand, he can release his focus on the storm (so it only rains and wind blows) to other things, and retake control to fire lightning a few melee rounds later. The storm cloud has the following statistics. The magical storm cloud cannot be damaged by physical means but Dispel Magic Barriers or Negate Magic can destroy it.

Storm Cloud Sword

Range: Self, to use the sword; lightning: 100 feet (30.5 m) +10 feet (3 m) per level of experience.
Duration: 2 minutes per level of experience.
Saving Throw: None; can be parried and dodged as normal.
P.P.E.: Fifteen

In this case, the magical cloud sword that appears is made of black storm clouds, and muted flashes of lightning periodically show through its darkness. The magical creation inflicts 3D6 M.D.C. or 6D6 S.D.C., whichever the creator desires. Twice per melee round, the Storm Cloud Sword can fire an electrical blast, like mini-bolts of lightning. The lightning does 4D6 M.D. and has a range of 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Wind Hammer

Range: Self, to use the weapon, but can be thrown 1000 feet (305 m).
Duration: Two minutes per level of experience.
Saving Throw: None, other than dodge; a parry will cause the opponent to suffer half damage.
P.P.E.: Eight

A shimmering, semitransparent hammer that seems to be made out of mist appears in the hand of the Sky-Knight. Despite its insubstantial appearance, the weapon strikes with the force of a tornado, inflicting 2D6 M.D.C., and can be thrown 1000 feet (305 m) and returns to the thrower within three seconds (roughly the equivalent of one melee action).

Wind Spear

Range: Self, to use the weapon; lightning: 100 feet (30.5 m) +10 feet (3 m) per level of experience.
Duration: Instant.
Saving Throw: None, other than dodge; a parry will cause the opponent to suffer half damage.
P.P.E.: Six

A shimmering, semitransparent spear that seems to be made out of mist appears in the hand of the Sky-Knight. Despite its insubstantial appearance, the weapon strikes with the force of a tornado, inflicting 4D6 M.D.C., and can be thrown 100 feet (30.5 m) +10 feet (3 m) per level of experience.

Clouds of Defense

Blinding Flash

Range: 10 foot (3 m) radius; up to 60 feet (18.3 m) away.
Duration: Instant.
Saving Throw: Standard.
P.P.E.: One

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for 1D4 melee rounds, with a penalty of -5 to strike, and -10 to parry and dodge. The chance of falling is 1-50% per every 10 feet (3 m) traveled. The saving throw is standard, so those who successfully save vs magic are not blinded. **Note:** Does not affect bionic or cybernetic eyes.

Clouds of Light Deflection

Range: Self or others by touch.
Duration: One minute per level of the spell caster.
Saving Throw: None.
P.P.E.: Eight

This spell forms swirling clouds around the character. Particles in the cloud sparkle like gems reflecting the light. These clouds are able to cause lasers to diffract and diffuse them completely (no damage to anything in the cloud). Likewise, those within the cloud are obscured so all attackers shoot at those in the cloud at -5 to strike. Other forms of energy (magic lightning, fire balls, particle beams, plasma, etc.) penetrate the cloud and do full damage, but attackers still suffer the same -5 penalty to strike. Note that those inside the cloud can see out perfectly.



Cloud of Darkness

Range: Self or others up to 60 feet (18.3 m) away.
Duration: One minute per level of the spell caster.
Saving Throw: None, unless used against an opponent. Standard otherwise.
P.P.E.: Twelve

A forbidding dark cloud wraps itself around the target, totally obscuring him from all non-magical forms of detection. In the case of a willing participant, the cloud does obscure the vision of the person within it; -4 to strike and speed is reduced by 33%.

When the spell is used as a means of attack, the individual enveloped in darkness must make a saving throw or he becomes lost in the blackness (-9 on all combat attacks, reduce speed by half, and the character stumbles around blind; cannot see unless through magical means). The target has a 75% chance of stumbling and falling down for every action (few steps) that he or she makes while in the cloud. Note that the character trapped inside the magical darkness (it clings to him no matter where he goes) is also obscured in the cloud, so attackers are likewise -9 to strike at him. **Note:** This spell is typically used to hide, make good an escape, slow down or avoid an opponent, or to create a diversion. Dispel Magic Barrier or Negate Magic will destroy the cloud instantly. A successful saving throw means the darkness fades away within six seconds.

Cloud Rider Armor

Range: Self or by touch.
Duration: Two minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Fifteen

A swirling mist seems to surround and cling to the spell caster (or other by touch) forming into a suit of body armor reminiscent of ancient chain mail. The armor has 20 M.D.C. +10 M.D.C. per level of the spell caster and all Elemental magic, lightning and similar natural forms of energy do half damage while the armor is worn. This armor offers no environmental protection from gases, radiation, heat, disease, etc.

Cloud Shield

Range: Self.
Duration: Three minutes per level of experience.
Saving Throw: None.
P.P.E.: Six

This spell creates a white cloud-looking shield in one of the hands of the spell caster. The shield can be used to block or parry physical attacks leveled at the caster as if it were made of M.D. steal. It is hand-held, has 50 M.D.C. +10 M.D.C. per level, and is +1 to parry. The wielder can even attempt to parry dragon's fire and energy bolts (laser blasts, plasma, particle beams, magical lightning, fire balls, flaming swords, etc.) with the shield; the usual penalties apply (-10 to parry energy blasts and bullets). **Note:** The Shield only takes damage when an attacker is trying to destroy it and when blocking energy attacks.

Fog of War

Range: 500 feet (152 m) +100 feet (30.5 m) per level of the caster.
Radius: 100 feet (30.5 m) +10 feet (3 m) per level of experience.
Duration: One minute per level of the spell caster.
Saving Throw: None.
P.P.E.: Thirty-Five

Out of the mystical fog appears visions of battle, bloodshed and death. Those reluctant to fight or uncertain will consider retreating or attempt to settle the dispute without bloodshed. If they push forward to attack, they are -3 on initiative and -3 to save vs Horror Factor. However, those driven to fight or destroy (for whatever reasons) will be motivated rather than dissuaded and attack at +1 on initiative and +3 to save vs Horror Factor.

Storm Rider Armor

Range: Self only.
Duration: Two minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Thirty

A white mist crackling with tiny swirls of blue lightning surrounds the spell caster. Like the cloud armor, it provides 20 M.D.C. +10 M.D.C. per level of the spell caster. However, the character is impervious to all Elemental magic, lightning, and even the effects of Ley Line Storms! All other types of energy do half damage. In addition, the magic enables the wearer to hover and fly at a speed of 60 mph (96 km); +2 to dodge while airborne and no limit to the altitude as long as there is air to breathe.

Clouds of Peace

Cloud of Harmony

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.
Radius: 20 feet (6 m) +5 feet (1.5 m) per level.
Duration: 4 melees per level.
Saving Throw: Standard.
P.P.E.: Fifteen

The spell creates a symphony of beautiful music within the radius of effect. All within the radius must make a save or be so enthralled with the music that all they wish to do is listen to it until it ends. At the end of the music, most hostile thoughts and emotions will have been soothed, and they may be willing to reconsider their violent intentions and be open to negotiation.

If any aggressive action is taken against those listening to the music, they will instantly snap out of the trance and immediately attack without penalty.

Cloud Haven

Range: Line of sight up to 100 feet (30.5 m).
Duration: One hour per level of experience.
Limitations: Two people +1 per each subsequent level of experience. Cannot be used on one's enemies or opponents, it can only be used to rescue and protect.
Saving Throw: None, if used on receptive targets, standard otherwise.
P.P.E.: Twenty-Five

A magical mist sweeps in without warning and whisks those willing to be swept away up into the sky where they vanish into a cloud. The cloud haven is warm, peaceful, calming, and time is distorted to seem half as long as it really is. People can be kept in the haven, away from danger, up to one hour per level of the spell caster's experience. Those whisked to safety can be returned whenever the spell caster desires it. If the spell caster is slain, the characters will remain in the haven for the full duration, before being returned to the exact location where they were first whisked away.

Fog of Peace

Range: 100 feet (30.5 m) per level of experience.
Radius: 20 feet (6 m) +10 (3 m) per level of experience.
Duration: One minute per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Fifty

This spell causes swirling clouds and fog to move around everybody in its radius of effect. The mist distorts the perception of those affected and clouds thoughts of fighting and revenge. This mental and physical distortion makes all affected uncertain about the battle and reconsider their reasons for fighting. All affected are -5 on initiative, -3 to strike and -3 to save vs Horror Factor.

Healing Rain

Range: Up to 200 feet (61 m) +100 feet (30.5 m) per level of experience.
Radius: 100 feet (30.5 m) +10 feet (3 m) per level.
Duration: Permanent.
Saving Throw: None.
P.P.E.: One Hundred

A gentle rain that feels nice to the touch and which washes away the carnage of battle, including blood, acid, disease, and radiation, plus helps vegetation to grow twice as quickly as normal.

Winds of Change

Range: 200 feet (61 m) +100 feet (30.5 m) per level.
Duration: Instant.
Saving Throw: None if used on receptive targets, standard otherwise.
P.P.E.: Fifteen

The winds of change will allow the target to rethink his next immediate actions (two melee rounds) and offers insight to possible ramifications. For example, if a character plans to disarm a bomb or accept a foolish challenge because others are teasing him or calling him names, he will get a flash of insight that might show him blowing himself up or accidentally hurting others, etc.). This insight may change the character's mind, it's up to the player. The G.M. just points out a few negative outcomes and possible side effects the character may not have considered. Whether the character takes the insight to heart is another matter entirely.

Winds of Regret

Range: 100 feet (30.5 m) +50 feet (15.2 m) per level of experience.
Radius: One character per every two levels within a 20 foot (6 m) radius.
Duration: Instant.
Saving Throw: Standard.
P.P.E.: Fifteen

A wind will blow across the character and unless a saving throw is made, will cause him or her to hesitate — burns up two of the opponent's/victim's melee actions/attacks. Like the winds of change, it will also show the character the terrible consequences of his actions and make him pause to consider whether he'd live to regret his actions for the rest of his days. **Note:** This spell is only appropriate when a character is planning or about to act on actions that will seriously harm or kill others. It simply won't work in other situations.



Clouds of Travel

Blink of an Eye

Range: Self or object weighing less than 50 lbs (22.7 kg).
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty-Four

With a flash of light, the spell caster can instantly teleport to any location within eyesight. The spell caster and everything on his person is teleported; however, touching or holding onto a table, trunk, bags of gold, extra body armor, another person, etc., does not pull that item(s) with the mage. In the alternative, the character can teleport a single object, weighing less than 50 lbs (22.7 kg) to any location within eyesight.

Cloud of Ascension

Range: Self only.
Duration: 10 minutes per level.
Saving Throw: Not applicable.
P.P.E.: One

All Lyn-Srial have this spell. Its use is almost second nature to them, enabling the character to levitate up and down at a speed equal to their speed attribute, and hover in mid-air. There is no altitude limit provided there is breathable air. There is also minimal lateral movement at a speed of 3.

Cloud Portal

Range: Appears within 10 feet (3 m) of the spell caster.
Size: 6 foot (1.8 m) radius.
Duration: One melee round (15 seconds) per level of the caster.
Saving Throw: None.
P.P.E.: Five Hundred Fifty

Much the same as the Teleport Superior spell, in which the white Cloud Portal will allow any who pass through it to teleport anywhere the spell caster has chosen. The location must be well known to the character and within one hundred miles per level of the mage. The base skill for this is 70% +3% per level of experience. A failed skill check will find those who enter the portal 1D4x100 miles (160-640 km) away from their destination. A roll of double zeroes means that all who enter either reappear in a solid object and are dead, or reappear in the midst of their enemy (poor concentration) or 2D4x1000 miles away!

Cloud of Speed

Range: Self or one other person by touch.
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

This magic causes wisps of cloud to appear around the person's feet and raises him a foot (0.3 m) off the ground. The recipient can run at the superhuman speed of 50 mph (80 km) without tiring, and also gives the character +1 on initiative and +2 to dodge.

Cloud Surfing

Range: Self or one other person by touch.
Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

The spell allows a high-flying, airborne character to ride a wisp of cloud in the sky at high altitudes (no limit as long as there is breathable air). The character rides on the wind like a surfer on a wave, except he can change directions, go up or dive (double normal speed). The average speed is 15-30 mph (24-48 km), but storm winds are typically 70-150 mph (112 to 240 km). At speeds faster than 50 mph (80 km), the character must roll to maintain his balance (roll under Gymnastic or Acrobatic skill, whichever is higher, but with a penalty of -20%). A failed roll means the surfer is swept from his magical surf cloud (it instantly disappears) and falls to Earth. The surf cloud also vanishes when the surfer dips below 600 feet (183 m). This is not a problem for the Lyn-Srial who are natural flyers, but can spell big trouble for characters who can not fly. A fall from 600 feet does 1D4 M.D. and any S.D.C. being inside M.D.C. armor is still likely to be splattered (1D6x100 Hit Point/S.D.C. damage).

Fly Like the Wind

Range: Self or one other by touch.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Thirty

This endows the recipient(s) of the magic with the ability to fly like the wind, at the amazing speed of 150 miles per hour (240 km)! There is no altitude limit as long as there is breathable air. +1 on initiative and +4 to dodge while flying.

Portal to the Beyond

Range: Self and up to one other per level of experience.
Size: 10 foot (3 m) long, 6 foot (1.8 m) wide opening in the sky.
Duration: One melee round (15 seconds) per level of the caster.
Saving Throw: None.
P.P.E.: Seven Hundred

This creates a dimensional portal that appears as a tear in the sky, 30 feet (9.1 m) above the spell caster. Flying or jumping into it, the character(s) are either teleported to the Astral Plane (the entire physical and spiritual body is transported) or back to the city of Tryth-Sal, regardless of distance.

Clouds of Survival

Aerial Navigation

Range: Self.
Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Four

The character has an excellent sense of direction, can follow land patterns and landmarks as seen from the sky, as well as estimate time and direction from the position of the sun, moon and stars, and always has a sense of where the city of Tryth-Sal is located. Equal to the Navigation and Land Navigation skills at 90% proficiency.

Breath of Life

Range: Touch only.
Duration: Instant.
Saving Throw: None.
P.P.E.: One Hundred plus the spell caster permanently loses one P.E. point.

The spell caster can heal all wounds and injury, and restore life (2D6 S.D.C. and 2D6 Hit Points) to the dying or recently deceased (within the hour) by casting the magic and blowing into his/her mouth. A moment later, the dead character is engulfed by a swirling wind that rushes into his mouth and restores life. This magic does not restore severed limbs or missing organs, such victims are beyond its help.

Calm Storms

Range: Immediate area around the mage, affecting one mile (1.6 km) in diameter per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred

The spell caster can calm the tumultuous tempest of nature with a simple invocation and 200 points of potential psychic energy. As a spell, the mage can slow a downpour to a light rain, reduce wind speed by half, reduce the size of waves by half, and lighten the dark, stormy skies.

Using the magic in a 10 minute ritual, the mystic can turn a torrential rain into a drizzle, reduce winds to a gentle breeze, shrink ocean waves to normal, disperse a tornado in an instant, and get the sun to peek through clearing skies.

Note: Calm Storms is effective against natural and magically induced storms. A typical storm rarely lasts more than four hours (roll 2D4 to randomly determine the length of a natural storm). If the magic outlasts the storm, when the magic ends the storm will have vanished. If the magic ends before the storm, then the skies quickly darken and the storm resumes in full force.

Cloud of Healing

Range: Self or other by touch

Duration: Instant/3 hours per level of experience.
Saving Throw: None.
P.P.E.: Fifteen humans, 45 M.D.C. beings.

This is the most basic of the healing spells. It forms a swirling mist that appears over the patient to draw out all pain, infection or disease (01-60% +2% per level of the spell caster to cure the sick or to restore the injured (pain is gone and restores 2D6 Hit Points). In addition, the character will continue to heal two times faster than the normal rate. When used on Mega-Damage beings, this spell restores 3D6 M.D.C. but costs 45 P.P.E.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.
Duration: 12 melee rounds (3 minutes) per level of experience.
Saving Throw: None.
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 12 foot (3.6 m) area per each level of its creator's experience. Since it is daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal animals. The creator of the globe can mentally move it along with himself, or send it up to 30 feet (9 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Hunter's Instinct

Range: Self.
Duration: 30 minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

Clouds swirl around the spell caster and the baying of wolves can be heard. Upon completion, the character has the following hunting abilities: Track Animals: 90%, Track Humanoids: 75%, Track by Smell: 70%, Recognize Tracks: 90%, Identify Plants and Fruits: 80% and Climb: 80%.

See the Invisible

Range: 200 feet (61 m).
Duration: One minute (4 melees) per each level of experience.
Saving Throw: None.
P.P.E.: Ten

The character can see forces, objects and creatures which can magically turn invisible or are naturally invisible. Even if the creature has no form per se, the mystic will be able to discern the vaporous image or energy sphere of the being. This includes ghosts, entities, Elementals and the Astral body.

See the Light

Range: Self or one other by touch.
Duration: 10 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Ten

This spell enables the recipient to see all spectrums of light, including infrared, ultraviolet, and heat radiation (thermo-imaging). It effectively provides nightvision up to 200 feet (61 m) per level of experience and see aura.

Tongues

Range: Self or others by touch.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Twelve

The magic enables the character to perfectly understand and speak all spoken languages at 98% proficiency, including Elemental and alien tongues. An understanding of written languages is not provided by this spell.

Warmth of the Sun

Range: 6 foot (1.8 m) radius or one person by touch.
Duration: 30 minutes per level of experience.
Saving Throw: None.
P.P.E.: Twelve

A golden energy sphere the size of an orange appears hovering three feet (0.9 m) above the ground. The energy ball radiates a comfortable heat within its radius of effect. Or the spell caster can touch one person to envelop him in an invisible blanket of warmth (double duration when used on one person).

Clouds of the Mind

Cloud of Insanity

Range: 20 feet (6 m) +10 feet per level.
Duration: One minute per level.
Saving Throw: 16 or better but bonuses to save vs insanity may be added.
P.P.E.: Thirty

If the target fails to save, he will no longer feel as if he is in the real world. Equipment will seem to melt in his hands, he will seem to be spinning out of control and he will hear voices. This will totally incapacitate him for the duration of the spell.

Clouds of Truth

Range: One individual up to 10 feet (3 m) away.
Duration: One minute per level.
Saving Throw: 16 or better.
P.P.E.: Twelve

The victim is encircled by a wispy, white cloud. When he lies, the cloud turns gray.

Mind Fog

Range: 10 feet (3 m) +2 feet (0.6 m) per subsequent level of experience, or by touch.
Duration: One minute per level of the spell caster.
Saving Throw: 16 or better but bonuses vs illusions can be added in.
P.P.E.: Twenty-Four

The victim of this magic suddenly forgets whatever is most important to him, has trouble remembering anything about the spell caster and is confused; -1 on initiative and -20% on the performance of all skills. When the magic ends, the character's memory and skill proficiencies are completely restored.

Mind Over Matter

Range: Self or other up to 20 feet (6 m) away; line of sight.
Duration: One melee round (15 seconds) per level of the caster.
Saving Throw: None.
P.P.E.: Twenty-Two

This spell will give the recipient of its magic the will to fight well beyond their physical limitations. In game terms, the character's eyes flash like lightning and he enjoys the following bonuses: Lift weight five times greater than normal, carry three times more than normal, can hold breath three times longer than normal, can ignore his own pain or injury to help others (Hit Points can be reduced below zero by double the normal amount), and is impervious to Horror Factor, possession and mind control!

Mist of Illusion

Range: 100 feet (30.5 m) +10 feet (3 m) per subsequent level of experience.
Duration: One melee round per level of the spell caster.
Saving Throw: 16 or better but bonuses vs illusions can be added in.
P.P.E.: Twenty-Four

A powerful spell that seems to turn the skies black and causes an ominous green mist to appear. In the mist are strange shapes, noises and movement (otherwise the surroundings and real adversaries are unchanged). All those affected by the illusion are distracted and frightened by the movement, sounds and shadowy figures, so they are -4 on initiative, all combat bonuses are half and -4 to save vs Horror Factor. The cloud of illusion has a Horror Factor of 10 +1 every melee round the character(s) are stuck in the illusion. Roll to save vs Horror Factor at the beginning of each new melee round. A failed roll means the victim loses two melee actions or tries to run away — must run 300 yards/meters to seem to escape the mist.

Spirit Mist

Range: Within eyesight.
Duration: One melee per level of the caster.
Saving Throw: 16 or better.
P.P.E.: Fifteen

A magical mist envelops a 30 foot (9 m) radius and gives a mist-like form and shape to all entities, Astral beings and similar spirits, revealing their presence and movement. It also conveys to the spell caster each of the creature's alignments and general intent (helpful, hurtful, vengeful, etc., or that it is confused and looking for help, etc.).

Warrior's Mist

Range: Self or one person by touch.
Duration: One minute per level.
Saving Throw: None.
P.P.E.: Twenty

An illusionary spell that creates a dark mist to envelop the recipient of the magic. This mist masks the character's true features and creates an ominous, shifting image, making the character affected appear larger, more muscular and with dull glowing eyes. The effect is that all who see him (or her) will believe the character to be stronger, more dangerous and 1D4+1 levels higher than is true.

Clouds of Creation

Cloudweaving

Range: Line of sight no farther than 500 feet (152 m), but the spell caster must actually be inside the cloud to shape it.
Radius: 400 feet (122 m) +100 feet (30.5 m) per level.
Duration: 12 hours per level of the spell caster.
Saving Throw: None.
P.P.E.: One Hundred

The spell caster can magically move clouds and connect them together, as well as mold them into basic, large geometric shapes, effectively weaving them together. In addition, the character can create tunnels or giant holes or "V" shapes through the clouds. The magic holds the shapes and features, but does not make the clouds solid enough to stand or walk on — one can still fly through the cloud.

Cloud Castles

Range: Line of sight no farther than 500 feet (152 m), but the spell caster must actually be inside the cloud to shape it.
Radius: 400 feet (122 m) +50 feet (15.2 m) per level of experience.
Duration: One day per level of the spell caster.
Saving Throw: None.
P.P.E.: Two Hundred Fifty (1,000 P.P.E. makes it semi-permanent; one year per level of the spell caster).

Using this magic, the Lyn-Srial can literally sculpt, cut and shape real clouds into architectural shapes and structures with walls, floors, windows, cathedral ceilings, corridors, tunnels, mazes, etc. The magic holds the shapes and features, as well as makes them solid enough to stand and walk on — making them literally floating castles in the skies.
Note: Three float above the Grand Canyon near the Golden City.

Create Cloud Figures

Range: Up to two miles in the air (3.2 m).
Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifty

The spell caster can mentally sculpt a real cloud to look like a particular figure (warrior, Indian, demon, etc.), animal, structure (house, castle, mountain, etc.) or symbol (arrow, sphere, star, etc.). The cloud will hold its shape until the magic ends or the spell caster cancels the magic. Details and features are not possible.

Create Water

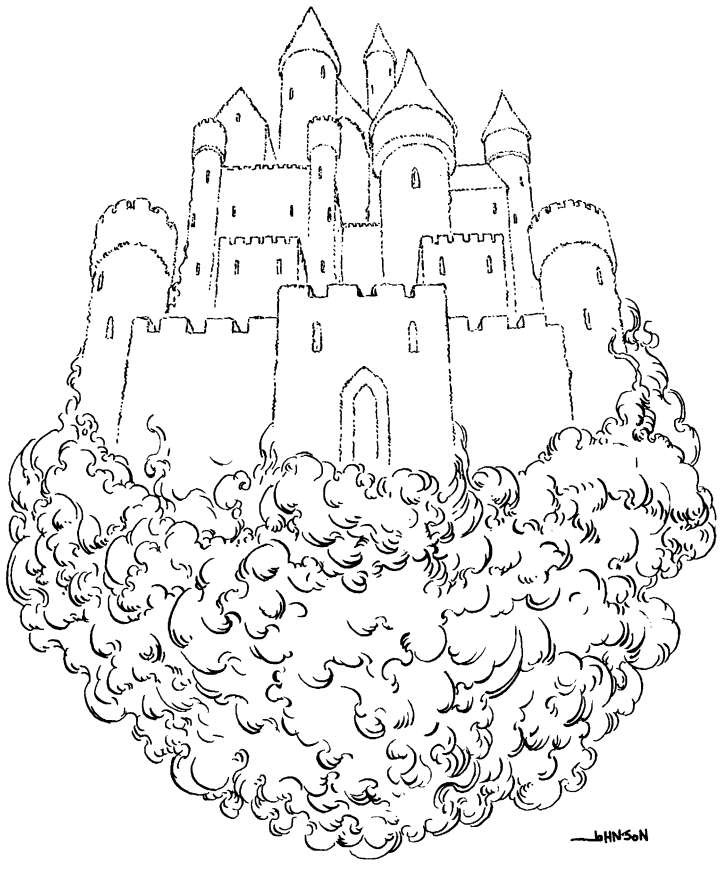
Range: 6 feet (1.8 m).
Duration: Permanent.
Saving Throw: None.
P.P.E.: Ten

A mist will come down from the heavens, fill a container (as directed by the spell caster), and turn into fresh drinking water. Maximum size: one gallon or 3.8 liter container.

Flying Chariot

Range: 10 feet (3 m); can only be used by the spell caster.
Duration: 15 minutes per level of experience.
Saving Throw: None.
P.P.E.: Eighty

A chariot made from the stuff of clouds magically appears. It can hold up to four people and has 80 M.D.C. (destroying the M.D.C. will destroy the chariot). The chariot flies under its own power and the mental direction of the spell caster, at a speed of 200 mph (320 km). This is one of the Lyn-Srial's favorite means of transportation when they need to transport beings who crawl on the planet's surface.



Food from the Heavens

Range: 10 feet (3 m).
Duration: Permanent.
Saving Throw: None.
P.P.E.: Eighty

The spell caster can create manna from the heavens, a light, tasty bread with the nourishment and vitamins of a complete meal. Can create up to 10 pounds (4.5 kg) per level of experience.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.
Duration: 12 melee rounds (3 minutes) per level of experience.
Saving Throw: None.
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 12 foot (3.6 m) area per each level of its creator's experience. Since it is daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal animals. The creator of the globe can mentally move it along with himself, or send it up to 30 feet (9 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Note: This spell is the same as the Clouds of Survival spell of the same name. It was repeated to reduce page flipping.

Paint the Sky

Range: The sky.
Radius: 3,000 feet (914 m) +500 feet (152 m) per level of experience.
Duration: Six hours per level of the spell caster.
Saving Throw: None.
P.P.E.: Two Hundred

Using this magic, the Lyn-Srial can color the clouds or the sky itself in beautiful streaks and hues of yellow, orange, reds, pinks, violets, purple, even greens. The colors are usually artistic and awe inspiring, and make people feel good/happy.



Conjuring

Rifts® World Book 16: Federation of Magic™

Conjuring is the primary power of the Conjurer Mage. It is a magical discipline in which the Conjurer wishes to create tangible, physical things out of thin air. He simply forms the picture in his mind, summons the energy to conjure it, and POOF, the object or animal appears in his hand or by his side (spell caster's choice!) This magic is exclusive to the *Conjurer O.C.C.* and is not available to other spell casters (see **Federation of Magic**, p. 82).

Conjuring Objects

Objects include any item or handful of small, simple items typically weighing less than 60 lbs (27.2 kg) in total. These objects must be simple items, such as a chair, table, cloak, pair of shoes, rope, flute, small bag with 11 marbles, 1-12 balls, nails, etc. He can also make items with only a few moving parts like scissors, pliers, fishing pole and string, guitar, trumpet, simple wagon, wheelbarrow, ballpoint pen, etc., provided the item or items do NOT require an active *energy source* as part of their construction, i.e. battery, E-Clip, electricity, gasoline, etc.

Such "objects" can also include simple weapons and armor (and/or parts of armor, i.e. a pair of gauntlets, chest plate, shoulder plates, a helmet, etc.), such as a sword, axe, spear, a bow and string (arrows require a second conjuring; up to 12 arrows can be made at a time), ball and chain, shield, and so forth.

Old style revolvers and black powder guns can also be conjured because they have few moving parts and are fairly simple; six bullets count as a separate conjuring. However, to conjure a revolver and bullets that will actually fire, and any of the somewhat more intricate objects (musical instruments like a trumpet, pulley system, wagon, winding wristwatch with gears, etc.) requires the Conjurer to have an *intimate knowledge of that device.* This means either firsthand knowledge or a complete design pattern/mechanical schematic to work from in visualizing and creating it. **Note:** These comparably complex objects can not have more than three moving parts plus one at levels 2, 4, 6, 8, 10, 12 and 14.

Energy weapons, Vibro-Blades, most automatic weapons, grenades, rockets, computers, radios, E-Clips, batteries, generators, engines, and similar complex or energy dependent devices are all examples of objects that can *NOT* be conjured.

Limitations at Conjuring Objects

- First and foremost, the character can only "conjure" *what he knows.* Thus he must be familiar with the item or creature he hopes to magically create. Imaginary devices and monsters can not be conjured.
- The Conjurer may only create simple objects.
- Maximum weight of an object is 40 pounds (18 kg) +2 lbs (1 kg) per level of experience.
- Conjured items appear in the hands of the creator or on the ground beside or in front of him.
- Limited Moving Parts. The Conjurer can only make objects with so many moving parts (wheels, gears, triggers etc.) or have so many major, specialized components. The Conjurer is limited to three moving or specialized parts at level one, +1 at levels 2, 4, 6, 8, 10, 12 and 14.
- Items with moving parts, even simple ones like a ballpoint pen with sliding shaft or button for a retractable pen tip, counts as one conjured item.
- Energy weapons, E-Clips, batteries, engines, electronics and similar complex or energy dependent devices can NOT be conjured.
- Maximum number of simple small items like arrows, bullets, baseballs, marbles, toothpicks, nails, screws, dinner forks or spoons, and similar items is 12. A sack and marbles means one very small sack/pouch/bag and 11 marbles (12 items in all).
- Largish items like shoes, boots, gauntlets, gloves, socks, and similar, come in pairs.
- Weapons, even small items like a blackjack or dagger, count as one conjuring. Likewise, a pole-arm, which is very large, and a revolver which is complex, each count as one conjuring (bullets are another).
- Only very small and very simple weapons like arrows, crossbow bolts, sling bullets, fishing hooks, nails, small needles, and similar items can be conjured by the dozen. Bullets for a gun or throwing darts, shurikens/throwing stars, and throwing spikes, are more complex, so *six* can be conjured at a time. Large spikes are big and heavy, so only six can be conjured at a time.
- Can not make edible "food" or "drink."

Conjuring Animals

The Conjurer can magically conjure any animal or insect bigger than a housefly and smaller than a rhino (1,000 lbs/450 kg weight limit) that the character is familiar with. **Note:** This means an animal the mage has actually seen in person or studied (including film) extensively.

Conjured animals have average statistics and Hit Points/S.D.C. and will obey any order they are given by the Conjurer (only), even sacrificing themselves to save their master. These are living creatures though, and good characters will rarely ask them to put their lives on the line. Although the animal will not attack the Conjurer who created it and obeys his command the animal and Conjurer are not linked in any way. This means the Conjurer can not see through its eyes or know what it may be experiencing.

Limitations of Animal Conjuring

- The animal must be real and the Conjurer must have seen (ideally handled) one in real life. Imaginary animals and monsters can *not* be created, nor can intelligent creatures.
- The Conjurer must know his subject. Familiarity includes animals seen and studied via diagrams, anatomical pictures, film, examination and firsthand experience.
- Microscopic insects, germs, viruses and molds can *not* be conjured, nor any type of plant life.
- The Conjurer can not call forth sentient beings (humans, mutant animals, animal-like aliens, entities, demons, dragons, etc.), nor a specific animal (i.e. somebody's pet or familiar).
- Only one animal can be conjured at a time, regardless of its weight or size.
- Maximum weight limit for an animal is 1,000 pounds (450 kg), so whales, elephants, large dinosaurs and other extremely large animals can not be conjured.
- The animal can not be conjured in an environment where it can not survive (i.e. a fish out of water). Nor can they be created in mid-air above the ground. This means that the Conjurer can not call forth a horse to drop fifty feet onto a villain's head. Nor can he create an electric eel that appears in the villain's underwear. As humorous as these ideas may seem, they just do not work. Besides, the animal always appears at his side by his feet.

P.P.E. Costs

Conjuring Cost of Objects

Weapons:

Small & Simple (short sword, knives, blackjack, six darts, six throwing stars, or similar): *10 P.P.E.*

Medium & Simple (broadsword, spear, morning star, mace. etc., or 12 arrows, or 6 bullets): *15 P.P.E.*

Large & Simple (claymore, pole arm, lance, giant-sized weapons): *25 P.P.E.*

Revolver or Black Powder Guns (with moving parts): *50 P.P.E.*

Objects:

Small & simple objects with no moving parts and under 10 lbs/4.5 kg (ball, bowl, pot, sack, gloves, sock, 12 sewing needles, spoon, stool, 20 feet/6 m of rope, etc.): *5 P.P.E.*

Small & simple objects with 1-2 moving parts (scissors, pliers, yo-yo, handcuffs, etc.): *10 P.P.E.*

Medium objects under 25 lbs/11.3 kg (chair, a light table, trunk, saddle, pool stick, large pot, pan or kettle, pants, jacket, 8 feet/2.4 m length of chain, etc.: *12 P.P.E.*

Medium with 1-2 moving parts (fishing pole, vice or large clamp, hedge cutters, etc.): *22 P.P.E.*

Large & simple objects weighing 30+ pounds (13+ kg), such as a plow, table, easy chair, couch, trunk, robe or cloak, 4 feet/1.2 m length of pole of steel, large sheet or plank of wood, etc.): *35 P.P.E.*

Large objects with 1-2 moving parts (pulley, bicycle, spinning wheel, etc.): *50 P.P.E.*

Note: Add 5 P.P.E. for each extra moving part or specialized component for more complex objects, large and small.

Add *30 P.P.E.* to make it an M.D.C. material. To determine the M.D.C. points, take the usual S.D.C. of the object, reduce by half and that's the M.D.C. amount. For example, a suit of armor that normally has 50 S.D.C. would have 25 M.D.C. Most swords and weapons have 50-80 S.D.C., arrows 1D4.

Weapons made of M.D.C. materials can penetrate M.D.C. materials and inflict minor M.D. damage if the user has Robot or Supernatural Strength. (Damage is in addition to their normal P.S. damage.) 1D4 M.D. for small weapons. 1D6 M.D. for medium weapons. 2D4 M.D. for large/giant weapons. One M.D. for M.D.C. arrows and bullets.

Animal P.P.E. Cost:

Animals take more effort and depend on the size and strength of the animal, gauged by Hit Points:

10 Hit Points or less: *15 P.P.E.*
11-30 Hit Points: *25 P.P.E.*
31-50 Hit Points: *40 P.P.E.*
Over 50 Hit Points: *75 P.P.E.*

Duration of Conjurings

Temporary: Anything, object or animal, that is conjured will remain for one hour per level of the Conjurer, or until destroyed or dispelled – its creator can make anything he's conjured disappear at will. Conjured objects and animals disappear when the character is knocked unconscious, falls asleep or is slain!

Permanence: At 6th level, the Conjurer may make his creation permanent by expending 70 P.P.E. for an object or 100 P.P.E. for an animal and permanently expending 1D6 P.P.E. from his personal base. If that permanent object or animal is lost or destroyed, the Conjurer does not regain the spent base P.P.E. Aside from that, however, the Conjurer suffers no injury from the destruction of a permanently conjured animal or object, and never any damage from destruction of a temporary item.

Dolphin Magic

World Book Seven: Rifts® Underseas

Dolphin Magic is a range of specialized magic powers known to the intelligent dolphins, porpoises and some whales of Rifts Earth. It is exclusive to these races and *not* known by Ocean Wizards, land dwellers or non-cetaceans. Dolphins can also learn some *Ocean Magic or Whale Singer Spellsongs* described elsewhere in this book.

Dolphin Magic Spells, by Level

Level Two
Sense Food (6)

Level Three
Sense Predator (8)

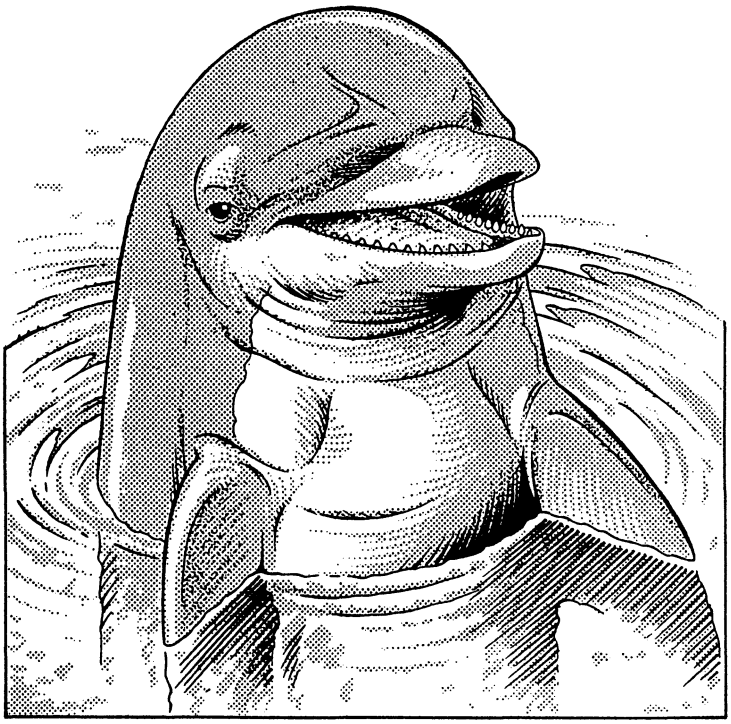
Level Four
Air Doubler (10)
Sense Weather (10)
Speed Doubler (8)

Level Five
Electro-Magnetic Pulse (12)
Ride Ley Lines (10)
Sonic Blast (15)

Level Six
Sonic Stun (20)

Level Seven
Psi-Flash Warning (20)

Note: Also see Korallyte Shaping, Ocean Magic and Whale Songs.



Dolphin Magic Descriptions

Level Two: Sense Food

Range: Self or one other; can be cast on a person up to 100 feet (30.5 m) away.
Duration: Special.
Saving Throw: None.
P.P.E.: Six

The spell caster can sense the general location and distance (near or far) of food. Since this is *Dolphin* magic, "food" is schools of small (for the ocean) fish, squid, shrimp, invertebrates and krill.

Level Three: Sense Predator

Range: Self; sensing area is a 200 foot (61 m) radius per level of experience.
Duration: Five minutes per level of experience.
Saving Throw: None for animals, but intelligent creatures (including other cetaceans, aquatic D-Bees, Minions of the Lord of the Deep, demons, and many monsters) roll to save vs psionic probe. A 15 or higher is needed to save. A successful save means the intelligent predator's presence is concealed from the spell caster, so this is not a foolproof means of detection against all predators.
P.P.E.: Eight

This magical sixth sense warns the dolphin spell caster of any animal predators in the area such as sharks, deep-sea fish, giant squids, giant octopus, polar bears, animal predators from other worlds, mutant animals and similar animal predators. It also gives the character some idea of how many are present (one, a pair, a few, many) and how close they may be (immediate area/attack is imminent, not far, very far).

This magic may also alert the character about humans, D-Bees, supernatural beings, or other intelligent life forms hunting in the area, especially if they are hunting for creatures like the spell caster (other cetaceans) or him specifically. However, these beings get a saving throw and may escape detection. If the intelligent hunter is missed by one spell caster, he is +6 to save from any additional magical Sense Predator spells cast by anybody within the next 10 minutes.

Level Four: Air Doubler

Range: Self or one other; can be cast on a character up to 100 feet (30.5 m) away.
Duration: Special.
Saving Throw: None.
P.P.E.: Ten

Enables the enchanted character to hold his breath twice as long as usual. Not applicable to air tanks, only air held in the lungs of living creatures. For humans that extends a typical one or two minutes to 2-4.

Level Four: Sense Weather

Range: Self; weather conditions within a 200 mile (320 km) radius, plus 100 miles (160 km) per level of experience.
Duration: Instant knowledge. Weather conditions should not change for at least 1D4 hours and more likely, for 12 hours.
Saving Throw: None.
P.P.E.: Ten

The spell caster can sense the weather conditions on the surface for a radius of several hundred miles. If a fog, light rain, rainstorm, hurricane, Ley Line storm or other atmospheric force is even beginning to develop or arrive within his area of sensing, the character will know it and approximately when it will hit his current position. Likewise, the character will sense calm weather and hence, calm waters, a sunny day, and so on.

Level Four: Speed Doubler

Range: Self or other (can be cast on a character up to 100 feet/30.5 m away).
Duration: Five minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Eight

The spell enables the enchanted character to swim at twice his normal speed without fatigue! Does not work for running on dry land or flying in the air.



Level Five: Electro-Magnetic Pulse

Range: 10 feet (3.0 m) per level of experience.
Duration: Instant.
Saving Throw: Special.
P.P.E.: Twelve

The spell caster can direct a strong electromagnetic pulse against electronic equipment. Used against underwater scooters, sleds, and jet packs, there is a 1-60% chance of stalling the vehicle or disrupting the gyroscopic controls (it swerves all over the place; cannot be controlled) for 1D6 melee rounds. Any onboard compass, computer, scanner, or radio will be rendered useless for 3D6 melee rounds.

Used against environmental diving suits, exoskeletons, body armor, cyborgs and power armor, it will temporarily knockout any onboard targeting systems, computer display, and scanners for 1D4 melee rounds, and compass or radio for 2D4 melee rounds.

Used against deep-sea probes, mini-subs, large to giant robots, and sensor arrays on big ships, it will temporarily knockout any onboard targeting systems, scanners, compasses, or radio for 1D4 melee rounds. Special shielding, insulation and sheer bulk gives these targets an automatic saving throw. A successful save means any disruption lasted only for a microsecond and was barely noticeable.

Level Five: Ride Ley Lines

Range: Self or one other; can be cast on a person up to 100 feet (30.5 m) away.
Duration: Special.
Saving Throw: None.
P.P.E.: Ten

Quadruples the enchanted character's normal swimming speed and ability to hold breath as long as he soars along a ley line or network of ley lines. Leaving the ley line cancels the magic. While traveling along these lines of energy, the rider is also aware of Ley Line Storms and Rifts opening and closing. Furthermore, the speeding character is +2 on initiative and +2 to dodge.

Level Five: Sonic Blast

Range: 100 feet (30.5 m) per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Fifteen

A powerful, narrowly focused blast of sound that strikes with the impact of a torpedo, but has a small impact point and no blast area. It inflicts 1D6 M.D. per level of the spell caster. The M.D.C. structure takes the brunt of the damage, but the equivalent of one-third (33%) damage in S.D.C. points is also inflicted to the pilot of light or small-sized 'bots, power armor, body armor, and small vehicles. That means a blast that inflicts 22 M.D.C. would also inflict 7 S.D.C./Hit Point damage to the pilot inside the Mega-Damage structure. A blast that did 40 M.D.C. would also do 13 S.D.C. to the pilot. Large or heavily armored robots and vehicles absorb all damage and no S.D.C. residual waves penetrates their shielding.

Level Six: Sonic Stun

Range: 50 feet (15.2 m) per level of experience.
Duration: Instant.
Saving Throw: Save vs non-lethal poison/attack: 16 or higher. A successful save means no physical damage to the living character and the only side effects are ringing ears, -3 on initiative, -2 to strike, parry and dodge for 1D4 melee rounds (15 to 60 seconds).
P.P.E.: Twenty

An ultrasonic blast that is intended to stun rather than kill. A failed saving throw means the character is affected in the following way:

Damage: 3D6 S.D.C. damage underwater or 1D6 on dry land, or an air environment.

Stun Effect from an unsuccessful saving throw: 01-65% likelihood of being knocked unconscious for 1D4 melee rounds. If the victim manages to remain conscious he has a splitting headache, ringing ears and is -6 on initiative, -6 to strike, parry and dodge, and speed, attacks per melee round and performance of skills are reduced by half.

Note: Sonic "stun" blasts are S.D.C. attacks and do not hurt or stun Mega-Damage beings. Nor can it "stun" those inside environmental body armor, power armor, vehicles or structures. However, the blast will damage and stun characters in wet suits or partial armor without environmental helmets and those clad in a full suit of *S.D.C. armor.*

Furthermore, half the S.D.C. *damage* (2D4+1 points) will penetrate most M.D.C. body armor, light robots, vehicles and small vessels, to hit and hurt the pilot inside! One third of the S.D.C. damage (1D6 points) will penetrate and hit the wearers of M.D.C. environmental body and power armor, while one-quarter will penetrate and hit the pilots of small robots and light M.D.C. vehicles (1D4 points of damage), BUT it does not cause *stun.* A sonic stun blast will not penetrate heavily armored structures or vessels larger than 50 feet (15.2 m) .

Level Seven: Psi-Flash Warning

Range: 1000 miles (1600 km) +300 miles (480 km) per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty

The spell caster can transmit an instantaneous telepathic warning to any one character within range; usually somebody known to the sender, but a general transmission can also be sent to a group or place.

The psionic communication is an extremely brief but unmistakable warning of danger or trouble, such as: ''So and so (an enemy) has captured ... whoever." Or, "Run! So and so (an enemy or dangerous force) is coming." Or, "So and so (an enemy or dangerous force) has killed or struck down the spell caster (or whoever)!" ''I'm dying" or "help me,'' can also be sent, along with a solid idea of a specific location. An image of the danger, or the face of the enemy is usually accompanied with the warning. The sender of the message can allow his identity to be known or it can be concealed.

Elemental Magic

Air Elemental Magic



Rifts® Conversion Book & other sources

Elemental or Warlock Magic only goes up to eighth level and, except for those listed among Invocation-style spells, are *not* available to other magic occupational character classes. There are four main types of Elemental Magic: *Air*, *Earth*, *Fire*, and *Water*, each of which is described in its own section in the pages that follow.

For more information on Elemental Magic, Elemental beings and the Warlock O.C.C. who masters Elemental Magic, see the **Rifts® Conversion Book (One)**.

Complete Air Elemental Spell List

Level One
Breathe Without Air (3)
Cloud of Slumber (4)
Cloud of Steam (4)
Create Light (2)
Create Mild Wind (4)
Stop Wind (5)
Thunder Clap (2)

Level Two
Change Wind Direction (6)
Cloak of Darkness (4)
Create Air (6)
Distant Voice (5)
Electric Arc (4)
Heavy Breathing (5)
Howling Wind (7)
Levitate (7)
Mesmerism (7)
Miasma (7)
Northwind (7)
Orb of Cold (5)
Silence (10)

Level Three
Air Bubble (10)
Call Lightning (10)
Darkness (10)
Fingers of the Wind (8)
Float in Air (6)
Frequency Jamming (8)
Frostblade (8)
Northern Lights (12)
Resist Cold (8)
Sheltering Force (10)
Walk the Wind (10)
Wave of Frost (4)
Wind Rush (10)

Level Four
Ball Lightning (15)
Calm Storms (20)
Dissipate Gases (15)
Freeze Water (10)
Invisibility (20)
Leaf Rustler (15)
Lightblade (12)
Lightning Arc (15)
Phantom Footman (20)
Protection from Lightning (20)

Level Five
Breath of Life (60)
Circle of Rain (25)
Darken the Sky (25)
Detect the Invisible (10)
Invisible Wall (30)
Phantom (30)
Phantom Mount (25)
Sonic Blast (15)
Whirlwind (30)

Level Six
Electrical Field (35)
Electro-Magnetism (40)
Mist of Death (40)
Snow Storm (50)
Vacuum (40)
Wall of Wind (30)
Whisper of the Wind (30)

Level Seven
Atmospheric Manipulation (50)
Hurricane (60)
Rainbow (60)
Tornado (60)

Level Eight
Creature of the Wind (70)
Wind Blast (40)
Wind Cushion (50)

Level One: Air

Breathe Without Air

Range: Self or others by touch.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None.
P.P.E.: Three

This spell enables the person affected to function totally without air, whether it be underwater or in a vacuum or in an area with little or no oxygen. This spell does not protect the character from magic toxins (miasma, cloud of slumber, etc.) or any other type of magic, but does protect against natural toxins, pollution in the air and gases.

Cloud of Slumber

Range: 90 feet (27.4 m).
Duration: Four melees per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Four

This spell creates a 20 x 20 x 20 foot (6 m) cloud which magically induces sleep instantly on all who pass through it. Those who fail to make a successful save vs magic will sleep until the cloud dissipates. They cannot be roused, unless dragged from the cloud, in which case they will wake in 1D4 melee rounds (15-60 seconds).

Cloud of Steam

Range: 90 feet (27.4 m).
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: A successful save means it inflicts half damage.
P.P.E.: Four

The Warlock creates a cloud of steam that covers a 30 foot area (9 m), up to 90 feet (27.4 m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 seconds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud, victims can not see and are in pain; -10 to strike, parry, and dodge. No damage against opponents in environmental body armor, impervious to heat, clad in magical armor or who are Mega-Damage beings, but the visibility while in the cloud is nil; still effectively blind.

Create Light

Range: Six foot (1.8 m) radius per level of the Warlock.
Duration: Three minutes per level of experience.
Saving Throw: None.
P.P.E.: Two

The Warlock is able to magically create a light that is approximately the equivalent of one candle per level of the Warlock. As with all spells, it can be canceled at any time and the Warlock can increase or decrease the light intensity by thought. The light can remain stationary or follow him. Will not affect vampires.

Create Mild Wind

Range: 320 foot (97.5 m) radius.
Duration: One minute (4 melee rounds) per level of the Warlock.
Saving Throw: None.
P.P.E.: Four

This spell conjures up a mild wind about two mph (3.2 km). The Warlock can control the wind's direction and can direct it up to 400 feet away (122 m).

Stop Wind

Range: 100 foot radius (30.5 m).
Duration: Three melees per level of the Warlock.
Saving Throw: None.
P.P.E.: Five

The Warlock is able to completely still the wind for a 100 foot (30.5 m) radius. No breeze or wind can penetrate this area; all is still. This spell only affects winds gusting under 25 mph (40 km).

Thunder Clap

Range: Directly affects the immediate area (30 feet/ 9.1 m) around the magic weaver, but can be heard up to a mile (1.6 km) away.
Duration: Instant boom. Penalties last for two melee rounds.
Saving Throw: Save vs Horror Factor.
P.P.E.: Two

The Warlock is able to create a booming clap of thunder that is so loud that it seems to make the air vibrate. This is an effective method of intimidation, showing others anger, power, or simple theatrics. It provides the Warlock with initiative (over all) and the bonus of +1 to strike, parry and dodge, and creates a Horror Factor of 10 (+1 at levels 3, 5, 7, 9, 11, 13 and 15).

The Thunder Clap startles all of the Warlock's opponents, automatically giving him the initiative against even those who save vs Horror Factor. These bonuses last for two melee rounds (30 seconds) before the unnerved opponents regain their composure and fight at full strength.

Level Two: Air

Change Wind Direction

Range: 300 foot (91.5 m) radius.
Duration: One minute (4 melee rounds) per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

This spell enables the Warlock to change the direction of the wind to any direction he wants, as often as he wants, within the spell's duration period.

Cloak of Darkness

Range: Self plus a 5 foot (1.5 m) radius around the character.
Duration: Four minutes per level of experience.
Saving Throw: None.
P.P.E.: Four

This magic cloaks the spell caster in a field of darkness that follows him or her everywhere. **Note:** Same as the 2nd level *Invocation* spell in that section of this book.

Create Air

Range: Five foot (1.5 m) radius.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Six

The Warlock is actually able to create breathable air in a six foot (1.8 m) area. This is not an air bubble, so it must be done in an enclosed area, otherwise it will just dissipate. This spell does not work under water.

Distant Voice

Range: 2000 feet (610 m) per level of experience; line of sight.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Five for Air Warlocks (10 for other spell casters).

Distant Voice is a spell that allows two-way communication over great distances. Magic is used to create a doorway for sound between two points within the given range. Voices can pass both ways and be heard as if the speaker were only a few feet (a meter) away. The only real limits to this spell are that the spell caster must know the person he wishes to speak with (at least in passing or by his appearance) and that individual must be partially visible, even if only a speck on the horizon. **Note:** Otherwise the same as the 5th level spell *Invocation* described in that section further on in this book.

Electric Arc

Range: 30 feet (9 m) per level of experience.
Duration: One melee round.
Damage: 2D6 M.D.
Saving Throw: Dodge.
P.P.E.: Four

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the spell caster's hand(s) to the intended target; point and shoot; +2 to strike.

Each electrical blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round uses up two attacks to cast the spell, leaving him with two electrical attacks possible that melee round. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Heavy Breathing

Range: 60 feet (18.3 m).
Duration: Five melee rounds per level of experience.
Saving Throw: Standard. Those who save are not affected/fearful.
P.P.E.: Five

The Warlock is able to conjure a mysterious, frightful sound of heavy, labored breathing as if something invisible was lurking about. The mage can mentally manipulate the sound, increasing or decreasing the breathing rhythm, and move the sound around, up to 60 feet (18.3 m) away. The breathing can be heard in a six foot (1.8 m) radius. Those hearing the sound will become fearful and panicky. There is a 01-60% chance that the frightened fellows will flee in terror. Those who hear the breathing but do not run are -2 to strike and -1 to parry and dodge as they shake in their boots. A successful save means the character is unaffected.

Howling Wind

Range: 100 feet (30.5 m).
Duration: Four melees per level of the Warlock.
Saving Throw: Save vs Horror Factor 15 every melee.
P.P.E.: Seven

The Warlock is able to create a mild wind which creates an ominous, ghostly howling reminiscent of a banshee's low moaning when death is near. All who hear the wind will become nervous and/or fearful. It creates a Horror Factor of 15 and requires a saving throw against horror. Those who fail to save lose one melee attack and initiative, and are -1 to strike, but +2 to parry and dodge (panic driven adrenaline flow). There is also a 1-40% chance they will flee the immediate area, fearing ghosts, banshees, or worse. Those who hear the howl and save vs Horror Factor are okay but tense. Animals also need to make a save and are likely to howl, hiss, whine or whimper along with the howling wind.

Levitate

Range: 30 feet (9 m) per level of experience.
Duration: Five melees per level of experience.
Saving Throw: None.
P.P.E.: Seven

The Warlock can lift himself, another person, or an object, straight up into the air. Maximum weight is 200 pounds (90 kg) per level of experience. The maximum height is 30 feet (9 m) per level of the Warlock. Levitation is the ability to rise straight up into the air, horizontal movement is impossible.

Mesmerism

Range: Five feet (1.5 m).
Duration: Four melees per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Seven

The Warlock conjures a nearly invisible mist that swirls around as many as two people or animals. The magic induces a hypnotic state that dulls the wits. Victims lose all sense of time and distance, and are slow to react. Penalties: -4 on initiative, -2 to strike in hand to hand combat, -6 to strike with a thrown or bow weapon, -20% on skill performance, and reduce speed by half.



Miasma

Range: 100 feet (30.5 m).
Duration: Four melees per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Seven

This spell creates a poisonous vapor that can be cast up to 100 feet (30.5 m) away and affects a 20 foot (6 m) area. Those affected will instantly fall ill, struck with fever and vomiting. All victims take 1D4 S.D.C./Hit Points of damage and are -3 to strike, parry, or dodge per each melee round (15 seconds) they are in the vaporous area. Not effective against Mega-Damage creatures or those clad in environmental armor.

Northwind

Range: 200 foot (61 m) radius.
Duration: 6 melees per level of the Warlock.
Saving Throw: None.
P.P.E.: Seven

The Warlock is able to create a biting cold wind gusting up to 15 mph (24 km). This wind will chill everyone to the bone unless they seek shelter or bundle up; drops temperature to about 10 degrees below freezing, reduces initiative -1 (preoccupied with the cold and staying warm).

Orb of Cold

Range: Throw: 200 feet (61 m).
Duration: One melee round (15 seconds); 1D4 minutes for numbness.
Damage: 3D6 M.D. plus numbness penalties.
Saving Throw: Dodge; standard.
P.P.E.: Five (for Air Warlocks).

The spell caster summons a globe of magically charged ice (the size of a softball) into his hand to hurl at an enemy. The character must roll to strike, getting his usual P.P. bonus (if any) and a magical bonus of +1 to strike. The orb disappears in one melee round (15 seconds) if it is not thrown. If the orb hits, it shatters, inflicting impact and cold damage to one target. If it misses, it is gone, unless the G.M. thinks it may have hit something or somebody else. Those struck take 3D6 M.D. and must make a save vs magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one melee attack, is -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 10%. These penalties are not cumulative, and last for 1D4 minutes.

Silence

Range: 10 foot area (3 m) per level of experience.
Duration: Five melees per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

Creates an atmospheric condition that mutes all sounds. Controlling the air's vibrations the Warlock can muffle any sound within the area of affect, including radio transmissions, which are barely audible and must be repeated twice to be heard. The pocket of silence can also be used to prowl at a level of 90%, so even a small group clad in clanking armor is silent. The spell affects only sound within the area of atmospheric manipulation.

Level Three: Air

Air Bubble

Range: 15 foot bubble. Can be cast up to 200 feet (61 m) away.
Duration: 15 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

The Warlock is able to create a durable, 15 foot (4.6 m) diameter air bubble. The air bubble contains breathable air for its duration and can be used under water or in a vacuum. The bubble can be pierced and popped by 1D6 M.D. damage. The bubble has 1D6 M.D.C.

Call Lightning

Range: 100 feet (30.5 m) per level of experience.
Duration: Instant.
Damage: 1D6 M.D. per level of experience.
Saving Throw: None.
P.P.E.: Ten

This spell creates a lightning bolt which can be directed at any specific target. The lightning bolt shoots down from the sky and is so quick and devastating that the intended target has no chance to dodge (automatic hit), but must be within the Warlock's line of vision (if he can't see him, he can't call down lightning against him). This *magic* can be cast outdoors or in; damage is inflicted only to the specific character or target.

Darkness

Range: Five foot (1.5 m) area per level of the Warlock. Can be cast up to 200 feet (61 m) way.
Duration: Five minutes (20 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

This is an unnatural darkness which cannot be dispelled by normal fires. Nightvision, optic systems and other means of enhanced vision are cut to half by the enchanted darkness, and high-tech, *passive nightvision* scopes and optics are completely useless. Only the Warlock and Air Elementals can see clearly in the darkness; add +15% to Prowl skill and +1 to strike. Victims who are blinded by the darkness are -10 to strike, parry and dodge.

Fingers of the Wind

Range: 40 feet (12 m) per level of experience.
Duration: Three melee rounds per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The Warlock can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam doors shut, or move or knock over small items weighing less than 10 pounds (4.5 kg).

Float in Air

Range: Self or other within 30 feet (9.1 m) per level of experience.
Duration: 10 melees per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

This spell creates air currents that hold a character or object aloft, hovering about one foot (0.3 m) above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. Speed of the floating character is reduced to half, all attacks, strikes, parries, and dodges are at -1.

Frequency Jamming

Range: 100 feet (30 m) per level of experience; line of sight or two machines by touch.
Duration: Two melee rounds (30 seconds) per level of the spell caster's experience.
Saving Throw: Not applicable; affects machines.
P.P.E.: Eight for Air Warlocks.

This spell interferes with communications, transmissions and/or sensor systems (radios, radar, sonar, motion detector, heat sensor, CAT scan, lie detector, etc.) by magically jamming the frequencies used by that machine. This means no intelligible readings or communications can be delivered by the enchanted machine until the magic ends.

Frostblade

Range: Close, hand to hand combat.
Duration: Two minutes per level of experience.
Damage: 4D6 M.D.
Saving Throw: None.
P.P.E.: Eight

This spell transforms an ordinary (S.D.C.) sword or knife, or metal rod or strip into an icy, four foot sword that glows with a pale white, misty energy. After creating it, the spell caster can give the sword to someone else if he so desires. The weapon can be used in much the same manner as any sword, but can parry energy blasts (however, with no special bonuses). The Frostblade inflicts Mega-Damage through a combination of magical force and numbing cold, so fire creatures take 6D6 M.D., unless their description says they take double damage from cold (in that case, 8D6 M.D.). The weapon will not be damaged by parrying attacks, but returns to normal when the spell duration elapses. Yes, this weapon can be used in combination with the Ricochet spell.

Northern Lights

Range: Affects a 30 foot (9 m) area and can be cast 60 feet (18.3 m) away.
Duration: Four melees per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Twelve

This spell conjures forth a kaleidoscope of swirling, changing colors that dazzle and entrance *ALL* who behold it. Victims gaze helplessly

into the beautiful dancing colors, not speaking, moving, attacking, etc., for the duration of the light show. All senses return at the spell's end. However, the magic is broken if any of the entranced people are attacked!

Resist Cold

Range: Self.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The Warlock is able to resist/ignore the effects of cold, functioning without discomfort or ill effects in temperatures as low as zero.

Sheltering Force

Range: Around self, or up to 20 feet (6 m) away.
Duration: One hour per level of experience.
Saving Throw: Not applicable.
P.P.E.: Ten for the Air Warlock (20 for other spell casters).

The Sheltering Force is essentially a light force field that appears as a semi-opaque (can see figures, outlines and blurred colors, but not faces or details), bluish-white dome. The "shelter" can be small enough to accommodate two people or big enough to accommodate six (eight cramped). In either case, it resembles a dome shaped tent made of semi-opaque plastic. It is dry inside and maintains a temperature that is 10 degrees Fahrenheit cooler than outside in hot weather and 10 degrees warmer in cool weather. It will hold smoke in, so any campfire must be made outside. The magical shelter keeps rain and insects out, but animals, people, 'bots and spirits can come and go as they please, much like a real tent. Furthermore, if attacked, the Sheltering Force will only stop 1D6 M.D. per each attack blast/arrow/whatever, with the remaining damage penetrating the force field and possibly hitting those inside the shelter. The semi-opaque nature of the force field means that those attacking from outside can not get a clear shot and are -3 to strike, but they can see shapes and shadows inside to shoot at.

Walk the Wind

Range: Self or others.
Duration: 20 melees per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

This is a sort of limited fly spell enabling those enchanted to hover up to 20 feet (6 m) above the ground and glide along the wind currents. Warlocks love to impress people by casting this spell and walking into the sky as if climbing a staircase.

Speeds: Walking is equal to half the person's maximum speed attribute, but he can glide on the wind at speeds of up to 20 mph (32 km). This spell offers maximum control and maneuverability, +1 to parry, +2 to dodge. There are no restrictions in combat.

Wave of Frost

Range: 200 feet (61 m) +20 feet (6 m) per level of experience.
Damage: Special.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Special.
P.P.E.: Four

This magical attack is designed to damage delicate flowers and roots of plants. The Wave of Frost can be cast several hundred feet away and covers a 6 foot (1.8 m) radius per level of experience. All flowering plants caught in the frost will suffer damage, 2D4x10% will die, meaning the yield of fruit, vegetables, etc., normally borne by that plant(s) will be reduced by that amount. In addition, 1D4x10% of the plants are irreparably damaged (Shaman, Druid or Elemental magic is all that can restore them) and will die within 48 hours. This spell can also be used to obscure windows by covering them in frost (takes one melee to scrape a peephole).

Wind Rush (60 mph)

Range: 120 feet (36.6 m).
Duration: One melee round (15 seconds).
Saving Throw: A roll of 18 to 20 means the character is able to keep his balance and hold on to his belongings, but cannot attack or move forward. A failed roll means the character is blown off his feet, sent tumbling 2D6x10 yards/meters and drops/loses 1D6 belongings.
P.P.E.: Ten

This spell creates a short, powerful wind gust at 60 mph (96 km) that is capable of knocking people down, knocking riders off their mounts, blowing small objects about 100 feet (30.5 m) away, or creating dust storms.

The wind can be directed by the Warlock at one specific target or a general sweep (maximum wind width 20 feet/6 m). Any character caught by the wind blast is helpless and unable to attack or move forward. It takes an additional melee round to recover, and 1-8 to gather up all the items blown away.

Level Four: Air

Ball Lightning

Range: 60 feet (18.3 m) per level of experience.
Duration of the Hurled Balls: Temporary.
Electrical Field Duration: Four melees (one minute) per level.
Damage: Hurled balls: 3D6 M.D. plus one M.D. per level of experience.
Electric field: 3D6+1D6 M.D. per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

This spell creates three basketball-sized balls of lightning which will hover at the side of the Warlock. With a simple gesture, the three balls are hurled at their target. The Warlock character must roll a 20-sided die to strike, just as if the balls were a normal thrown weapon, but the magic balls are +5 to strike.

An electrical field can be created by placing the three balls in a triangular formation about four feet (1.2 m) apart. This creates an electrical energy field that covers approximately a ten foot (3m) area per level of the Warlock. Anyone who touches the field or tries to pass through it suffers damage. Destroying the field is possible if all three balls are destroyed. Each ball has 20 M.D.C.

Calm Storms

Range: 90 foot (27.4 m) radius per level of experience.
Duration: 15 minutes per level of experience.
Saving Throw: None against natural storms. However, calming a magically created storm is more difficult as it pits the Warlock against the storm's creator. This mental and magic duel is exactly like the wizard Negate Magic.
P.P.E.: Twenty

This spell is similar to the wizard spell of the same name, but the Air Warlock's, or Elemental's, bond with the element is so strong that the magic is performed at a fraction of the P.P.E. cost. The character can calm the tumultuous tempest of nature with a simple invocation and concentration, slowing a downpour or raging storm to a light drizzle, reduce wind speed by 75%, reduce the size of waves by half, and lighten the dark, stormy skies.

Note: Calm Storms is effective against natural and magically induced storms. A typical storm rarely lasts more than four hours (roll 2D4 to randomly determine the length of a natural storm). If the magic ends before the storm, then the skies quickly darken and the storm resumes in full force.

Dissipate Gases

Range: 30 foot (9 m) radius.
Duration: One minute (4 melee rounds) per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

This spell dissipates/destroys all gases including magical clouds, mists, and fumes, but not fog or a character metamorphosized into a mist. The dissipation of dangerous gases reduces all damage and side effects by half, and will completely dissipate a 30 foot (9 m) radius of gas in eight melee rounds.

Freeze Water

Range: 30 feet (9 m); line of sight.
Duration: Varies.
Saving Throw: None.
P.P.E.: Ten

The Warlock is able to instantly freeze 20 gallons (75.7 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Invisibility

Range: Self or 6 foot (1.8 m) diameter.
Duration: Four melees (one minute) per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

This spell renders the Warlock or everyone/everything in a six foot (1.8 m) diameter invisible. The spell requires intense concentration on the part of the Warlock, preventing him from casting any additional spells unless he drops the invisibility. He cannot perform any complicated task lest he lose concentration and become visible. All effects and abilities are identical to the wizard spell of invisibility.

Leaf Rustler

(Summons a Fragmented Elemental Essence)
Range: Immediate area.
Duration: 30 minutes.
Saving Throw: None.
P.P.E.: Fifteen

Through this spell the Warlock is able to summon and command a simple, mischievous Air Elemental essence fragment from an intelligence. This Air Elemental can be assigned an area or told to follow a particular person or group and rustle leaves, make noise, breathe heavy, knock over objects, slam doors, tap, thump, blow out candles, etc.

Leaf Rustler:

M.D.C.: 25; impervious to cold, electricity, poison, disease and fear.

Attributes: Invisible, three feet tall (0.9 m), P.S. 4, P.P. 6, flying speed 20 mph (32 km), +4 to dodge, two melee attacks/actions. And only inflicts 1D4 S.D.C. in attacks.

Combat: The Leaf Rustler is too puny to steal any item weighing more than three pounds (1.4 kg) and is too dumb to spy/gather intelligence or follow complicated orders. It will remain in this world until the spell's duration ends or the Warlock sends it back.

Lightblade

Range: Self; close combat/hand to hand.
Duration: One minute (4 melee rounds) per level of experience.
Damage: 1D4x10 +1 M.D. point per level of experience.
Saving Throw: Parry or dodge.
P.P.E.: Twelve

This spell causes a sword of brilliant white light to form in the spell caster's dominant hand. The size varies with the blade's power, which is represented by the character's level of experience. Thus, a first to third level mage creates a Lightblade the size of a short sword and rapier thin, a mid-level sorcerer makes a blade resembling a bastard



sword, while at 10th level or higher it is a large Lightblade with the length of a two-handed sword (although it can be easily wielded one-handed) and as thick as a two-by-four. The blade is weightless, serves as an extension of the sorcerer, is +1 to strike, and can be used to attempt to parry energy attacks (no special bonus to parry, however).

Against vampires, Shadow Beasts, and other demons *vulnerable to light*, the Lightblade inflicts double its normal damage (double Hit Point damage to vampires). However, the sword inflicts no damage against those immune to light or energy, and only the spell caster can use the Lightblade he creates.

Lightning Arc

Range: 100 feet (30.5 m) per level of experience.
Duration: One melee round per level of experience.
Damage: 4D6 +2 M.D. per level of experience.
Saving Throw: Dodge.
P.P.E.: Fifteen

This is a more powerful version of the Electric Arc spell, pumping more magical energy into the jolt for greater range and damage; point and shoot. +4 to strike targets within 100 feet (30.5 m), but only +1 to strike those at greater distances.

Each lightning blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round use up two attacks to cast the spell and fire once. This leaves two more electrical attacks that melee round, but in the next three melee rounds the mage in our example can fire up to four times (once for each of his attacks per melee round). In addition, the character may vary or combine attacks. That is to say, a sorcerer with four attacks may elect to fire once, cast another spell and draw and fire a weapon or perform a skill, and so on.

Phantom Footman

(Summons a Fragmented Elemental Essence)
Range: Immediate area up to 1000 feet (305 m).
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

This is another spell that enables the Warlock to summon and command an Air Elemental essence fragment. This invisible assistant will stay at the Warlock's side, helping to carry items, open doors, locate secret compartments/doors (89%), fly slightly ahead to check out a passage, etc.

Phantom Footman:

M.D.C.: 40; impervious to cold, electricity, poison, disease and fear.

Attributes: Invisible (its natural state), six feet (1.8 m) tall, Supernatural P.S. 20, P.P. 8, flying speed 35 mph (56 km), +1 on initiative and parry, +4 to dodge, four melee attacks/actions per round, and can see the invisible.

Notes: The footman can carry up to 1000 pounds (450 kg) and still moves at its maximum speed. It can perform simple tasks and simple reconnaissance. The Elemental servant will obey only the Warlock and will stay within 1000 feet (305 m) of him. It will remain in this world until the spell's duration elapses or it is sent back by the Warlock. Its Supernatural Strength means it can inflict 1D6 M.D. from a punch or 2D6 M.D. from a power punch.

Protection from Lightning

Range: Self.
Duration: 10 melees (2.5 minutes) per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

The Warlock is able to make himself impervious to lightning and electricity effects; no damage whatsoever.

Level Five: Air

Breath of Life

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Sixty

The Warlock can revive a recently dead person by invoking the Elemental magic and pressing his mouth to the dead person's mouth and blowing his breath into the lungs of the corpse. The person will revive in 1D4 melees if successful. **Success Ratio:** 70%+1% per level of experience. This spell can be attempted only once, although another Warlock can try on the same body.

This is the only *life restoring* Elemental magic spell that exists, but the deceased must have died no more than 24 hours before. The breath does not restore missing limbs, heal burns, or cure insanity. The resurrected character gets back half of his Hit Points; S.D.C. and the rest of the Hit Points must be regained through rest and medical means or additional magic.

Circle of Rain

Range: 60 foot (18.3 m) radius per level of experience.
Duration: 15 melees per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty-Five

Through this Elemental magic the Warlock can create a heavy downpour accompanied by thunder, lightning, and clouds. Anyone in the circle of rain will become soaking wet, chilled, movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision), reduced to 30 feet (9 m). This magic can be done indoors and outdoors. It inflicts 5D6 damage per melee round to vampires.

Darken the Sky

Range: 300 feet (91.5 m).
Duration: 30 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty-Five

The Warlock is able to manipulate atmospheric conditions by causing the sky to suddenly darken, causing large gray and black, ominous clouds to roll in as if a terrible storm were coming. A slight chill also permeates the area. This can only be done outside.

Detect the Invisible

Range: 60 feet (18.3 m) in line of vision.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

The Warlock is able to see/detect any invisible creatures (including those turned invisible by spell magic) within his line of sight, clearly and distinctly. The spell endows only the Warlock with this ability.

Invisible Wall

Range: 60 feet (18.3 m) away, covers a 10 foot (3 m) area per level of the Warlock.
Duration: Four melees (one minute) per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty

This Elemental magic creates an invisible wall composed of wind and water that cannot be easily penetrated because it continually renews itself; 50 M.D.C. per melee. A Dispel Magic Barriers spell will destroy it completely in the blink of an eye. Likewise, suffering double M.D.C. damage (100 points) in a single melee will completely destroy it. This spell can be cast up to 60 feet (18.3 m) away.

Phantom

(Summons a Fragmented Elemental Essence)
Range: Immediate area, up to 40 feet (12.2 m) away.
Duration: 15 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty

This is another spell that enables the Warlock to summon and command an Air Elemental essence fragment. This invisible assistant can be sent to scout ahead, spy, hunt, kill, defend, attack, carry items, locate secret compartments/doors (89%), etc. There is no limit to the distance it can travel away from the Warlock.

Phantom:

The phantom can carry up to 1100 pounds (495 kg) and still moves at its maximum speed. The Elemental servant will obey only the Warlock and remain in this world until the spell's duration elapses or it is sent back by the Warlock. Its supernatural strength means it can inflict Mega-Damage. When ordered to kill someone, it will use what weapons are at hand and/or magic.

M.D.C.: 80; impervious to cold, electricity, poison, disease and fear.

Attributes: Invisible (its natural state), eight feet (2.4 m) tall, P.S. 22, P.P. 19, I.Q. 10, and flying speed is 45 mph (72 km).

Combat: Four physical attacks per melee round or two by magic, and inflicts 2D6 M.D. from punch or 4D6 M.D. from a power punch (counts as two attacks). +2 on initiative, +4 to strike and parry, +7 to dodge, and can see the invisible.

Magic: Can cast all level 1-4 Air Elemental magic and has 100 P.P.E.

Phantom Mount

(Summons a Fragmented Elemental Essence)
Range: Immediate area, up to 40 feet (12.2 m) away.
Duration: 10 minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Twenty-Five

This spell creates a translucent, specter-like horse composed of faint blue and white magical energy. This magical riding animal can be ridden by the spell caster only, and/or commanded to fight; it is typically used like a warhorse. As long as the spell caster stays within 40 feet (12.2 m) of the Phantom Mount, the magical energy construct remains in this world and obeys its creator's every command; simple commands identical to those one might use on a normal horse or riding animal. However, if the two are separated by a distance greater than 40 feet (12.2 m) and not reunited within 30 seconds (two melee rounds), the mount vanishes.

Phantom Mount Stats:

M.D.C.: 30 +5 per level of the spell caster's experience.

Size: Varies as is appropriate for the spell caster. Semi-transparent.

Attributes: I.Q. 7, P.S. 25, P.P. 20, P.E. 22, Spd. 66 (45 mph/72 km); all physical skills are supernatural and the magical essence is impervious to pain, poison, cold, electricity, and fear.

Combat: Three physical attacks per melee, does 1D6 M.D. with kick from the front legs, or 3D6 M.D. from kick with rear legs (cannot use weapons). The rider can also use the magical mount for charging attacks that add 1D6 M.D. to damage with a melee weapon, but use 2 attacks. The mount can not cast or use magic.

Bonuses: +1 initiative, +2 to strike, +3 to dodge, +3 to roll with impact or fall; no parry.

Sonic Blast

Range: 20 foot (6 m) radius.
Duration: Instant.
Damage: 4D6 M.D.
Saving Throw: Standard.
P.P.E.: Fifteen

When the caster releases this spell, a sonic boom emanates from him in every direction for 20 feet (6 m). Everything in that area, including friends, will suffer from the attack unless they are touching the spell caster – the spell caster is not affected by his own spell.

When the boom is unleashed, victims will be temporarily deafened for 2D4 minutes and suffer the following penalties for the duration of that time: Lose two melee actions/attacks, are -8 on initiative, -3 to parry and dodge, and -25% on skill performance. Those caught in the blast will also be shaken by the shock wave of the boom, with a 01-40% chance of being knocked off their feet (lose another one melee action), while windows are rattled and livestock and children terrified.

Whirlwind

Range: 300 feet (91.5 m) distance per level of experience, but must always be within sight.
Duration: Four melees (one minute) per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty

The Warlock creates a whirlwind – a rotating windstorm of limited intensity, moving in an inward and upward spiral motion. Its 75 mph (120 km) winds will suck up, hurl and dash to the ground anyone or anything within its 20 foot (6 m) diameter. Everyone caught in the whirling wind cannot attack, cast spells, speak, etc., for one full melee round before being hurled to the ground about 40 feet (12 m), suffering 2D6+2 M.D. and are dazed for an additional 1D4 melees (all attacks and bonuses are reduced by half), unless a successful roll vs impact/fall/punch is made.

S.D.C. objects such as wooden doors, fences, walls, cars, etc., exposed to the full force of the whirlwind will be smashed within one melee. S.D.C. stone and metal is hammered into scrap at a rate of ten feet (3 m) per every four melees/one minute.

The whirlwind can move in all directions at once, but must be directed by the Warlock requiring his full attention. A Warlock cannot cast any other spells or perform any skills while maneuvering a whirlwind and must be within 300 feet (91.5 m) of it. The whirlwind can be sent to strike a foe or target equal the Warlock's number of hand to hand attacks per melee round.

Level Six: Air

Electrical Field

Range: Affects a ten foot (3 m) area per level of experience, up to 200 feet (61 m) away.
Duration: Two minutes per level of the Warlock.
Damage: 4D6+ 10 M.D.
Saving Throw: None.
P.P.E.: Thirty-Five

The electrical field is a crackling wall of energy that inflicts Mega-Damage on anyone who attempts to pass through it. There is also a 50% chance of being stunned for 2D6 melees, taking an additional 4D6 M.D. for each melee caught in the field. All damage is subtracted from Hit Points and not armor S.D.C. The field can not be attacked or destroyed, but a Dispel Magic Barrier or Negate Magic spell will destroy it instantly.



Electro-Magnetism

Range: Affects a 40 foot (12 m) area and can be cast up to 300 feet (91.5 m) away.
Duration: Five minutes per level of the Warlock.
Saving Throw: None. **P.P.E.:** Forty

This spell creates an area that is super magnetized. Any iron or iron alloy that enters its radius will be irresistibly drawn to the center or the field and held there until pulled away or the spell elapses. This will include iron objects in knapsacks, pockets, belt buckles, tools, rail guns and their ammunition, vehicles, 'bots, etc. ('Borgs and cybernetics are not made of iron). The magnetic force is invisible and undetectable except for its irresistible pull. To remove an object requires a combined strength (P.S.) of 80. The force can pull and hold a single object weighing up to 1000 pounds (450 kg) per level of experience. The magnetism is so strong that it will rip swords from their scabbards, iron utensils from pockets, and draw to it an entire suit of iron armor, man and all. A *Dispel Magic Barriers* or *Negate Magic* spell can destroy the field, but the magnetic field has a +5 to save against them. The *Disrupt Energy* spell can make a person impervious to Electro-Magnetism or reduce the combined P.S. needed to pull an object or person away to 40.

Mist of Death

Range: 90 foot distance (27.4 m), affects a 10 foot (3 m) area.
Duration: One melee.
Saving Throw: Standard.
P.P.E.: Forty

This Elemental magic spell creates a toxic red mist that covers a 10 foot area (3 m) and inflicts 4D6 points of damage direct to Hit Points to everyone who breathes it or touches it with bare skin. This powerful magic even affects creature of magic and supernatural beings, delivering 4D6 M.D. to them. The mist lasts only one melee (15 seconds), then dissipates. Does not affect people in environmental armor, airtight compartment, or clad in Armor of Ithan, magically invulnerable, or those who successfully save vs magic.

Snow Storm

Range: Affects a 30 foot (9 m) area per level of the Warlock and can be cast 50 feet (15.5 m) away per level of experience.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None.
P.P.E.: Fifty

Drops the temperature to 15 degrees below freezing, creates 30 mph (48 km) winds, and snow and hail rain down. There is one foot (0.3) accumulation every other melee round (30 seconds). Reduces speed by half, and vision, including special optical enhancements, is limited to 20 feet (6 m). The cold, wind and hail combine to inflicts 10 points of damage every melee round.

Vacuum

Range: Affects a two foot (0.6 m) area per level of the Warlock and can be cast up to 10 feet (3 m) away.
Duration: One minute (4 melees) per level of the Warlock.
Saving Throw: Special: The standard roll is made but it is to indicate if the person can escape from the vacuum. The victim can roll once every 30 seconds until he falls unconscious.
P.P.E.: Forty

The Warlock is able to create a vacuum (an area devoid of air). If the vacuum is placed around a person/animal the person will immediately begin to choke/gasp for air. He will be rendered unconscious in two minutes and dies from suffocation within six minutes. Air Elementals caught in a vacuum suffer 2D4 +2 M.D. each melee. The Warlock can manipulate the vacuum as he desires, at a speed of 8.

Wall of Wind

Range: Can be cast up to 100 feet (30.5 m) away.
Duration: Five minutes per level of experience.
Saving Throw: Special.
P.P.E.: Thirty

Wall of Wind creates a barrier of rolling air currents intended to stop others from passing through it. The wall is 10 feet (3 m) long and six feet (1.8 m) high per level of the spell caster; actual size can be adjusted by the mage. The wall has an equivalent Supernatural Strength of 32 +1 per level of the spell caster. Only characters with a higher P.S. or that weigh over two tons can move through its fierce winds, but even then, only at 20% their normal speed.

See the complete spell description in the Invocations section (8th level).

Whisper of the Wind

Range: 40 miles (64 km) per level of the Warlock.
Duration: Special.
Saving Throw: None.
P.P.E.: Thirty

This spell enables the Warlock to send a verbal message (under 100 words) on the tongue of the wind. The message will travel on a gust of wind (40 mph) and can be sent to anyone within range as long as their general location is known. The person receiving the message will hear it clearly whispered in his ear as the wind caresses his chest. The message is only spoken once.

Level Seven: Air

Atmosphere Manipulation

Range: 300 foot (91 m) radius per level of the Warlock.
Duration: 30 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifty

This Elemental magic enables the Warlock to actually manipulate atmospheric conditions. In this way he can increase condensation and air temperature to cause heavy or light rain, a storm, frost, snow, darkness in the sky, clouds to roll in, etc. He can also increase, slow or stop rain, make clouds go away, etc. Specifically, the Warlock can:

- Raise or lower the temperature 10 degrees per level of experience.
- Increase or decrease the wind 10 mph per each level of experience.
- Increase or decrease precipitation 12% per level of experience.
- Create normal fog covering a 300 foot area per level.
- Dispel normal fog at a rate of a 300 foot area per level of experience.

The proper manipulation of temperature and precipitation can create any number of different atmospheric conditions. The Warlock can make *one* weather manipulation (or cast one new Elemental magic) per melee round, maintain it, or combine effects, adding one to another with every passing melee round. For example: He might first darken the sky, increase the wind speed, then create a fog, and throw in a thunderclap or two. When he is done, he can leave what he's created for 15 minutes before the weather changes back to normal. Once things have been set into motion the character can leave the manipulated area, go conduct other activities or use other powers as normal. Unless magically dispelled, the manipulated conditions last 15 minutes. They last 30 minutes per level of experience only if the Warlock maintains his direct control over the air.

Hurricane

Range: Affects a 120 foot (36.6 m) area and can be cast up to 500 feet away (152 m).
Duration: Four melee rounds (one minute) per level of the Warlock.
Saving Throw: None.
P.P.E.: Sixty

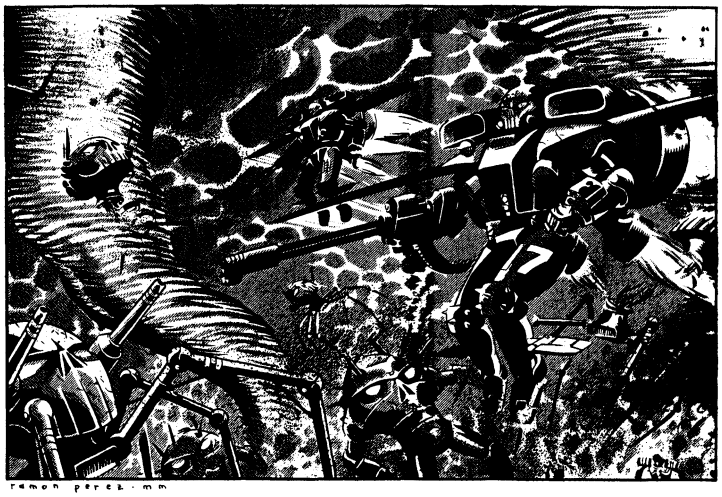
This Elemental magic conjures a great sea storm with 100 to 150 mph (160 to 240 km) winds blowing around within a 120 foot (36.6 m) area. The sea is lashed into huge waves, 30 feet (9 m) tall, that batter and destroy all but the largest ships. Inflicts 3D6x10 M.D. per melee round. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above decks during this storm will take 1D6 M.D. per melee due to flying debris, wind, and hail.

There is also a chance (1-33%) of getting washed overboard. A hurricane can only be cast on large lakes, seas and oceans.

Rainbow

Range: One mile (1.6 km).
Duration: 15 minutes per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Sixty

The Warlock creates a rainbow extraordinary in its prismatic color display arcing across the sky. The gentle beauty of this sight raises the morale of all who view it, instilling a deep feeling of wonder, self worth, hope and joy.



Tornado

Range: Affects a 100 foot (30.5 m) area and can be cast up to 600 feet (183 m) away.
Duration: Four melees/one minute per level of the Warlock.
Saving Throw: None.
P.P.E.: Sixty

The Warlock creates the most destructive land storm possible, a tornado, accompanied by heavy rain, hail, thunder, lightning, and roaring winds. People a hundred feet (30.5 m) away from of the funnel cloud each take 1D6 damage per melee round from flying debris.

The awesome black funnel cloud is the center of the storm with winds of 120 to 180 mph (192 to 288 km). The funnel sucks in (or destroys) everything its 100 foot (30.5 m) diameter touches. All stationary wood, clay, and stone structures such as buildings and trees suffer 4D6x10 points of damage, and trees are uprooted in one melee round (15 seconds).

Anything or one actually sucked into the spinning vortex suffers 3D6x10 M.D. per melee round and is completely helpless (can not attack, cast spells or perform skills). After 1D6 melees, the person or object is hurled from the funnel and suffers 2D6x10 M.D. (a generous G.M. will subtract all tornado damage from armor first). Characters who are Mega-Damage creatures, magically invulnerable or wearing the Armor of Ithan take one third damage. If a robot or living creature, the being will be stunned and immobile for 2D6 minutes.

The Warlock can maneuver the tornado as he desires in any direction. This requires the character's full attention, so he cannot cast any other spells for the duration of the tornado. Should the Warlock be knocked unconscious or killed, there is a 01-64% chance the tornado will run wild, disappearing only after the full spell duration has elapsed.

Level Eight: Air

Creature of the Wind

Range: Self.
Duration: One melee (15 seconds) per level of experience.
Saving Throw: None.
P.P.E.: Seventy

The Warlock is temporarily transformed into an Air Elemental-like being composed of wind, water vapor and energy. The appearance is a semi-transparent vapor in a humanoid form. In this vapor form the Warlock can fly at a speed of 500 mph (800 km) or 8.3 miles (13 km) per minute, turns completely invisible, is an M.D.C. being with 200 M.D.C., can squeeze through keyholes and cracks in one melee action, and can pick up and carry up to 500 pounds (225 kg).

Combat: +2 on initiative, +4 to dodge, +20% to prowl, but can not inflict Mega-Damage, just normal S.D.C. damage. The Warlock is -2 to strike using weapons of any kind while in this form. Mega-Damage attacks on the Creature of the Wind do half damage and while in this form, the Warlock is impervious to cold (including magic cold and ice attacks), gases, pollution, disease, and poison.

Wind Blast

Range: 1,000 feet (305 m) plus 400 feet (122 m) per level of experience.
Duration: Instant.
Damage: 2D4x10+30 M.D.
Saving Throw: None.
P.P.E.: Forty

The Warlock creates a titanic, but concentrated blast of wind with hurricane force. This blast of wind has the punch of a missile. The Warlock must aim and hurl the blast, +6 to strike.

Damage: 2D4x10+30 M.D. Plus the character struck must roll to keep his balance or be knocked off his feet, same as *Wind Rush.*

Wind Cushion

Range: 1000 feet (305 m); covers a 40 foot (12 m) area plus 10 feet per level of experience.
Duration: One melee per level of experience.
Saving Throw: None.
P.P.E.: Fifty

The Warlock creates a swirling, tornado-like cone or cushion of wind around himself or others. The effect is like standing in the eye of a hurricane where everything is calm, while all around is turbulence. The wind is not designed to move or to inflict damage, but to *negate the impact of explosions* and *deflect projectile attacks.* The impact of thrown objects, arrows, bullets, rail gun blasts and explosions (grenades, missiles, etc.) are completely absorbed and the hard projectile part(s) deflected by the Wind Cushion. Up to 200 M.D. +50 points per level of the Warlock can be absorbed by the Wind Cushion before it is destroyed and vanishes. Likewise, the spell can be used to cushion a crashing aircraft or falling characters, and set the plummeting people on the ground gently and without impact damage. The cushion also *negates* the effects of the Thunder Clap, Sonic Blast and other sound based magic. **Note:** Anybody trying to enter the Wind Cushion from outside is knocked 1D4x10 yards/meters and suffers 3D6 S.D.C. damage.

Elemental Magic: Earth

Complete Earth Elemental Spell List

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Dowsing (2)
Dust Storm (5)
Fool's Gold (5)
Identify Minerals (3)
Identify Plants (3)
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Rock to Mud (6)
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Level Two
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Dirt to Sand (6)
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Hopping Stones (6)
Track (6)
Throwing Stones (4)
Wall of Clay (8)
Wither Plants (10)

Level Three
Animate Plants (10)
Create Mound (8)
Crumble Stone (10)
Dig (8)
Earth Rumble (10)
Encase Object in Stone (10)
Locate Minerals (10)
Shrink Plant (10 or 200)
Wall of Stone (15)

Level Four
Animate Object (12)
Cocoon of Stone (15)
Mend Stone (15)
Quicksand (15)
Repel Animals (10)
Rust (15)
Sand Storm (15)
Wall of Thorns (15)

Level Five
Chasm (25)
Clay to Lead (20)
Clay to Stone (20)
Close Fissures (30)
Little Mud Mound (30)
Travel Through Walls (20)

Level Six
Clay or Stone to Iron (40/60)
Create Steel (34)
Mend Metal (30)
Stone to Flesh (30)
Travel Through Stone (35)
Wood to Stone (30)

Level Seven
Earthquake (50)
Metal to Clay (40)
Petrification (40)
River of Lava (50)
Sculpt & Animate Clay (40)
Wall of Iron (45)

Level Eight
Cap Volcano (80)
Create Golem (80)
Firequake (80)
Ironwood (50+)
Magnetism (40)
Suspended Animation (80)
Transference of Essence (50)



Level One: Earth

Chameleon

Range: Self or others by touch.
Duration: Six minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Five

This spell enables the person to seemingly alter the color and patterns of his clothes and physical body, enabling him to blend into the surrounding environment like a chameleon. Movement destroys the effectiveness of this magic.

- 90% undetectable if unmoving.
- 70% undetectable if moving 2 feet per melee or slower.
- 20% undetectable if moving 6 feet per melee.
- Totally ineffective if moving any faster.

Create Wood

Range: 10 feet (3 m).
Duration: Permanent.
Saving Throw: Not applicable.
P.P.E.: Five for soft wood for burning, ten for hard wood for building.

Create Wood does just that. It forces magical energy to draw together particles and fibers from the surrounding air and area, bond them together and multiply them on a molecular level to create wood. The shape can be two foot (0.6 m) long logs or six foot (1.8 m) long, one foot (0.3 m) wide planks. Hard wood costs more to make but is excellent for building; soft, weak wood is used for burning. The use of this spell has allowed Dweomer City (and others) to use wood in buildings and various tools/weapons/items without chopping down lots of trees. Thus, the city sits in the middle of pristine wilderness, making it even harder to detect.

The amount of wood created varies: Up to 100 lbs (45 kg) per every 5 (soft) or 10 (hard, building wood) P.P.E. expended.

Dowsing

Range: Self; sensing range is 100 feet per level of experience.
Duration: Ten minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Two

This is the magically induced ability to sense the location of water, whether it be a stream, pond, river, or underground at 90% efficiency. Can specifically key on fresh drinking water.

Dust Storm

Range: 120 feet plus 20 feet (6 m) per level of the Warlock. Affects a 20 foot area.
Duration: One minute (4 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Five

The Warlock can cast a dust storm up to 120 feet (36.6 m) away. Victims caught in the storm will find their vision reduced (both nightvision and normal) to a distance of about 10 feet (3m), plus they lose initiative, speed is reduced by half, as well as finding the whole situation uncomfortable; it is difficult to speak, cast spells and even breathe without choking on dust and dirt.

Fool's Gold

Range: Five feet (1.5 m).
Duration: 20 minutes per level of the Warlock.
Saving Throw: Standard. Those who save will recognize fool's gold for what it really is — worthless rock passed off as something far more valuable.
P.P.E.: Five

This Elemental magic enables the character to make any object to appear to be made of gold. After the Warlock leaves, the object will still retain its gold appearance until the spell's duration elapses. Only those who can recognize precious metals can see that it is NOT gold; skill rolls are at -10%.

Identify Minerals

Range: Five feet (1.5 m).
Duration: Three minutes per level of experience.
Saving Throw: None.
P.P.E.: Three

The Warlock is temporarily instilled with the knowledge of all minerals and fossil type formations. Thus he can identify minerals, rocks, metals, precious metals, and gems, with a 90% success ratio.

Identify Plants

Range: 10 feet (3 m), by sight.
Duration: Three minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Three

The Warlock is endowed with the ability to recognize all types of plants, fruits, molds, and even processed herbs used in powders, potions and poisons in which plants are an important ingredient.

Mystic Fulcrum

Range: Self or two others by touch.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Three

Mystic Fulcrum is another spell that defies or tweaks the laws of physics. Those enchanted by the magic can pick up and move objects that they would otherwise not have the leverage and ability to do without a lever and support. Those enchanted by Mystic Fulcrum can lift 50% more weight than usual and carry 10% more.

Rock to Mud

Range: 20 feet (6 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Six

This magic turns any type of stone or rock into mud. The Warlock can transform 30 pounds (13.6 kg) of rock per level of experience. The spell can be cast up to 20+ feet away. The spell has no effect on Elementals but will cause 2D6 M.D. to a Stone or Iron Golem.

Rot Wood

Range: 20 feet (6 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Four

This Elemental magic rots the structure of wood. This reduces its strength and structure by half. The Warlock can affect 30 pounds (13.6 kg) of wood per level of experience and can use the spell repeatedly on the same area of wood to dramatically reduce its structure. The rot wood spell can also inflict 4D6 S.D.C. damage to living trees or 3D6 M.D. to tree/plant Elementals.

Shatter

Range: 20 feet (6 m) or by touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Three

This spell causes brittle, comparatively fragile S.D.C. objects, like glass, ceramic pottery, china, hardened clay, sandstone, ice, peanut brittle, etc., to instantly shatter into hundreds of pieces with a mere touch or mean look (and foul intent). This spell is not effective against ob-

jects weighing more than 100 pounds (45 kg), Mega-Damage materials, magic items, flexible or elastic materials (cloth, plastic, rubber, etc.) and substances with the toughness of wood or better. Likewise, it cannot be used against living beings (i.e. cannot shatter bone, claws, teeth or even fingernails) or Mega-Damage beings.

Level Two: Earth

Create Dirt or Clay

Range: 10 feet (3 m) away per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Six

This spell enables the Warlock to actually create dirt or clay out of, thin air. He can conjure up 50 pounds (22 kg) per level of experience.

Dirt to Clay

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Six

A transformation spell that enables the Warlock to transform dirt into clay. Fifty pounds (22 kg) of dirt per level of the Warlock can be changed. The Warlock can only affect dirt within his range.

Dirt to Sand

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Six

Another transformation spell that turns dirt into sand. Fifty pounds (22 kg) of dirt per level of the Warlock can be changed. The Warlock can only affect dirt within his range.

Grow Plants

Range: Ten feet (3 m) per level of the Warlock. Affects a 10 foot (3 m) area per level of experience.
Duration: One month per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

This spell increases the fertility of the area's soil and doubles the natural growth rate of those plants on it.

Hopping Stones

Range: 100 feet (30.5 m).
Duration: 4 melees per level of the Warlock.
Damage: Varies; all S.D.C.
Saving Throw: None.
P.P.E.: Six

With this spell the Warlock can make any stones, pebbles, or rocks hop and jump, creating a bizarre spectacle, or use them to pelt people. The stones can hop up to 6 feet (1.8 m) and a maximum of 50 pounds (22 kg) of stones can be made to hop. An assault of pebbles does 2D4 S.D.C. points of damage. Small rocks do 1D4 S.D.C. each, large (shoe size) do 1D6 S.D.C., and very large (football or soccer ball sized) do 3D6 S.D.C. damage each. The attack can be spread out to assault several people or directed on one person.

Track

Range: Self or others.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

This spell endows the person with the ability to recognize and follow tracks the same as the skills, with a 01-77% proficiency to track animals and 01-80% to track humanoids.

Throwing Stones

Range: 200 feet (61 m) +100 feet (30.5 m) per level of experience. Self only.
Damage: 1D6 M.D. +1 M.D. point per level of experience.
Duration: Two melee rounds.
Saving Throw: Dodge.
P.P.E.: Four

This spell enables the caster to draw upon the earth to magically make a hardball-sized, circular stone appear in his hand per each of his melee actions. The stone can then be magically hurled with surprising accuracy and distance. The magical stone hits with the force of a cannonball, and is temporarily a Mega-Damage structure and weapon. The spell caster chooses the target, then throws the magical stone as he would a ball, but with a +2 bonus to strike (P.P. attribute and targeting bonuses are also applicable). The target may attempt to dodge the attack, but the stones are thrown too fast for most normal beings to parry (-4). After the stone hits, it crumbles into dirt. Creating and throwing count as one melee attack/action.

Wall of Clay

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 feet (2.4 x 2.4 x 1.2 m) area per level of experience.
Duration: Four minutes per level of the Warlock or until destroyed.
Saving Throw: None.
P.P.E.: Eight

The Warlock can create a wall of clay with 10 M.D.C. or 50 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 6D6 S.D.C. damage.

Wither Plants

Range: 10 foot (3 m) area per level of the Warlock.
Duration: Permanent.
Saving Throw: None
P.P.E.: Ten

This spell kills plant life within a 10+ foot area around the Warlock; shrivel up and die within 1D4 minutes. In the case of trees and heavy shrubs or vines, their structure is weakened, suffering 1D6x10 S.D.C. damage. A tree/plant *Elemental* takes 1D4x10 M.D. The withered plants are killed, although new vegetation is likely to grow in its place within a few weeks.

Level Three: Earth

Animate Plants

Range: Affected area is 40 feet (12 m) plus 5 feet (1.5 m) per level of experience.
Duration: 4 melees per level of experience.
Damage: Varies; all S.D.C.
Saving Throw: None.
P.P.E.: Ten

This spell enables the Warlock to mentally manipulate all plant life within a 40+ foot diameter around him (he's in the center). He can cause vines, weeds, shrubs, or trees to trap and ensnare an animal, entangle someone, or cover/camouflage something. He can also manipulate the larger plants to grab and hold things or as bludgeons and hit people with them. Although the limbs of the plants can be made to move and function like hands and arms, they are still restricted by the facts that the plant is rooted in the soil and is not designed for articulated movement.

This magic manipulation requires the full concentration of the Warlock preventing him from casting any other spells or actions. **Notes on plants:** since the Warlock is likely to use this magic to impede movement and to attack, here are some basic statistics:

- Weeds, grass, soft plants impair movement, reduce speed 20%.
- Heavy weeds, vines impair movement, reduce speed by 30%.
- Bushes, shrubs, small trees significantly reduce speed (by 50%) and can be used to strike people, inflicting 3D6 S.D.C. damage per blow or strangle; six attacks per melee.
- Average trees impair movement, reducing speed by 70%, and can strike people, inflicting 1D4x10 S.D.C. damage or strangle; eight attacks per melee.
- Entanglement can be utilized within the entire radius of control, even outside the line of vision. Striking attacks must be within the Warlock's line of vision.
- +1 on initiative (the element of surprise); no other bonuses.

Create Mound

Range: Affected area is 10x5x5 feet (3 x 1.5 x 1.5 m) per level of the Warlock. Can be cast up to 30 feet (9 m) away.
Duration: 20 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The warlock is able to move the earth to create a huge mound in the terrain. This is particularly handy in creating an area to hide or a lookout post, or making the terrain more difficult to traverse. One mound is created each time the spell is cast.

Crumble Stone

Range: 12 feet (3.6 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Ten

This spell weakens or crumbles stone and rock. This reduces its structure by half. The Warlock can crumble 50 pounds (22 kg) of stone per level of experience and can use the spell repeatedly on the same area of stone to dramatically reduce its structure. The Crumble Stone spell can also inflict 6D6 M.D. to a Stone Golem or 3D6 M.D. to Earth Elementals.

Dig

Range: Immediate area/touch.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

This unique spell unleashes an invisible force that will dig a hole or tunnel for the Warlock. It can dig through 10 feet (3 m) of dirt per melee, five feet (1.5 m) of clay, or two feet (0.6 m) of stone per melee. This stone must be somewhat loose for this to work. A solid wall of stone and mortar cannot be dug through. This spell cannot be used against Golems or Elemental beings.

Earth Rumble

Range: Affects a 30 foot area (9 m), and can be cast 50 feet (15.2 m) away per level of experience.
Duration: One melee per level of the Warlock.
Saving Throw: Save vs Horror Factor 14 or higher.
P.P.E.: Ten

The Earth Rumble spell causes the earth within a 30 foot (18.3 m) radius to rumble, shake, and tremble as if an earthquake was occurring. This will usually cause panic, unless a saving throw vs Horror Factor 14 is made. A failed roll means the person loses one melee attack and initiative, plus there's a 1-60% chance that the person will flee the area; a 1-85% likelihood that animals will flee.

Encase Object in Stone

Range: 10 feet (3 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Ten

This spell works on non-living objects, enabling the Warlock to magically encase any one item in a block of stone without damaging the item inside. The item will be permanently encased and must be broken free from the stone if it is to be retrieved. Very small items such as coins or gems can have up to a dozen encased if enclosed in a single pouch. The Warlock can create up to 35 pounds (14 kg) of stone to encase an object. The objects must be fairly small (6 inches circumference) or fairly long and narrow like a sword. The stone encasement is solid with an M.D.C. of five.

Locate Minerals

Range: 20 foot (6 m) area per level of experience.
Duration: Four minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

The Warlock is instilled with the temporary ability to sense and locate a particular mineral within a particular area, including underground deposits. Success ratio is 90%. If the desired mineral is not present in the area the Warlock will know it.

Shrink Plant

Range: Touch.
Duration: One minute per level of experience or permanent.
Saving Throw: Standard; supernatural plants get a +6 to save.
P.P.E.: Ten temporary or 200 for permanent shrinking.

This spell will shrink any plant by as much as 90%, reducing a 30 foot (9.1 m) tree to a mere 3 feet (0.9 m). The caster can determine the degree of shrinking in gradations of 10% up to 90%. Once shrunk, the spell can not be used on that plant again to make it any smaller. Expending 200 P.P.E. points will cause a permanent reduction of the plant.

Wall of Stone

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 feet (2.4 x 2.4 x 1.2 m) area per level of experience.
Duration: Four minutes per level of the Warlock or until destroyed.
Saving Throw: None.
P.P.E.: Fifteen

The Warlock can create a wall of stone with 50 M.D.C. or 250 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All Elemental Magic walls can be made to vanish via the spell Invocation *Dispel Magic Barriers.*

Level Four: Earth

Animate Object

Range: 40 feet (12 m) plus 10 feet (3 m) per level of experience.
Duration: Four minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Twelve

This powerful Elemental magic enables the Warlock to animate any wood, clay, or stone object weighing less than 50 pounds (22 kg). Thus he can bring a chair or table to life, bucking or kicking or running about a room, or make a jug or pot dance merrily across a tabletop. These objects as weapons do 1D6 S.D.C. damage if small (broom,

stick, club, chair, jug, etc.) or 2D6 S.D.C. damage if large, like a table, sofa, large chair, etc. Animated weapons constructed of wood or mostly wood or stone do their normal damage. The object has one attack per melee, a speed of 8, +3 to parry and dodge, and +2 to strike.

Cocoon of Stone

Range: Self.
Duration: One day per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

Similar to Encase Object in Stone, this spell enables the Warlock to encase himself in a protective cocoon of stone. The Warlock is in a semi-state of suspended animation and even though the stone is solid, he can breathe. While in the stone he cannot communicate verbally nor cast spells. He is safe from extreme heat, cold, fire, magic clouds, and any other physically disabling phenomena. The Warlock can mentally cancel the cocoon at any time. The cocoon has an M.D.C. of 70, weighs 500 pounds (225 kg) and is approximately one foot (0.3 m) thick.

Mend Stone

Range: Touch or immediate area.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Fifteen

This spell mends and restores clay, stone, or rock, sealing cracked or fractured pottery without a hint of there having ever been damage, and rejuvenates deteriorating stone. This doubles the crumbling stone's S.D.C. or M.D.C., stops deterioration, and restores 3D6 M.D. to Golems and Earth Elementals. The Warlock can restore up to 70 pounds (31.7 kg) of stone or clay per level of experience. Note that the stone can not be given more M.D.C. or S.D.C. than it originally had before it was damaged.

Quicksand

Range: Area affected is a five foot (1.5 m) radius per level of the Warlock and can be cast up to 100 feet (30.5 m) away.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

The Warlock transforms normal earth or stone into a pool of quicksand. Anyone stepping into it will find himself sinking at a rate of two feet (0.6 m) per melee. Struggling doubles the sinking rate. Once submerged, the victim will drown/suffocate within four minutes (loses consciousness in two), unless the individual can hold his breath or is wearing an environmental suit/armor. The quicksand is covered by leaves or water, looking like normal ground, a shallow pool, or pond; 79% undetectable outdoors, 97% undetectable in swampy areas, and 30% undetectable indoors.

Repel Animals

Range: 30 feet (9 m) plus 5 feet (1.5 m) per level of experience.
Duration: Immediate.
Saving Throw: Standard for animals.
P.P.E.: Ten

This spell repels unwanted animals from the area (insects not included). The animals simply find the area disturbing and will not enter it. The animals will not return for 2D6 hours, may pace or wait just beyond the protective radius.

Rust

Range: 20 feet (6.1 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Fifteen

This Elemental magic weakens or rusts iron and non-Mega-Damage metal alloys by half. Mega-Damage metal alloys suffer 2D6 M.D. per touch/spell. The spell can be cast on the same object or area repeatedly to weaken it dramatically. The Warlock can weaken about 50 pounds (22 kg) of iron per level of experience. This spell is totally ineffective against magic armor, weapons and items or Elementals. However, it inflicts 1D6x10 damage to Iron Golems.

Sand Storm

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of the Warlock. Affects a 20 foot (6 m) area.
Duration: One minute (4 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

Victims caught in the storm will find their vision impaired (both nightvision and normal) to a distance of about five feet (1.5 m), and the stinging sand hurts unprotected eyes and flesh. Victims lose initiative, two melee attacks, -5 to strike, parry, and dodge (partially blinded and radar and motion detectors are temporarily obliterated), speed is reduced by 75%, talking without covering the mouth is impossible, hearing is reduced by half because of the loud sound of rushing and battering sand, and 1D4 S.D.C. is inflicted every melee (when applicable). Mega-Damage body armor is scuffed and pockmarked but otherwise undamaged.

Wall of Thorns

Range: Covers a 20 (6 m) foot area plus 10 (3 m) feet per level of experience.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

This spell weaves a dense wall of hard, gnarled vines with long, sharp thorns, that fills a 20x20 foot (6 x 6 m) area. The thorns inflict only 5D6 S.D.C. damage if someone falls into them, but even pushing or chopping through them in M.D.C. armor can be time consuming; must inflict 20 M.D.C. per each 20 feet of thorns.

Level Five: Earth

Chasm

Range: Can be cast up to 100 feet (30.5 m) plus 10 feet (3 m) per level of experience.
Duration: Instant effect; lasts 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Twenty-Five

This spell splits the earth, creating a yawning chasm that is 40 feet long (12 m), 20 feet wide (6 m), and 20 feet (6 m) deep per level of the Warlock! When the magic duration elapses, the earth will close up as if it had never happened. Falling into the chasm does 2D6 S.D.C. damage per every 20 feet (6 m) of depth. **Note:** The chasm magic must be used on the ground, not man-made objects or buildings; nor will it tear through buildings, but ripple along them.

Clay to Lead

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Twenty

Another transformation spell that turns clay into lead. Fifty pounds (22 kg) of clay per level of the Warlock can be transformed. The Warlock can only affect clay within his range.

Clay to Stone

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Twenty

Another transformation spell that turns clay into stone. Fifty pounds (22 kg) of clay per level of the Warlock can be transformed. The Warlock can only affect clay within his range.

Close Fissures

Range: 60 feet (18.3 m) plus 20 feet (6 m) per level of experience.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty

The Warlock can temporarily close any (non-magic) fissures, chasms, etc. The Warlock must be near the chasm's edge to close the opening. Anyone caught inside the closing chasm is crushed, suffering 1D6x10+20 M.D. damage; if not killed they are trapped until the chasm is reopened. The opening reappears when the Warlock cancels his magic or the spell duration elapses.



Little Mud Mound

(Summons an Elemental Essence Fragment)

Range: Immediate area.
Duration: 30 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty

This spell enables the Warlock to summon and command a fragmented essence from a Greater Earth Elemental to create a smaller version of a Mud Mound. This slogging assistant can be sent to scout ahead, spy, hunt, kill, defend, attack, carry items, etc. There is no limit to the distance it can travel away from the Warlock.

Mud Mound:

M.D.C.: 250

Attributes: Made of mud, eight feet (2.4 m) tall, I.Q. 8, M.A. 3, M.E. 10, Supernatural P.S. 25, P.P. 19, speed 20, can ooze through cracks, bio-regenerate 4D6 M.D.C., has nightvision of 600 feet (183 m) and M.D. fire and plasma do half damage. Impervious to cold, poison, and disease.

Magic: Can cast all level 1-4 Earth Elemental magic plus travel through walls and earth; 100 P.P.E.

Combat: Four physical attacks per melee or two by magic, and inflicts 2D6 M.D. from punch or 4D6 M.D. from a power punch (counts as two attacks). +1 on initiative, +2 to strike, +4 to parry and dodge, +2 to entangle and +3 to roll with punch/fall/impact.

Notes: The Mound can carry up to 1250 pounds (563 kg) and still moves at its maximum speed. The Elemental servant will obey only the Warlock and remain in this world until the spell's duration elapses or it is sent back by the Warlock. Its supernatural strength means it can inflict Mega-Damage. When ordered to kill someone it will use what weapons are at hand and/or magic.

Travel Through Walls

Range: Self.
Duration: Two minutes (8 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

This spell enables the Warlock to travel/walk right through solid earth, dirt, sand, clay, wood or stone. The Warlock can pass through earth substances like a ghost through a wall, but cannot travel through plastic, artificial substances, or Mega-Damage material. Rate of travel is 60 feet (18.3 m) per melee. If in the earth when the spell duration elapses the Warlock will materialize and die instantly. He cannot cast spells or speak while traveling through solid matter.

Level Six: Earth

Clay or Stone to Iron

Range: 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Forty for clay, 60 for stone.

A transformation spell that changes clay or stone into iron. The Warlock can affect up to 50 pounds (22 kg) of material per level of experience.

Create Steel

Range: Can be cast up to 10 feet (3 m) away.
Duration: Permanent.
Saving Throw: Not applicable.
P.P.E.: Thirty-Four

The name of this powerful spell is a bit of a misnomer, and might more appropriately be entitled "recycle metal." The spell caster can take metal scraps, even those corroded with rust, and magically turn them into sheets, bars, poles or beams of good, useable metal. The advantage of this magical recycled metal is that industrial recycling sees a certain amount of loss through the recycling process (not to mention the cost, equipment and manpower necessary). The spell not only transforms the metal, but there is no loss of the material and, in fact, there is 5% more metal (per level of experience) created from the initial scrap. In addition, there is no need for a smelting facility, machines or workmen, other than those needed to haul and store the finished product.

Limitations:

• S.D.C. Materials: Effective only on the following metal ores and alloys: Iron, steel, tungsten, cobalt, manganese, chromium, molybdenum, zinc, nickel, copper, bronze, bauxite, and aluminum (the spell adds the tiny amount of carbon and other trace elements to make steel and other alloys). The spell can be worked on a pile of unseparated scrap metal and magically separate metals and alloys to create individual piles of pure metals, or put them back together as the desired alloy(s).

• 200 pounds (90 kg) of raw material per level of experience for the Earth Warlock, with roughly 200 S.D.C.

The final product is high quality metal ready for industrial use — construction, smelting, etc. It cannot be used to magically repair finished products such as power and body armor, robots, vehicles, etc., except as raw materials that are taken, retooled and used by manufacturers, operators, builders, etc., to make conventional repairs (soldering, welding, casting, etc.).

• Mega-Damage Steel can be "recycled" provided M.D.C. metal scraps are available, but at the pitiful rate of 10 pounds (4.5 kg) per spell (not per level), with approximately 15 M.D.C.

Note: This spell can not be used to turn perfectly good metals/materials, machinery, vehicles, or devices connected to a power source into raw materials, nor turn metal material worn, used or connected to a living being; it must be scrap or raw ore.

Mend Metal

Range: Touch or 10 feet (3 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Thirty

This spell mends/restores 4D6+40 S.D.C. to iron, steel, and metal alloys, sealing cracks or fractures in any metal substance, and rejuvenating rusted/deteriorating metal. Can restore 1D6 M.D.C. to Mega-Damage metals/armor, or 2D6 M.D.C. to an Iron Golem. The spell does not work on magic items. The Warlock can mend up to 60 pounds (27 kg) of metal per level of experience.

Stone to Flesh

Range: Touch or up to 12 feet (3.6 m) distance.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Thirty

This spell magically transforms stone to flesh and can restore people who have been turned to stone, via Petrification, back to normal. The Warlock can change 100 pounds (45 kg) of stone per level of experience.

Travel Through Stone

Range: Self.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty-Five

This spell enables the Warlock to travel/walk right through solid stone of any kind, including Mega-Damage concrete. Rate of travel is 30 feet (9 m) per melee.

Wood to Stone

Range: Touch or 10 feet (3 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Thirty

This transformation spell enables the Warlock to change wood (non-living) into stone, affecting 60 pounds (27 kg) of wood per level of experience.

Level Seven: Earth

Earthquake

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of experience.
Duration: One melee per level of the Warlock.
Saving Throw: None, but a Dispel Magic Barriers spell can dispel the quake within 1D4 melees.
P.P.E.: Fifty

A devastating invocation that sends terrible shock waves through the ground, causing it to rumble, undulate, and tear open. The shock wave and the fissure caused by the quake will ripple down the center of an area, shaking apart everything in its path. Those in the path of the opening fissure are at the epicenter and suffer 2D6x100 M.D. Buildings within 100 feet (30.5 m) on either side of the fissure take 2D4x10 M.D. Those inside a building will take 1D4 M.D. from falling debris. People and animals outside, away from most falling debris, suffer only 2D6 damage, but the moving earth inflicts the following penalties: Reduce speed, skill performance, combat bonuses and attacks/actions per melee round by half.

The fissure runs 60 feet (18.3 m) long per level of the Warlock, inflicting its incredible destruction to everything in its path. The Warlock can control the exact length and width of the quake.

Metal to Clay

Range: Touch or 12 feet (3.6 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Forty

This transformation spell changes metal into clay. The Warlock can change 60 pounds (27 kg) of iron per level of experience. Not effective on magic items, magic armor, silver, or gold, but will cause 4D6 M.D. to Mega-Damage metal armor and Iron Golems, 3D4x10 to S.D.C. metals.

Petrification

Range: 40 feet (12 m) plus five (1.5 m) per level of experience.
Duration: Permanent, unless restored by Stone to Flesh spell.
Saving Throw: Standard; if a successful save, the person is not affected at all.
P.P.E.: Forty

A frightening transformation spell that changes mortal living creatures to solid stone! The victim must be within the warlock's line of vision and range. The effects of petrification are instant and permanent, unless a Stone to Flesh spell is used to restore the petrified creature back to flesh and blood. The transformed person or animal typically has 100 M.D.C. A character who becomes petrified is placed in stasis and remembers nothing of the time he was turned to stone, even if that time stretched into centuries! If the petrified character has a limb broken while stone, it will be missing when restored and medical attention will be required. If the stone is smashed, the life essence inside is destroyed! Most people ignorant of magic do not know the victim of petrification can be restored and often abandon their transformed companion as dead. Those who find him later are likely to believe the character is a life-like stone statue. **Note:** Supernatural beings and creatures of magic are NOT permanently petrified. Their stone stasis is temporary, returning to normal after 1D6 months per level of the spell caster. Likewise, their M.D.C. is 1000 points.

River of Lava

Range: 120 feet (36.6 m) away.
Duration: One minute (4 melees) per level of experience.
Saving Throw: None.
P.P.E.: Fifty

An impressive and deadly spell, the Warlock can create a boiling river of lava that is 30 feet long (9 m), 5 feet (1.5 m) wide, and 5 feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group/troops is a vicious, but terribly effective ploy, killing S.D.C. beings and barring the path for others. Mega-Damage creatures will suffer 2D6x10 M.D. per each melee they are stuck in the lava. They will find the thick, sticky, flowing river difficult to cross, requiring one melee per every five feet (1.5 m). Victims can be pulled out by cables, chains, levitation, telekinesis or magic (ordinary rope burns).

Sculpt and Animate Clay Animals

Range: Touch or 10 feet (3 m).
Duration: Six hours per level of the Warlock.
Saving Throw: None.
P.P.E.: Forty

This Elemental magic enables the Warlock to sculpt any type of animal, real or imagined, up to 12 feet (3.6 m) tall and/or long, and animate it so that it moves like a living beast. The clay animal is under the Warlock's mental control and must be within a 200 foot (61 m) range. This particular mental manipulation is very simple so that the Warlock can cast other spells or engage in other activities.

Clay creature: 5 M.D.C. per level of the Warlock, speed 5 per level of the Warlock, two melee attacks, Mega-Damage: 1D6, +1 to strike, parry and dodge. Average I.Q. 7, P.S. 22 (supernatural), P.P. 19, Spd. 22.

Special note: The right combination of spells can make the creature more formidable. Combining a Clay to Stone and a Breath of Life will create a Stone Golem-like creature with double the M.D.C., melee attacks, damage and bonuses.

A similar combination will create an Iron Golem-like creature, tripling the M.D.C., melee attacks, damage and bonuses. Or a Clay to Stone, Stone to Flesh, and a Breath of Life will create a living zombie-like creature with the same stats as the clay creature plus one melee attack (but can be used to create a living double or impostor of somebody).

Wall of Iron

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8x8x4 foot (2.4 x 2.4 x 1.2 m) area per level of experience.
Duration: Four minutes per level of the Warlock or until destroyed.
Saving Throw: None.
P.P.E.: Forty-Five

The Warlock can create a wall of iron with 100 M.D.C. or 250 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 2D6x10+30 S.D.C. damage or 1D4 M.D. points and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All Elemental Magic walls can be made to vanish via the wizard's *Dispel Magic Barriers* spell.

Level Eight: Earth

Cap Volcano

Range: 300 feet (91.6 m) per level of experience.
Duration: Six hours per level of the Warlock.
Saving Throw: None.
P.P.E.: Eighty

This powerful spell enables the Warlock to place a temporary cap on a volcano, stopping the flow of lava, ash, and soot.

Create Golem

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Eighty

The Warlock first sculpts a Golem (humanoid shaped) from clay, with two onyx gems, worth no less than 1000 credits each, for eyes and a heart of iron. The Golem can be of any size up to 20 feet (6 m) tall. The clay is then turned to stone (or iron). Then through the Elemental magic Golem spell, the Warlock places a single drop of his blood on the Golem's forehead; four Hit Points are permanently drained from the Warlock into the Golem, bringing it to life.

The Golem will obey only its creator and will follow any of his commands. Golems have no emotions, desires, ambitions, etc.; they are basically giant stone or iron robot zombies.

Warlock Golem Stats:

Horror Factor: 16

Attributes: I.Q. 6, Supernatural P.S. 25, P.P. 18, and Speed 8.

Combat: Four attacks per melee, 2D6 M.D. damage by punch or kick. No bonus to parry or dodge, +1 to strike, +2 save vs magic. Impervious to psionic attacks, cold, heat, disease, gases, and fear. Magic energy and M.D. fire/plasma do half damage, and magic weapons do half damage. Ordinary M.D. weapons and explosives do normal damage (except heat, that does half).

Mend Stone Spell: Restores 3D6 M.D.C. to the Golem each time it is cast on him.

M.D.C.: 75 stone or 120 iron. (150 and 240 if the heart is made from metal with a diamond worth at least 7,000 credits at its center).



Regeneration: Even if the Golem seems to be completely destroyed it will regenerate within 24 hours unless its heart is removed from its chest.

Firequake

Range: Up to 500 feet (152 m) away.
Radius of Affect: To a 100 foot (30.5 m) radius, enough to engulf 4-6 average houses and their backyards.
Damage: Varies, see description.
Duration: One melee round per level of experience.
Saving Throw: None.
P.P.E.: Eighty

This spell causes an area of the ground to rumble, tremble, and crack, as well as spew forth clouds of sulfur and gouts of fire. All beings in the area of effect find it difficult to move atop the moving earth any faster than 10% their normal speed (crawling may be better), and eyes will burn and tear from the sulfuric gas. It is difficult to breathe (roughly same as tear gas; -9 to strike, parry, and dodge, -5 on initiative, lose one melee action per round) and those caught in the erupting turmoil must dodge jets of flame shooting up from the ground (roll once per character, per melee round). A failed dodge means getting hit by the shooting flame and taking 5D6 M.D. Large vehicles and giant robots (20 feet/6 m or bigger) take triple damage. It should take most people 2D4 melee rounds to escape. When the magic is over, the area will look unscathed, as if nothing happened, except for the burnt and injured people, animals and property.

Ironwood

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Varies dramatically; Fifty P.P.E. minimum.

This spell transforms regular S.D.C. wood into Mega-Damage material. S.D.C. is converted into M.D.C. on a point for point basis, thus a wood door with 170 S.D.C. has 170 Mega-Damage. Likewise, each S.D.C. conversion point counts as one P.P.E. point, so a 170 S.D.C. (now 170 M.D.C.) door costs 170 P.P.E. to make, while an ax handle with 20 S.D.C. costs *50 P.P.E.* because a minimum of 50 P.P.E. must be spent to transform even a simple ax handle into a Mega-Damage structure. The transformation is instantaneous and permanent. Although an M.D.C. structure, the item retains the look, feel, buoyancy and weight of wood. **Note:** Just because a wooden club is now an M.D.C. object, it does not inflict Mega-Damage (although it does inflict an extra 1D6 damage); it is just very strong; tougher than steel.

The magic works only on simple objects like a wooden handle, board, door, wall, box, trunk, wagon, the hull of a ship, wood armor, and so forth. It is impossible to transform complex S.D.C. machinery and devices, or any other substance, including bone, with this spell.

Magnetism

Range: Affects a 40 foot (12.2 m) area and can be cast up to 300 feet (91.5 m) away.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Forty

Identical to the Electro-Magnetism air spell.

Suspended Animation

Range: Self.
Duration: One day to ten years per level of the Warlock.
Saving Throw: None.
P.P.E.: Eighty

The Warlock can place himself in a total state of suspended animation, slowing all body functions to a crawl and simulating death. The character ages one year for every ten that he sleeps. While in the suspended state the Warlock cannot cast spells or think, only dream. His physical body is not protected in any way by this spell so it should be placed in a safe, dry, warm place with some form of protection like guarded by Golems, Elementals, robots and/or other means. The Warlock can program the spell to awaken him at a prescribed time, date, or occurrence.

Transference of Essence & Intellect

Range: Self.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Fifty

Through this spell the Warlock can permanently transfer his essence (I.Q., M.A., M.E., personality, memories, etc.) into any object of stone, clay, iron, or wood or vegetation (living or dead), Golem or animal of clay creation (thus becoming permanent). This is a permanent change as there is no way to reverse the process and the original body dies within six days. Whatever the object, the Warlock's essence will remain trapped in the object until it is destroyed.

In the case of transference into a living plant (tree/wood), the Warlock can animate and control the tree as if it were his own natural body (he is rooted to the ground, however). Communication must be through telepathy or empathy or written, scrawling in the dirt. In this form he is limited to four melee attacks.

Transference into a Golem, mannequin, puppet or similar body (including non-programmed robots), will allow the Warlock to control that body like a robot; all skills and memories are unchanged, but may be limited by the new body.

The new sensations or lack of human sensation in the strange new body are likely to drive the Warlock insane. Roll on insanity tables once every four years.

Elemental Magic: Fire

Complete List of Fire Elemental Spells

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Fiery Touch (5)
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Eternal Flame (75)
Flame of Life (40)
Fire Whip (30)

Level Seven
Fire Sponge (50)
Melt Metal (50)
River of Lava (50)
Ten Foot Wheel of Fire (40)

Level Eight
Burst into Flame (70)
Drought (80)
Plasma Bolt (60)

Level One: Fire

Blinding Flash

Range: Ten foot (3 m) radius; cast up to 60 feet (18.3 m) away.
Duration: Instant.
Saving Throw: Standard.
P.P.E.: One

This spell creates a sudden burst of intense white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for one to four melee rounds, and suffer from a penalty of -10 to strike, parry and dodge. The chance of stumbling and falling is 01-50% per every 10 feet (3 m) of movement. Those who successfully save versus magic are not blinded, but lose initiative.

Cloud of Smoke

Range: 90 feet (27.4 m).
Duration: Four melee rounds (one minute) per level of experience.
Saving Throw: None.
P.P.E.: Two

This spell enables the Warlock to create a cloud of dense black smoke (30x30x30 feet/9x9x9 m maximum size) up to 90 feet away (27.4 m). Victims caught in the cloud can not see out of it and the

smoke prevents them from seeing more than three feet (0.9 m) in front of their face. Thus, striking at an opponent more than three feet (0.9 m) away in the smoke is striking blind, -10 to strike, parry and dodge. Likewise those outside the smoke cloud can not see those inside it, so any attacks directed at those concealed in the cloud is completely blind and they are as likely to hit any comrades caught in the cloud as the enemy. The smoke is also an irritant that causes those inside the cloud to cough and choke (not lethal; part of the penalty considerations). Only the Warlock who made it can see in the cloud clearly.

Create Coal

Range: 10 feet (3 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Five

This spell creates lumps of coal out of thin air. The Warlock can create twenty pounds (9 kg) of coal per each level of his experience.

Fiery Touch

Range: Self.
Duration: Four melee rounds (one minute) per level of the Warlock.
Damage: 4D6 S.D.C. damage or 1D6 M.D.C. (damage can be regulated).
Saving Throw: None.
P.P.E.: Five

This defensive magic cloaks the Warlock in an invisible fiery aura that burns to the touch (visible to the *See Aura* psi-power or spell). If any part of his body is touched by another, or if he touches an opponent, that person will be burnt as if he had just put his hand in a fire! The maximum amount of damage is 4D6 S.D.C. or 2D6 M.D., whichever the Warlock wants, because he can lessen it in increments of 1D6 to as little as 1D6 S.D.C. (most go with the maximum). **Note:** The magic of the fiery touch is such that it does not set combustibles on fire when touched. The Warlock can also handle hot coals and burning embers without injury to himself when this spell is in place.

Fire Bolt

Range: 100 feet (30.5 m) plus 5 feet (1.5 m) per level of experience.
Duration: Instant.
Damage: 4D6 M.D.
Saving Throw: Dodge.
P.P.E.: Four

The spell caster creates and directs a bolt of M.D. fire that is +4 to strike. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can pick which).

Globe of Daylight

Range: Near self or up to 30 feet (9 m) away.
Duration: 12 melees (3 minutes) per level of the Warlock.
Saving Throw: None.
P.P.E.: Two

A small globe or sphere of true daylight is magically created. The light is bright enough to illuminate a 12 feet (3.6 m) area per each level of its creator's experience. Since it *is* daylight, it can keep vampires at bay just beyond the edge of the light and may frighten subterranean or nocturnal animals. The creator of the globe can mentally move it along with himself, or send it up to 30 feet (9 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Nightvision

Range: Self, 60 feet (18.3 m) plus 10 feet (3 m) per level of experience.
Duration: Ten minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Four

The Warlock is endowed with the ability to see clearly in total darkness.

Impervious to Fire

Range: Self or two others up to 60 feet (18.3 m) away.
Duration: Two melee rounds (30 seconds) per level of the Warlock.
Saving Throw: None.
P.P.E.: Five

The Warlock can make himself or one or two others impervious to fire and smoke including S.D.C., Mega-Damage plasma/fire and magic fire. Protective aura radiates to include clothes or body armor, but can not cover power armor, vehicles, or a building. Nor can additional people be protected by touching those who are enchanted.

Stench of Hades

Range: 60 feet (18.3 m).
Duration: Four melee rounds (one minute) per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Four

A heavy sulfur-like stench fills an area 20 feet (6 m) in diameter; everyone within that area must roll to save vs magic or suffer. The foul odor causes the eyes to water, the nose and throat to burn, causing people to gag, and the stomach to do flip flops. Those who fail to save have take 1D6 damage every melee round exposed to the stench and have a 1-50% chance of vomiting once every melee round, which causes the character to lose initiative, two melee attacks/actions and is -4 to parry and dodge while throwing up. *Everybody*, even those who save, are -2 to strike, parry and dodge while in the stench area. The stench does not affect people magically impervious to gases, invulnerable, or inside environmental suits, airtight robots or vehicles or wearing goggles and a gas mask.

Level Two: Fire



Cloud of Ash

Range: 90 feet (27.4 m).
Duration: Four melee rounds (one minute) per level of the Warlock.
Saving Throw: A successful save inflicts half damage.
P.P.E.: Five

The Warlock creates a cloud of hot ash that covers an area 30 feet (9 m) in diameter; it can be cast up to 90 feet (27.4 m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage per melee round (15 seconds), or fraction thereof, as well as being temporarily blinded for 1D6 melees. While in the cloud, victims can not see and are in pain; -10 to strike, parry, and dodge. Vision is impaired from the hot ash and breathing is difficult even if the eyes, nose and mouth are covered with cloth; penalties: -10 to strike, parry and dodge. Only Elementals, those in Armor of Ithan, impervious to fire or clad inside environmental body armor or M.D.C. vehicle, or is a Mega-Damage being himself, will *not* take damage or suffer penalties. The

Warlock who made the cloud is also completely unaffected. **Note:** There is a 01-67% likelihood of highly combustible material like dry wood, dry grass, hay, paper, old cloth, lamp oil, etc., to catch on fire.

Darkness

Range: Five foot (1.5 m) area per level of the Warlock.
Duration: 10 melee rounds per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

This is an unnatural darkness which cannot be dispelled by normal flames. Nightvision and optic systems are cut to half in such enchanted darkness, and passive nightsight is blinded. Only the Warlock can see clearly in the darkness, add +15% prowl skill and +1 to strike. Victims that are blind in the darkness are -10 to strike, parry and dodge.

Fireblast

Range: 50 feet (15.2 m).
Duration: Instant.
Damage: 3D6 M.D.
Saving Throw: Dodge.
P.P.E.: Five

Fireblast is a simple offensive spell in which the mage shoots Mega-Damage flames from his or her hands. The blast is only one foot (0.3 m) wide, but extends for the full 50 feet (15.2 m). Everything in its path will take damage unless those in its path can dodge or something is so massive (i.e. a tank, giant robot, wall of an M.D.C. building, etc.) that it stops the blast from traveling its full range. The blast can be stopped by doors, walls, etc., but only if the spell's damage does not destroy the object first. Otherwise, the flames keep going. This is a great spell for clearing out passageways.

Flame Lick

Range: Four feet (1.2 m) per level of the Warlock.
Duration: Two melee rounds per level of the Warlock.
Damage: Either 6D6 S.D.C. or 2D6 M.D.
Saving Throw: None versus magic, but intended victims may try to dodge (not parry) the attack.
P.P.E.: Seven

This Elemental magic creates a tongue of flame that leaps from the palm of the Warlock's hand. The Warlock can shoot out this flame equal to the number of hand to hand melee attacks. The Warlock must roll to strike for each attack and is +3 to hit.

Freeze Water

Range: 30 feet (9 m).
Duration: Varies.
Saving Throw: None.
P.P.E.: Eight

The Warlock is able to instantly freeze 20 gallons (75.7 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Heat Object & Boil Water

Range: 12 feet (3.6 m).
Duration: Fairly instant; 1D4 melees.
Saving Throw: None.
P.P.E.: Four

In a minute or less, the Warlock can heat an object or boil water simply by staring at it (1D4 melees). He can boil two gallons (7.6 liters) of water per level of experience or make an object too hot to hold (touching it causes 1D4 damage); cools down enough to hold in about 2D6 melee rounds. The Warlock can even fry food this way (takes twice as long). **Note:** The character must concentrate to make this magic work and can not perform any other magic or skill until he is done (1D4 melees).

Resist Cold

Range: Self or others up to 60 feet (18.3 m) away.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Five

The Warlock is able to resist/ignore the effects of cold, functioning without discomfort or ill effects up to zero degrees (-20 centigrade).

Spontaneous Combustion

Range: 40 feet (12.2 m).
Duration: Instant, counts as one attack/spell but the fire lasts until it is put out.
Saving Throw: None.
P.P.E.: Five

Combustible items such as paper, wood, old cloth, dry grass, etc., begin to smolder and burn. The spell's initial effect is to instantly create the spark to start combustibles burning. Otherwise identical to the invocation Ignite Fire. It has been reprinted here for convenience.

Swirling Lights

Range: Area affected is 10 feet, but can be cast up to 60 feet (18.3 m) away.
Duration: Four melee rounds (one minute) per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Eight

This spell conjures forth a dazzling display of swirling, flickering lights which bedazzle all who see them. Victims will gaze helplessly into the dancing light display, oblivious to everything happening around them. If attacked/grabbed the victim will be roused from the enchantment, but will move at half speed and have half as many attacks as normal as long as the Swirling Lights magic is in effect. When it's over, the character is instantly restored to normal (and is likely to be angry for having been magically attacked).

Tongue of Flame

Range: Self or other up to 30 feet (9 m) away.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

A crimson flame appears over the Warlock's head, or whomever the spell is cast upon, enabling him to understand, but not speak, all languages.

Level Three: Fire

Circle of Cold

Range: Area affected is a 15 foot (4.5 m) radius per level of the Warlock, can be cast up to 90 feet (27.4 m) away.
Duration: 10 minutes per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Ten

An invisible circle of bone chilling cold is magically created. The temperature in the circle is forty degrees below freezing (-25 centigrade). Those in the circle will take one point of damage each melee round from exposure, and those clad in full suits of metal armor suffer 1D6 points of damage and feel even colder than the rest. Water freezes at a rate of one gallon (3.8 liters) per minute and frostbite will occur after 10 minutes, unless wrapped up in warm clothes or protected by magic or psionics. Frostbite does 3D6 damage direct to Hit Points.

Circle of Flame

Range: 90 feet (27.4 m) and encircles a 30 foot (9 m) area.
Duration: Three minutes (12 melees) per level of the Warlock.
Damage: The heat and smoke from the circle causes 1D6 S.D.C. damage, attempting to run through the flames causes 4D6 S.D.C. dam-

age or 2D6 M.D.C., plus a 50% chance that combustible items will catch on fire.
Saving Throw: None.
P.P.E.: Ten

The Warlock creates a ring of flame that has a 30 foot (9 m) diameter with five foot (1.5 m) thick walls of flame shooting seven feet (2.1 m) high. The heat and smoke from the circle causes 1D6 damage to anybody within four feet (1.2 m), attempting to run or leap through the flames causes 4D6 damage and a 1-50% chance that combustible items on the person will catch on fire, unless protected by magic or psionics. Damage can be regulated to be S.D.C. or Mega-Damage flame.

Create Heat

Range: 30 foot (9 m) radius per level of experience.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The Warlock can raise the temperature of a particular area by ten degrees Fahrenheit (6 C) per each level of his experience. Extreme heat, over 110 degrees (43 C), has a 01-40% chance of causing victims to pass out from heat exhaustion for 2D6 minutes.

Extinguish Fire

Range: Affects a 20 foot (9 m) area per each level of the Warlock, and can be cast up to 30 feet (9 m) away per level of experience.
Duration: The extinguishing power lasts two minutes (8 melees) per level of the Warlock, the fires will remain extinguished unless reignited by an another source.
Saving Throw: None.
P.P.E.: Eight

This spell will magically extinguish any fires within the radius of effect. The Warlock has the ability to snuff out an area of fire every melee round that the spell is in force. The spell does not work on magic fires or against Elemental beings.



Fire Ball (Warlock)

Range: 90 feet (27.4 m) plus 20 feet (6 m) per level of experience.
Duration: Instant.
Damage: 1D6 M.D. per level of the Warlock.
Saving Throw: Dodge.
P.P.E.: Ten

A more powerful version of the magic spell of the same name. The Warlock creates a large fire ball which hurls at its target at an awesome speed, inflicting 1D6 M.D. per each level of the Warlock. The fire ball is magically directed and seldom misses. No saving throw except a dodge, but the victim must know the attack is coming and must roll an 18 or higher to dodge.

Fire Gout

Range: 30 feet (9 m) per level of experience.
Duration: Instant; about two seconds.
Damage: 6D6 M.D. +1 per level of experience.
Saving Throw: Dodge at -3 to do so.
P.P.E.: Ten

The spell caster can magically conjure and direct a stream of fire similar to a flamethrower, only wider. It can be directed with a wave of the hands; point and shoot. The fiery stream extends the full length of its range, stopped or blocked only by large obstacles in its path, and is about three feet (0.9 m) in diameter. There is 01-70% likelihood that combustible materials will be set on fire.

Lower Temperature

Range: 30 foot (9 m) radius per level of experience.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The Warlock can lower the temperature of a particular area by ten degrees Fahrenheit (6 centigrade) per each level of his experience. Extreme cold may cause frostbite.

Part Fire

Range: 3-12 foot (0.9 to 3.6 m) wide path. 20 foot (6 m) length per level of experience.
Duration: Three minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The Warlock can make fire move out of his way to create a path that is cool and safe to walk across even if an inferno rages around the path. This spell is used to enter, exit and pass through burning buildings and other fires. Anybody on the path is safe from fire, burning embers and choking smoke (although it feels frighteningly hot). The Warlock can close the path behind him as he passes through or leave it open for others to use (obviously the latter for a rescue operation). As soon as the magic ends, the fire consumes the path in a matter of seconds.

Wall of Flame

Range: 90 feet (27.4 m) and fills a 30 foot (9 m) long area.
Duration: Three minutes (12 melees) per level of the Warlock.
Damage: Attempting to run through the flames causes 4D6 S.D.C. damage or 2D6 M.D.C. per every five feet (1.5 m) of thickness, plus a 70% chance that combustible items will catch on fire.
Saving Throw: None.
P.P.E.: Fifteen

The Warlock can create a wall of flame that stretches 30 feet (9 m) long, towers 30 feet (9 m) high, and is five feet (1.5 m) thick; the thickness of the wall can be increased five feet (1.5 m) per level of experience. The heat and smoke from the wall causes 1D6 damage to anybody within four feet (1.2 m), attempting to run or leap through the flames causes 4D6 damage per five feet (1.5 m) of width, plus there's a 1-70% chance that combustible items on the person will catch on fire, unless protected by magic or psionics.

Level Four: Fire

Cloud of Steam

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.
Duration: Four melee rounds per level of the Warlock.
Saving Throw: A successful save inflicts half damage.
P.P.E.: Ten

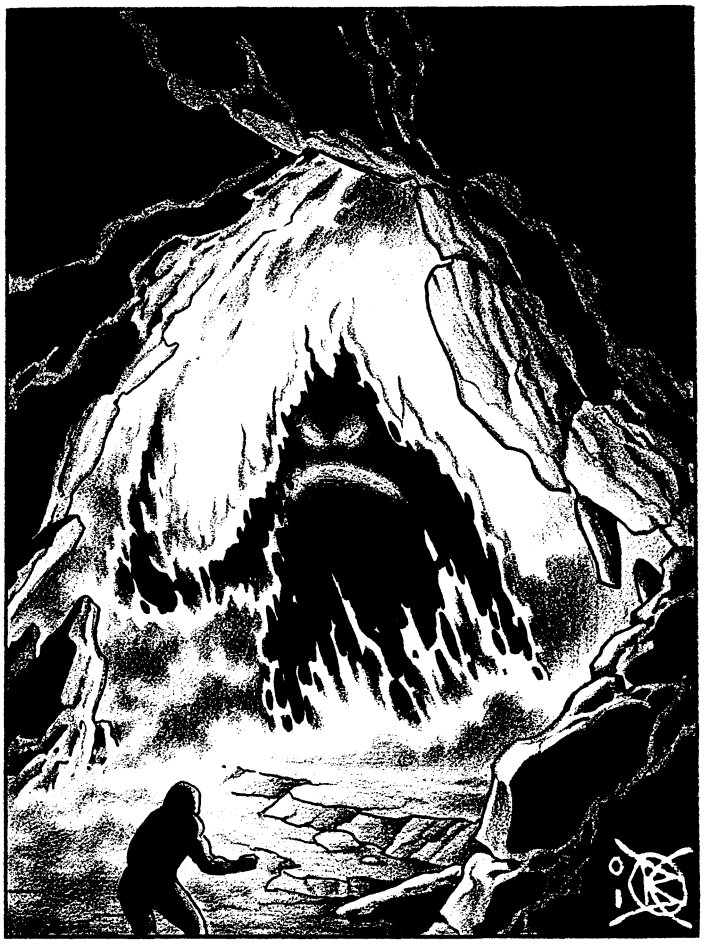
The Warlock creates a cloud of steam that covers a 30 foot area (9 m), up to 90 feet (27.4 m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 sec-

onds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud, victims can not see and are in pain; -10 to strike, parry, and dodge. No damage against opponents in environmental body armor, impervious to heat, clad in magical armor or who are Mega-Damage beings, but the visibility while in the cloud is nil; still effectively blind.

Fire Blossom

Range: Touch; appears above the open palm of the mage's hand.
Damage: Varies.
Duration: One month per level of the spell caster without burning, but burns out within 1D6 minutes after it is activated to burn.
Saving Throw: None.
P.P.E.: Ten

This is a unique spell in which the Warlock creates a Fire Blossom – a small tongue of flame about three inches (8 cm) tall. It flickers but does not burn and can be held, put in one's pocket or placed in a bag or backpack without fear of starting a fire. The fire does not burn until the mage or the recipient of the Fire Blossom (it can be created and given as a gift) activates it. Once activated, the Fire Blossom bursts into a raging fire three feet (0.9 m) tall and two feet (0.6 m) wide. It will burn without combustibles (wood, rags, coal, etc.) for 1D6 minutes and then vanishes. If placed on or stoked with combustibles, these items will immediately catch fire and burn, thus the Fire Blossom can be used to create a campfire, light torches, or to start a fire.



Flame Friend

(Summons a Fragmented Elemental Essence)

Range: Immediate area.
Duration: 15 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

This spell enables the Warlock to summon and command a Fire Elemental essence fragment. The Flame Friend will stay at the Warlock's side unless commanded to do otherwise and can be used to help guard something or someone, create light, help out in battle, chase and burn up animated dead, and so on.

Flame Friend:

M.D.C.: 50

Attributes: Six feet (1.8 m) tall, Supernatural P.S. 22, P.P. 11, speed 25 mph (40 km). Supernatural P.S. means it inflicts 2D6 M.D. from a punch or 4D6 M.D. from a power punch. The flame friend will set ablaze any combustible material it touches, 01-60% likelihood. Its natural state is one of being living flame, has nightvision 200 feet (61 m), can see the invisible, does not fatigue, and is impervious to fire, gases, poison and disease.

Combat: Three attacks per melee round, +2 on initiative and parry, +3 to strike and dodge. Mega-Damage fire and plasma weapons, and magic fire do no damage. Magic weapons and other Mega-Damage weapons have full effect. Cold and water based magic do double damage.

Notes: The Flame Friend can carry up to 1,000 pounds (450 kg) and still moves at its maximum speed, but if it's flammable it will burn. The Elemental servant will obey only the Warlock. It will remain in this world until the spell's duration elapses or it is sent back by the one who called it.

Fuel Flame

Range: 100 feet (30.5 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Ten

The Warlock feeds any existing fire, *tripling* it in size. The magic can affect a 20 foot (6.1 m) radius and can be cast up to 100 feet (30.5 m) away. Similar to the magic spell only more powerful.

Heal Burns

Range: Touch or 10 feet (3 m) away.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Fifteen

The Warlock is able to heal burns (not cuts, bruises or anything else), making all pain disappear, the skin to magically restore itself (no scars) and provides 2D6 S.D.C. and 2D6 Hit Points each time the spell is cast on burn victims. Leaves little if any scar tissue.

Mini-Fireballs

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.
Duration: One melee round per level of experience.
Damage: 3D6 M.D. per triple blast.
Savings Throw: Dodge, but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable).
P.P.E.: Twenty

The Warlock can shoot three small fireballs from the palm of his hand which hurl at their target at a great speed. The mini-fireballs can be fired several times per melee round, equal to the Warlock's hand to hand attacks per melee round! The fireball is magically directed and seldom misses.

See Through Smoke

Range: Self.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Twelve

Not only can the Warlock see clearly in and through smoke, but he can also breathe it without suffering from smoke inhalation. Thus, he can operate without impairment in a room or area choked with smoke.

Level Five: Fire

Blue Flame

Range: Covers an area 10 feet (3 m) in diameter per level of the Warlock.
Duration: One minute (four melee rounds) per level of experience.
Damage: 1D6 M.D. per level of experience; area effect spell.
Saving Throw: Standard.
P.P.E.: Thirty

Blue Flame is a magical flame that does not burn like fire but induces a burning cold! All those engulfed by the flame must save vs magic or suffer a terribly painful and numbing cold that does 1D6 M.D. per level of the Warlock. Magic or psionic protection from fire do *not* work against this magic, so they will take full damage, and Fire Elementals suffer double damage. When the flame disappears there is no trace of it ever having existed.

Breathe Fire

Range: 8 feet (2.4 m) plus one foot (0.3 m) per experience level.
Duration: One melee round (15 seconds) per level of the Warlock.
Damage: 2D6 M.D. +1D6 per each additional level of experience starting at level two.
Saving Throw: None except dodge, +2 to strike.
P.P.E.: Twenty

The Warlock is able to breathe flame out of his mouth like a dragon. The fire breath can be used in place of other melee attacks and breathed as often as the number of hand to hand attacks per melee.

Eat Fire

Range: Self.
Duration: Two melee rounds per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

Enables the Warlock to consume fire without damage. This is similar to the fire-eaters seen at circuses, but the Warlock can truly eat the flames and be nourished by them in place of normal food. A large campfire or three torches is the equivalent of a full meal. Can also be used as a means of entertainment.

Fire Globe

Range: Touch; appears above the open palm of the mage's hand. Can be thrown 200 feet (61 m).
Damage: 5D6 M.D. at the moment of impact and 5D6 additional M.D. per melee round.
Duration: Stored as a globe for two weeks per level of the Warlock, but burns out within 1D4 minutes after it is activated.
Saving Throw: None.
P.P.E.: Twenty

This is a unique spell similar to the Fire Blossom, only in this case, the mage creates a portable globe containing a magical fire. The globe is about the size of a grapefruit and flickers as if a fire burns inside (which it does), but no heat or significant amount of light radiates from it. Consequently, the globe can be held and put in a bag or backpack without fear of starting a fire. The fire does not burn until activated by the mage or the recipient of the Fire Globe (it can be created and given to another as a gift). To activate, the character must throw the globe while wishing it to ignite or damage whatever it hits. Upon impact, the fire inside erupts like napalm, covering the surface body of its target in flame. It burns without combustibles (wood, rags, coal, etc.) for 1D4 minutes and then vanishes. It can be put out magically, or by rolling around in dirt or being covered in dirt, sand, or other substance to smother the flame. The use of water to extinguish the fire hurts, creates steam and inflicts 2D6 M.D. (scalding) before the fire is extinguished. If placed on or stoked with combustibles, these items will immediately catch fire and continue to burn after the magic fire vanishes.

Screaming Wall of Flame

Range: Covers a 10 foot (3 m) area per level of the Warlock and can be cast up to 90 feet (27.4 m) away.
Duration: Four melee rounds per level of the Warlock.
Damage: 4D6 M.D. plus save vs magic fear.
Saving Throw: Standard against scream/Horror Factor 16.
P.P.E.: Thirty

The Warlock is able to conjure a blazing wall of orange flame, that stretches ten feet (3 m) per level of the mage and towers about 20 feet (6 m) tall. Not only does the wall do 4D6 damage to anyone touching or running through it, but the wall darts and rears and shrieks a terrible scream as if it were alive (in fact a fragmented essence of a Fire Elemental is hidden inside the wall). Everyone seeing and hearing this is filled with terror and must roll to save vs Horror Factor 16. Those who fail their roll lose initiative, one melee attack and may flee the area; 70%. **Note:** The screaming wall can be made to vanish via the *Dispel Magic Barriers* Invocation or *Negate Magic*, but the wall is +1 to save.

Wall of Ice

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8 x 8 x 4 foot (2.4 x 2.4 x 1.2 m) area per level of experience.
Duration: Four minutes per level of the Warlock or until destroyed.
Saving Throw: None.
P.P.E.: Thirty

The Warlock can create a wall of ice with 40 M.D.C. or 200 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All Elemental Walls can be made to vanish via the *Dispel Magic Barriers* Invocation.

Level Six: Fire

Dancing Fires

Range: 30 feet (9 m).
Duration: Four melee rounds per level of the Warlock.
Damage: 1D6 M.D. per each dancing fire.
Saving Throw: Dodge or parry.
P.P.E.: Thirty-Five

The Warlock creates a four foot (1.2 m) tall pillar of moving flame per each level of experience. The Dancing Fires are not Elementals but magically animated flame. They dance and dart about, blocking a passage or chasing people around depending on the Warlock's orders. The flames key on and attack things that move.

Dancing Fires:

M.D.C.: 20 each, but impervious to most kinetic, fire and energy attacks (pass harmlessly through them). Cold and water attacks do double damage to these fires and one gallon of water inflicts 1D4 M.D. to them.

Attributes: Four feet (1.2 m) tall, P.S. 10, P.P. 10, Spd 25 mph (40 km), does not fatigue, is impervious to heat, fire, poison and disease. Fire, energy and kinetic attacks (arrows, thrown weapons) pass harmlessly through them, but cold and water attacks do double damage to these fires and one gallon of ordinary water inflicts 1D4 M.D. to them.

Combat: Two attacks/actions per melee round. +2 on initiative, +2 to strike, parry, and dodge. Inflicts 1D6 M.D. per each strike (lashes out like licking flames blown in the wind). The fire will set ablaze any combustible material it touches; 1-60% likelihood. Cold and water based magic does double damage.

Eternal Flame

Range: 30 feet (9.1 m), area affected is small.
Duration: Approximately 3,000 years plus 150 per level of the Warlock.

Saving Throw: None.
P.P.E.: Seventy-Five

This powerful Elemental magic creates a one foot tall (0.3 m) flame that will burn for centuries. The Eternal Flame is often cast to mark a special place or to memorialize the graves of heroes, special people, battlefields, and so on. This flame cannot be extinguished by any means, water, cold and magic have no effect.

Flame of Life

Range: Touch or up to six feet (1.8 m) away.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Forty

This magic *rekindles* life in the dying, but cannot help the deceased. The flame can restore/heal a person who is in a coma, mortally wounded, or dying of poison or disease. The damage killing the person is magically repaired and ten Hit Points above zero are restored. The person will be weak, but will not die. The spell works automatically and can be cast up to six feet (1.8 m) away.

Fire Whip

Range: 6 feet (1.8 m) plus one foot (0.3 m) per level of the Warlock.
Duration: Four melee rounds (one minute) per level of the Warlock.
Damage: 4D6 M.D.
Saving Throw: Parry or dodge.
P.P.E.: Thirty

The Warlock is able to create a mystic whip of flame that does 4D6 M.D. every time it strikes. It can be parried and dodged, but is +1 to strike.

Level Seven: Fire

Fire Sponge

Range: Self; absorbs an area of 50 feet (15.2 m) in diameter per level of experience. Range of all blasts is 100 feet (30.5 m) +20 feet (6 m) per level of experience.
Duration: One minute (4 melees) per level of the Warlock.
Damage: Varies as noted below. Each blast counts as one melee attack/action.
Saving Throw: None.
P.P.E.: Fifty

The Warlock can draw all heat and energy of fire(s) within his diameter of effect into himself. This power extinguishes the fire(s) and enables the Warlock to either release the energy harmlessly (effectively extinguishing fires) or redirect the energy. In the case of small fires like 1-6 torches, a campfire, bonfire, and similar, he can turn the fiery energy into two plasma bolts that each inflict 4D6 M.D.

After absorbing large fires like a burning house, area of a burning forest, etc., the character becomes a walking bonfire, completely covered in fire, but he and his possession do not burn. In this form, the character can fire two plasma bolts that inflict 6D6 M.D. per melee round for up to ten melee rounds (provided the character has that many available), plus anybody who comes within four feet (1.2 m) takes 1D4 M.D. and his punches inflict 2D6 M.D. (returns to normal after 10 melee rounds). In the alternative, the character can fire one mega-blast that does 1D4x100 M.D., after which he returns to normal. **Note:** Roll to strike for each type of plasma blast (+3 to strike); victims can try to dodge.

The character can also absorb *magic* circles and walls of fire, River of Lava and 10 Foot Wheel of Fire by walking into them. Unlike natural fires however, the best the character can do is instantly dispel them, but in the process the Warlock takes 6D6 points of damage direct to Hit Points!

Melt Metal

Range: 15 feet (4.6 m) plus five feet (1.5 m) per experience level.
Duration: Four melee rounds per level of the Warlock.
Damage: 1D6x10 M.D., but only to metal, nothing else.
Saving Throw: None.
P.P.E.: Fifty

This Elemental magic enables the Warlock to melt up to forty pounds (18 kg) of metal per each level of his experience. The metal will immediately become too hot to hold or touch and will melt into slag within seconds. The Warlock does this by staring at the metal object to be melted. This spell does not melt or harm magic weapons or items, but will inflict 1D6x10 M.D. to Mega-Damage alloys. Can be used twice per melee round.

River of Lava

Range: 120 feet (36.6 m) away.
Duration: One minute (4 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifty

An impressive and deadly spell in which the Warlock can create a boiling river of lava that is 30 feet long (9 m), 5 feet (1.5 m) wide, and 5 feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group is a vicious, but terribly effective ploy, killing S.D.C. beings and barring the path for others. Mega-Damage creatures will suffer 2D6x10 M.D. each melee in the lava. They will find the thick, sticky, flowing river difficult to cross, requiring one melee round per every five feet (1.5 m). Victims can be pulled out by cables, lifted out by hover craft, or levitation or telekinesis can be used.

Ten Foot Wheel of Fire

Range: 150 feet (46 m).
Duration: Two melee rounds per level of the Warlock.
Damage: 1D8 M.D. per level of experience.
Saving Throw: People can run, leap, and dodge out of the way.
P.P.E.: Forty

A huge wheel of fire that is up to ten feet (3 m) wide and fifteen feet (4.6 m) tall is magically created. The wheel rolls in any direction the Warlock desires at a speed of 18, inflicting 1D8 (or 2D4) M.D. per level of the Warlock, to everything it rolls over. The direction, changing directions and speed are completely controlled by its creator. It is also likely (1-74%) to set ablaze any combustibles it rolls over. The Wheel of Fire is not, strictly speaking, a barrier (it's an offensive spell) so it *cannot* be eliminated by a *Dispel Magic Barriers* Invocation.

Level Eight: Fire

Burst Into Flame

Range: Self.
Duration: Four melee rounds (one minute) per level of the Warlock.
Damage: 3D6 M.D.
Saving Throw: None.
P.P.E.: Seventy

The Warlock turns into a human torch completely engulfed in flame (although neither he nor his possessions burn). While in this form he is totally impervious to all fires and heat, other than Mega-Damage energy attacks, which do half damage, and becomes a Mega-Damage creature with 70 physical M.D.C. Punches and kicks inflict 3D6 M.D. and there is a 61% likelihood of setting combustibles on fire. The flaming Warlock sheds light for sixty feet (18.3 m) in darkness and, as with all magic, the Warlock can cancel the spell at any time.

Drought

Range: 200 foot (61 m) radius per level of experience.
Duration: One week per level of the Warlock.
Saving Throw: None.

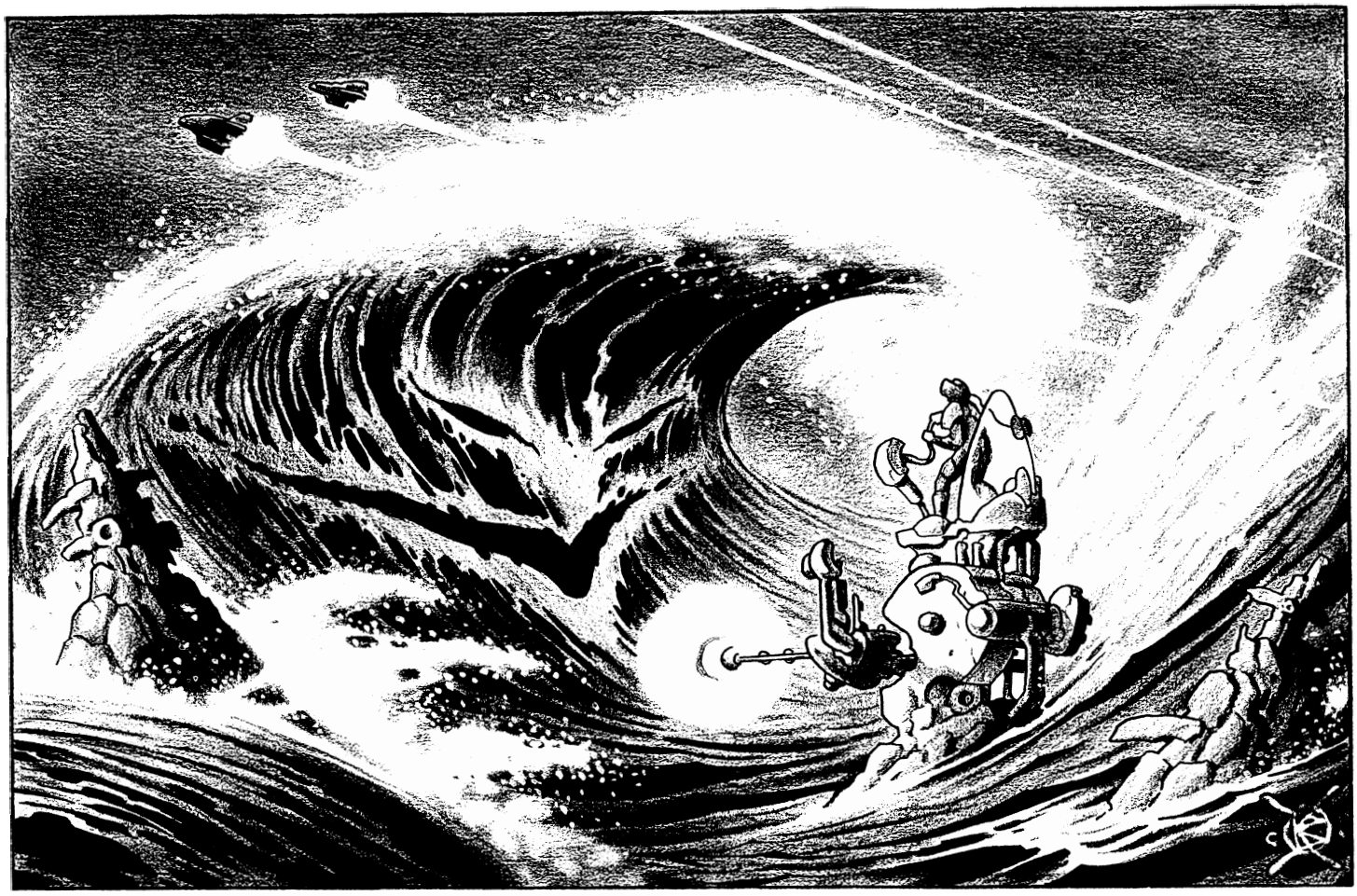
P.P.E.: Eighty

This Elemental magic causes a drought by increasing temperatures by ten degrees Fahrenheit (6 C) per each level of the Warlock's experience and prevents rainfall for the duration of the magic. This will hurt or kill plant life, dry up shallow wells and ponds, and may cause brush fires after three weeks or more (54% chance, roll once per week).

Plasma Bolt

Range: 100 feet (30.5 m) per level of experience.
Duration: One melee round per level of the Warlock.
Damage: 6D6 M.D. Each blast counts as one melee attack/action.
Saving Throw: None.
P.P.E.: Sixty

The Warlock can fire a concentrated bolt of plasma-like energy from his hand. A bolt can be fired as many times as equal to his number of melee attacks and can be combined with other methods of attack.



Elemental Magic: Water

Complete List of Water Elemental Spells

Level One
Cloud of Steam (10)
Color Water (2)
Create Fog (5)
Dowsing (2)
Float on Water (4)
Purple Mist (5)
Salt Water to Fresh (4)
Sense Direction Underwater (4)
Walk the Waves (5)
Water to Wine (5)

Level Two
Breathe Under Water (6)
Change Current (8)
Fog of Fear (7)
Foul Water (6)
Frostblade (7)
Liquids to Water (10)
Resist Fire (6)
Ride the Waves (7)
Swim as a Fish: Superior (6)
Water Seal (8)

Level Three
Calm Waters (15)
Circle of Rain (20)
Command Fish (10)
Freeze Water (8)
Impervious to Ocean Depth (12)
Resist Cold (6)
Sheet of Ice (15)

Level Four
Create Water (7)
Communicate with Sea Creature (12)
Hail (20)
Shards of Ice (15)
Speak Underwater (10)
Swim Like the Dolphin (15)
Wall of Ice (20)
Water Wisps (30)

Level Five
Earth to Mud (20)
Protection from Lightning (25)
Snow Storm (40)
Ten Foot Ball of Ice (30)
Whirlpool (40)

Level Six
Encase in Ice (40)
Heal Burns (25)
Hurricane (50)
Little Ice Monster (40)
Part Waters (50)
Summon Sharks or Whales (50)

Level Seven
Drought (70)
Rain Dance (60)
Summon Storm (100)

Level Eight
Calm Waters (100)
Creature of the Waves (70)
Tidal Wave (80)

Level One: Water

Cloud of Steam

Range: 90 feet (27.4 m) plus 10 feet (3 m) per level of experience.
Duration: Four melees per level of the Warlock.
Saving Throw: A successful save inflicts half damage.
P.P.E.: Ten

The Warlock creates a cloud of steam that covers a 30 foot area (9 m) up to 90+ feet (27.4+ m) away. Anyone caught in the cloud or passing through it will take 2D6 S.D.C. damage for each melee round (15 seconds) spent in the cloud, as well as being temporarily blinded for 1D6 melees. While in the cloud victims can not see and are in pain; -10 to strike, parry, and dodge. Not affective against body armor or Mega-Damage beings, but the visibility while in the cloud is nil; effectively blind.

Color Water

Range: 60 feet (18.3 m).
Duration: One hour per level of the Warlock.
Saving Throw: None.
P.P.E.: Two

This magic changes the color and clarity of water into a murky and unnatural color (black, green, rusty, crimson, etc.). However, there is absolutely nothing wrong with the water, only discoloration to make it look contaminated. Fifty gallons (189 liters) of water per level of experience can be colored.

Create Fog

Range: 60 feet (18.3 m) per level of experience.
Saving Throw: None.
Duration: Five minutes per level of the Warlock.
P.P.E.: Five

The Warlock can mystically manipulate atmospheric conditions to create a dense fog that will impair vision and make travel difficult. The fog can be made to cover a 100 foot (30.5 m) radius per level of experience. It is so thick that a person cannot see clearly beyond six feet (1.8 m). Between 7-20 feet (2.16 m), people and animals appear as featureless, shadowy figures, and trees, wagons, buildings and other structures are blurry grey shapes. Anything beyond 20 feet (6 m) is totally obscured by fog. All inside the fog are -2 on initiative, strike, dodge, and parry, and speed is reduced by half.

Dowsing

Range: Self; sensing range is 200 feet (61 m) per level of experience.
Duration: Ten minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Two

This is the magically induced ability to sense the location of water, whether it be a stream, pond, river, or underground at 98% efficiency. Can specifically key on fresh drinking water.

Float on Water

Range: Self or others, can be cast up to 90 feet (27.4 m) away.
Duration: 20 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Four

This spell makes the enchanted person buoyant, capable of floating on water like a stick of wood. It does not endow the ability to swim.

Purple Mist

Range: 90 feet (27.4 m).
Duration: Four melees per level of the Warlock.
Saving Throw: Standard.
P.P.E.: Five

A toxic mist is created that can be cast up to 90 feet (27.4 m) away and affects a twenty foot (6 m) diameter. Those affected by the mist suddenly feel light-headed and may pass out; 01-39% chance and will remain unconscious for 1D6 melee rounds. All victims also suffer 1D6 S.D.C. damage each melee in the mist and are -1 to strike, parry and dodge. Will not affect people in environmental suits or airtight compartments, nor Mega-Damage creatures. A successful save means no penalties or damage is suffered.

Salt Water to Fresh

Range: Touch or 12 feet (3.6 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Four

The Warlock can change thirty gallons (113.6 liters) of salt/sea water into drinkable fresh water, per each level of his experience. This spell can be cast up to 20 feet (6 m) away. Does not negate strong toxic impurities and poisons.

Sense Direction Underwater

Range: Self.
Duration: Ten minutes per level of experience.
Saving Throw: None.
P.P.E.: Four

This enchantment grants the character a flawless sense of direction (north, south, east, west, up, down, etc.), the direction of ocean currents, changes in the current, approximate current speed, and an accurate idea of depth, even in total darkness.

Walk the Waves

Range: Self.
Duration: Ten minutes per level of experience.
Saving Throw: None.
P.P.E.: Five

This Elemental magic enables the Warlock to walk on water, but to do so, the water must be fairly calm with waves under four feet (1.2 m) high. Walking speed is equal to the character's normal Speed attribute.

Water to Wine

Range: 12 feet (3.6 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Five

Another transformation spell that enables the Warlock to change up to thirty gallons (113.6 liters) of ordinary fresh water into wine. The wine is of fair to average quality, with the quality increasing by 5% per each level of experience.

Level Two: Water

Breathe Under Water

Range: Self or other by touch.
Duration: 20 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

This spell enables the Warlock or one or two others to breathe underwater, but does not grant the ability to swim. Maximum depth is 300 feet (91 m), unless combined with *Swim like the Dolphin.*

Change Current

Range: Current nearest the Warlock; affects 1000 foot (305 m) radius per level of experience.
Duration: 5 minutes per level of experience.
Saving Throw: None.
P.P.E.: Eight

The character can reverse or redirect the ocean current in an isolated area, at least for a short period. This can be use to send ships and wreckage that is adrift in a particular direction, push away pollution or toxins, confuse fish and sailors, and so on.

Fog of Fear

Range: 20 foot (6 m) area per level of the experience.
Duration: One minute per level of the Warlock.
Saving Throw: Standard vs Horror Factor 14.
P.P.E.: Seven

The Warlock can mystically manipulate atmospheric conditions to create a dense fog. Everyone in the fog will find both their night and normal vision (including high-tech or magical optical enhancements) reduced to a range of six feet (1.8 m). Everybody exposed to the fog are -2 on initiative, -2 to strike, dodge, and parry, and speed is reduced by half.

In addition, they will be engulfed by a sensation of terror and strange shadows are seen moving around in the fog; roll to save vs Horror Factor 14. A failed roll means the victims lose initiative, one melee attack and there's a 1-60% chance that they will run from the immediate, fog covered area and refuse to go back in.

Foul Water

Range: Touch or 12 feet (3.6 m).
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Six

Transformation magic that turns 30 gallons (113.6 liters) per level of experience, of good drinkable water into bitter, mildly toxic, non-drinkable water. The water will appear slightly discolored, yellow, brown or grayish. People who drink this foul tasting water may get diarrhea or nausea (27% chance), and suffer one Hit Point of damage for each glass of water they drink. This magic can also spoil milk, mead, beer, ale, wine, and fruit juices but can affect only ten gallons (37.9 liters).

Frostblade

Range: Close, hand to hand combat.
Duration: Two minutes per level of experience.
Damage: 4D6 M.D.
Saving Throw: None.
P.P.E.: Seven

This spell transforms an ordinary (S.D.C.) sword or knife, or metal rod or strip into an icy, four foot (1.2 m) sword that glows with a pale white, misty energy. After creating it, the spell caster can give the sword to someone else if he so desires. The weapon can be used in much the same manner as any sword, but can parry energy blasts (however, with no special bonuses). The Frostblade inflicts Mega-Damage through a combination of magical force and numbing cold, so fire creatures take 6D6 M.D., unless their description says they take double damage from cold (in that case, 8D6 M.D.). The weapon will not be damaged by parrying attacks, but returns to normal when the spell duration elapses. Yes, this weapon can be used in combination with the Ricochet spell.

Liquids to Water

Range: Touch or 12 feet (3.6 m) away.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Ten

Yet another transformation spell, this one changes many different liquids into fresh drinking water. The Warlock can change ten gallons (37.9 liters) per each level of his experience, of virtually any fluid into drinkable water.

Toxic liquids such as poisons, gasoline, chemicals, or fouled water are much harder to transform. The chance of success is only 7% per level of experience and only half the usual amount can be changed. If unsuccessful, the liquid is unchanged. Cannot transform magic potions.

Resist Fire

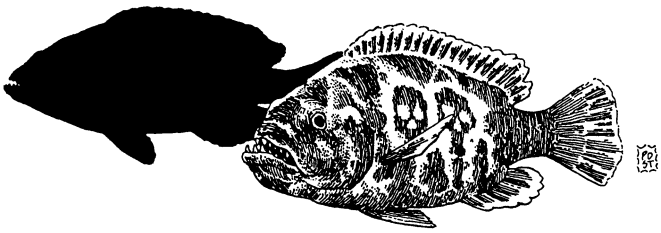
Range: Self.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

Impervious to normal S.D.C. fires, while Mega-Damage fire, plasma and magic do half damage. Smoke penalties are also halved.

Ride the Waves

Range: Self.
Duration: Ten minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Seven

The Warlock summons an invisible wave that he can ride, as on a surfboard, only with far greater control and balance. This spell can be cast on others, but only the Warlock can summon and direct the wave. The wave moves at a speed of 25 mph (40 km).



Swim as a Fish (Superior)

Range: Self or others by touch.
Duration: 10 minutes per level of spell caster.
Saving Throw: None.
P.P.E.: Six

This spell can be cast on oneself or on one or two people at a time by speaking the incantation and touching the intended targets. The enchanted persons are then able to breathe underwater and swim expertly (at a speed of 20). Base skill 98%. No distance or fatigue factor; swims with ease for the full duration of the spell. Bonus of +2 to parry and dodge while in water. Maximum depth is two miles (3.2 km).

Water Seal

Range: Touch or six feet (1.8 m).
Duration: One hour per level of the Warlock.
Saving Throw: None.
P.P.E.: Eight

The Warlock is able to envelop any item under forty pounds (18 kg) per level of his experience in an invisible force that will protect it from

getting wet. This is particularly handy for protecting scrolls or books from water damage.

Level Three: Water

Calm Waters

Range: 80 foot (24.4 m) radius per level of experience.
Duration: 30 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

The Warlock can impose his will over the forces of nature, reducing the intensity of water turbulence. He can reduce the size of waves and slow their speed by half, influencing an eighty foot radius per each level of his experience.

Circle of Rain

Range: An area 60 feet (18.3 m) in diameter, that can be cast up to 100 feet (30.5 m) away.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty

This Elemental magic enables the Warlock to create a heavy downpour accompanied by thunder and clouds. Anyone in the Circle of Rain will become soaking wet, chilled, movement slowed by one third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet/9 m). This magic can be done indoors and outdoors! It inflicts 4D6 damage per melee round to vampires and Fire Elementals.

Command Fish

Range: 60 foot (18.3 m) area per level of experience.
Duration: 10 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Ten

The Warlock is able to mentally summon and command any fish within his area of influence. They will obey only simple commands like: come here, swim over there, attack, etc. The fish are not intelligent creatures and cannot communicate/speak. Dolphins, whales, and other aquatic mammals cannot be controlled, nor can amphibians (frogs, newts, etc.) or reptiles (turtles, etc.).

Freeze Water

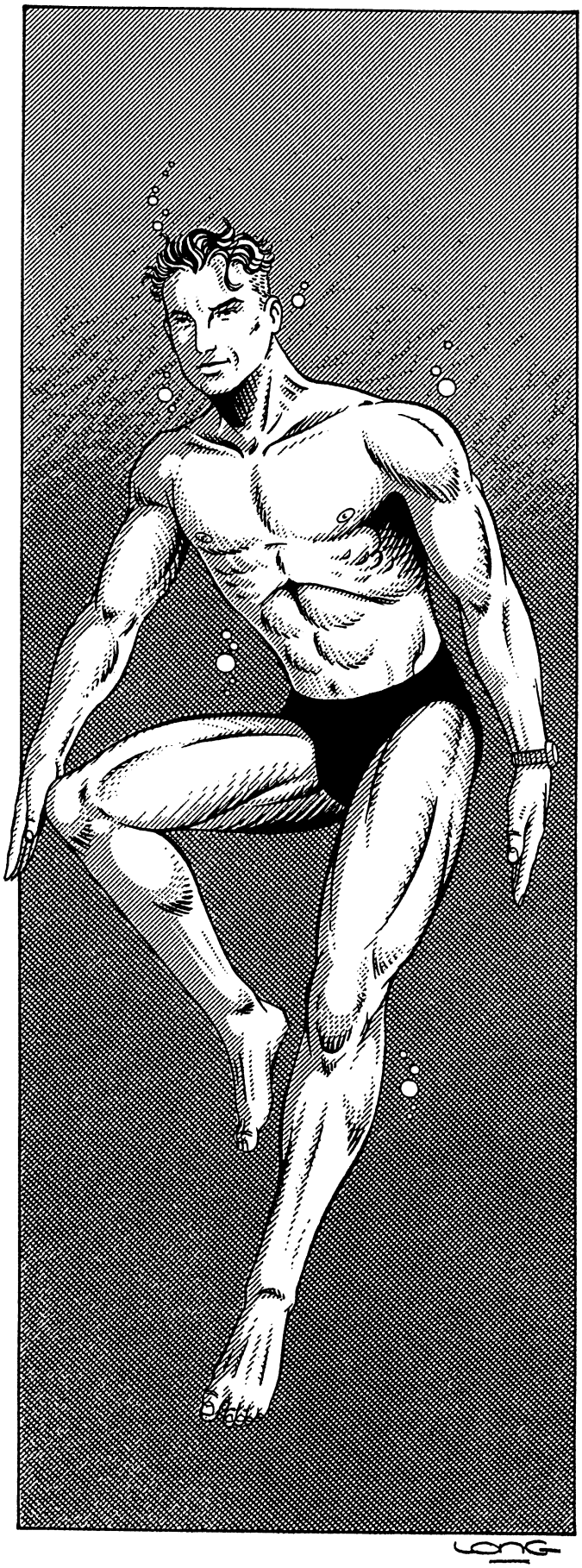
Range: 30 feet (9.1 m).
Duration: Varies.
Saving Throw: None.
P.P.E.: Eight

The Warlock is able to instantly freeze 30 gallons (113.6 liters) of water per level of his experience. This water will remain frozen until it melts due to normal conditions. This spell can be cast up to 30 feet (9 m) away.

Impervious to Ocean Depths

Range: Self or two others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Twelve

This enchantment makes the character impervious to the deadly pressures of the oceans' depths. This means he can travel to the bottom of the deepest ocean trench without ill effect. Note, however, that if the spell wears off while at great depths, the character will be crushed and die instantly! For humans, Elves and most humanoids, any depth over 250 feet (76.2 m) is deadly!



Resist Cold

Range: Self.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Six

Impervious to normal cold up to 10 degrees below zero (-23 degrees centigrade). Mega-Damage and magic cold do half damage.

Sheet of Ice

Range: The area affected is 10 feet (3 m) per level of experience, but the spell can be cast up to 60 feet (18.3 m) away.
Duration: One minute (4 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

This spell creates a sheet of ice coating objects or the floor/ground with an inch (2.5 cm) of ice, making it very slick and slippery. If cast upon the ground, anyone walking on it will slip and slide as follows:

Walking on the sheet of ice: Reducing speed by half reduces the chance of falling to 01-32%, going faster there's an 80% chance of falling. -4 to strike, parry or dodge while moving on the ice.

Standing still or little movement: 01-15% chance of falling, -1 to strike, parry or dodge.

Crawling or sitting on ice: 1-6% chance of slipping/falling; speed reduced by half. -5 to strike, parry or dodge.

Ice coated items are cold to the touch (extremely uncomfortable) and characters handling them have a 01-50% chance of losing their grip and dropping the item. Coating has an A.R. 8, and S.D.C. of 30.

Level Four: Water

Create Water

Range: 10 feet (3 m), line of sight, or touch (of a container).
Duration: Permanent.
Saving Throw: None.
P.P.E.: Seven

This spell enables the mage to conjure a quantity of water out of thin air by drawing and purifying moisture from the surrounding area, and made to appear in any container indicated by the spell caster. A container for the water must be available, or else he will have a wet mess to clean up on the floor. The spell caster can create one gallon (3.8 liters) per level of experience. Half this amount in a desert, twice this amount at sea or in a rain forest. This magic can supply a town without, or miles from, a fresh water supply.

Communicate with Sea Creatures

Range: 100 feet (30.5 m).
Duration: Ten minutes per level of experience.
Savings Throw: None.
P.P.E.: Twelve

The enchantment allows the character to speak telepathically with any sea creature, including fish, sea mammals, and sea serpents, but not with underwater plants, invertebrates or intelligent beings. This ability to have a dialogue exchange does not mean the sea creature will obey, cooperate, or provide accurate information, just that the two can communicate.

Hail

Range: Affects a 10 foot (3 m) circular area per level of the Warlock; can be cast up to 50 feet (15.2 m) per experience level.
Duration: One minute (4 melees) per level of experience.
Damage: 1D4 M.D. per level of the Warlock.
Saving Throw: None other than to take cover.
P.P.E.: Twenty

This can be a devastating area effect spell, doing 1D4 M.D., per level of the Warlock, to everyone and everything within the area of the hail each melee of duration. Baseball-size hailstones pelt the victims of this Elemental onslaught. This spell can be cast up to fifty feet (15.2 m) away per level of the Warlock.

Shards of Ice

Range: 30 feet (9 m) per level of experience.
Duration: One melee round per level of the Warlock.
Damage: 1D4 M.D.
Saving Throw: A dodge or parry is possible if the victim knows he is under attack and rolls a 17 or higher.
P.P.E.: Fifteen

The Warlock can instantly create and shoot razor-like shards of ice from the palms of his hands. They do not automatically strike the intended target (roll for each attack), but are deadly accurate. The Warlock can fire as many times as he has melee attacks (each shard blast counts as one melee attack).

Speak Underwater

Range: Self or two others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: Standard, but only if the recipient resists.
P.P.E.: Ten

This magic enables surface dwellers to speak underwater with the same relative ease as they do in the air. Their words can be heard at a range of 100 feet (30.5 m) +10 feet per level of the Warlock.

Swim Like the Dolphin

Range: Self or others by touch.
Duration: 20 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifteen

The Warlock or one or two persons are endowed with the ability to swim (not breathe underwater) like a dolphin. This is superior swimming ability (98% perfect), enabling those enchanted to swim at a maximum speed of 50 mph (80 km), hold their breath for six minutes at a time, leap out of water 15 feet (4.6 m) into the air, dive up to 200 feet (61 m) deep, survive depths of up to one mile (1.6 km) and +5 to dodge underwater.

Wall of Ice

Range: Can be cast 60 feet (18.3 m) away and affects/covers an 8 x 8 x 4 feet (2.4 x 2.4 x 1.2 m) area per level of experience.
Duration: Four minutes per level of the Warlock or until destroyed.
Saving Throw: None.
P.P.E.: Twenty

The Warlock can create a wall of ice with 40 M.D.C. or 200 S.D.C. per level of experience. The wall can be cast up to 60 feet (18.3 m) away. Dropping the wall on top of somebody inflicts 1D6x10 S.D.C. damage and traps him underneath its weight (a combined P.S. of 60 is needed to raise the wall enough to crawl out). All Elemental walls can be made to vanish via the *Dispel Magic Barriers* Invocation.

Water Wisps

(Summons a fragment of an Elemental Essence)

Range: Immediate area.
Duration: 15 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Thirty

This spell enables the Warlock to summon and command 1D4 Water Elemental essence fragments. These Elemental manifestations are very small and must be summoned in a body of water. They can fetch things from river or sea beds up to 900 pounds (405 kg) per Elemental. They can be used to drown swimmers or capsize small boats, scout

ahead, catch fish, defend, attack, and carry items. There is no limit to the distance they can travel away from the Warlock.

The Water Wisps:

M.D.C.: 32 each.

Attributes: Invisible in water, three feet (0.9 m) tall, P.S. 18, P.P. 10, I.Q. equal to 6, swimming speed 40 mph (64 km). Its supernatural strength means it can inflict Mega-Damage (1D6 M.D. from a punch or 2D6 M.D. from a power punch, but the latter counts as two melee attacks). Nightvision 200 feet (61 m), can see the invisible, does not fatigue, is impervious to cold, poison and disease, and the creatures can carry up to 400 pounds (180 kg) and still move at their maximum speed.

Combat: Three physical attacks per melee, and inflicts 1D6 M.D. from punch or 2D6 M.D. from a power punch (counts as two attacks). +1 on initiative, +2 to strike and parry, +6 to dodge, and are impervious to rail guns and explosives, but energy and magic weapons do full damage and fire does double damage.

Notes: The Elemental servant will obey only the Warlock and remain in this world until the spell's duration elapses or it is sent back by the Warlock. When ordered to kill someone it will use what weapons are at hand.

Level Five: Water

Earth to Mud

Range: 20 feet (6 m) per level of experience.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Twenty

This magic turns earth/dirt into mud. The Warlock can transform 100 pounds (45 kg) of earth per level of experience. The spell has no effect on clay, stone, Elementals or Golems.

Protection from Lightning

Range: Self.
Duration: Three minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Twenty-Five

The Warlock is able to make himself impervious to lightning or electrical effects; no damage.

Snow Storm

Range: Affects a 30 foot (9 m) area per level of the Warlock and can be cast 50 feet (15.2 m) away per level of experience.
Duration: Two minutes (8 melees) per level of the Warlock.
Saving Throw: None.
P.P.E.: Forty

Drops the temperature to 15 degrees below freezing (-8 degrees centigrade), creates 30 mph (48 km) winds, and snow and hail rain down. There is a one foot (0.3) accumulation every other melee round (30 seconds). Reduces speed by half, and vision, including special optical enhancements, is limited to 20 feet (6 m). The cold, wind and hail combine to inflict 10 S.D.C. points of damage every melee round.

Ten Foot Ball of Ice

Range: Can be cast up to 120 feet (36.6 m) away.
Duration: One minute (4 melees) per level of the Warlock.
Saving Throw: Dodge, leap, or run out of its way.
P.P.E.: Thirty

A huge ball of ice, ten feet (3 m) in diameter, appears out of thin air. It appear on the ground and magically made to roll down an area, doing 1D6 M.D. to everything it rolls over, or first appears 60 feet (18.3 m) in the air and dropped on someone below it, inflicting 2D6 M.D. The ice ball can be manipulated by the Warlock and made to roll in any direction he desires; speed is 10. It will remain until the spell elapses or it has melted; the ice ball has 70 M.D.C. and weighs a ton (900 kg). Roll to strike when directed at a specific target/person (+2 to strike).

Whirlpool

Range: 120 foot (36.6 m) radius of effect, can be cast up to 500 feet (153 m) away.
Duration: One minute (4 melee rounds) per level of the Warlock.
Saving Throw: Not applicable.
P.P.E.: Forty

This Elemental magic conjures a great spinning whirlpool in a large body of water (lakes, rivers, oceans, or seas). This watery funnel pulls and sucks all objects on the water into its whirling center, crushing and dragging them down into the depths. Objects caught in the outer edge will be caught in its pull and drawn toward its center in a spiraling circle at a rate of ten feet per melee. Victims will become dizzy and disoriented, 30% chance of drowning. Victims can be pulled, flown, or levitated to safety. Boats and ships may be able to pull themselves away and out of harm's way (30% chance if a sail or row type, 54% if motorized ship). The outer whirlpool has a 120 foot (36.5 m) radius.

The center of the whirlpool is a 20 foot (6.1 m) area and does 1D4x10 M.D. each melee to any small object in its grip. Large ships and 'bots suffer 2D6x10 M.D. and will be submerged when hitting dead center, plus suffer 1D6x100 more Mega-Damage. There is a 90% chance of all hands drowning. A Dispel Magic Barriers spell will destroy it instantly.

Level Six: Water

Encase in Ice

Range: Six feet (1.8 m) per level of experience.
Duration: Until melts or broken.
Saving Throw: None.
P.P.E.: Forty

The Warlock can magically encase any object or a portion of someone's body in a block of ice. The item will remain in the ice block until it is broken free or the ice melts. The encasement has 10 M.D.C. and also inflicts 4D6 S.D.C. damage to bare flesh. Encasing somebody's head in ice is possible and will temporarily blind him and will render him unconscious in two minutes and suffocates in six minutes. Ice disappears instantly if the Warlock wills it to.

Heal Burns

Range: Touch or 10 feet (3 m) away.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Twenty-Five

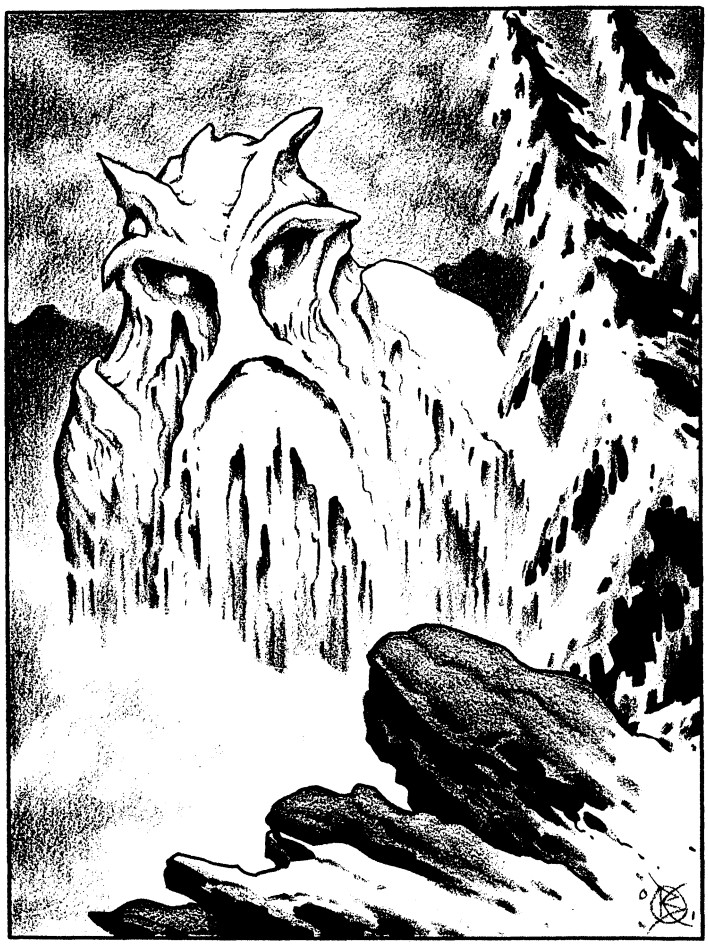
The Warlock is able to heal burns (not cuts, bruises or anything else), making all pain disappear, the skin to magically restore and provides 30 S.D.C. and 3D6 Hit Points each time the spell is cast on burn victims. Leaves little if any scar tissue.

Hurricane

Range: Affects a 120 foot (36.6 m) area and can be cast up to 500 feet away (152 m).
Duration: One minute (4 melee rounds) per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifty

This Elemental magic conjures a great sea storm with 100 to 150 mph (160 to 240 km) winds blowing around within a 120 foot (36.6 m) area. The sea is lashed into huge waves 30 feet (9 m) tall, which will batter and destroy all but the largest ships. Inflicts 3D6x10 M.D. per melee. Torrential rains, thunder and lightning accompany these terrific winds. Any person foolish enough to be above decks during this storm will take 1D6 M.D. per melee due to flying debris, wind, and hail.

There is also a chance (1-33%) of getting washed overboard. A hurricane can only be cast on large lakes, seas and oceans.



Little Ice Monster

(Summons an Elemental Essence Fragment)

Range: Immediate area.
Duration: 30 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Forty

This spell enables the Warlock to summon and command a fragmented essence from a Greater Ice Elemental to create a smaller version of an ice Elemental. This rock hard assistant can be sent to scout ahead, spy, hunt, kill, defend, attack, carry items, etc. There is no limit to the distance it can travel away from the Warlock.

Little Ice Monster:

M.D.C.: 350

Attributes: Made of ice, eight feet (2.4 m) tall, I.Q. 8, supernatural P.S. 26, P.P. 17, Spd 20. Bio-regenerate 4D6 M.D.C., has nightvision of 600 feet (183 m) and impervious to M.D. lasers, cold, disease, poison, and drowning. Can survive any depth.

Magic: Can cast all First Level Water Elemental magic; 110 P.P.E.

Combat: Four physical attacks per melee or two by magic, and inflicts 3D6 M.D. from punch or 6D6 M.D. from a power punch (counts as two attacks). +2 on initiative, +3 to strike, +4 to parry and dodge. Energy attacks and magic weapons do full damage. Heat and fire based attacks inflict double damage.

Notes: The Ice Elemental can carry up to 1,300 pounds (585 kg) and still move at its maximum speed. The Elemental servant will obey only the Warlock and remain in this world until the spell's duration elapses or it is sent back by the Warlock. When ordered to kill someone it will use what weapons are at hand and/or magic.

Part Waters

Range: 500 feet (153 m) long by 10 feet (3 m) wide per experience level.
Duration: Five minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifty

A powerful Elemental magic spell enabling the Warlock to actually part the waters of lakes, rivers, seas, etc. The spell cuts a swath into the water, parting it and drying the sea bed so that it can be walked on. If the Warlock loses concentration, is knocked unconscious, or slain, the spell is broken and the water comes tumbling in (70% chance of drowning and all take 40 M.D., triple for seas, quadruple for oceans).

Summon Sharks/Whales

Range: 300 foot (91.6 m) radius.
Duration: Eight melee rounds per level of the Warlock.
Saving Throw: None.
P.P.E.: Fifty

With this spell the Warlock can summon and command one whale or shark for each level of experience. Only those creatures within his 300 foot radius will respond and will only obey while within the radius. Any simple commands will be obeyed.

Level Seven: Water

Drought

Range: 400 foot (122 m) radius per level of experience.
Duration: One week per level of the Warlock.
Saving Throw: None.
P.P.E.: Seventy

This Elemental magic causes a drought by increasing temperatures by ten degrees Fahrenheit (6 C) per each level of the Warlock's experience and prevents rainfall for the duration of the magic. This will hurt or kill plant life, dry up shallow wells and ponds, and may cause brush fires after three weeks or more (54% chance, roll once per week).

Rain Dance

Range: 400 foot (122 m) radius per level of the Warlock.
Duration: 30 minutes per level of the Warlock.
Saving Throw: None.
P.P.E.: Sixty

This powerful magic creates a normal rainstorm by manipulating the atmospheric conditions of the area. The dance and chant require a solid 10 +1D6 minutes of performance. If successful the rain will begin to fall 6D6 minutes after the dance is finished and negates/dispels any magic droughts. Success ratio: 12% per level of the Warlock.

Summon Storm

Range: Immediate area around the mage or up to one mile (1.6 km) per level of the warlock.
Duration: Half hour per level of the Warlock.
Saving Throw: None.
P.P.E.: One Hundred

The Warlock can create a destructive storm out of thin air. A rainstorm will create a torrential downpour of four inches (10 cm) of rain per hour, causing flooding even in cities. Flooded roads will *immobilize* all vehicles (water is 3-5 feet/0.9-1.5 m high). Poor visibility will slow travel by half. Winds gust up to 35 mph (56 km) and combined with the hail, do 1-6 points structural (S.D.C.) damage to any buildings, trees, etc., once every half hour. People in the area are drenched in two melees. At sea the storm can lash up waves of 6 to 8 feet (1.8 to 2.4 m).

Level Eight: Water

Calm Waters

Range: One mile radius per level of experience.
Duration: One hour per level of experience.
Savings Throw: None.
P.P.E.: One Hundred

The Warlock can calm any body of water and make it completely still. The water is not frozen or altered in any way. Water currently in the process of falling from a waterfall will continue to fall, and waves gently roll across the ocean, but water is comparatively calm and slow moving. This spell affects water spouts/tidal waves, underwater explosions and earthquakes, and will even cause an angry Water Elemental to become calm and passive (the Water Elemental will still defend itself if attacked, but immediately becomes passive once the attackers are killed or retreat).

The center of this spell is from where the Warlock caster is standing, although, once cast, he can move out of the area and the spell still remains in effect. Beyond the radius of the spell, any turbulence continues unabated.



Creature of the Waves

Range: Self.
Duration: One melee (15 seconds) per level of experience.
Saving Throw: None.
P.P.E.: Seventy

The Warlock is temporarily transformed into a Water Elemental-like being composed of water vapor. The appearance is a shiny, silver colored, semi-opaque featureless figure in a humanoid form. In this form the Warlock can swim at a speed of 120 mph (192 km) or 2 miles per minute (3.2 km), turn completely invisible in water, is an M.D.C. being with 200 M.D.C., impervious to lasers, Mega-Damage attacks inflict half damage (fire does double damage), can squeeze through keyholes and cracks in one melee action, and is +2 on initiative, +1 to strike and parry and +2 to dodge, but cannot inflict Mega-Damage, just normal S.D.C. damage. Although he can pick up and carry up to 500 lbs (225 kg), the Warlock is -2 to strike using weapons of any kind.

Tidal Wave

Range: 200 foot (61 m) long/wide wave per level of experience.
Duration: One melee per level of the Warlock.
Damage: 4D6x10 M.D.
Saving Throw: None.
P.P.E.: Eighty

The Warlock is able to create one towering wall of water that smashes into buildings, vehicles, people on the coastline or vessels at sea. The wave is ten feet (3 m) tall per level of the Warlock and possesses devastating power. One tidal wave can be created and strike each melee. The chance of capsizing a ship is 5% per level of the Warlock; roll for each wave. The reach of the wave on shore is 30 feet (9 m) per level of the Warlock. Can be cast from a distance of 200 feet (61 m) per level of the Warlock.

Invocations

This section contains spell magic drawn from a number of sources, including **Rifts® Ultimate Ed.** and **Federation of Magic™**, **Rifts® Conversion Book**, and **Coalition Wars® One (Siege on Tolkeen)**.

These are the so-called "common" or "general wizard" spells available to the Ley Line Walker O.C.C., Mystic O.C.C., the various Magus O.C.C.s (Federation of Magic), the Techno-Wizard O.C.C. and other spell casting practitioners of magic. Note that many specific areas of mystic knowledge, such as Conjuring, Elemental Magic, Necromancy, and Temporal Magic, are *special areas* of mystic study not available to the above O.C.C.s. However, such specialized sorcerers can usually learn *some* Invocations in addition to their specialized mystic arts.

Note: All Elemental spells (earth, air, fire, and water based) presented here, are usually available to the appropriate *Warlock O.C.C.* (Earth, Air, Fire, or Water) at half the usual level and half the P.P.E. cost. Likewise, all creation spells are available to the Conjurer O.C.C. often with increased capability and/or less P.P.E. (see that O.C.C. in *Federation of Magic* for details).

Level One
Blinding Flash (1)
Cloud of Smoke (2)
Death Trance (1)
Globe of Daylight (2)
Lantern Light (1)
See Aura (6)
See the Invisible (4)
Sense Evil (2)
Sense Magic (4)
Thunderclap (4)

Level Two
Aura of Power (4)
Befuddle (6)
Chameleon (6)
Cleanse (6)
Climb (3)
Cloak of Darkness (6)
Concealment (6)
Detect Concealment (6)
Extinguish Fire (4)
Fear (5)
Heavy Breathing (5)
Levitation (5)
Manipulate Objects (2+)
Mystic Alarm (5)
Shatter (5)
Throwing Stones (5)
Turn Dead (6)

Level Three
Armor of Ithan (10)
Breathe Without Air (5)
Create Wood (10-20)
Energy Bolt (5)
Fingers of Wind (5)
Float in Air (5)
Fuel Flame (5)
Ignite Fire (6)
Impervious to Fire (5)
Impervious to Poison (5)
Invisibility: Simple (6)
Life Source (2 +Special)
Light Healing (6)
Light Target (6)
Magic Shield (6)
Mystic Fulcrum (5)
Negate Poison/Toxin (5)
Orb of Cold (6)

Paralysis: Lesser (5)
Resist Fire (6)
Telekinesis (8)
Wave of Frost (6)

Level Four
Astral Projection (10)
Blind (6)
Carpet of Adhesion (10)
Charismatic Aura (10)
Chromatic Protection (10)
Cure Minor Disorders (10)
Deflect (10)
Electric Arc (8)
Energy Field (10)
Fireblast (8)
Fire Bolt (7)
Fist of Fury (10 or 50)
Fool's Gold (10)
Ley Line Transmission (30)
Magic Net (7)
Multiple Image (7)
Reflection (7)
Repel Animals (7)
Ricochet Strike (12)
Seal (7)
Shadow Meld (10)
Swim as a Fish (6)
Trance (10)
Watchguard (10)
Weight of Duty (10)

Level Five
Armor Bizarre (15)
Aura of Death (12)
Calling (8)
Charm (12)
Circle of Flame (10)
Death Curse (Special)
Distant Voice (10)
Domination (10)
Energy Disruption (12)
Escape (8)
Eyes of Thoth (8)
Featherlight (10)
Fly (15)
Heal Wounds (10)
Horrific Illusion (10)
Horror (10)
House of Glass (12)
Implosion Neutralizer (12)
Influence the Beast (12)
Instill Knowledge (15)
Lifeblast (15)
Mend the Broken (10+)
Mental Blast (15)
Sleep (10)
Superhuman Endurance (12)
Superhuman Strength (10)
Superhuman Speed (10)
Sustain (12)
Swim as a Fish - Superior (12)

Level Six
Apparition (20)
Barrage (15)
Call Lightning (15)
Compulsion (20)
Create Water (15)
Crushing Fist (12)
Cure Illness (15)
Energize Spell (12+)
Fire Ball (10)
Fire Blossom (20)
Fortify Against Disease (15)
Frequency Jamming (15)
Frostblade (15)
Ice (15)
Illusion Booster (15)
Illusory Wall (15 or 30)
Impervious to Energy (20)
Magic Pigeon (20)
Mask of Deceit (15)
Memory Bank (12)
Power Bolt (20)
Reduce Self (20)
Sheltering Force (20)
Targeted Deflection (15)
Teleport: Lesser (15)
Time Slip (20)
Tongues (12)
Words of Truth (15)

Level Seven
Agony (20)
Animate/Control Dead (20)
Ballistic Fire (25)
Constrain Being (20)
Dispel Magic Barriers (20)
Fire Gout (20)
Fly as the Eagle (25)
Globe of Silence (20)
Heal Self (20)
Invisibility: Superior (20)
Invulnerability (25)
Ley Line Fade (20)
Life Drain (25)
Lightblade (20)
Mental Shock (30)
Metamorphosis: Animal (25)
Negate Mechanics (20)
Purification (Food/Water) (20)
Second Sight (20)
See Wards (20)
Sonic Blast (25)
Spinning Blades (20)
Sub-Particle Acceleration (20)
Wind Rush (20)

Level Eight
Commune with Spirits (25)
Exorcism (30)
Expel Demons (35)
Eyes of the Wolf (25)
Fire Globe (40)
Forcebonds (25)
Greater Healing (30)
Hallucination (30)
Invincible Armor (30)
Ley Line Tendril Bolts (26)
Ley Line Time Capsule (15)
Lifeward (40)
Lightning Arc (30)
Locate (30)
Luck Curse (40)
Magical-Adrenal Rush (45)
Metamorphosis: Human (40)
Minor Curse (35)
Negate Magic (30)
Oracle (30)
Power Weapon (35)
Shockwave (45)
Sickness (50)
Sorcerous Fury (70)
Spoil (Water/Food) (30)
Stone to Flesh (30)
Wall of Wind (40)
Winged Flight (35)
Wisps of Confusion (40)
World Bizarre (40)

Level Nine
Aura of Doom (40)
Beat Insurmountable Odds (70)
Create Steel (68)
Curse: Phobia (40)
D-Step (50)
Desiccate the Supernatural (50)
Dragon Fire (40)
Familiar Link (55)
Illusion Manipulation (25-60)
Ley Line Phantom (40)
Ley Line Time Flux (80)
Metamorphosis: Insect (60)
Mute (50)
Phantom Mount (45)
Protection Circle: Simple (45)
Purge Self (70)
Realm of Chaos (70)
Speed of the Snail (50)
Summon & Control Canine (50)
Swords to Snakes (50)
Tame Beast (60)
Transferal (50)
Wall of Defense (55)
Water to Wine (40)

Level Ten
Armorbane (100)
Banishment (65)
Control/Enslave Entity (80)
Deathword (70)
Enemy Mind (100)
Giant (80)
Havoc (70)
Illusory Forest (45-90)
Ley Line Ghost (80)
Magic Warrior (60)
Metamorphosis: Superior (100)
Meteor (75)
Mystic Portal (60)
Plane Skip (65)
Purge Other (100)
Reality Flux (75)
Restore Limb (80)
Speed Weapon (100)
Summon/Control Rodents (70)
Summon Greater Familiar (80)
Summon Shadow Beast (140)
Super-Healing (70)
Wall of Not (70)
Wards (90)
Warped Space (90)

Level Eleven
Anti Magic Cloud (140)
Astral Hole (120)
Bottomless Pit (100)
Create Mummy (160)
Create Magic Scroll (100)
Curse of the World Bizarre (100)
Disharmonize (150)
Energy Sphere (120)
Firequake (160)
Id Alter Ego (130)
Illusory Terrain (55-120)
Ley Line Storm Defense (180)
Mindshatter (130)
Remove Curse (140)
Re-Open Gateway (180)
Rift to Limbo (160)
Rift Teleportation (200)
See in Magic Darkness (125)
Summon & Control Animals (125)
Summon Fog (140)

Level Twelve
Amulet (290+)
Calm Storms (200)
Create Zombie (250)
Ensorcel (400)
Heavy Air (200)
Ironwood (50+)
Metamorphosis: Mist (250)
Null Sphere (220)
Soultwist (170)
Summon & Control Entity (250)
Summon & Control Rain (200)
Summon Ley Line Storm (500)
Swallowing Rift (300)
Time Hole (210)
Wall of the Weird (180)



Level Thirteen
Collapse (70-400)
Create Golem (700 or 1000)
Protection Circle: Superior (300)
Restore Life (275)
Sanctum (390)
Shadow Wall (400)
Summon & Control Storm (300)
Summon Lesser Being (425)
Swap Places (300)
Talisman (500)

Level Fourteen
Annihilate (600)
Close Rift (200+)
Id Barrier (600)
Impenetrable Wall of Force (600)
Restoration (750)
Resurrection (650)
Rift Triangular Defense System (840)
Summon & Control Sea Serpents (350)

Level Fifteen
Circle of Travel (600)
Dimensional Portal (1000)
Dimensional Teleport (800)
Enchant Weapon (400 to 1000+)
Ley Line Restoration (800)
Ley Line Shutdown (3000)
Summon Ally (600)
Teleport: Superior (600)
Transformation (2000)
Void (700)

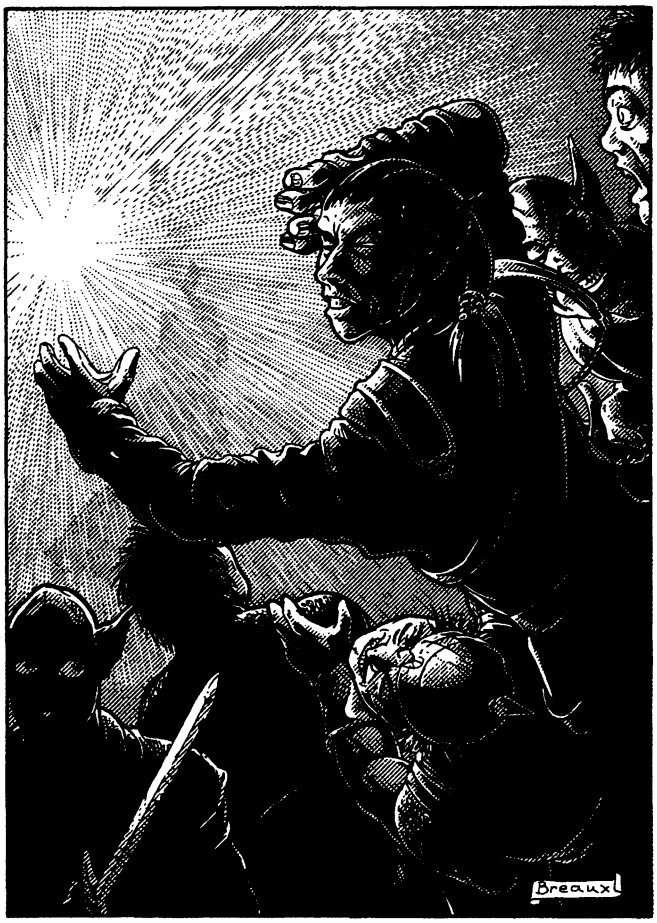
Spells of Legend
Barrier of Thoth (3,000)
Blight of Ages (600)
Blood and Thunder (770)
Crimson Wall of Lictalon (6,000)
Doppleganger (Superior) (1,000)
Hivemind (350)
Ley Line Resurrection (2000)
Metropolis (1,600 or Special)
Mystic Quake (420)
Sanctuary (1,500)
The Slowness (1,300)
Steel Rain (360)
Vicious Circle (350)
Warrior Horde (1,100)

Level One (Invocations)

Blinding Flash

Range: 10 foot (3 m) radius; up to 60 feet (18.3 m) away.
Duration: Instant.
Saving Throw: Standard; -1 if 3 P.P.E. points are pumped into this spell.
P.P.E.: One

This invocation creates a sudden burst of intense, white light, temporarily blinding everyone in its ten foot (3 m) radius. Victims are blinded for one to four melee rounds, and are -10 to strike, parry and dodge. The chance of falling is 01-50% every 10 feet (3 m). The magic can be cast up to 60 feet (18.3 m) away. Saving throw is standard; those



who successfully save vs magic are not blinded. **Note:** Does not affect robotic, bionic or cybernetic eyes.

Cloud Of Smoke

Range: 90 feet (27.4 m).
Duration: Four melees (one minute) per level of experience.
Saving Throw: None.
P.P.E.: Two

This magic enables the arcanist to create a cloud of dense, black smoke (30x30x30 feet/9x9x9 meter maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond the cloud, and their impaired vision allows them to see no more than three feet (0.9 m) within the cloud, and even then that means only blurry shapes. While in the cloud, victims are -5 to strike, parry, dodge, disarm and entangle.

Death Trance

Range: Self only.
Duration: 10 melee rounds (two and a half minutes) per level of experience.
Saving Throw: None.
P.P.E.: One

A magically induced trance which makes the spell caster appear to be dead. There is no breathing, pulse, heartbeat, or any other signs of life. While in the trance, the mage is quite helpless, unable to speak, move or invoke magic. Only minor physical sensations felt by the character are recognizable, like being jostled, carried or hearing voices, but no specific identification or memories are possible. The magic can be canceled at will at any time.

Globe of Daylight

Range: Near self or up to 30 feet (9.1 m) away.
Duration: 12 melees (3 minutes) per level of experience.
Saving Throw: None. **P.P.E.:** Two

A small globe or sphere of true daylight is magically created. The light is bright enough to light up a 12 foot (3.6 m) area per each level of its creator's experience. Because it is *daylight*, it can ward off vampires and most other types of undead and demons who fear or are hurt by sunlight, keeping them at bay just beyond the edge of light. The creator of the globe can mentally move it along with himself, or send it up to thirty feet (9.1 m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

Lantern Light

Range: 10 feet (3 m); can light up a room.
Duration: 30 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: One

The Lantern Light spell creates a small sphere of light that is less brilliant but longer lasting than the Globe of Daylight. It floats within 10 feet (3 m) of the spell caster and can be mentally moved to hover at direct angles and positions as the mage desires. This magic light may be thought of as a magical floating lantern or light bulb with a dimmer switch. The intensity of the light can be mentally adjusted to the equivalent of a 50 to 300 watt light bulb, whatever suits its creator. **Note:** This is *not* sunlight, so it will not damage vampires nor keep them at bay.

See Aura

Range: 100 feet (30.5 m).
Duration: One melee.
Saving Throw: None. Only the psychic powers of *Mind Block* or *Alter Aura* will mask the presence of psychic abilities, the level of P.P.E., or possession.
P.P.E.: Six

All things, organic and inorganic, have an aura. The aura has many features and distinctions, and can be used to see or sense things invisible to the eye. Seeing an aura will indicate the following:

- Estimate the general level of experience. Low (1-3), medium (4-7), high (8th and up).
- The presence of magic (no indication of what, or power level).
- The presence of psychic abilities. Low (Minor) or high (Major or Master).
- High or low base P.P.E.
- The presence of a possessing entity (does not indicate Psychic Possession or mind control).
- Health: Sick, injured or completely well.
- The presence of an unusual human aberration which indicates a serious illness or that the character is not human and may be a mutant, D-Bee, or demon, but does not reveal which.

Note: One can *not* use this spell to determine another character's alignment.

See the Invisible

Range: 200 feet (61 m).
Duration: One minute (4 melee rounds) per each level of experience.
Saving Throw: None.
P.P.E.: Four

The character can see Astral beings, entities, Elementals, ghosts, objects, forces and creatures that can turn invisible or are naturally invisible. Even if the creature has no form per se, the mystic will be able to discern the vaporous image or energy sphere that is the being.

Sense Evil

Range: 90 feet (27.4 m) area.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None, except a psychic Mind Block, Alter Aura or a Protection from Magic circle which will prevent the spell from working on anyone in the circle. The psychic's equivalent power of Sense Evil is not blocked by magic circles.
P.P.E.: Two

The Sense Evil invocation enables the spell caster to feel or sense the presence of evil, and especially *supernatural evil* (demons, Deevils, etc.). It will indicate *approximately* how many supernatural evil presences are within the 90 foot (27.4 m) area; one, a few (2-6), several (7-14), or many (more than 15). It can also register the intensity of the evil and pinpoint the general location of the source(s) to a particular room(s), possessed object, or person, or an approximate distance (very close, near, far, etc.).

Evil emanations from human beings, D-Bees and other mortals are much less distinct and can not be sensed as easily or broadly as above. In this case, the spell caster must see a particular individual and cast the spell on that one character. The mage can then detect if the character is Diabolic or not, otherwise he can only sense any *immediate* evil intention on the part of the targeted individual.

Sense Magic

Range: 120 foot (36 m) area.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None.
P.P.E.: Four

This magic ability enables the character to sense or feel the presence of magic. Like a Geiger counter, the individual can tell if he is near (within 20 feet/6 m) or far (toward the limit of the range). The ability can also indicate whether a person or object is enchanted/under a magic spell, is in the process of invoking magic, or if magic is being used in the range area. **Note:** Men of Magic and most supernatural beings do NOT register as magic except when they are actually casting a spell/using magic. Psychic powers can not be detected with this spell.



Thunderclap

Range: Directly affects the immediate area (30 feet/9.1 m) around the magic weaver, but can be heard up to one mile (1.6 km) away.
Duration: Instant.
Saving Throw: Save vs Horror Factor.
P.P.E.: Four

The invocation produces a booming clap of thunder that is so loud that it seems to make the air vibrate. A thunderclap is an excellent means of alerting or signaling allies, as well as a means of intimidation. As an intimidation device, it will momentarily startle and distract everyone other than the spell caster. This provides the creator of the thunder with a bonus of +5 on his initiative, +1 to strike, parry and dodge, and creates a Horror Factor of 8 (all characters within 30 feet/9.1 m must roll to save vs Horror Factor, except the mage who made the thunder).

Level Two (Invocations)

Aura of Power

Range: Self or one other by touch.
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Four

The target of this spell is surrounded by a glowing, golden aura that makes them seem more experienced and imposing than is real! Effectively makes the character seem three levels higher, 50% stronger than he or she really is and adds 1D4+2 to M.A. Excellent when trying to bluff or look important. **Note:** This power creates the *impression* of power, but does NOT instill the character with any real increase in power whatsoever! If an opponent calls the bluff, the enchanted character may find himself in serious trouble. Moreover, the psionic power of See Aura sees right through this ruse and reveals the true, general, level of power. The See Aura spell is not as effective, and indicates a fluctuating or middle range between truth and magic.

Befuddle

Range: 100 feet (30.5 m).
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: Standard.
P.P.E.: Six

An enchantment that temporarily causes its victim to become confused and disoriented. Concentration and reactions are impaired. Those affected are - 2 to strike, parry and dodge; attacks per melee are reduced by half and all skills suffer a penalty of - 20%. Each invocation affects only one individual each time it is cast. A successful save vs magic means the intended victim suffers no impairment.

Chameleon

Range: Self or Others by touch.
Duration: Four and a half minutes (18 melees) per level of spell caster.
Saving Throw: None.
P.P.E.: Six

This spell enables the enchanted character(s) to seemingly alter the color and pattern of his clothes and physical body, enabling him to blend into the surrounding environment and disappear from sight. Movement destroys the effectiveness of this magic. The character is 90% undetectable if unmoving. 70% undetectable if moving 2 feet (0.6 m) per melee round or slower. 20% undetectable if moving 6 feet (1.8 m) per melee round. Totally ineffective if moving any faster. This spell is effective against normal vision, see the invisible and most optic systems. A thermo-imager is likely to reveal the character, especially if he is hiding in a cold environment. However, if the air temperature or a machine he is hiding against is around the same temperature as his body temperature (within five degrees), the character is concealed even from it.

Cleanse

Range: Self, one person and the clothes he's wearing up to 10 feet (3 m) away, or two people by touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Six

This is a simple but useful spell designed to remove dirt and grime from the body of a living being and the clothes he wears. Magic energy flows over the person and magically removes dirt, grime, stains, and just about anything that the spell caster considers "unclean." The recipient of this magic instantly becomes spotless, from head to toe. The hair and body look as if right out of the shower (only dry) and the clothes as if freshly washed and dried. The spell cannot be used on body armor, buildings, vehicles, streets, or anything else, only living creatures and clothes/fabric. One pile of clothes, weighing no more than 25 pounds (11.25 kg; no living person) can also be washed in place of a specific character's clothes. **Note:** This spell only cleans off the surface of the target and will not rid them of diseases or poison, although it will kill most surface parasites, such as ticks and fleas.

Climb

Range: Self, or others up to 40 feet away (12.2 m).
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Three

A spell that enables the enchanted individual to climb with exceptional, almost inhuman, skill, speed and agility. Skill level is 98% to climb normal, rough, climbable surfaces; speed is equal to Speed attribute. Smooth, presumably unclimbable or extremely difficult surfaces to climb normally can be scaled with a skill level of 60%. Rappelling is possible at 90%.

Cloak of Darkness

Range: Self plus a 5 foot (1.5 m) radius around the character.
Duration: Four minutes per level of experience.
Saving Throw: None.
P.P.E.: Six

This magic cloaks the spell caster in a field of darkness that follows him or her everywhere. The mage can see perfectly from within the darkness, but those outside the radius of magic cannot see in. At night, it renders the cloaked individual virtually invisible, although he can still be detected by infrared and/or heat sensors, thermo-imaging optics, motion detectors and similar sensor systems. Furthermore, the aura of darkness may noticeably obscure a particular part of the background/area around him, making it obvious to visual detection, especially in daylight or when bathed in light – the magic darkness cannot be dispelled by ordinary light. Consequently, this cloaking spell is ideal in darkness for hiding, escape and setting up an ambush.

In combat, opponents who attack a character cloaked in darkness from any distance (beyond the 5 feet/1.5 m area of magic) are -3 to strike, unless guided by thermo-optics or similar heat based optic systems, and even then are -1 to strike. Those who step into the darkness for hand to hand combat will see their quarry without difficulty; no penalty unless they step outside the 5 foot (1.5 m) radius of effect.

Concealment

Range: Small objects up to 40 feet (12.2 m) away.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: Standard.
P.P.E.: Six

This magic makes any small object sort of invisible. Actually, it affects the perception of anybody who looks at it. Unless a character makes a successful saving throw, the item can not be seen. This can be applied to an item on one's person or out in the open. Each character who looks at the place where the enchanted object is resting must roll a saving throw versus magic. A failed roll means that particular individual will not see it until the magic lapses.

Only one object is affected each time the magic is invoked. The recipient of this magic can not be living and the object must be smaller than 14 inches in length and height, six inches or less in width, and weigh 14 pounds (6.4 kg) or less. **Note:** If the object is used as a weapon or picked up by the mage or anyone who does see it, the enchantment is broken and it becomes clearly visible to all.

Detect Concealment

Range: Area affect: 30 feet (9.1 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Six

A magic invocation that will instantly negate any Concealment spell(s) and reveal any object(s) which may have been mystically concealed. Can be directed at a specific area or individual, or made to affect an entire area 30 feet (9.1 m) in diameter.

Extinguish Fire

Range: 20 foot (6.1 m) radius. The spell can be cast a distance of up to 80 feet (24.4 m) away +10 feet (3 m) per level of experience.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Four

The spell caster can instantly put out up to a 20 feet (6.1 m) radius of fire up to 80 feet (24.4 m) away. A total of 40 feet (12.2 m) can be extinguished every 15 seconds (one melee round).



Fear (Horror Factor: 16)

Range: 20 feet (6.1 m) diameter, up to 100 feet (30.5 m) away.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Special; Save vs Horror Factor.
P.P.E.: Five

The invocation creates a sensation of fear over a particular area (20 feet/6.1 m maximum area of affect). The spell caster can place the enchantment on an area occupied with people, or an area that is not presently occupied. Anybody entering the area of enchantment must roll to save vs Horror Factor 16. A failed roll means the character is suddenly washed with terror and will be momentarily stunned, loses initiative and one melee attack/action, is the last character to attack, and can not defend against an opponent's first strike each melee the individual is in the *area of fear*. Also see the "Horror Factor" explanation in the combat section of the **Rifts® RPG**.

Heavy Breathing

Range: 60 feet (18.3 m) away.
Duration: 75 seconds (5 melee rounds) per level of experience.
Saving Throw: Standard; those who save are not affected/fearful.
P.P.E.: Five

The mage is able to conjure a mysterious, frightful sound of heavy, labored breathing, as if something invisible was lurking about. The spell caster can mentally manipulate the sound, increasing or decreasing the breathing rhythm, and move the sound around up to 60 feet (18.3 m) away. The breathing can be heard in a six foot (1.8 m) radius. Those hearing the breathing will become fearful and panicky. There is a 01-60% chance that a frightened fellow will flee in terror. Those who hear the breathing, but do not run, will be -2 to strike, and -1 to parry and dodge as they shake in their boots.

Levitation

Range: Up to 60 feet (18.3 m) away.
Duration: Three minutes (12 melee rounds) per level of experience.
Saving Throw: Standard.
P.P.E.: Five

Magic levitation enables the invoker of the magic to raise himself, or other people, or an object, straight up into the air and suspend it there (hover). Movement is limited to straight up and down; no horizontal motion is possible. Weight is restricted to 200 lbs (90 kg) plus 20 lbs (9 kg) per level of experience. Unwilling victims of the magic get a saving throw; a successful save roll means the character is not affected by the levitation and remains planted firmly on the ground. Maximum height possible is 60 feet (18.3 m) plus 10 feet (3 m) per each level of experience. Targets can be affected up to 60 feet (18.3 m) away.

Manipulate Objects

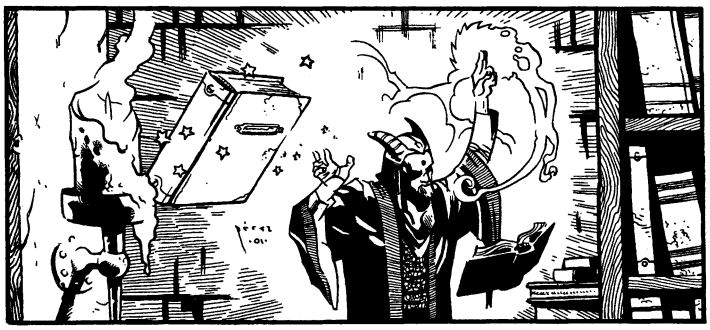
Range: 50 feet (15.2 m) +10 feet (3 m) per level of experience; line of sight.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None for inanimate objects. Living beings are immune to this magic.
P.P.E.: Varies; two P.P.E. per five pounds (2.3 kg).

The Manipulate Objects spell was designed to help a sorcerer when he needs an extra pair of hands, but has nobody to assist him. It is used mainly to hold an item in mid-air, to bring an item from across the room without having to get up and get it, and to use magic energy to pick up, move, carry or hold one or more *small* objects.

The spell caster summons forth blue strands of magical energy that wrap around an item and bring it to him, hold it near or in place or still, or to pick up and carry it, following the mage around at waist or shoulder level. Being able to magically hold an item in mid-air until needed, or to magically carry or retrieve an item allows the mage to keep his hands free to perform more delicate tasks. This also means the mystical movement of objects weighing less than 10 pounds (4.5 kg) is very simple and requires little concentration. When the mage is not consciously manipulating an object, the item hangs suspended 3-5 feet (0.9 to 1.5 m) above the ground, usually within arm's reach.

The P.P.E. cost varies with the combined weight of the objects, two P.P.E. points per five pounds (2.3 kg).

Inanimate objects get no save against this spell; this means that even tiny, lightweight robots get no save, although they may struggle or attack.



Limitations:

Maximum speed of moving objects that weigh 10 lbs (4.5 kg) or less is a speed factor of 10. Reduce speed by half when the total weight becomes 100 lbs (45 kg) or more.

Maximum height: Six feet (1.8 m).

Maximum number of objects: Two per level of experience.

Maximum weight: 10 pounds (4.5 kg) per level of experience. The spell caster cannot manipulate more than his maximum weight, so a first level spell caster can manipulate up to two items with a combined weight of 10 lbs (4.5 kg), while a third level mage can manipulate as many as six items weighing up to 30 lbs (13.6 kg).

The magic force has the equivalent P.S. of 8, +1 per additional level of the spell caster (9 at 2nd level, 10 at 3rd, etc.).

The magic energy is designed to hold and carry objects, so it can not be used to open a container, open a door or window, shoot a gun, pull a trigger or lever, press a button, or turn a knob, however, a small object can be "manipulated" to gently press or tap against a button or switch to turn it on or off. The spell caster must concentrate to direct the object and each action by the object counts as one of the character's melee actions.

Likewise, the slow speed of movement, relatively low P.S., and the fact that this spell is not intended for combat, means that small objects can NOT be hurled or used to stab or pound an opponent. Each object manipulated to hit/attack requires the conscious focus of the spell caster, uses up one of his attacks per melee, and is easy to dodge or parry (the magic force is -2 to strike, and no other combat bonuses apply). **Note:** This magic cannot be used to pick pockets or steal items unnoticed. Nor to grab an item, lift it in the air and drop it. The magic energy will not drop anything, because it is designed to *hold* and carry. A few seconds before the spell duration elapses, the objects are gently lowered to a tabletop or the floor.

Mystic Alarm

Range: 12 feet (3.65 m; one object).
Duration: One year per level of experience.
Saving Throw: None.
P.P.E.: Five

The spell caster can protect his or her possessions and domicile by placing mystic alarms on them. The invocation creates invisible, ward-like symbols on any one, specific, non-living object. If this object is touched or disturbed by anyone other than the spell caster, a silent alarm will buzz in the ward creator's head, alerting him to the intrusion. The alarm will alert the mage instantly, even if he is thousands of miles away or in another dimension. Once disturbed, the alarm disappears. The mystic alarm has a limited life of one year per level of its creator.

Shatter

Range: 20 feet (6 m) or by touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Five

This spell causes brittle, comparatively fragile S.D.C. objects, like glass, ceramic pottery, china, hardened clay, sandstone, ice, peanut brittle, etc., to instantly shatter into hundreds of pieces with a mere touch or mean look (and foul intent). This spell is not effective against objects weighing more than 100 pounds (45 kg), Mega-Damage materials, magic items, flexible or elastic materials (cloth, plastic, rubber, etc.) and substances with the toughness of wood or better. Likewise, it cannot be used against living beings (i.e. cannot shatter bone, claws, teeth or even fingernails) or Mega-Damage beings.



Throwing Stones

Range: 200 feet (61 m) +100 feet (30.5 m) per level of experience. Self only.
Damage: 1D6 M.D. +1 M.D. point per level of experience.
Duration: Two melee rounds.
Saving Throw: Dodge.
P.P.E.: Five

This spell enables the caster to draw upon the earth to magically make a hardball-sized, circular stone appear in his hand per each of his melee actions. The stone can then be magically hurled with surprising accuracy and distance. The magical stone hits with the force of a cannonball, and is temporarily a Mega-Damage structure and weapon. The spell caster chooses the target, then throws the magical stone as he would a ball, but with a +2 bonus to strike (P.P. attribute and targeting bonuses are also applicable). The target may attempt to dodge the attack, but the stones are thrown too fast for most normal beings to parry (-4). After the stone hits, it crumbles into dirt. Creating and throwing count as one melee attack/action.

Turn Dead

Range: Up to 60 feet (18.3 m) away.
Duration: Instant effect.
Saving Throw: Standard.
P.P.E.: Six

The utterance of this invocation will turn/repel 1D6 animated dead per level of experience. This means that those creatures affected will turn and immediately leave the area without harming the spell caster or anyone near him. The dead who are *turned* will not come back for 24 hours. This magic only affects "animated" dead and skeletons or corpses that are magically animated like marionettes, but will not affect vampires, zombies, mummies, other undead or any corpse or skeleton *possessed* by a living entity.

Level Three (Invocations)

Armor of Ithan

Range: Self or other by touch.
Duration: One minute (4 melee rounds) per level of the spell caster.
Saving Throw: None.
P.P.E.: Ten

This powerful spell instantly creates an invisible, weightless, noiseless, full suit of mystic armor upon the spell caster. Or the magic armor can be instantly created upon anyone, as long as the spell caster invokes the spell while touching the intended recipient. Named after the magic armor of the Dwarven King Ithan, this mystic armor has an M.D.C. of 10 per level of the spell caster's experience. Magic fire, lightning, and cold do half damage to it.

Breathe Without Air

Range: Self or others by touch.
Duration: 12 melees (3 minutes) per level of experience.
Saving Throw: None.
P.P.E.: Five

This invocation enables the character to function normally without air, whether it be underwater or in a vacuum, or in an area with little or no oxygen. Unfortunately, the magic does not protect the character from *magic toxins* or other types of magic, but does protect against natural and man-made gases. Two characters can be given this enchantment simultaneously provided the mage is touching each at the time the spell is invoked.

Create Wood

Range: 10 feet (3 m).
Duration: Permanent.
Saving Throw: Not applicable.
P.P.E.: 10 for soft wood for burning, 20 for hard wood for building.

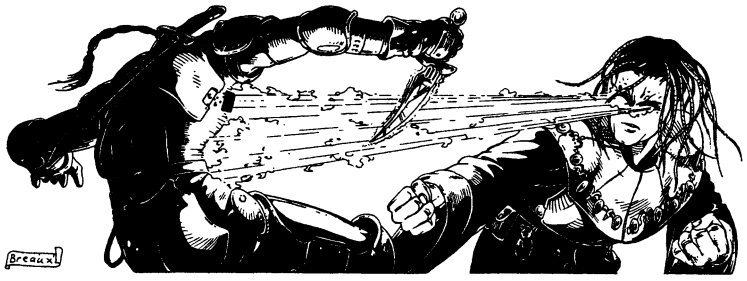
Create Wood does just that. It forces magical energy to draw together particles and fibers from the surrounding air and area, bond them together and multiply them on a molecular level to create wood. The shape can be two foot (0.6 m) long logs or six foot (1.8 m) long, one foot (0.3 m) wide planks. Hard wood costs more to make but is excellent for building; soft, weak wood is used for burning. The use of this spell has allowed Dweomer City (and others) to use wood in buildings and various tools/weapons/items without chopping down lots of trees. Thus, the city sits in the middle of pristine wilderness, making it even harder to detect.

The amount of wood created varies: Up to 100 lbs (45 kg) per every 10 (soft) or 20 (hard, building wood) P.P.E. expended. **Note:** Both the Conjurer and Earth Warlock can cast this spell at half the P.P.E.

Energy Bolt

Range: 150 feet (45.7 m).
Duration: Instantly.
Damage: 4D6 S.D.C.
Saving Throw: Dodge of an 18 or higher.
P.P.E.: Five

The incantation creates an energy bolt that the mage can mentally direct by simply looking at his intended target. The bolt may appear to



fire from a hand or finger or the eyes, but needs no physical gesture, such as pointing. S.D.C. damage is normally four six-sided dice (4D6), but is increased to 6D6 under the influence of a ley line and 8D6 at a ley line nexus; P.P.E. cost is still only five despite the increased damage capability. One energy bolt can be fired at one target per each spell invocation.

Fingers of the Wind

Range: 90 feet (27.4 m).
Duration: Three melees per level of experience.
Saving Throw: None.
P.P.E.: Five

The spell caster can conjure a wind and manipulate it to touch, tap, bump, or press against a person or object. It can also put out candles, slam doors shut, or move or knock over papers, books, and small items weighing less than 10 lbs (4.5 kg).



Float in Air

Range: Self or others within 30 feet (9.1 m).
Duration: 10 melees per level of experience.
Saving Throw: None.
P.P.E.: Five

This spell creates air currents which hold a person or object aloft, hovering about one or two feet (0.3-0.6 m) above the ground. It can be used to slow someone's descent from a fall or used to float on top of water. Movement is awkward and slow while in the air. The floating individual suffers the following penalties: All attacks, strikes, parries and dodges are at -1; normal speed/movement is reduced by half.

Fuel Flame

Range: 120 feet (36.6 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Five

The magic feeds any existing fire, doubling it in size. It can affect a 100 foot area (30.5 m) up to 100 feet (30.5 m) away.

Ignite Fire

Range: 40 feet (12.2 m).
Duration: Instant (counts only as one attack; fire lasts until it is put out).
Saving Throw: None.
P.P.E.: Six

The spell causes spontaneous combustion, igniting any material that can burn. This means the mage could set a chair cushion, a jacket, paper, dry leaves, hair, etc., on fire. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car or a container, can NOT be ignited. Furthermore, the target to be set on fire must be clearly visible. Maximum area of affect is 3 feet (0.9 m). If somebody's clothes or hair are set on fire, they have two melee rounds (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible as all energy is used on dousing the flame. Damage from the small fire is 2D6 S.D.C. per melee round (beginning after the first 2 melees).

Impervious to Fire

Range: Self or others up to 60 feet (18.3 m) away.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Five

A magic invocation that makes the individual temporarily impervious to fire. Normal, magical and Mega-Damage fires do *no* damage to the enchanted individual or to anything he is wearing or is on his person.

Impervious to Poison

Range: Self or others by touch.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Five

This enchantment makes the person temporarily impervious to poisons, venom, deadly toxins, pollution and poison gases.

Invisibility: Simple

Range: Self only (includes clothes and articles on one's person).
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None.
P.P.E.: Six

The spell caster and anything he is wearing or carrying at the time of the invocation are turned completely invisible. Any object picked up after the character has become invisible remains visible. Likewise, any item on his person that is dropped becomes visible. Neither normal nor nightvision can detect invisibility; only beings who can naturally, psionically or magically "see the invisible" are able to see an invisible person. Infrared and heat detectors can also pinpoint an invisible character.

Although the invisible character is imperceptible to the eye, he still retains physical mass. This means he can not go through walls nor can weapons pass harmlessly through him. The character still makes noise, leaves footprints, and physical and magical contact/attacks still affect him as usual.

While invisible, the mage can talk, weave spells, walk, climb, run, open doors, carry objects, and perform other acts of physical exertion, including combat, and remain invisible. The invisibility is terminated when the magic's duration time elapses or the mage cancels the spell. **Note:** If cut, only the blood is visible, and so is anything sprayed on the character.

Life Source

Range: Self.
Duration: Instant.
Saving Throw: Not applicable.
P.P.E.: Special: 2 P.P.E. plus Hit Points or S.D.C.

By using the Life Source spell, the mage is able to convert his own life energy (S.D.C. and/or Hit Points) into P.P.E. points for casting spells. Casting Life Source costs two P.P.E. points and inflicts physical pain and weakness upon the spell caster. The sacrifice of portions of his own life force in order to gain P.P.E. racks the body with sharp pain and invisible physical damage. Obviously this is a spell of desperation.

In game terms, the willing sacrifice of two S.D.C. points (counts as S.D.C. damage) makes available one P.P.E. point. The willing sacrifice of one Hit Point makes available one P.P.E. point. Unlike the Indian Shaman power (see *Rifts® Spirit West*), the mage can accidentally kill himself by burning up all his Hit Points (down to zero). If Hit Points reach zero (even if S.D.C. points are still available), the character falls into a coma and is -20% to save vs coma and death! Furthermore, for every ten points of S.D.C. or five Hit Points of damage to the spell caster (from this spell), he becomes weak and is -2 on all rolls for bonuses, saving throws and combat (initiative, strike, etc.), while skill rolls are -10%. At some point, the character can do little more than sit or lay in a heap to mumble spells and speak – too weak and injured to move! **Note:** This damage resists both bio-regeneration and magical healing, but is not permanent, and will heal at the normal rate.

Light Healing

Range: Touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Six

The spell caster grasps the injured character with both hands, then channels magical energy into him, willing it to aid the person's body in healing. The magic speeds the healing process to clear out minor infection, minor food poisoning/upset stomach, a slight headache, tiny cuts, bumps and bruises. It restores 1D6 S.D.C. *or* 1D4 Hit Points (not both). The healing is instant and painless. The spell caster may not use this spell on himself.

Light Target

Range: One target up to 10 feet (3 m) away or two by touch.
Duration: Two minutes per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Six

This spell may seem quite harmless but is designed for ill intent. The sorcerer can create a rather bright glow of light around any one victim (two if by touch). The glow is intended to *mark* the character and make him stand out in a crowd (as a thief, outsider, fool, troublemaker, enemy, or target); it is especially effective at night. Covering oneself with other clothes, blankets, rags or armor in an attempt to obscure the glow is fruitless, for the glow remains – it is the person, not his clothing that is "targeted" and the aura of light remains around him no matter what he wears (this magic does not work on inanimate objects). Hiding behind closed doors, in a closet or trunk, or inside a vehicle may conceal the character, provided that the radiating light can not be seen through cracks, keyholes, windows or other openings through which light can be seen. A simple yet potentially nasty spell.

Magic Shield

Range: Self or other.
Duration: Two minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Six

This spell creates a pale white field of energy in the shape of a large, round shield with 60 M.D.C. The shield can be used by the spell caster or be given to someone else. It functions as a normal shield to parry

melee attacks (sword blades, clubs, etc.), with a bonus of +1 to parry. The shield wielder can also attempt to parry energy blasts and projectiles, but the user has no bonuses and suffers a -8 penalty to parry. The shield takes one quarter damage from all attacks it parries and disappears when all M.D.C. are used up, the spell duration elapses, or if the user loses contact with the shield.

Mystic Fulcrum

Range: Self or two others by touch.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Five

Mystic Fulcrum is another spell that defies or tweaks the laws of physics. Those enchanted by the magic can pick up and move objects that they would otherwise not have the leverage and ability to do without a lever and support. Those enchanted by Mystic Fulcrum can lift 50% more weight than usual and carry 10% more.

Negate Poison/Toxin

Range: Self or by touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Five

The spell caster can magically turn a poisonous substance inert, rendering it harmless. The magic can also be used to instantly negate poison in the bloodstream, preventing *further* damage by the foul substance. However, any damage caused by the poison before the magic is used can not be reversed.

Orb of Cold

Range: Throw: 200 feet (61 m).
Duration: One melee round (15 seconds); 1D4 minutes for numbness.
Damage: 3D6 M.D. plus numbness penalties.
Saving Throw: Dodge; standard.
P.P.E.: Six

The spell caster summons a globe of magically charged ice (the size of a softball) into his hand to hurl at an enemy. The character must roll to strike, getting his usual P.P. bonus (if any) and a magical bonus of +1 to strike. The orb disappears in one melee round (15 seconds) if it is not thrown. If the orb hits, it shatters, inflicting impact and cold damage to one target. If it misses, it is gone, unless the G.M. thinks it may have hit something or somebody else. Those struck take 3D6 M.D. and must make a save vs magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one melee attack, is -2 on initiative, -1 to strike, parry, and dodge, and speed is reduced by 10%. These penalties are not cumulative, and last for 1D4 minutes.

Paralysis: Lesser

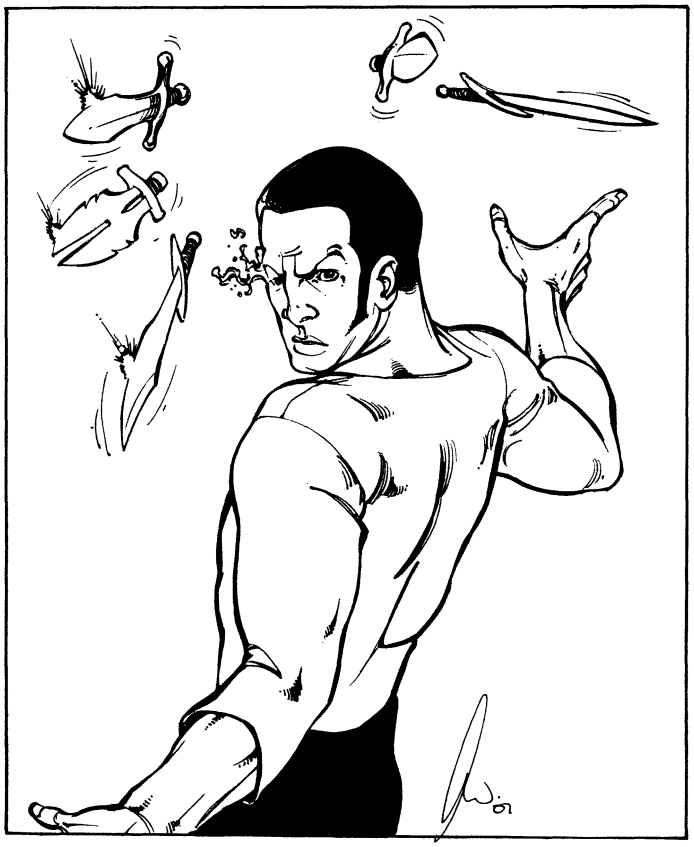
Range: 60 feet (18.3 m).
Duration: The effect lasts one minute (4 melees) per level of experience.
Saving Throw: Standard.
P.P.E.: Five

This magic attack temporarily paralyzes a part of its victim's body; immobilizing that particular limb. A paralyzed hand means that the person can not pick up or hold objects or write, or use the hand in any way. A paralyzed arm means the limb dangles uselessly at the character's side. A paralyzed leg makes standing difficult and movement almost impossible; reduce speed by 90%, -2 to parry and dodge. **Note:** The incantation will paralyze only one limb per each invoking of the magic. Internal organs can not be affected, so the mage can not paralyze a heart or lung, etc. Paralysis can not affect people inside a vehicle, robot, power armor, or environmental M.D.C. body armor.

Resist Fire

Range: Self or others.
Duration: 20 melees per level of spell caster.
Saving Throw: None.
P.P.E.: Six

With this spell the sorcerer can make himself, or one or two others, fire resistant. This means heat has no ill effect and fire, normal and magical, does half damage. The spell can be cast up to 60 feet (18.3). Mega-Damage plasma and fire also do half damage.



Telekinesis

Range: 60 feet (18.3 m).
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Dodge.
P.P.E.: Eight

The Telekinesis invocation temporarily empowers the spell caster with the psychic ability to move objects with thought. This power can be used to move or hurl objects, bring them to him, open doors, flick switches, press buttons, and so on.

Rules and Limitations:

- Maximum Total Weight: 60 pounds (27 kg).
- Attacks Per Melee: Equal to the number of hand to hand attacks per melee that the character may have.
- Bonuses to Strike: +3 with Telekinesis; physical and skill bonuses to strike do not apply when telekinesis is used.
- Bonuses to Parry: +4; physical and skill bonuses to parry do not apply to Telekinesis.

Damage from Hurled Objects:

- Small: 6 ounces (0.2 kg) to 1 lb (0.45 kg): 1D4.
- Small: 1.5 to 2.5 lbs: 1D6.
- Medium: 3 to 4.5 lbs: 2D4.
- Medium: 5 to 10 lbs: 3D4.
- Large: 11 to 25 lbs: 3D6.

- Large & Heavy: 26 to 60 lbs: 4D6.
- Add 1D6 for each additional 20 lbs (9 kg) of weight.

Other Restrictions:

- Object being manipulated must be visible.
- Telekinesis can be combined with hand to hand combat, but does not add extra attacks per melee round.
- Influence from ley line energy doubles the amount of weight and range possible.
- Ley line nexus energy triples the amount of weight and range.

Wave of Frost

Range: 200 feet (61 m) +20 feet (6 m) per level of experience.
Damage: Special.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: Special.
P.P.E.: Six

This magical attack is designed to damage delicate flowers and roots of plants. The Wave of Frost can be cast several hundred feet away and covers a 6 foot (1.8 m) radius per level of experience. All flowering plants caught in the frost will suffer damage, 2D4x10% will die, meaning the yield of fruit, vegetables, etc., normally borne by that plant(s) will be reduced by that amount. In addition, 1D4x10% of the plants are irreparably damaged (Shaman, Druid or Elemental magic is all that can restore them) and will die within 48 hours. This spell can also be used to obscure windows by covering them in frost (takes one melee to scrape a peephole).

Level Four (Invocations)

Astral Projection

Range: Self.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Ten

The incantation sends the spell caster's Astral body into the Astral Plane, another dimension. This magic functions exactly like the Psychic *Sensitive ability* of the same name.

Blind

Range: Touch or 10 feet (3 m) away.
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Standard.
P.P.E.: Six

An enchantment that can blind one person or animal each time the spell is cast. The intended victim must be visible and within range. The victim will be temporarily blind; - 5 to strike, -10 to parry and dodge, and likely to stumble and fall for every 10 feet (3 m) of movement (50% chance). Does not affect people inside environmental M.D.C. body armor, power armor, robots or vehicles.

If the Blind spell is cast upon another spell caster he can not use any spells that require vision/line of sight. If the blind spell caster uses any defensive/assault spells, such as Magic Net, Call Lightning, Fire Ball, etc., there is a 01-65% chance that the spell will be misdirected upon his own comrades.

Carpet of Adhesion

Range: 30 feet (9.1 m) per level of the spell caster.
Duration: 10 melee rounds (two and a half minutes) per level of spell caster.
Saving Throw: Special.
P.P.E.: Ten

The spell caster creates a sticky carpet, up to 10 feet wide by 20 feet (3x6 m) long, that will adhere firmly to anyone who touches it. The victim stays stuck until the carpet spell time elapses or until the spell caster cancels the spell. The carpet can be cast on a floor, table, wall, etc., or actually cast upon a person. The spell caster can create this *super-flypaper* up to 90 feet (27.4 m) away and can alter the size and shape (without exceeding the stated limit of 200 square feet/18.6 sq. m).



Saving Throw: If a successful saving throw vs magic is made, that player rolls two six-sided dice to see how many melee rounds it will take him to pull free. Those failing to make the saving throw are stuck for the entire duration of the spell. Effective even against cyborgs, power armor, and robots.

Charismatic Aura

Range: 60 foot radius (18.3 m).
Duration: Six melee rounds per level of experience.
Saving Throw: Standard.
P.P.E.: Ten

A particularly handsome tool of deception, this magic can be cast upon the spell caster or another person. The spell instantly enhances that person's Physical Beauty by eight points, and increases his charisma to charm all who behold him. Although the focal point of the spell is the person on whom it was cast, it affects everybody in a 60 foot (18.3 m) radius (emanating from the person with the charismatic aura). Thus, everybody in that radius is allowed a saving throw vs magic. Those who successfully save will not be affected at all; those who fail to save are charmed and will respond accordingly.

The person with a charismatic aura can invoke one of three responses: friendship/trust, power/fear, and successful deception.

Friendship/Trust: The first few words spoken will set up the response. Thus, a statement of friendship, peace, or trust will inspire those sentiments in everyone affected.

Power/Fear: A statement of power, anger, strength, or vile intent, will strike awe and fear into everyone affected. (Example: "Lay down your weapons and let us pass, lest you suffer my wrath!"). Horror Factor: 13.

Successful Deception: This enables the character with Charismatic Aura to convincingly lie like a master con-man. There is an 01-80% chance that those affected will believe anything he tells them, no matter how outlandish. This response is triggered by a phrase like: "Trust me completely," or "I would never lie to you, you know that."

Chromatic Protection

Range: Self or touch to cast the magic; 10 foot (3 m) range for the protective light against attacking enemies.

Duration: The protection magic remains in effect for one minute (4 melees) per level of the spell caster and will automatically activate against each and every attacker (including simultaneous, multiple attackers) within its 10 foot (3 m) radius of influence. It can not protect against long-range attacks. Victim is blind for 1D4 melee rounds.

Saving Throw: Standard.

P.P.E.: Ten

This is a unique spell of protection that can be cast around any one living being or an inanimate object no bigger than an automobile. The only evidence of the spell being in place is a faint, blue glow around the enchanted person or object. The glow is virtually unnoticeable in daylight but obvious in the dark (making the recipient of its protection a more noticeable and easy target – attackers are +1 to strike him).

The magic is activated when an enemy tries to make a move to strike and hurt the character or object protected by the magic. The attacker, and only the attacker(s), is struck and blinded by a burst of brilliant, pulsing light, as if a dozen flash bulbs with the light intensity of the sun suddenly went off in rapid succession. Only the would-be attacker sees the light and is affected by it, so those around him will be unaware of any magic or even that the attacker has been afflicted by magic, unless they can sense or see magic energy. Furthermore, the light frequency magically adjusts to the spectrum of light by which the attacker sees, so it is effective against most life forms. (**Note:** It is not effective against those rare beings who use psionics, feelers, sense of smell and/or other senses to see/identify their victims and surroundings, including the Splugorth's Altaran Blind Warrior Women.)

The victim of the magical light pulses is temporarily blinded for 1D4 melee rounds, making him -10 to strike, parry and dodge, as well as -4 on initiative and loses one melee attack/action each round he is blinded. Furthermore, his impaired vision makes it impossible for the character to read, he can not move faster than a speed of 8 without stumbling and falling (loses initiative and two melee actions per each *fall*), and any attempt to perform a skill is done as if blind, with a skill penalty of -80%.

Further Notes:

1. The spell caster must touch the recipient of this magical protection or can cast the spell on himself.

2. The light is magical and will penetrate non-magical armor and visors, so even characters in environmental body armor or power armor will suffer its effects. Only magical, rune or Bio-Wizard armor, Techno-Wizard armor, and rare items created by the gods designed to protect the eyes from magical light can negate the effects of this spell.

3. Dragons, greater demons, demon lords, gods (even lesser ones) and alien intelligences are not affected by this spell, and most lesser/minor supernatural beings recover in half the time (reduce the duration of penalties by half).

4. The spell will affect those who make a clear and obvious physical move to attack, including raising one's hand in a hostile gesture, a punch, kick, bite, pointing a weapon at the character, or making a verbal threat followed by drawing a weapon or even picking up a chair to use as a club or to throw. In all cases, the attacker must make the first hostile action.

Cure Minor Disorders

Range: Touch or 10 feet (3 m).

Duration: Instant.

Saving Throw: Standard (if unwanted).

P.P.E.: Ten

A unique bit of curative magic that will instantly relieve minor physical disorders and illnesses such as headaches, indigestion, gas, heartburn, nausea, hiccups, muscle stiffness, low fever (under 101 degrees) and similar. This invocation will also negate simple curses that inflict Minor Disorders.

Deflect

Range: Self.

Duration: One melee "action" per level of experience. Thus, a 3rd level mage can try three magical deflections, a 6th level mage six deflections. Each attempt to deflect counts as one of the spell caster's melee attacks/actions. If the mage chooses to take some action other than Deflect, he loses that Deflect option. Thus, if five Deflect actions were left and the mage throws a punch, he loses one Deflect, leaving him with four. Each action taken after the Deflect spell is cast uses up one available Deflect action.

Saving Throw: None.

P.P.E.: Ten

This spell allows the spell caster to attempt to magically parry and deflect incoming ranged-weapon attacks such as arrows, bullets, lasers, particle beams, rail guns, fire balls, called lightning, etc. The spell caster gets to roll a normal 20 sided die +4, for his or her parry (plus any P.P. attribute bonus; other parry bonuses do *not* apply). If successful, the attack is deflected by a small energy field, and harmlessly hits the ground 1D4x10 yards/meters away. Such a deflection may hit an ally or innocent bystander if used in a crowded area.

This spell can also deflect missiles, even volleys, but the spell caster might get caught in the blast radius and innocent bystanders are likely to get hurt. When missiles or powerful energy blasts (those that inflict 1D4x10 M.D. or more damage) are deflected, the character must roll a 20 sided die again, but without benefit of a bonus, to see whether or not the attack is deflected away without harm to others, or whether it strikes an innocent bystander. A roll of 1-4 means the attack is deflected into the ally nearest the mage! A roll of 5-8 means it hits an innocent bystander. A roll of 9 or higher means the attack is deflected without harm to others, unless the area is densely populated or crowded, then innocents are almost certain to be injured. Area affect attacks like exploding rockets, missiles, and grenades, or rail gun bursts may strike and injure or kill dozens of people; G.M.s should use their discretion in such determinations. No, the spell caster cannot accurately deflect the attack into a specific enemy target or location.

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge.

P.P.E.: Eight

A simple offensive spell, the Electric Arc causes a crackling bolt of blue energy to leap from the spell caster's hand(s) to the intended target; point and shoot; +2 to strike.

Each electrical blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round uses up two attacks to cast the spell, leaving him with two electrical attacks possible that melee round. While the damage is not great, it is accurate, and is an easy, inexpensive spell to cast.

Energy Field

Range: Self or others up to 60 feet (18.3 m) away.
Duration: One minute (4 melees) per level of experience or until it is destroyed.
Saving Throw: None.
P.P.E.: Ten

The magic creates a protective field of energy that can be placed around the mage, others, or an object. The maximum area of protection is about 8 feet (2.4 m), which means it can protect a small room full of people (about 6 to 8 individuals). The energy field appears as a semitransparent wall or bubble that shimmers with a blue-white light. The field normally provides a total protection of 60 M.D.C., but is doubled at ley lines and tripled at a ley line nexus.

Fireblast

Range: 50 feet (15.2 m).
Duration: Instant.
Damage: 3D6 M.D.
Saving Throw: Dodge.
P.P.E.: Eight

Fireblast is a simple offensive spell in which the mage shoots Mega-Damage flames from his or her hands. The blast is only one foot (0.3 m) wide, but extends for the full 50 feet (15.2 m). Everything in its path will take damage unless those in its path can dodge or is so massive (i.e. a tank, giant robot, wall of an M.D.C. building, etc.) that it stops the blast from traveling its full range. The blast can be stopped by doors, walls, etc., but only if the spell's damage does not destroy the object first. Otherwise, the flames keep going. This is a great spell for clearing out passageways.

Fire Bolt

Range: 100 feet (30.5 m) plus 5 feet (1.5 m) per level of experience.
Duration: Instant.
Damage: 4D6 M.D.
Saving Throw: Dodge.
P.P.E.: Seven

The spell caster creates and directs a bolt of M.D. fire that is +4 to strike. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can pick which).

Fist of Fury

Range: Self or one person by touch.
Damage: Varies with P.S.
Duration: One melee round per level of experience.
Saving Throw: None.
P.P.E.: Ten for oneself or fifty to cast upon another.

This spell causes the spell caster's dominant hand to glow with a fierce red light. The character can then punch with Mega-Damage power as if his or her strength were *supernatural* (1D6 M.D. minimum damage). However, the mage can only do normal punches, not power punches, and does not get any additional attacks per melee round. Furthermore, the character can not parry Mega-Damage energy attacks, but can grab and parry physical Mega-Damage melee weapons such as a magical sword or Vibro-Blade. The fist is encased in magical energy and releases a shower of energy sparks on impact. **Note:** This spell cannot be placed on Automatons, robots or other non-living things, nor the supernatural.

Fool's Gold

Range: 5 feet (1.5 m).
Duration: 20 melees per level of spell caster.
Saving Throw: Standard.
P.P.E.: Ten

This elemental magic enables the magician to cause any object to appear to be made of gold. After the mage leaves, the object will still retain its gold appearance until the spell elapses. The effect is temporary, and upon close examination by those who can recognize precious metals it is seen not to be gold. Those who save recognize it as worthless fool's gold.

Ley Line Transmission

Range: Limited by the length of the ley line.
Duration: Instant.
Saving Throw: A psionic Mind Block will block and destroy the message.
P.P.E.: Thirty

The spell caster can send a verbal and or audio message directly along a ley line to another person so long as that person is located somewhere on the line. The best messages are brief ones of under a hundred words to avoid overwhelming the recipient. Unfortunately, the message is a *one-way transmission* unless the other person is a Ley Line Walker or other mage with the Ley Line Transmission spell or O.C.C. power. Range is limited only by the length of the ley line and the people's position on the line. The time lapse between sending and receiving a ley line transmission is only a matter of seconds. The same message can be sent to several people (one person per level of experience) at different locations, as long as they are all on the ley line.

The only danger is that a telepath (psionic or magic) may be able to listen in on the message. There is a 01-20% chance that any psionic or magic character with the Telepathy power will sense a Ley Line Transmission coming through, and there is a 01-31% chance that they too will automatically receive the message. There is no way for the sender to know if others have eavesdropped, nor is there any way to scramble the message.



Magic Net

Range: 60 feet (18.3 m).
Duration: Two melees (30 seconds) per level of the spell caster.
Saving Throw: Dodge of 16 or higher.
P.P.E.: Seven

This spell creates a net composed of magic fibers and can snare up to 1-6 human-sized victims within a 10 foot (3 m) area. Normal weapons can not cut through the net; only Mega-Damage weapons, magic weapons, and magic can affect this net. Even then, it requires a full two melee rounds to cut or blast out (a Dispel Magic Barriers will dispel it

instantly). Anyone caught in the Magic Net is helpless and unable to attack or defend. The spell caster can cancel the net at any time.



Multiple Image

Range: Self.
Duration: One minute (4 melees) per level of experience.
Saving Throw: -4 to save. Viewers may be able to see through the illusion and identify the true person, but must roll to save vs magic at -4.
P.P.E.: Seven

An illusion that creates three identical images of the mage, each of which mimics his every movement exactly. Only piercing the false image with *iron* will dispel that particular image. This is a great way to confuse, scare and distract an opponent. Provides the mage with a bonus of +2 on initiative, +2 to dodge, and +1 to strike.

Reflection

Range: Up to 20 feet (6.1 m) away.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Seven

This spell has two features, both of which can be used to entertain or confuse.

1. The sorcerer can magically "freeze" his current reflection in a mirror or any reflective surface. This is typically done to preserve visual evidence (a temporary visual snapshot of events and or people reflected in the mirror), to leave a clue, or as a warning ("I" or some enemy "was here").

2. The spell caster can make his reflected image appear in any or all reflective surfaces (mirrors, chrome, polished metal, china, etc.) within a 20 foot (6 m) radius. This is usually done to surprise/startle, threaten or confuse others. In this case, the mage must have a mirror of his own or access to a reflective surface to create the reflected image that is transmitted to the others. Furthermore, this image is not frozen, so the mage can move and gesture. This is a transmitted reflection from the mirror available to the sorcerer, consequently, other images may be deliberately or accidentally caught in the reflection and transmitted to appear in the mirrors as well (other people and background images that may indicate his location, comrades, etc.). The reflections are just an image, there is *no sound*, so communication can only be done through sign language, pantomime, or writing (which appears backwards).

Repel Animals

Range: 30 feet (9.1 m).
Duration: Immediate.
Saving Throw: Standard for animals.
P.P.E.: Seven

The character can invoke an enchantment that will make even a hostile predatory animal stop, turn, and leave the area without harming the mage or anybody near him. The animal will not return for hours. The enchantment can affect six animals simultaneously.

Ricochet Strike

Range: Varies with the type of weapon – must be a physical weapon, such as a knife, throwing axe, spear, arrow, or stone. Not applicable to missiles, rail guns, machine-guns or any "burst" weapons, nor energy blasts.
Damage: Normal for the weapon used.
Duration: One melee round (15 seconds).
Saving Throw: None.
P.P.E.: Twelve

This spell places a temporary enchantment on any melee weapon that could conceivably be thrown: Ordinary or magical knife, axe, shuriken (throwing star), boomerang, throwing stick or iron, hammer, sword, spear, javelin, arrow, sling stone, rock, Vibro-weapon, Neuro-mace, magical weapon, etc. (energy blasts, bullets, and similar projectiles can NOT be enchanted by this magic. A thrown hand grenade can be made to ricochet, but will only explode and inflict damage upon one designated target). The magic can be used on S.D.C. or M.D. weapons.

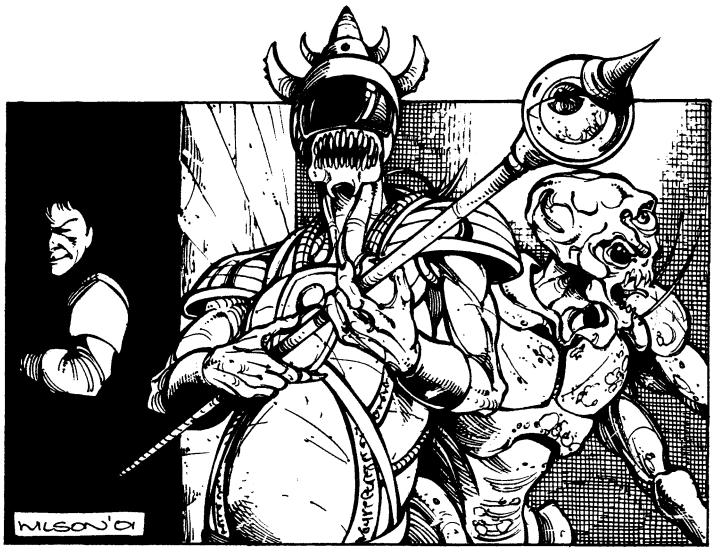
When the weapon is thrown, it can strike multiple targets by ricocheting off the first to hit the second, bounce again and hit a third. The weapon can strike up to three targets with a single attack/melee action. It can strike the initial target twice, but only if it ricochets off something (or someone) else as its second strike. The spell caster rolls to strike as normal, and if the weapon hits, it inflicts damage, then skips off the initial target and streaks towards the next. The same strike roll is used, and if it hits again, it does damage and goes to the third target. The weapon can be parried or dodged as appropriate, and yes, if a 20 is rolled, all the intended targets are hit for double damage. However, if it should, at any three, miss, or be dodged (not parried, a parry will still cause ricochet), the spell ends. In any case, it ends after the maximum number of targets (three) have been hit or parried.

Seal

Range: 100 feet (30.5 m).
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None.
P.P.E.: Seven

The spell caster can magically seal shut a door, gate, window, drawer, lid, container, or any inanimate object. There is no sign of force, the lock can be unlatched, but the door, lid or whatever, will not yield/open regardless of the character's physical strength. The only way to get in or out or to open it is to smash or chop through the obstacle or the use of a Dispel Magic Barrier will open/unseal any ONE magically sealed door or lid, provided the spell is successful.

At early levels, the mystic can only seal one item per incantation. However, at fourth level of experience and beyond, the arcanist can seal every door, window and enclosure within a 100 foot area (that can be an entire 50 to 80 foot house up to 3 stories high)!



Shadow Meld

Range: Self.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None.
P.P.E.: Ten

This unique magic enables the spell caster to step into shadows, becoming totally invisible, even to a "See the Invisible" spell. The shadow must be at least five feet (1.5 m) tall or long to become an effective hiding place. The shadow serves as a superior means of hiding or moving unseen. The mage can move, walk, or run through the length of shadow or from shadow to shadow. While in shadow/darkness, the character prowls at a 60% proficiency (or at + 15% to normal skill, whichever is higher).

Intense light will dispel the shadow, leaving the mage revealed. Of course, sanctuary can be found by fleeing into another shadow. Feeble light, less than 10 torches or 300 watts, will only create more shadows.

While hidden in shadow, the character is still susceptible to magic, psionic and physical attacks, although attackers are -5 to strike him (because they can not see him). Area affect magic does not suffer any penalty. Infrared/thermo-optics are the only means that can be used to see somebody in a shadow.

Swim as a Fish (lesser)

Range: Self or others up to 10 feet (3 m) away.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Six

An incantation that provides the character with exceptional swimming abilities. Equal to Advanced Swimming and SCUBA skills combined. Base Skill is 96%, can swim a distance of 100x P.S. in yards/meters without tiring, survive depths of up to 600 feet (183 m) without special gear, and is +1 to parry and dodge while in water. Can hold breath for five minutes at a time.

Trance

Range: Touch or within 12 feet (3.6 m).
Duration: Five minutes per level of experience.
Saving Throw: Standard.
P.P.E.: Ten

This enchantment places another character into a zombie-like state in which the entranced victim is in a hypnotic daze, unaware of his environment or happenings around him. He can not formulate thoughts, use skills, or act on his own. While entranced, the individual is only aware of the enchanter's voice and will follow extremely simple commands, such as stay, sit, follow me, get inside, lay down, give me your hand, etc. The entranced victim can NOT engage in any type of combat to any degree, nor any actions that require skill or thought, and offers no resistance. The magic is meant to incapacitate more than it is to enslave. Evil men of magic often use trance on prisoners or intended victims of a human sacrifice.

While entranced, the person can not be made to reveal secrets, betray a friend, harm himself, or act against his alignment. All physical attributes function as if they are half of what they really are; thus, a speed of 10 is 5 while entranced. The victim of a trance will remember nothing of the events that occurred while entranced. Can not affect people inside power and M.D.C. body armor, robots, or vehicles.

Watchguard

Range: Six foot (1.2 m) radius per level of experience.
Duration: One hour per level of experience.
Saving Throw: Special; -5 to save.
P.P.E.: Ten

Watchguard sets up an invisible magic aura around a particular area (campsite, room, courtyard, etc.) that will instantly alert the spell caster should anything potentially dangerous or openly hostile come into the area (includes all predatory animals, robots, humanoids and supernatural beings). Each intruder gets to save vs magic at -5. If the intruders save vs magic, they penetrate the area without alerting the mage. If even one intruder in a group fails to save, the mage is instantly alerted to the potential danger, knows approximately how many intruders are present (but not who or what they are), and, if asleep, will awaken knowing a threat is nearby. It does not indicate the location of the potential danger, type of danger/race/species, nor does it register Astral Travelers.

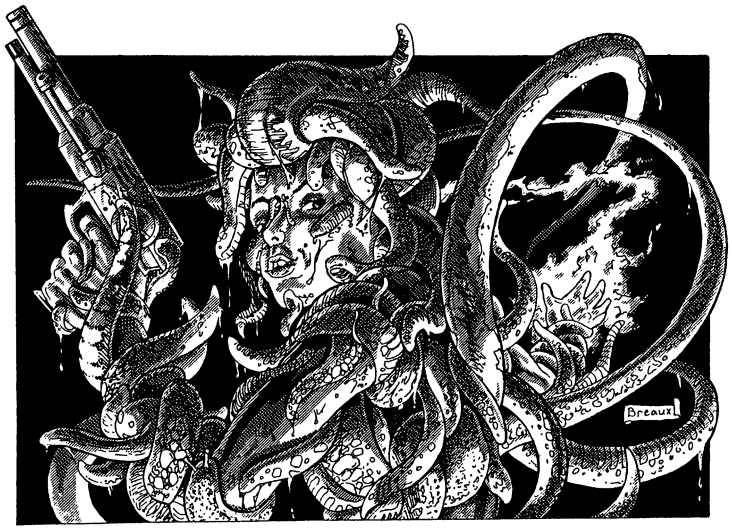
Weight of Duty

Range: One victim up to 200 feet (61 m) distant or two by touch.
Duration: One minute (4 melee rounds) per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Ten

Weight of Duty affects all characters it is cast upon. A standard save vs magic can be made against this magical mental assault (a high M.E. or other mental save bonuses do not apply). The spell only affects intelligent, mortal beings with an honorable alignment (including Aberrant) or a strong sense of duty and responsibility. Supernatural beings and creatures of magic are immune. Those who fail to save suffer the feeling that the task set before them is too great and they are doomed to failure. This magical melancholy makes them lose all inspiration, drive and initiative, and their limbs actually seem to become heavy as if straining to lift a tremendous weight. Those affected suffer the following penalties: No initiative, -1 attack per melee, -4 to strike, parry and dodge, speed is half, and skill performance is half of normal, plus skills and actions are done halfheartedly and take twice as long as normal. Worse, they are likely to surrender if things go badly.

Note: If the save is made, however, the target benefits from renewed determination and they are +2 on initiative and +2 to save vs this spell and similar mind control magic if it is used against them any time in the next hour!

Level Five (Invocations)



Armor Bizarre

Range: Self or one other up to 30 feet (9 m) away.
Duration: One minute (4 melee rounds) per level of the spell caster.
Saving Throw: To save vs Horror Factor only.
P.P.E.: Fifteen

Like the Armor of Ithan spell, Armor Bizarre creates a suit of magical form-fitting force to serve as armor. However, it provides 15 M.D.C. per level of the caster and this armor appears to be composed of dozens to hundreds of writhing tentacles, pulsating slime, or crawling worms. This magical illusion provides a Horror Factor of 9 +1 for every two levels of the spell caster (10 at 2nd, 11 at 4th, 12 at 6th, etc.). Anyone fighting an opponent in Armor Bizarre is automatically distracted by the moving parts (-1 on initiative) and must make a save vs Horror Factor at the beginning of every melee round. A failed roll means the usual Horror Factor penalties.

Aura of Death

Range: Self.
Duration: Two melee rounds per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Twelve

Aura of Death surrounds the spell caster as a nimbus of flickering, purplish black flames. The fiery aura produces neither light nor heat, and, because it creates an aura of death, actually renders the spell caster invisible to infrared, thermo-imaging, heat sensors and all biological scanning systems for life. Furthermore, Aura of Death acts to veil the character's life force, blocking him from mechanical sensors (heat detector, EKG, EEG, lie detectors, cat-scan, etc.) which will all show the character as being "dead." Likewise, magical and psionic senses such as See Aura, Sense Evil, Presence Sense, Psychic Diagnosis, Detect Psionics, and similar abilities that sense/detect life and biological signatures show nothing (Sense Magic still works because a spell is actively in force).

On the down side, people and animals will see and respond to the enchanted character as "dead" or worse, the "living dead" – mistaking the character for a vampire, zombie, animated corpse, hideous undead monster, etc. Furthermore, just as the Aura of Death blocks magical and psionic senses, so does it prevent magic and psionic healing, including Healing Touch, Heal Wounds, Deaden Pain, Cure Minor Disorders, and similar. In addition, scavengers (including insects, vultures, vermin and ghouls) see the character as a corpse to be eaten, and may buzz around him and try to eat his (supposedly dead) flesh. However, this only happens when and where such creatures are plentiful. On the other hand, zombies, mummies and animated dead will accept the character as one of their own and ignore him, unless he attacks them or their master.

Calling

Range: 2 miles (3.2 km) per level of experience.
Duration: Five minutes per level of experience.
Saving Throw: Standard.
P.P.E.: Eight

The Calling is like a limited form of telepathic communication in which the mage can mentally call a specific individual. To use "the call," the mystic must know the person's whole name (first and last), must have personally met the individual (even if only briefly) and must be within range. The call sends a telepathic message to that particular character, calling him or her by full name, and leaves an impression of where the caller can be found. A typical call message will be something like "Erick Wujcik, come to me." or "Richard Burke, I need you." Pranksters might use the spell for harassment purposes: "Joseph Prosek, you are a goose-stepping noodle head," or "Erin Tarn, you are a D-Bee loving blowhard." Only the individual to whom the call is made can hear it, no one else. If a successful saving throw is made, the Call, and impression of location, is heard only once. If the saving throw is not successful the Call will repeat itself over and over again, three times per melee round, until the spell elapses or the person goes to the mage. Nothing except a Mind Block can block out the call. A failed roll means the call keeps coming and coming, compelling the individual to answer it.



Charm

Range: 15 feet (4.6 m).
Duration: Four melees (one minute) per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Twelve

The charm spell can influence any intelligent creature. The spell's victim falls under the immediate influence of the spell caster. He will believe everything the mage tells him, trusts the spell caster as if he were a trustworthy friend, does his best to please/help/assist or protect him, and will answer any questions asked by the spell caster truthfully and with as much detail as requested. Note that other than perceiving the spell caster as his best and favorite friend, whom he is anxious to please, the charmed individual will not do anything that is contrary to his alignment or character.

Circle of Flame

Range: 10 feet (3 m) around self.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Ten

The spell caster can create a circle of flame around himself. No combustible material is required. The flame is five feet (1.5 m) tall and inflicts 6D6 S.D.C. damage to anybody who tries to pass through the fire.

Death Curse

Range: 100 miles (160 km) per level of experience. Unlimited for Shifters and Temporal Raiders who can even transmit the curse to other dimensions.
Damage: Special.
Duration: Potentially permanent.
Saving Throw: None!
P.P.E.: None/Special.

The practitioner of magic can only use the Death Curse at the moment just before his own death by channeling the last of his *life energy* into a curse upon his killer, or the person somehow responsible for his death (an enemy may hire an assassin or create circumstances that lead to the sorcerer's death). Only one person can be afflicted by this curse and the mage must honestly believe that individual is responsible for his death. If wrong about the guilty party, an innocent victim can be cursed, but this is a rarity. **Note:** The Death Curse requires no P.P.E., just the last of the spell caster's life energy. This means that because the characters life essence was spent to evoke the spell, the mage does not get to save vs coma/death and can NOT be magically restored or resurrected by any means, except by a god! Even then, the resurrected sorcerer will return in a diminished state, 1D4 levels of experience lower than when he died, and with one third less P.P.E. (permanently lost). Furthermore, the spell is so vindictive that good characters see their alignment drop to Anarchist. To regain a good alignment, years of good deeds and forsaking vengeance is the only way.

The Death Curse: The curse is powerful and nearly irreversible. Again, only a powerful god has any chance of removing the curse, and then the odds for success are a meager 01-21%. The only other way to become free of the curse is to make amends for the death he caused, but this is always a Herculean task and often impossible.

The Death Curse inflicts the following penalties and afflictions on its victim:

- Reduce M.E. by two points.
- -2 to save vs poison and disease, and -10% vs coma/death.
- Whenever the cursed character is in a duel or life and death situation, initiative and all combat bonuses are reduced by half!
- The character is usually one of the first or primary targets of attack even in a group.
- All skill rolls involving deceit, treachery or gambling (virtually all rogue skills and many espionage skills) are reduced by half.
- The character knows he has been cursed and is plagued by guilt or fear that something terrible will befall him. That he is marked for death (which is true). His sleep is often plagued by nightmares, and a feeling of dread washes over him whenever things go poorly. He may turn to alcohol or other drugs as a means of escape.
- Marked by death, whenever Ghouls are encountered they point, lick their lips and giggle; Banshees weep bitterly; vampires find him unworthy of eternal undeath; and those who can see auras can actually see the black, negative energy of the curse and know he is an accursed murderer.

Distant Voice

Range: 2000 feet (610 m) per level of experience; line of sight.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Ten

Distant Voice is a spell that allows two-way communication over great distances. Magic is used to create a doorway for sound between two points within the given range. Voices can pass both ways and be heard as if the speaker were only a few feet (a meter) away. The only real limits to this spell are that the spell caster must know the person he wishes to speak with (at least in passing or by his appearance) and that individual must be partially visible, even if only a speck on the horizon. If they have never met, but the character is known to the mage by reputation and photograph, communication is still possible provided there is visual contact.

Communication without visual contact can only be done between people who know each other extremely well, but has a very limited range of 500 feet (152 m) maximum, regardless of experience, and each needs some object that once belonged to the other. Although limited, this form of magical communication can not be easily monitored or traced (no radio waves, electronics or conventional power source or means of transmission); perfect for a group in hiding. However, a hidden microphone will be sensitive enough to pick up both conversations. **Note:** The Federation of Magic uses Distant Voice as its main form of communication.



Domination

Range: Touch or within 4 feet (1.2 m).
Duration: 15 minutes per level of experience.
Saving Throw: Standard.
P.P.E.: Ten

Domination is another trance-like enchantment that enables the spell caster to impose his will over his victim's, forcing the individual to do his bidding. The victim of Domination appears to act oddly, dazed, confused, slow and unfriendly (ignoring friends, etc.). The enchanted character has one goal, to fulfill the command of the spell caster. Under the enchantment of Domination, the character's alignment does not apply. He will steal, lie, assist in crimes, kidnap, betray friends, reveal secrets and so on. The victim is under the (almost) complete control of the spell caster. The only things the bewitched victim will not do are commit suicide, inflict self-harm, or kill a friend or loved one. A good aligned character, Principled, Scrupulous and even Unprincipled, can not be made to kill anybody; it is too deeply against their alignment.

Note: The enchanted person is not himself and suffers the following penalties. Attacks per melee round are half, speed is half, all skills are half their usual proficiency, speech is slow, and the person seems distracted or a little dazed.

A successful saving throw versus magic means the magic has no effect. The character is 100% his normal self. The effects of the Domination magic can not be faked. Can not affect a person inside environmental M.D.C. body armor, power armor, robots, or vehicles.

Energy Disruption

Range: 60 feet (18.3 m).
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None.
P.P.E.: Twelve

A particularly useful magic in a tech environment. The invocation will temporarily knockout, stop, or immobilize, any electrical device it is aimed at. This includes normal automobiles, computers, radios, surveillance cameras, sensors, appliances, entire fuse boxes, batteries, electric alarm systems, etc. The apparatus is not harmed in any way, it simply ceases to function. When the magic elapses, the item(s) work perfectly again, with no sign of malfunction, damage or energy loss. Can not affect M.D.C. environmental armor, power armor, robots or military vehicles.

Escape

Range: Self, touch or 5 feet (1.5 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Eight

The escape invocation enables the mage to magically escape any bonds, or open any locking mechanism that bars his way. This includes being tied with rope, handcuffs, prison cells, doors, trunks, locks, straitjackets, etc. One restraint or lock can be undone per each invocation (one per melee round is possible). Only gagging the mage will prevent the use of this magic.

Eyes of Thoth

Range: Self or others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Eight

Thoth is the god of knowledge and wisdom of the ancient Egyptians and said to know all languages. This invocation enables the character to read and understand ALL written languages, modern and ancient. However, spoken languages are incomprehensible unless a Tongues spell is also invoked or the character has an education in that language.

Featherlight

Range: Touch or up to 10 feet (3 m) away.
Duration: 10 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Ten

Featherlight allows a spell caster to reduce an object's (does not work on a living creature) weight to that of a *feather*. Due to loss of mass, that item is of no use as a weapon, because it is too light. Furthermore, even if the mage cancels the magic, the object does not return to normal until it is sheathed or put down, so there is no picking up boulders and throwing them, then canceling the magic. Yes, robots and vehicles can be made Featherlight, provided the spell caster can affect the weight of the entire object – half an object (i.e. part of a robot or hovercycle) can NOT be made Featherlight, it must be the entire thing.

Limitations: The spell is limited to 200 pounds (90 kg) per level of the spell caster and only one object is affected per use of the spell, even if the object weighs far less than the mage's weight limit.

Penalties: This spell was designed mainly to enable practitioners of magic to carry great weight easily. Used in a combat context, something made Featherlight can not inflict damage and is easily blown by the wind, like a feather. Thus, if a rifle or bow was made Featherlight, the weapon would flutter in the wind (-3 to strike) and might even blow away unless it was held tight, pocketed or tied down. This also applies to robots who may be made Featherlight, plus their speed is reduced by 80% and they must hold on to things or get blown away! Pushing a Featherlight robot with a P.S. 7 or greater will knock it off its feet and send it flying 3D4 yards/meters. A vehicle like a motorcycle or hovercycle made Featherlight will rocket at double the desired speed (10 mph/16 km is really 20 mph/32 km, and so on). The vehicle is incredibly hard to handle at speeds above 50 mph (80 km made 100 mph/160 km when made Featherlight) because the light weight causes the vehicle to spin and get buffeted by wind even at low speed; the driver is -30% to his piloting skill under 50 mph (80 km) and -60% over. **Note:** Cybernetics, bionics, M.O.M. implants and any object/machine that is connected to a living being is immune to this spell.

Fly

Range: Object by touch.
Duration: Six minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

The spell caster can magically bestow the power of flight to an inanimate object not made of metal or plastic. That object can then be used to fly. This spell may be the origin of the myth about the witch and her broom and of flying carpets. The object must be big enough to hold onto or, preferably, large enough to sit on. If the item is small, the mage must hold on for dear life, and if his grip should give way, he will fall to his doom. To avoid muscle strain and tragedy, it is best that the object can be comfortably sat upon. The maximum length and width of the enchanted item must not exceed six feet (1.8 m). This maximum size is enough to accommodate three additional adult passengers or six children. **Note:** The magic will not work if the object has *any* metal or plastic on it, including nails, screws or metal bands.

Maximum altitude is 1000 feet (305 m). Maximum speed is 35 mph (56 km); the object can be made to hover stationary.

Heal Wounds

Range: Touch or 3 feet (0.9 m) away.
Duration: Instant.
Saving Throw: Standard, if the person resists the magic.
P.P.E.: Ten

This powerful invocation will instantly heal minor physical wounds, such as bruises, cuts, gashes, bullet wounds, burned flesh and pulled muscles. It will not help against illness, internal damage to organs or nerves, broken bones or poisons/drugs.

In the case of bullet wounds, the bullet should be removed first. If the bullet is left inside a person it will be a constant irritant causing chronic pain; reduce the character's P.E. attribute by one and P.P. attribute by one (and attribute bonuses accordingly) due to stiffness and discomfort.

The heal wound magic restores 3D6 S.D.C. and 1D6 Hit Points.

Horrific Illusion

Range: 30 feet (9.1 m).
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: Save vs Horror Factor 14.
P.P.E.: Ten

The spell caster creates a frightening, illusionary image of a horrible sight using common images, such as a hundred large (presumably poisonous) spiders or other bugs or snakes, or a vicious, rabid animal(s), or fire, and similar. Everybody who sees the illusion must roll to save vs Horror Factor: 14. A failed roll means that the character is momentarily stunned, with the usual Horror Factor combat penalties applicable for that one melee round. However, the illusion is so real that any character who fails to save will not challenge or go past it, but can try to find another route around it.

Horror

Range: The spell can be cast on a person or object by touch or up to 5 feet (1.5 m) away per level of the spell caster; line of sight. The aura of horror surrounding the enchanted person or object is five feet (1.5 m) per level of the spell caster.
Duration: Five minutes per level of experience.



Saving Throw: Standard; and vs Horror Factor.
P.P.E.: Ten

This spell duplicates the effect of the Fear spell (Horror Factor 16), except instead of placing it on an area, it is placed on a specific object (weapon, statue, vehicle, door, etc.) or person. Any person or animal coming within the radius of Horror surrounding the enchanted object or individual must save vs Horror Factor (16 or higher). A failed roll against Horror Factor will send the person running from the object (or person), screaming in terror. The horrified character will want nothing to do with such an enchanted object and can not be made to use it. Likewise, he will keep his distance from similarly enchanted people – frightened, runs away, and can not be made to trust, work or associate with him while the enchantment is in effect.

When the Horror spell is cast upon a person (inanimate objects cannot save), unwilling subjects of the spell (i.e. those who do not want people to fear them) get a standard save vs magic, which, if successful, negates the spell. In all cases, the spell caster is immune to the fear effect of his own spell, regardless of who or what it is cast upon.

House of Glass

Range: Up to 100 feet (30.5 m) away.
Damage: Special.
Duration: One minute per level of the spell caster.
Saving Throw: Standard; gods are immune to this spell.
P.P.E.: Twelve

"People who live in glass houses shouldn't throw stones ..."

While hackneyed, this saying sums up the spell's effect. The recipient of this magic appears to turn into living glass, but suffers no damage, only a strange, semi-transparent appearance. It is not until the victim of this magic attacks the spell caster that the enchanted individual learns the effect of this magic. The victim of this spell can not harm the spell caster without suffering *identical damage* in return! Any harm the victim inflicts on the mage is also visited upon him. Thus, an enchanted mercenary who fires a laser rifle at the spell caster and inflicts 22 M.D., will automatically suffer 22 M.D. in return. The damage is always identical, so if the mage suffered damage to his armor (magical or physical body armor), the same damage will be inflicted on his enchanted attacker. If the damage was to physical M.D./Hit Points, the attacker will suffer the same damage in the same location. Similarly, if the attacker is a fellow mage, and he casts a Speed of the Snail spell upon the other mage, he too will be affected by his own magic. Of course, the returning attack may offer greater or lesser consequences to the attacker depending on the situation and the two combatants. If the spell caster is killed, his victim will see his own Hit Points knocked down to 1D4, fall to his knees and suffer from weakness (all attacks, speed, bonuses and skills reduced by half); a near death experience. Of course, other enemies may take advantage of his incredibly weakened state!

If the sorcerer's attacker is killed or put in a coma, the spell ends immediately.

Implosion Neutralizer

Range: Can be cast on one explosive item up to 50 feet (15.2 m) away per level of experience, or two by touch.
Damage: Reduced.
Duration: Special; varies.
Saving Throw: Not applicable.
P.P.E.: Twelve

Implosion Neutralizer is a spell developed to contain explosions and limit damage from explosive devices. It can be cast upon any explosive devices or exploding force, including dynamite, blasting caps, hand grenades, rockets, LAWS, bazooka shells, mini-missiles, full-sized missiles, and other exploding devices and forces. **Note:** Does not work on bullets, nuclear or heavy (long-range) missiles, magical fire balls, magic lightning or most area affect magic. Likewise, the magic is insufficient to stop powerful natural phenomena such as geysers, volcanic eruption, earthquakes or similar.

The magical effect is to contain the explosive force, reversing the energy to cause it to implode in such a way as to partially neutralize the explosion – reduce the radius/area affected by the explosion and the damage inflicted by half!

Special Duration: One minute per level of experience when cast on an explosive device that has not yet exploded. Instant if trying to quell an explosion the moment it happens.

In the first case, the spell caster can place the magic on any explosive device (hand grenade, dynamite, etc.) that has not been activated (pin pulled, fuse lit, timer activated, missile launched, etc.). If the explosive is activated (set to explode) *after* the magic is cast upon it, and while the magic duration is still active (duration has not expired), it will implode rather than explode.

If the spell caster tries to contain an explosion the instant or split second it occurs, the character must roll for initiative to see who can act first: the mage or the bomb – high roll wins (defender wins ties; in this case, the mage). If the sorcerer is successful, his spell is cast a split second before or the very second it explodes, and damage is minimized; lives saved. If he fails, the explosive goes off before he can finish the spell (no expenditure of P.P.E.), the bomb does full damage, and the mage *may* get caught in its blast radius!

Influence the Beast

Range: Can be cast up to 30 feet (9 m) away.
Duration: One minute per level of the spell caster.
Saving Throw: Animals with low intelligence (reptiles, for example) are -2 to save, but predators and animals with high intelligence are +2 to save.
P.P.E.: Twelve

Influence the Beast is a mind control spell that enables the spell caster to control and direct as many as one animal per every two levels of his experience. These animals are not tamed or friends, but momentarily acknowledge the spell caster as their superior and will understand and obey his commands. If the spell caster targets the leader of a "pack," all or most will follow their acknowledged leader. This means the mage can send the animal(s) away, to sit and remain calm, play, to attack an enemy, to encircle and protect him (and/or the pack) from an enemy he denotes, to chase some other prey, to go hunting, and so on. However, the animal(s) will not obey commands that are completely contrary to its nature, thus it can not be made to kill itself, attack a mate or young (if tame, the animal may be made to bite and wrestle with its master/friend, but it will not seriously injure or kill him), and so on.



This magic will not work on creatures of magic (dragons, unicorns, etc.) or supernatural monsters. **Note:** The Shifter (and Summoner) can control one animal per level of experience and the spell costs half the P.P.E. when they cast it.

Instill Knowledge

Range: One person (one skill or bit of knowledge) by touch.
Duration: 30 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Fifteen

The spell caster can instill any one skill (excluding spells or spell knowledge) he knows at one level below his own level of experience and expertise. The recipient of the skill instantly knows it well, and the use of the skill feels completely natural. In the alternative, the mage can implant one particular, fairly detailed image or bit of information, such as a particular face, symbol, uniform, painting, sculpture, etc., or even a floor plan or schematic, map/layout of a town or city as known to the mage. However, since that knowledge is limited to spell caster's own, it may not be up to date (i.e. may not include recent changes, detours, new construction, etc.).

The knowledge is temporary and fleeting. When the spell duration elapses, the skill or knowledge is gone, becoming nothing more than a faded, dream-like recollection. Likewise, whatever skill or information is temporarily given to the other person, it becomes faded and fuzzy for the spell caster (-60% for that one particular skill). Memory returns to the mage completely at the end of the spell duration. **Note:** This is one spell that must run its course, the mage can not end or recall the knowledge at will.

Lifeblast

Range: Can be cast upon one character up to 30 feet (9 m) per level of experience, or two by touch.
Damage: Varies, see description below.
Duration: Varies.
Saving Throw: Varies; typically as None; automatically hits its target.
P.P.E.: Fifteen

Used on the living (good and evil), the Lifeblast is a powerful magic energy that brings renewed hope and optimism to the character(s) it is cast upon. This renewed faith motivates those it enchants to press on, and provides the following bonuses for the first melee round a character is affected by the magic: +3 on initiative, +1 on all combat rolls, +1 melee attack action, and +1 on all saving throws!

After the first melee round and for the next half hour, the affected character continues to feel optimistic and is +1 on initiative, +5% on the performance of skills and +10% to save vs coma/death.

In the alternative, the Lifeblast can be used against creatures of death and undeath with interesting results:

Animated dead: Negates the magic that animated the corpse, and the hellish thing drops lifeless to the ground.

Drive away mummy or zombie: The blast inflicts 1D6 damage and makes the creature fear the person who wields the powerful energy of life; equal to a Horror Factor of 16. A failed roll to save vs H.F. means the creature is held at bay (will not attack, shuffles around confused and frightened) for 1D4 melee rounds. Roll for each blast.

Drive away Banshee or Grave Ghoul: Equal to a Horror Factor of 19. A failed roll means the monster will immediately flee the area. Roll percentile to see for how long: 01-33% leaves the area for 1D4 hours, 34-66% leaves the area for 1D6 days, 67-00% leaves the area permanently.

Kill vampires. The undead are too powerful and evil to be driven away easily, but each Lifeblast inflicts 1D6x10 damage to the vampire it strikes. Only a Master Vampire can roll to save vs magic. If successful, he takes half damage.

Combat Necromancer: A Lifeblast shot directly against a Necromancer will inflict 4D6 S.D.C./Hit Point damage (or 3D6 M.D. if a Mega-Damage creature) and destroys two of its additional undead appendages (if any; only affects appendages attached to the Necromancer's body). If the Death Mage was in the process of casting a spell, the blast will interrupt the incantation and burn up half the P.P.E. needed for that Necromantic spell.

Note: A Lifeblast can only be directed at one target/person at a time (or two by touch) and automatically hits.

Mend the Broken

Range: Touch.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Ten plus the cost of structural repairs.

Just as healing spells are used to repair the body, Mend the Broken is used to repair inanimate objects. This spell will only work on physical damage (not electronics or software, nor living creatures), and can not restore shattered, mangled, flattened or completely destroyed items (must have at least 20% of its original S.D.C. or M.D.C.). However, it can seamlessly adhere the broken arm, nose, or other appendage of a statue back together without a crack, fill cracks and chips, repair cuts and holes, remove dents, restore metal from rust and tarnish, restore worn fabric, repair pottery and china, fix cracks and chips in glass, and even remove stains from fabrics.

The base P.P.E. to initiate this spell is 10, plus the amount of P.P.E. needed to restore/mend the damage. Mending the object completely (restore all S.D.C.) will make it look like new.

Structural repair of S.D.C. objects requires one P.P.E. point for every two S.D.C. the spell caster wishes to repair. One to remove a particularly stubborn or otherwise impossible to remove stain.

Structural repair of M.D.C. objects requires 30 P.P.E. points for every one M.D.C. the spell caster wishes to repair. This means it is unlikely the mage can instantly repair battle damaged M.D. armor, but they can fix it to some small degree. S.D.C. materials can not be changed into M.D.C. materials or improved in any other way, other than restoring it to like new condition.

Mental Blast

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience, but the intended victim must be visible.
Damage: 5D6 damage plus disorientation penalties. Double damage by touch, but must actually touch bare skin.
Duration: Instant, and add 1 melee per level.
Saving Throw: Save vs psionic attack.
P.P.E.: Fifteen

Mental Blast is a magical spell that simulates a psionic attack on an enemy. Instead of blasting away with energy bolts to damage the body, this attack is invisible and undetectable (except by psionic individuals) because it attacks the mind. The mental blast does damage direct to Hit Points for normal creatures, or M.D. to supernatural and Mega-Damage creatures. It can affect targets protected in body armor, but not those clad in power armor, giant robots or armored vehicles. In addition to physical pain and damage (a sudden migraine headache or shooting pain in the head, neck or spine), victims of this insidious attack will feel confused, disoriented and paranoid. The victim instinctively senses he is under attack, but doesn't know from whom — one of the great advantages of this spell is that it is virtually invisible and it can be difficult to determine the source. Thus, the victim may flee the area or accuse innocent people, lash out madly (and with deadly force) or call to a nameless (faceless) enemy to show himself and fight openly, man to man. Penalties: Victims of this attack are -2 on initiative, -2 to strike, parry, and dodge, and -20% on all skills. Penalties remain in force for 1D4 melee rounds per attack; multiple Magical Mind Bolt attacks will have a cumulative effect. If the character successfully saves vs psionic attack, the damage is half and there are no penalties! **Note:** Mind Melters and Mind Bleeders will automatically sense who their attacker is!

Sleep

Range: Touch or one foot (0.3 m) away.
Duration: Becomes inert within 15 minutes; effects last 10 minutes per level of experience.
Saving Throw: Standard.
P.P.E.: Ten

The invocation can turn any normal food or drinkable fluid into a sleep inducing potion. Immediately after two bites of enchanted food or two gulps of fluid, the character will fall into an enchanted sleep. The victim can not be awakened by any means except by the mage canceling the magic or until the magic's duration time lapses. A successful save means the enchanted food or drink has no effect whatsoever.

Superhuman Endurance

Range: Self or one person up to 10 feet (3 m) away or two by touch.
Duration: Two hours.
Saving Throw: Standard, provided the character resists its magic.
P.P.E.: Twelve

This spell enables the mage to magically enhance the stamina of living creatures (himself included) to have greater physical endurance and fortitude. Recipients of this magic can engage in any type of strenuous activity without getting tired in the least. At the end of the magical duration, the character will feel fresh, but without further magic, fatigues at his normal rate. This means a horse (or man) could run for this period, non-stop, without getting tired or losing strength. The spell does not endanger the recipient, as the magic does not force the body to work past its normal endurance, rather it changes the recipient's body in such a way as to mimic supernatural endurance with virtually no fatigue and no stress on the body. **Bonuses:** In addition, the character can lift and carry 10% more than usual, and is +2 to save vs disease, poison and toxins.

Willing recipients do not attempt to resist the enchantment and are affected automatically. If, for some reason, a character resists this helpful magic, he gets to make a standard save vs magic, and if successful, will be unaffected. Animals (such as horses) are always unwilling, and will resist as best they can. Remember, though, that animals are at -4 to save.

Superhuman Strength

Range: Self or others by touch.
Duration: 2 melee rounds (30 seconds) per level of experience.
Saving Throw: None.
P.P.E.: Ten

The incantation magically gives the character a Supernatural P.S. of 30 and a P.E. of 24, as well as adds 30 S.D.C. for the duration of the magic. Supernatural strength, endurance and bonuses last for the duration of the magic.

Superhuman Speed

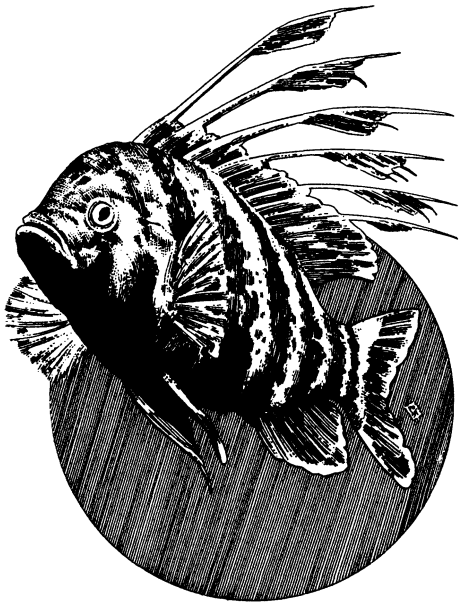
Range: Self or others by touch.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Ten

The invocation bestows the character with the equivalent of a Speed attribute of 44 (equal to 30 mph/48 km) and adds a bonus of +2 to parry and +6 to dodge for the duration of the magic. All movements performed during this period are done without fatigue.

Sustain

Range: Self or two others by touch.
Duration: 24 hours per level of experience.
Saving Throw: None.
P.P.E.: Twelve

Sustain allows the recipient of this enchantment to go for days without food, water, or breathable air! The magic keeps their energy level up and removes the need for any outside source of these things. In addition, the recipient only needs two hours sleep per night for the duration of the magic. The individual can survive in almost any environment. However, the character remains vulnerable to other external conditions such as heat, cold, and physical damage, and fatigues from exertion as normal. This spell is a must for serious explorers and dimensional travelers.

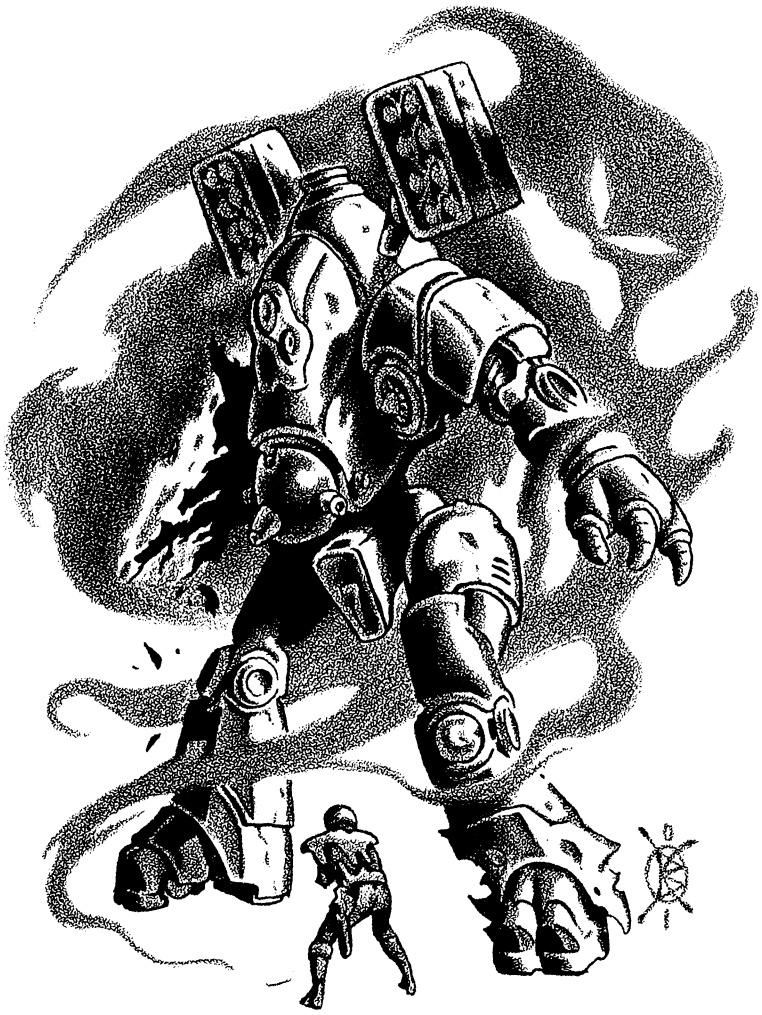


Swim as a Fish (Superior)

Range: Self or others by touch.
Duration: 40 melees/10 minutes per level of spell caster.
Saving Throw: None.
P.P.E.: Twelve

This spell can be cast on oneself or on one or two people at a time by speaking the incantation and touching the intended targets. The enchanted persons are then able to breathe underwater and swim expertly (at a speed of 20). Base skill 98%. No distance or fatigue factor; swims with ease for the full duration of the spell. Bonus of +2 to parry and dodge while in water. Maximum depth is two miles (3.2 km).

Level Six (Invocations)



Apparition

Range: 30 feet (9.1 m).
Duration: One minute (4 melees) per level of experience.
Saving Throw: Standard.
P.P.E.: Twenty

The wizard can create a realistic apparition in the form of a horrible creature or weird thing that will attack anybody who comes within 20 feet (6 m) of it. Apparitions are commonly used to block passages and guard entrances. Although an illusion, it will appear completely real, interacting with an opponent's actions. The illusion will appear to sweat and bleed, but can not be killed or stopped. The illusion can appear as any known supernatural creature or an imaginary "thing," like a man-eating refrigerator and so on.

There are only three ways to destroy the illusion: 1) A successful save vs magic will cause it to disappear, at least for that individual; each character must make a saving throw. 2) Plunge a rod or something made of *iron* into it. 3) Wait for the spell's duration time to elapse.

The person who sees the apparition will believe it to be real in every way and will even imagine it inflicting damage to him. Combat should be conducted as usual, although the damage is imaginary and disappears when the apparition is destroyed. Should the opponent of the apparition die (or so he believes), the character will fall unconscious for 2D4 minutes from shock. The experience is traumatic; roll to save vs insanity (a 12 or higher saves). If the roll is a failure, roll percentile dice on the Random Insanity Table. **Note:** No physical damage is actually sustained.

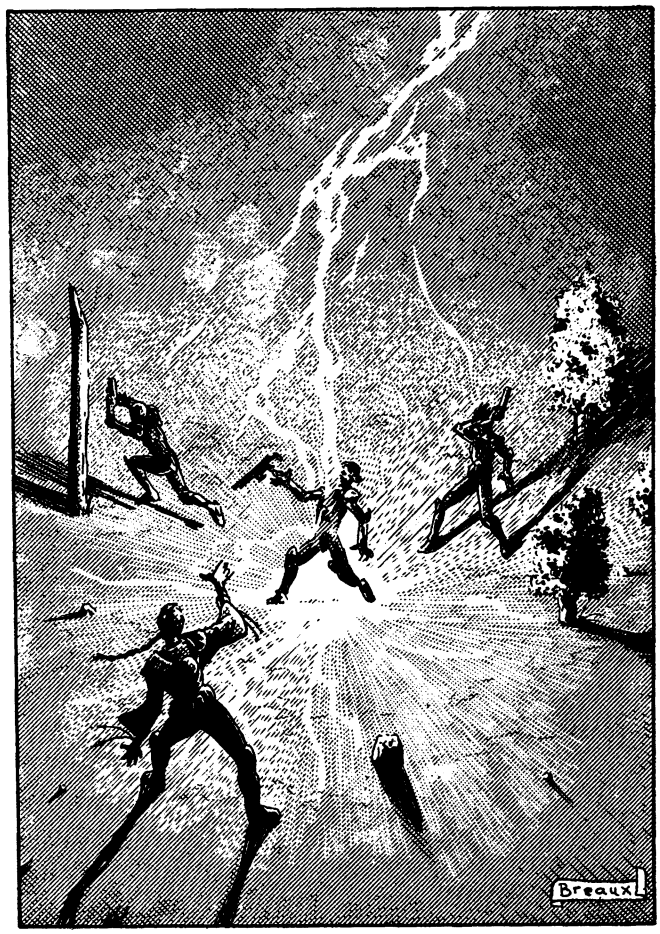
The creature will always have at least three attacks per melee, but no more than six; +2 to strike, +3 to parry, +6 to dodge, incredibly strong and has a Horror Factor of 10.

Barrage

Range: 100 feet (30.5 m) +30 feet (9 m) per level.
Duration: Seven seconds (approximately half a melee round).
Damage: Two M.D. per each force blast. Unleashes three blasts +1 per level of the spell caster.
Saving Throw: Dodge or parry.
P.P.E.: Fifteen

This spell unleashes a succession of force blasts to batter its intended target like a swarm of tiny comets striking one after the other. Each energy blast is visible, about the size of a softball with a vapor trail, and is fast moving. Once unleashed against a target, the "barrage" continues until all blasts are used up. Even if the victim runs, flies up, or dives for cover, the barrage will follow him like tiny guided missiles. However, because the blast pulses are reasonably large and visible, the character can try to dodge or parry them with a weapon. A successful dodge means the magical blast misses and dispels. A successful parry means it is batted away and the blast dispels without damage on impact. Of course, the down side is that the barrage of magic force will either strike, injure or distract the targeted victim, and probably cause him to spend his time and combat actions trying to defend against the attack!

In addition to taking damage (each blast that hits does two M.D.), the victim is distracted from events and activity around him (focused on the pounding attack) and is -3 to defend against any other attack(s) leveled at him during the barrage. Worse, even if the character stands his place and takes the pummeling of force, he loses two melee attacks/actions, because he can not take any offensive action (only parry and dodge) while being hammered by the barrage!



Call Lightning

Range: 300 feet (91.5 m); line of sight.
Duration: Instant.
Damage: 1D6 M.D.C. per level of the spell caster.
Saving Throw: None.
P.P.E.: Fifteen

This spell creates a lightning bolt which can be directed at any specific target up to 300 feet (91.5 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision. The lightning bolt does one six-sided die (1D6) of M.D. per level of the spell caster.

Compulsion

Range: 60 feet (18.3 m) and within line of vision.
Duration: 24 hours.
Saving Throw: Standard.
P.P.E.: Twenty

The spell caster can implant a sudden desire or need in another character's mind. The focus of the irresistible impulse should be something reasonable and attainable, although the motive may seem quite irrational. The enchanted character will be consumed with the object or action of the implanted compulsion, whether it be something very simple, like a craving for a candy bar, or the need to visit somebody, or something more extravagant. The victim of this enchantment will be obsessed with attaining whatever it is for the full duration time of the incantation or until it is attained. A "remove curse" will instantly negate the compulsion.

Create Water

Range: 10 feet (3 m), line of sight, or touch (of a container).
Duration: Permanent.
Saving Throw: None.
P.P.E.: Fifteen

This spell enables the mage to conjure a quantity of water out of thin air by drawing and purifying moisture from the surrounding area, and made to appear in any container indicated by the spell caster. A container for the water must be available, or else he will have a wet mess to clean up on the floor. The spell caster can create one half gallon (1.9 liters) per level of experience. Half this amount in a desert, twice this amount at sea or in a rain forest. This magic can supply a town without, or miles from, a fresh water supply. **Note:** The Conjurer and Water Warlocks can create twice this amount of water for half the P.P.E. (7).

Crushing Fist

Range: Self or 50 feet (15.2 m) per level of experience.
Damage: 2D6 M.D.
Duration: One minute per level of the spell caster.
Saving Throw: Dodge.
P.P.E.: Twelve

This spell has two possible applications, but the spell caster must pick one, he cannot switch from one type of attack to the other.

1. Hand to hand combat (self): The sorcerer's fist glows with energy and can inflict 2D6 M.D. (2D6 additional M.D. if already a Mega-Damage creature) with each punch of his fist. This spell does not add to weapon damage, but is +2 to strike.

2. Long-Range Attack: The mage must be able to see his intended target, and, by pointing with his hand balled into a fist, send a blur of magical force to punch an opponent at a great distance. **Note:** This attack can only be used to hit something, and can not be used to grab or bring something to the mage. The intended target of the pounding attack must be visible to the spell caster. +1 to strike from a distance.

Cure Illness

Range: Touch or 3 feet (0.9 m).
Duration: Instant cure.
Saving Throw: None; standard if the person resists treatment.
P.P.E.: Fifteen

A potent magic that can cure ordinary disease and illness, such as fever, flu, and other common diseases. The magic can not cure cancer, AIDS, lung disease, wounds, broken bones or internal damage to organs, only sickness caused by bacteria. Nor can it cure magically induced sicknesses or disorders.

Energize Spell

Range: Touch or 10 feet (3 m) away.
Duration: Special.
Saving Throw: None.
P.P.E.: Twelve plus full P.P.E. amount of the original spell.

Energize allows the mage to pump additional P.P.E. into one of his currently active spells to extend its duration. The same amount of P.P.E. that was required to activate and cast the spell in the first place is needed to extend its duration. The energize spell can be used on any other spell with a duration greater than a single melee round. Where the normal duration would normally end, being "energized," the renewed spell begins its full duration again, without pause or lapse of its effect. The main advantage of the energize spell, rather than just casting the spell again, is that those who have already fallen victim (failed to save) remain enthralled (do not get a new saving throw, which they would if the spell was recast). It is also ideal in situations where it would be helpful if the spell lasted longer, but the mage can not be there to cast a new spell; the energize spell would automatically continue the desired effect. This is particularly handy when casting magical flight, speed, superhuman endurance and similar spells on a character who will be leaving the company of the mage. If attempting to energize a spell cast on an opponent, the victim must be touched. Otherwise, being within 10 feet (3 m) is close enough. **Note:** The energize spell can only be cast once to extend the duration of a particular spell, effectively doubling the duration (nothing more). **Limitation:** Only spells Sixth level or less can be extended/energized this way.

Fire Ball

Range: 90 feet (27.4 m).
Duration: Instant.
Damage: 1D4 M.D. per level of the spell caster.
Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.
P.P.E.: Ten

The spell caster creates a large Fire Ball which hurls at its target at an awesome speed, inflicting 1D4 Mega-Damage per each level of the spell caster. The Fire Ball is magically directed and seldom misses.

Fire Blossom

Range: Touch; appears above the open palm of the mage's hand.
Damage: Varies.
Duration: One month per level of the spell caster without burning, but burns out within 1D6 minutes after it is activated to burn.
Saving Throw: None.
P.P.E.: Twenty

This is a unique spell in which the mage creates a Fire Blossom – a small tongue of flame about three inches tall. It flickers but does not burn and can be held, put in one's pocket or placed in a bag or backpack without fear of starting a fire. The fire does not burn until the mage or the recipient of the Fire Blossom (it can be created and given as a gift) activates it. Once activated, the Fire Blossom bursts into a raging fire three feet (0.9 m) tall and two feet (0.6 m) wide. It will burn without combustibles (wood, rags, coal, etc.) for 1D6 minutes and then vanishes. If placed on or stoked with combustibles, these items will immediately catch fire and burn, thus the Fire Blossom can be used to create a campfire, light torches, or to start a fire.

Fortify Against Disease

Range: One person up to 100 feet (30.5 m) away, self, or two by touch.
Duration: Two hours per level of experience.
Saving Throw: Not applicable, unless the character doesn't want to be fortified (in the latter case, a standard save applies).
P.P.E.: Fifteen

The recipient of this magic has his physical constitution magically "fortified." This enables the character to easily resist bacterial infections (food poisoning, gangrene, etc.), is +4 to save vs disease caused by viruses (including the common cold) or magic, and +1 to save vs toxins and poisons!

Frequency Jamming

Range: 100 feet (3 m) per level of experience; line of sight or two machines by touch.
Duration: Two melee rounds (30 seconds) per level of the spell caster's experience.
Saving Throw: Not applicable; affects machines.
P.P.E.: Fifteen

This spell interferes with communications, transmissions and/or sensor systems (radios, radar, sonar, motion detector, heat sensor, CAT scan, lie detector, etc.) by magically jamming the frequencies used by that machine. This means no intelligible readings or communications can be delivered by the enchanted machine until the magic ends.

Frostblade

Range: Close, hand to hand combat.
Duration: One minute per level of experience.
Damage: 4D6 M.D.
Saving Throw: None.
P.P.E.: Fifteen. A Water or Air Warlock can create a Frostblade for the same P.P.E. cost but with a duration of two minutes per level of experience.

This spell transforms an ordinary (S.D.C.) sword or knife, or metal rod or strip into an icy, four foot sword that glows with a pale white, misty energy. After creating it, the spell caster can give the sword to someone else if he so desires. The weapon can be used in much the same manner as any sword, but can parry energy blasts (however, with no special bonuses). The Frostblade inflicts Mega-Damage through a combination of magical force and numbing cold, so fire creatures take 6D6 M.D., unless their description says they take double damage from cold (in that case, 8D6 M.D.). The weapon will not be damaged by parrying attacks, but returns to normal when the spell duration elapses. Yes, this weapon can be used in combination with the Ricochet spell.

Ice

Range: 50 feet (15.2 m) per level of experience.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Fifteen

This spell allows a mage to transform magical energy into ice, creating one of the following three effects.

1. A wall of Mega-Damage ice, having 50 M.D.C. per level of the spell caster, and covering a 10x10x10 feet (3x3x3 m) area +10 feet (3 m) in length per level of experience. The wall can be created anywhere within range and can be made small or big as the spell caster desires (i.e. a 3rd level mage can fill the opening of a small, six foot (1.8 m) wide corridor completely, like a door made of ice, or 30 feet (9 m) down the length of the corridor). Anybody in the area where the spell is cast is pushed out of the way. If the ice wall would crush or encase a living being (because the area is too small), the magic will not work! Likewise, as a "wall," the ice appears on the ground and can not be made to appear in the air above an opponent's head or inside a vehicle. There is no save against this ice wall.

2. Magically cover the floor, wall, ceiling and objects out in the open in a thin coating (an 8th of an inch/3 mm) of ice, plus frost particles twinkle in the air. Can affect a six foot (1.8 m) radius per level of experience. People caught in the icy covering will suffer from cold and surprise, losing initiative that melee round and are -1 on all combat actions. Characters not protected by body armor will suffer incidental frostbite damage (1D6 S.D.C.) unless they knock the ice off. The main advantage of this spell is that movement on the ice is extremely difficult; reduce speed by 75% and even then there is a 01-75% chance of falling if the character moves faster than a speed of 4! Since everything is covered in ice, there is no hand-hold to grab onto for support. Furthermore, the magical ice does not melt even in extreme heat, but disappears when the spell duration elapses.

3. Freeze water. The mage can use this spell to instantly freeze two gallons (7.6 liters) of water per level of experience. Freezing can be done to one container or several in a 6 foot (1.8 m) radius (puddles, canteens, soda bottles, etc.), provided the total amount frozen does not exceed the spell caster's maximum limit in total gallons. Freezing water may cause full containers to rupture or shatter. The ice melts as normal under the circumstances.

Illusion Booster

Range: As per illusion; area affect.
Duration: Double that of the original illusion.
Saving Throw: Not applicable.
P.P.E.: Fifteen

This is effectively an auxiliary spell that piggy-backs with another Illusion (any) or Apparition spell and doubles the duration of that first spell. It is as simple as that. Applicable only to illusion magic and can only be used once to double the duration of the illusion (casting six Illusion Boosters is a waste because it will not increase the duration six times, only doubled once from the original spell duration).

Illusory Wall

Range: Can be cast up to 500 feet (152 m) away and affects 1,000 square feet (305 m) per level of the spell caster; area affect.
Duration: 30 minute per level of the spell caster.
Saving Throw: -2 to save.
P.P.E.: Fifteen for a simple wall with few details or creativity. Thirty for an elaborate illusion such as a wall made of plants and vines or one covered with graphite, a mural, carvings, spikes, barbed wire and similar attention to detail and deliberate misrepresentation.

This spell enables the spell caster to create an illusion of a wall of almost any sort. This can be done to cover/hide or change the appearance of a real wall (i.e. cover a symbol or other important marking, or cover it with graffiti or a false image, markings or words, or to make it look stronger, bigger, taller, crowned with barbed wire, etc.). Or the magic can be used to create the illusion of a wall tailored to fit its surroundings (or not), so that a "wall" in the jungle could appear as a dense weave of plants, trees and vines, or as crumbling stone covered with vines, or decorated with monstrous carvings or pictures. A wall in the city could look like solid M.D.C. cement, metal, stone, wood, wire or electrified. Elsewhere, the illusion might look like Xiticix resin, a force field, slime covered stone, made of ice or fire, and so on.

The illusion can be penetrated by an individual only if he/she should touch the wall and make a save vs magic, or has some other legitimate reason to believe the wall is an illusion. A failure to save means the wall looks and feels (even tastes and smells) real! A successful save means the character will pass right through as if it was not there or was a ghost image. Those who failed to save, but see a comrade walk through the wall and/or insist it is an illusion get to roll to save vs magic again. A successful roll means they too now see it as an illusion, however, if the character fails to save again, there is no amount of reasoning that can convince him that it is not real (reacts appropriately), at least not until its duration ends and it disappears.

Note: This spell is ideal for creating a natural looking *screen* to camouflage vehicles and campsites (at least from ground level), especially when combined with genuine cover and camouflage.

Please note that this wall is only an illusion, and will not stop vehicles, projectiles, energy blasts or any other attack leveled against it, even though the characters who believe the illusion is real will think it does. Mainly, characters respond to it as if it is real; most people who see it from a distance will have no reason to doubt its existence or reality and will respond to it accordingly; typically to go *around* it.

Impervious to Energy

Range: Self or others by ritual.
Duration: Two minutes (8 melees) per level of experience.
Saving Throw: None.
P.P.E.: Twenty

The spell caster can make himself impervious to all forms of energy including fire, heat, electricity, lasers and so on. Energy attacks do no damage whatsoever. Physical attacks, guns, knives, clubs, explosives, and even punches, etc., do normal damage.

Magic Pigeon

Range: Immediate area.
Duration: Two months per level of spell caster.
Saving Throw: None.
P.P.E.: Twenty

Through the means of a special incantation the spell caster is able to create a mystic facsimile of a pigeon. The Magic Pigeon is able to deliver a spoken (30 words or less) or written message to anyone, anyplace in this world (in the same dimension). However, the spell caster must know at least the general location of the recipient of the message and a specific person (or two) to receive the message. Upon reaching its destination, the pigeon seeks out that person and immediately delivers the message. If the recipient of the message is not at the prescribed destination it will wait until he returns or until the spell duration elapses and the pigeon fades away.

The Magic Pigeon looks exactly like a real pigeon, but needs no food or rest; thus it can fly 720 miles (1152 km) every 24 hours at a speed of 30 mph (48 km). Normal weapons can not harm or capture the pigeon, but magic spells of entrapment can capture it (Magic Net, Carpet of Adhesion, etc.). Only a Dispel Magic spell can destroy it.

Mask of Deceit

Range: Self.
Duration: 10 minutes per level of experience.
Saving Throw: Everyone who encounters the disguised character gets a save vs magic, but is -4 to succeed. A successful save means the true features are seen, not the mask. However, those who don't really pay attention or care who the character might be, are automatically fooled by the deception (no chance to save).
P.P.E.: Fifteen

A useful tool for deception, it magically creates an illusionary mask over the spell caster's own facial features. Age, gender, skin color, hair, hair length, and specific features are composed with thought. However, the magic is limited to facial features and does not apply to any other part of the body. The mage can attempt to imitate a specific person's face, but has a mere 20%+5% chance per level of experience. If the character has the Disguise skill, use that base skill instead.

Memory Bank

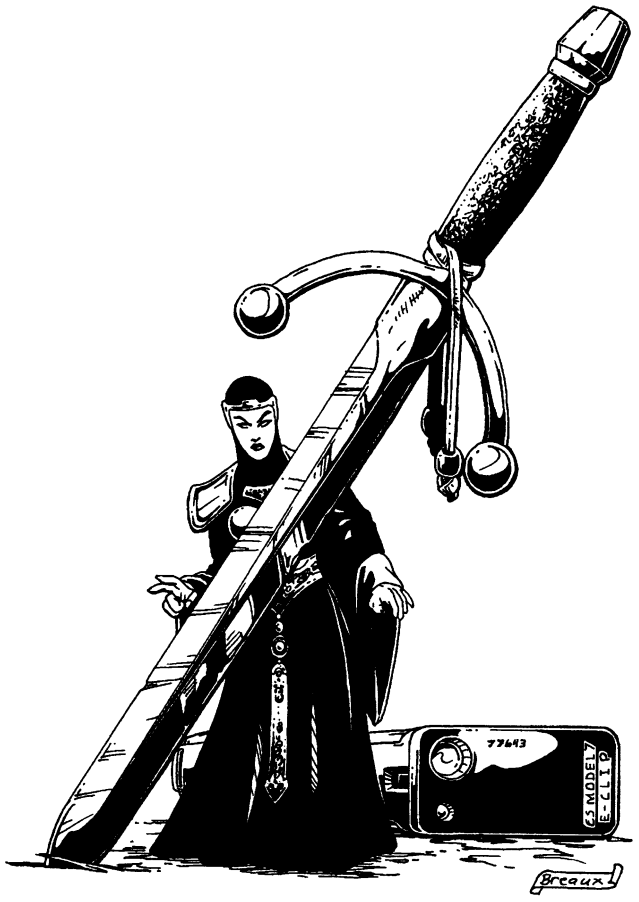
Range: One other by touch.
Duration: Three months per level of experience.
Saving Throw: None if willing; standard if unwilling.
P.P.E.: Twelve

The spell caster can implant a block of memory/information deep into another person's subconscious mind without them ever knowing what it is. The mage can then retrieve it at any time with a mere touch. This technique can be used to safely record and hide phone numbers, addresses, incantations, or any other data under 1000 words. The information can be stored for three months per level of the enchanter. **Note:** A psionic Mind Block will make it impossible to implant or retrieve a Memory Bank. There is no limit to the number of Memory Banks a mage can implant in the same individual. The memory will fade away after the magic's duration time has elapsed.

Power Bolt

Range: 1,600 feet (487 m) +100 feet (30.5 m) per level of experience.
Damage: 5D6 M.D. +2 per level of the spell caster.
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty

Power Bolt is a long-range magical attack that causes a blue beam of energy to shoot from the spell caster's hand and strike a single target within its range. This attack never misses, unless the intended victim rolls a natural or modified (with bonuses) 20 or higher to dodge. The bolt blazes into the target, inflicting massive energy damage. With its long range, this is one of the few spells that can compete with the heavy weapons carried by vehicles and robots, and can be especially effective against aerial targets and ships at sea. The spell caster may regulate the damage of this spell by increments of 1D6 points but P.P.E. cost is unchanged.



Reduce Self (6 inches)

Range: Self.
Duration: 10 melees per level of spell caster.
Saving Throw: None.
P.P.E.: Twenty

This spell instantly shrinks the spell caster, his clothes and possessions to six inches tall. Note that reduced weapons do virtually no damage. Weapons that normally inflict Mega-Damage do a mere ONE point of S.D.C. damage when shrunken. All others just sting for a moment.

Sheltering Force

Range: Around self, or up to 20 feet (3 m) away.
Duration: One hour per level of experience.
Saving Throw: Not applicable.
P.P.E.: Twenty

The Sheltering Force is essentially a light force field that appears as a semi-opaque (can see figures, outlines and blurred colors, but not faces or details), bluish-white dome. The "shelter" can be small enough to accommodate two people or big enough to accommodate six (eight cramped). In either case, it resembles a dome shaped tent made of semi-opaque plastic. It is dry inside and maintains a temperature that is 10 degrees Fahrenheit cooler than outside in hot weather and 10 degrees warmer in cool weather. It will hold smoke in, so any campfire must be made outside. The magical shelter keeps rain and insects out, but animals, people, 'bots and spirits can come and go as they please, much like a real tent. Furthermore, if attacked, the Sheltering Force will only stop 1D6 M.D. per each attack blast/arrow/whatever, with the remaining damage penetrating the force field and possibly hitting those inside the shelter. The semi-opaque nature of the force field means that those attacking from outside can not get a clear shot and are -3 to strike, but they can see shapes and shadows inside to shoot at.

Targeted Deflection

Range: Effective targeting deflection is 500 feet (152 m) +50 feet (15.2 m) per level of experience. Trying to hit a target beyond this range is -1 to strike per every additional 100 feet (30.5 m). This spell can only be cast on the sorcerer himself.
Duration: One melee round per level of experience.
Saving Throw: Dodge.
Limitation: Energy attacks only.
P.P.E.: Fifteen

Targeted Deflection is a more advanced form of the Deflect spell. After invoking this magic, the spell caster can magically parry energy attacks/blasts with his arms and hands (a small field of energy momentarily appears around the hands and forearms). Best of all, he can deflect them in such a way that the attack is directed *back* at its source! Unless the attacker dodges, he takes full damage from his own attack and the mage takes none! To successfully return the attack to its source, the mage rolls to parry with a bonus of +3 (in addition to any P.P. and/or Targeting skill bonuses). A successful parry will block and deflect the attack harmlessly away. Any roll above a 13 will bounce the blast back at the attacker. The attacker can try to dodge the bounce-back energy blast, but does so without bonuses and must match or beat the mage's parry roll. A roll by the mage between 5-13 simply deflects the attack out of harm's way, a roll of l-4 means a fumbled deflection and the blast hits the mage without it being deflected.

The spell caster can also try to deflect the blast at a different target, but does so without any bonuses and needs a 16 or higher to strike. **Note:** Only energy blasts, including magical energy, can be deflected *back at* the attacker or at others. However, the mage can parry and deflect projectiles harmlessly away the same as the Deflect spell.

Teleport: Lesser

Range: Five miles (8 km) per level of experience; touch.
Duration: Requires two full melees (30 seconds).
Saving Throw: None.
P.P.E.: Fifteen

The power to transmit matter from one place to another. The Teleport: Lesser invocation is limited to non-living substances. Up to 50 lbs (22 kg) can be instantly transported from the location of the spell weaver to any location miles away. The only requirements are that the mage touches the object to be teleported and that the location of where it is being sent to is known to him. **Success Ratio:** 80% +2% per level of the mage. An unsuccessful roll means that the object never arrived where it was supposed to and could be anywhere within the mage's range.

Time Slip

Range: Self.
Duration: Half a melee round (7 seconds).
Saving Throw: None.
P.P.E.: Twenty

The invocation momentarily suspends time, enabling the spell caster to slip seven seconds into the future. The mage can move forward seven seconds while all around him are caught in the past. The magic is such that the character can not physically hurt any living creature, but can move about the physical environment, open doors, grab an item, run, etc. The effect will appear, to others, as if the character disappears for an instant and then suddenly reappears a few seconds later. All around him lose two attacks that melee round, but the mystic retains all of his. The time slip is ideal for a quick escape. **Note:** Whatever actions the sorcerer takes within the seven seconds are unseen and unknown to the other characters.

Tongues

Range: Self or others by touch.
Duration: 3 minutes (12 melees) per level of experience.
Saving Throw: None.
P.P.E.: Twelve

The magic enables the character to perfectly understand and speak all spoken languages; 98% proficiency. An understanding of written languages is not provided by this magic. See the *Eyes of Thoth.*

Words of Truth

Range: 5 feet (1.5 m).
Duration: One minute (4 melees) per level of experience.
Saving Throw: Standard. The enchanted character makes a saving throw for *each* question asked. A successful save means he does not have to answer. Questions can, however, be repeated.
P.P.E.: Fifteen

A person affected by this enchantment is compelled to answer all questions truthfully. The spell caster must be within five feet (1.5 m) and can ask two brief questions per melee round. It is wise to keep questions simple and clear to avoid confusion.

Level Seven (Invocations)

Agony

Range: 5 feet (1.5 m) per level of experience.
Duration: One minute (4 melees).
Damage: Special.
Saving Throw: Standard.
P.P.E.: Twenty

A particularly cruel and painful invocation that incapacitates its victim with pain. Under the influence of this spell, the victim has no attacks per melee, can not move, perform skills or even speak; only writhe in agony. Although there is no physical damage (no S.D.C. or Hit Points are lost), the pain is very real. It takes another minute for the victim to regain his full composure. During that second minute his number of attacks per melee are at half, speed is half, and he suffers a penalty of -1 to strike, parry and dodge. Only one person can be affected per invocation.

Animate and Control Dead

Range: 400 feet (122 m); line of vision.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Twenty

With this incantation the practitioner of magic can animate the remains of dead bodies – human, animal or monster – and mentally control them like a puppet master would a marionette. The remains are not

alive and do not have any intelligence whatsoever. It is the sorcerer who controls their actions.

Restrictions:

1. The mage can animate and control only two corpses/skeletons, plus one per level of experience.

2. The animated dead must remain in his line of vision. If it can not be seen, it can not be animated.

3. The animated dead can be a corpse or skeleton. Attacks per melee: two each, Speed: 7, Damage: 1D6 from punch, bite, claw or blunt weapon. Modern weapons, such as guns of any kind, can NOT be used by animated dead.

4. Only total destruction will stop an animated dead, or knocking out the controlling mage. S.D.C. of a small corpse/skeleton, about 3 or 4 feet (0.9-1.2 m) tall, is 50 S.D.C.; medium, 5 or 6 feet (1.5-1.8 m), is 80 S.D.C., large, 7 to 12 feet (2.1-3.6 m), is 140 S.D.C.

Vulnerabilities: Bullets do half damage, blunt and smashing attacks do full damage, fire does double normal damage. Animated dead can *not* be stunned or affected by a death blow or critical hit, nor frightened. They are S.D.C. structures and inflict S.D.C. damage unless they wield an M.D.C. weapon like a Vibro-Blade.



Ballistic Fire

Range: 1,000 feet (305 m) +10 additional feet (3 m) per level of experience.

Damage: 1D6 M.D. per fiery missile.

Duration: Instant.

Saving Throw: None. Potential victim(s) can attempt to dodge at -10 and without benefit of any other bonuses.

P.P.E.: Twenty-Five

Ballistic Fire is an anti-infantry spell designed to mow down large numbers all at once. The spell creates one fiery missile per level of the spell caster which can then be directed and fired simultaneously at whatever multiple targets the mage desires. Actually, these mini-missiles can be directed at several different targets (as few as one target per missile), as volleys of several missiles directed at two or more targets, or all concentrated as one large volley to all hit the same target. The balls of fire are magically guided and rarely miss! Regardless of the missiles created and the way they are distributed, the attack of a Ballistic Fire takes only a single spell attack (approximately 7 seconds to cast).

Constrain Being

Range: 30 feet (9.1 m).

Duration: Two minutes (8 melee rounds) per level of experience.

Saving Throw: Standard.

P.P.E.: Twenty

This invocation is useful for controlling *lesser supernatural creatures*, such as most entities, sub-demons (Gargoyles and Brodkil included), lesser demons and Deevils, Minor Elementals, and similar. The enchantment forces the being to obey the spell caster to a very limited degree. Mainly, the mage can hold the *thing* at bay with an order like: "Back, stay back," "Go ... begone," "Stay there ... don't move." "No." "Stop." "Back away." No commands more elaborate than this will be obeyed. The Constrain Being incantation works in the same way as a cross holds a vampire at bay. As long as the mage and his allies stay out of the creature's reach, the magic will hold it at bay. If it can reach out and hurt somebody, it will. If it is attacked, the enchantment is broken and it is free to lash out at everybody. **Note:** Possessing Entities and greater supernatural beings are not affected by this magic, nor are non-supernatural beings such as dragons, Faerie Folk, or mortal humans, D-Bees, or aliens.

Dispel Magic Barriers

Range: 100 feet (30.5 m).

Duration: Instant.

Saving Throw: The magic spell being attacked automatically gets a standard saving throw (12) as if it were a person. If a successful save is made, the negation spell has no effect; the barrier remains.

P.P.E.: Twenty

The Dispel Magic Barriers invocation negates/dispels all magic barriers of any kind, including the Sorcerer's Seal, Carpet of Adhesion, Magic wall spells, ward spells, etc.

Fire Gout

Range: 30 feet (9 m) per level of experience.

Duration: Instant.

Damage: 6D6 M.D.+1 per level of experience.

Saving Throw: Dodge at -3 to do so.

P.P.E.: Twenty

The caster can magically conjure and direct a stream of fire similar to a flamethrower, only wider. It can be directed with a wave of the hands; point and shoot. The fiery stream extends the full length of its range, stopped or blocked only by large obstacles in its path, and is about three feet (0.9 m) in diameter. There is 01-70% likelihood that combustible materials will be set on fire.

Fly as the Eagle

Range: Self or two others by touch or cast upon one to 100 feet (30.5 m) away.

Duration: 20 minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: Twenty-Five

The power of flight is bestowed upon the spell caster or person it is cast upon. It is especially effective outdoors, and in large, open areas. **Maximum Speed:** 50 mph (80 km). **Bonuses:** +1 to parry, +2 to dodge and +2 to damage on a diving attack. Bonuses apply only when in flight.

Globe of Silence

Range: Up to 90 feet (27.4 m) away.

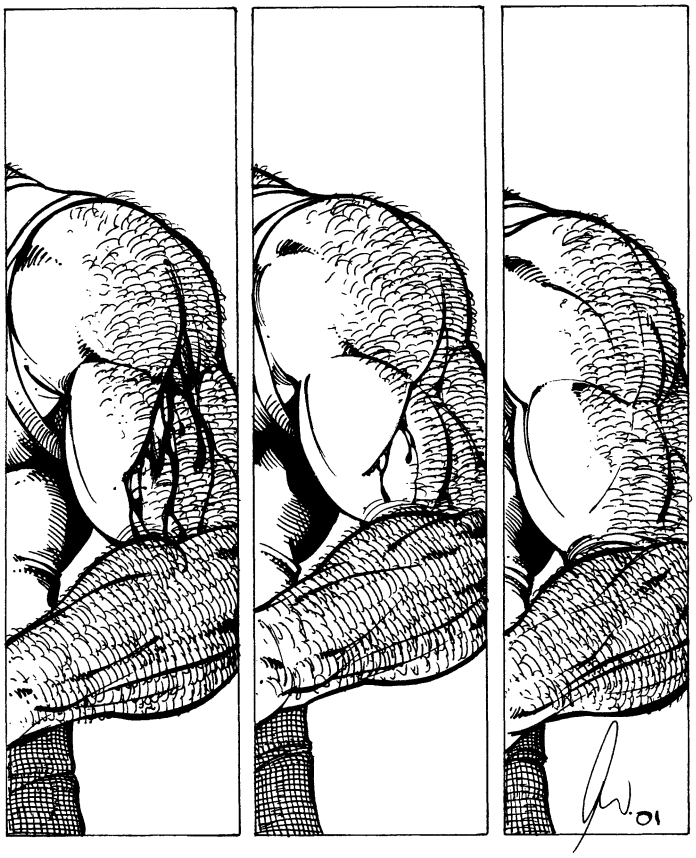
Duration: Six melee rounds per level of the spell caster.

Saving Throw: None. There is no saving throw because it is actually the physical space within the globe that is being altered. A Negate Magic spell can be attempted to dispel/cancel the globe and its influence.

P.P.E.: Twenty

This spell immediately creates an invisible, 10 foot (3 m) radius globe which stops all sound. Voices, screams, footsteps, everything within that radius is absorbed by the globe. This means that absolutely no sound can leave or penetrate the area covered by the globe. So while it can prevent those within the globe from making noise, it also prevents sound from outside to enter. Those within the globe can not hear anything. A spell caster, reliant on spoken incantations, is completely powerless inside a Globe of Silence because his words can not be heard.

The spell affects those within its radius; stepping beyond the radius frees that character from its effect. The globe itself can be fixed in a stationary area or mentally moved and manipulated by the spell caster. However, the spell caster must be inside the globe to move it, and can not cast another spell while manipulating the globe. Once *fixed* to one spot, that is where the globe remains until the spell duration time elapses or it is canceled.



Heal Self

Range: Self.
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty

This is a (comparatively) costly and mid-level spell because of all the mental, physical and magical aspects of this magic. The mage must have any external wounds/cuts bound to stop or slow bleeding, and meditate for one minute while whispering a mantra-like chant. At the minute's end, the mage is washed with mystical energy that heals cuts, bruises, internal injuries and broken (not shattered) bones, restoring 3D6 S.D.C. and 1D6 Hit Points (or 1D4 M.D. if a Mega-Damage creature).

Invisibility (Superior)

Range: Self or one other by touch.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: None.
P.P.E.: Twenty

A powerful incantation that makes the spell caster invisible to all means of detection. Ordinary vision, infrared, ultraviolet and other optics, heat, motion detectors, and even an animal's sense of smell, can NOT locate the invisible person. No footprints are made, and little sound (prowls at 84%). The magic is broken only if the character makes a hostile move, or engages in combat/attacks. At that instant, he becomes completely visible. **Note:** The invisible character is not ethereal and can not walk through walls; he must still use a door. The act of forcing open a door or window, picking a lock, tapping somebody, accidentally bumping somebody, or accidentally getting shot or hurt, is *not* considered an act of aggression or combat, so invisibility is maintained.

Invulnerability

Range: Self or one other by touch.
Duration: One melee (15 seconds) per level of experience.
Saving Throw: None.
P.P.E.: Twenty-Five

The magic makes the individual impervious to cold, fire and all energy attacks, impervious to disease, poisons, toxins, gases, and drugs, and provides a form-fitting energy field which appears as a glowing aura around the body (50 M.D.C.). Once the 50 M.D.C. from the energy field are exhausted, the person will suffer normal damage to his own M.D.C. and/or Hit Points but remains invulnerable to the other things listed. Additionally, the invulnerable character is also +10 to save vs magic, psionic attacks and Horror Factor.

Ley Line Fade

Range: Self and as many as two others by touch.
Duration: 10 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: 20 (half for Ley Line Walkers and Shifters).

The spell caster seems to disappear, completely melding with the faint blue energy of the ley line. While in this state of invisibility, the character is completely undetectable by sensors, optics and all forms of magic and psionic sensing. He is gone! This spell is used for reconnaissance, to spy upon others undetected and to hide.

While in this state the Ley Line Faded character(s) can not move. He is planted where he once stood, although he can turn his head and see what is transpiring in front of him (normal line of vision). The senses of the "faded" character are distorted, he hears only bits and pieces of conversions, can not smell odors, speak, cast spells, use psionics, heal, recover P.P.E., I.S.P., Hit Points or S.D.C. This limbo state can be cancelled whenever the mage desires, and those affected instantly reappear. While "one with the ley line" the character can sense if a Rift is opening or about to be opened or closed anywhere on the line and any connecting lines, as well as sense the presence of a ley line storm (exactly where it is, how far it is, and what direction it is traveling), and sense the presence of entities and alien intelligences on the ley line.

Danger: If caught in a ley line storm while faded, the character will be unable to become corporeal again until the storm ends, is carried away by the storm loses half his Hit Points (or M.D.C. if a Mega-Damage being), and there is a 01-50% chance of suffering from amnesia (has no idea who he is or what his abilities are) for 1D4 days. If a dimensional Rift opens up there is a good chance the character will be thrown into it and Rifted to another place, time, world or dimension. Getting back home may be a difficult task.

Also this spell should be used before the enemy notices the character, otherwise, those who have seen a Ley Line Fade used before will know that sooner or later, the spell caster will reappear right where he vanished.



Life Drain

Range: 30 feet (9.1 m).
Duration: Two melees (30 seconds) per level of experience.
Damage: Special; see description.
Saving Throw: Standard. A successful saving throw means the magic has no affect on the character. Characters inside power armor, environmental body armor, manned robots, or military vehicles *are* affected by this spell! 'Borgs, the undead, adult dragons and greater supernatural beings are impervious; so are true robots and androids.
P.P.E.: Twenty-Five

The Life Drain is a debilitating magic that weakens an opponent. The victim will turn pale and experience weakness. Reduce S.D.C. by half, Hit Points by half, speed by half, attacks per melee by one, and skills are -10%.

Low level practitioners of magic (1-3) can only affect one individual per each spell cast, but at fourth level the mage can also cast the magic on an area 15 feet (4.6 m) in diameter, affecting everyone who enters and remains in the area of enchantment.

Once the magic's duration time has lapsed, the victim's skills and attacks per melee return to normal, S.D.C. returns at a rate of 8 per hour, and Hit Points return at a rate of 4 per hour. Reduced speed (by half) and a feeling of weakness remains for six hours.

Lightblade

Range: Self; close combat/hand to hand.
Duration: One minute (4 melee rounds) per level of experience.
Damage: 1D4x10 +1 M.D. point per level of experience.
Saving Throw: Parry or dodge.
P.P.E.: Twenty

This spell causes a sword of brilliant white light to form in the spell caster's dominant hand. The size varies with the blade's power, which is represented by the character's level of experience. Thus, a first to third level mage creates a Lightblade the size of a short sword and rapier thin, a mid-level sorcerer makes a blade resembling a bastard sword, while at 10th level or higher it is a large lightblade with the length of a two-handed sword (although it can be easily wielded one-handed) and as thick as a two-by-four. The blade is weightless, serves as an extension of the sorcerer, is +1 to strike, and can be used to attempt to parry energy attacks (no special bonus to parry, however).

Against vampires, Shadow Beasts, and other demons *vulnerable to light*, the Lightblade inflicts double its normal damage (double Hit Point damage to vampires). However, the sword inflicts no damage against those immune to light or energy, and only the spell caster can use the Lightblade he creates.

Mental Shock

Range: 200 feet (61 m) +50 feet (15.2 m) per level of experience.
Duration: Special.
Saving Throw: -1 to save.
P.P.E.: Thirty

Mental Shock sends a wave of magical energy tearing through the target's mind. Environmental body armor and power armor are no protection, but large robot vehicles and armored military vehicles are. In any case, the spell caster must be able to see the intended target. The magical energy delivers a "shock" directly to the target's brain, with one of two results.

If the target makes a save vs magic, he or she is just dazed for 1D4 melees, losing two melee attacks per round, and suffering a penalty of -5 to all combat skills and -25% to skill performance. A dull headache lingers for an hour.

If the character fails to save vs magic, his brain is overloaded by the raging energy. As a result, he suffers from amnesia, losing his identity, memory and all skills, except for his native language and the five skills most important to him (player's choice). This state of amnesia will last for 4D6 hours +2 hours per level of the spell caster. **Note:** Supernatural beings (other than sub-demons) and creatures of magic (including dragons) are impervious to this spell.

Metamorphosis: Animal

Range: Self or other by ritual.
Duration: 20 minutes per level of experience.
Saving Throw: None.
P.P.E.: Twenty-Five

The invocation can completely transform a character into a particular animal, from an alley cat or cocker spaniel to a lion, wolf, alligator or bird. As the animal, the character gets all the inherent abilities and defenses that animal form may offer, but retains his own ability to speak, memory, S.D.C. and Hit Points. The mage can return to his natural humanoid form (naked) at will.

To determine the general abilities of an animal type, use the following tables. **Note:** For an in-depth description of animals and their abilities (monsters too), you might want to take a look at **The Palladium Fantasy RPG®** sourcebook, **Monsters & Animals**.

Retractable Claws: Small Cats (lynx, bobcat): 1D6. Big Cats (lion, tiger): 2D6.

Claws: Digging (badger, wolverine): 1D8. Miscellaneous (rodent, lizard): 1D4. Birds of Prey: 1D6. Bear: 1D8.

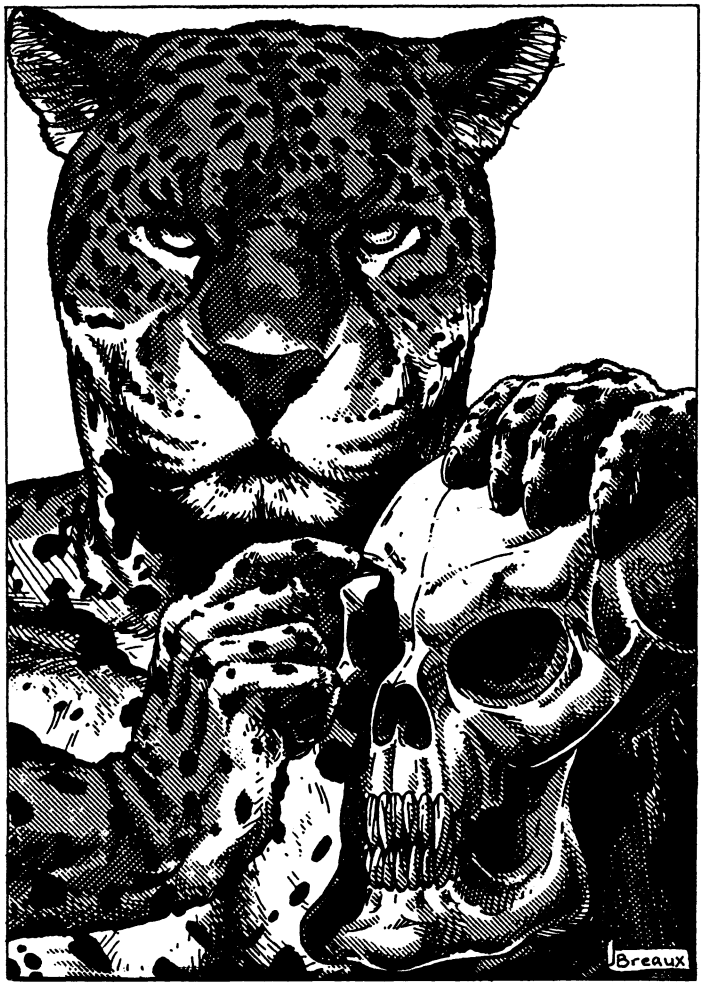
Teeth: Bear: 2D4. Polar Bear: 2D6. Canine (generic): 1D6. Wolf: 2D6. Feline: 1D6. Tiger/Lion: 2D6. Mustelid: 1D4. Badger/Wolverine: 1D6. Herbivores (horse, goat, ape, humans): 1D4. Birds of Prey (beak): 1D4.

Antlers: Small Antlers: 1D4. Large Antlers: 2D4.

Horns: Small Horns: 1D6. Large Horns: 2D6.

Hooves: Small: 1D6 (kick).

Speeds: Wild Canine: about 35 mph (56 km) maximum for up to an hour. Small Wildcats: 15 mph (24 km) in spurts of 10 to 20 minutes. Large Wildcats: 30 mph (48 km) in spurts of 10 to 20 minutes. Cheetah: 90 mph (144 km) in 3 to 5 minute spurts. Deer/Antelope: 30 mph (48 km) maximum for up to an hour. Horse: 40 mph (64 km) maximum



for up to an hour. Elephant: 25 mph (40 km) for up to an hour long. Rhinoceros: 35 mph (56 km) in 3 to 8 minute spurts. Alligator: 35 mph (56 km) in 2 minute spurts. Lizards: 10 to 20 mph (16 to 32 km) in 2 to 5 minute spurts. Typical Birds: 30 mph (48 km) for up to 1D4 hours. Birds of Prey: 40 mph (64 km) for up to 1D4+1 hours.

Animal Abilities and Bonuses: 1. Extraordinary vision approximately 10 times better than a normal human's. This means the character can clearly see an 18 inch item up to two miles (3.2 km) away. **2.** Nightvision: 600 feet (183 m); can see in the dark. **3.** Extraordinary sense of smell allows the character to detect very faint scent traces. Tracking by smell is at a skill level of 35% +5% per level of experience (+10% if a predator following a blood trail). Identify person by scent is a 48% chance. **4.** Natural prowl skill is 65% +2% per level of experience, climb 35%, and swim 50%. **5.** +2 to save vs poison and disease.

Negate Mechanics

Range: One target mechanism up to 100 feet (30 m) away or two by touch.
Duration: One melee round (15 seconds).
Saving Throw: None.
P.P.E.: Twenty

This spell gives magic an edge against technology. Essentially, one aspect of a machine, or machine part, targeted by this spell is momentarily paused or inhibited in some way. The spell caster can specify a specific target/intentional disruption when casting the spell. The simpler the mechanism the better, and this magic is ideal for temporarily inhibiting or freezing switches, triggers, buttons, locks, and small mechanical gears and pulleys. Thus, this magic causes only minor, momentary glitches and delays, but such impediments, even lasting only 15 seconds, may be the difference between life and death or escape and captivity. Remember, this spell is designed to momentarily inhibit or, more to the point, momentarily stop some specific mechanical function, usually of a larger device. It does not damage the machine in any way.

For example: The spell can be used to prevent a gun (of any kind) from firing, or delay a hand grenade from exploding when it should (adds 15 seconds before it detonates; hand grenades are simple devices). In the alternative, when used on a gun, a spell caster might make the optical sight or laser targeting of the weapon stop working (for 15 seconds) or freeze the retractable stock or folding tripod, etc.

Against a computer, the spell can momentarily lock it up. Data is not erased nor does the computer blink out, it (or the monitor, or keyboard) just won't respond for 15 seconds.

Against a robot or cyborg, it can be used to momentarily freeze a joint, or knockout radar, a particular sensor, optic, or radio (no reading or communications), or make the blaster on the right arm not respond (won't fire for 15 seconds), or a jet pack not turn on (or not turn off, or sputter), etc. However, it cannot be used against cybernetic implants, M.O.M. implants, or artificial systems directly connected/linked to flesh, blood or internal organs (can not stop bionic lungs or heart), or any system encased or connected to living flesh. Likewise, bionic and cybernetic bio-systems are not affected by this magic, nor are nano-machines.

Limitations: Devices and mechanisms affected can be no bigger than a basketball. Minor system malfunctions and glitches can be caused by this spell, but do not last very long and no permanent damage is inflicted to the device. Nothing major can be done either: a robot can not be forced to stop moving, or be made completely unable to attack. The spell inhibits performance by knocking out one specific system.

Purification

Range: Touch or 3 feet (0.9 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty

The mystic can purify food or water, cleansing it of disease, bacteria and poison/toxins. Up to 50 pounds (22 kg) of food or 10 gallons (38 liters) of water/fluids can be purified.

Second Sight

Range: 5 miles (8 km) per level of experience.
Duration: Two melees (30 seconds).
Saving Throw: None; Mind Block will temporarily prevent the use of Second Sight.
P.P.E.: Twenty

A unique use of magic that enables a mage to see and hear what another person is doing at that very moment. To use Second Sight, the spell caster must have previously encountered/met the individual targeted. The mage just has to think about that person and he will get a clairvoyant-like vision showing what that character is doing and saying, and who he/she is with. The vision is what one might expect to see in a crystal ball except that the mage sees it in his mind. The vision lasts only 30 seconds each time the magic is invoked.

A mage can also use second sight to transmit his present activity to another person. This is a great way to show somebody that the character is in trouble. **Note:** The image always consists of true events showing exactly what is happening when it is happening. The vision can not be altered or doctored in any way. Only a Mind Block will prevent a character from being seen through Second Sight. Those being spied upon have no knowledge of it.

See Wards

Range: 90 feet (27.4 m).
Duration: Four minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Twenty

This magic enables the spell caster to see the normally invisible magic energies that radiate from wards. In this way he can tell if a ward is real or not (a false ward radiates no energy). He can also see the magic energy that covers an area when a protection ward is used or whether a ward is active.

Sonic Blast

Range: 20 foot (6 m) radius.
Duration: Instant.
Damage: 4D6 M.D.
Saving Throw: Standard.
P.P.E.: Twenty-Five

When the caster releases this spell, a sonic boom emanates from him in every direction for 20 feet (6 m). Everything in that area, including friends, will suffer from the attack unless they are touching the spell caster – the spell caster is not affected by his own spell.

When the boom is unleashed, victims will be temporarily deafened for 2D4 minutes and suffer the following penalties for the duration of that time: Lose two melee actions/attacks, are -8 on initiative, -3 to parry and dodge, and -25% on skill performance. Those caught in the blast will also be shaken by the shock wave of the boom, with a 01-40% chance of being knocked off their feet (lose another one melee action), while windows are rattled and livestock and children terrified.

Spinning Blades

Range: Varies.
Duration: One melee round per level of experience or until used up in offensive attacks.
Damage: 1D6 M.D. per blade.
Saving Throw: Parry (when applicable) and dodge.
P.P.E.: Twenty

The Spinning Blades spell temporarily transforms an ordinary knife or short sword (S.D.C. or M.D. blade) into a magical weapon of defense and/or destruction. The enchanted weapon floats in the air and one new, additional blade appears for each level of the spell caster, creating a circular fan of blades. The blades then spin in place near the mage, waiting for use.

Used for defense, the blades magically move to parry all physical attacks, including attacks from other blades, arrows, bullets and energy blasts; +6 to parry most hand to hand attacks, but only +2 to parry energy blasts and projectiles.

When used as an offensive weapon, the fan of blades can be sent hurling like a single buzz-saw blade at a single target. This attack is impossible to parry (although a dodge can be attempted) and inflicts double damage (2D6 M.D. times the total number of blades)! Maximum range is 60 feet (18.3 m) per level of experience. The magic blades disappear after they strike, which means *if* the buzz-saw attack misses, the mage can mentally direct the weapon to try to strike again. Each buzz-saw strike counts as one of the spell caster's own melee actions. A pair of dueling sorcerers sending this attack against each other will cause a clash of blades that negates each other.

An alternative attack is to fire each of the blades like rocketed projectiles, one at a time or in pairs (pairs count as one melee attack). Each firing of the blades counts as one melee attack/action, but has an impressive range of 100 feet (30.5 m) per level of the spell caster. Once the magical blade (or pair of blades) is fired, it disappears after it has hit or missed; +3 to strike (no other bonuses applicable), but can be dodged or parried. **Note:** Shooting blades can be used with the Ricochet spell, but only with a single blade at a time.

Sub-Particle Acceleration

Range: 100 feet (30 m) per level of experience; line of sight.
Duration: Instant.
Damage: 1D6x10 +1 M.D. point per level of experience.
Saving Throw: Not applicable.
P.P.E.: Twenty

This magic enables the spell caster to create and direct a particle beam blast! Just point, cast the spell, and shoot! Damage is an impressive 1D6x10 M.D. plus one M.D. point of additional damage per level of experience.

This spell can also be used to recharge most types of M.D. E-Clips! The spell provides a standard E-Clip with six energy blasts. Spending more than one spell on the recharging of the E-Clip can recharge it entirely, up to its usual amount. Pumping in more energy than the storage clip can handle will cause the E-Clip to explode, doing 2D6x10 M.D. to a 10 foot (3 m) radius! The damage and range for that weapon is unchanged by the magic, because this magical channeling of energy only serves to recharge the energy clip. **Note:** This spell can not be used to recharge nuclear energy cells, although it can be used to attempt to recharge any battery or storage cell capable of containing M.D. energy. However, the chance of an accidental explosion and 2D6x10 Mega-Damage is more likely; 01-15% (roll percentile) for each magical recharge.



Wind Rush

Range: 120 feet (36.6 m).
Duration: One melee (15 seconds).
Saving Throw: A roll of 18, 19 or 20 saves one from losing one's balance and/or losing some item(s).
P.P.E.: Twenty

This spell creates a short, powerful wind gusting at 60 mph (96 km), which is capable of knocking people down, knocking riders off mounts, blowing small objects 20 to 120 feet (6-36 m) away, or creating dust storms. The wind can be directed by the spell caster at a specific target or a general sweep can be made (maximum wind width is 20 feet/6.1 m). Anyone caught in the wind is helpless and unable to attack or move forward. It takes an additional melee to recover, and 1D8 melees to gather up all items blown away.

Level Eight (Invocations)

Commune with Spirits

Range: Self, or others by ritual; 200 feet (61 m) away.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Twenty-Five

The incantation enables the spell caster to see and speak with all types of "entities," including Poltergeists, Haunting Spirits, trapped entities, imprisoned entities and possessing entities, as well as most other types of ghostly spirits. The ability to see and communicate with these ghostlike beings does not mean that they will obey the character, but a dialogue can be exchanged. **Note:** "Entities" are a specific type of supernatural beings. See the monster section of *Rifts® Dark Conversions* for details.

Exorcism

Range: 30 feet (9.1 m).
Duration: The spell lasts 3 minutes, results last 6 months or longer.
Saving Throw: Standard; 12 by spell or 16 by ritual.
P.P.E.: Thirty

Exorcism is a powerful magic that forces a possessing supernatural being to relinquish its control over the enslaved person, animal or object. Forced out of its host body, the evil intelligence will try to possess any other human or animal within the immediate area (30 feet/9.1 m line of vision). The horrid thing gets two attempts at possession. Fortunately, the exorcism incantation protects the person who was its original victim with a bonus of +12 to save vs possession and the mage conducting the exorcism gets a bonus of +6 to save vs possession. Anybody else in the area has no extra bonus and is in great peril. If the evil force fails in both of its attempts to take possession of a host body, roll percentile dice:

01-52%: The evil intelligence is instantly returned to its own dimension.

53-00%: The being can continue to exist in our world, but must immediately flee the area and can not return for at least six months.

Note: Ritual exorcism always has a greater chance for success but takes 20 minutes. An exorcism can be repeated by the same character on the same victim as often as needed (just be certain the sorcerer has sufficient P.P.E.).

Expel Demons

Range: 10 foot (3 m) area per level of experience.
Duration: Immediate, 1D6 hours.
Saving Throw: Special.
P.P.E.: Thirty-Five

The spell caster is able to repel all lesser demons and other lesser supernatural beings, forcing them to leave the area and not return for at least one hour (roll 1D6 hours). The spell may also expel greater demons with less efficiency. **Note:** Lesser supernatural beings must roll an 18 or higher to save vs spell magic. Greater demons and supernatural beings only have to roll 12 or higher to save, and usually have significant bonuses that apply. Demon Lords, Elementals (any), Spirit beings and gods are impervious to this spell.

Eyes of the Wolf

Range: Self or one other by touch.
Duration: Five minutes (20 melees) per level of the spell caster.
Saving Throw: None.
P.P.E.: Twenty-Five

Bestows the following abilities at the noted level of proficiency: Nightvision (60 feet/18.3 m), See the Invisible (75%), Identify Plants & Fruits (70%), Identify Tracks (85%), Track (50%; humanoids or animals), and Recognize Poison (65%).

Fire Globe

Range: Touch; appears above the open palm of the mage's hand. Can be thrown 200 feet (61 m).
Damage: 5D6 M.D. at the moment of impact and 5D6 additional M.D. per melee round.
Duration: Stored as a globe for one week per level of the spell caster, but burns out within 1D4 minutes after it is activated.
Saving Throw: None.
P.P.E.: Forty

This is a unique spell similar to the Fire Blossom, only in this case, the mage creates a portable globe containing a magical fire. The globe is about the size of a grapefruit and flickers as if a fire burns inside (which it does), but no heat or significant amount of light radiates from it. Consequently, the globe can be held and put in a bag or backpack without fear of starting a fire. The fire does not burn until activated by the mage or the recipient of the Fire Globe (it can be created and given to another as a gift). To activate, the character must throw the globe while wishing it to ignite or damage whatever it hits. Upon impact, the fire inside erupts like napalm, covering the surface body of its target in flame. It burns without combustibles (wood, rags, coal, etc.) for 1D4 minutes and then vanishes. The magic fire burns for 1D4 minutes or until extinguished. It can be put out magically, or by rolling around in dirt or being covered in dirt, sand, or other substance to smother the flame. The use of water to extinguish the fire hurts, creates steam and inflicts 2D6 M.D. (scalding) before the fire is extinguished. If placed on or stoked with combustibles, these items will immediately catch fire and continue to burn after the magic fire vanishes.



Forcebonds

Range: Touch.
Duration: 30 minutes per level of experience.
Saving Throw: Special.
P.P.E.: Twenty-Five

The spell, Forcebonds, transforms ordinary S.D.C. materials (chains, leather strips, rope, or even strips of cloth, string, yarn or rubber bands) into magical restraints that glow with mystic force. This enchantment is made to bind and restrain captives in the same way as M.D.C. handcuffs, manacles or cord. The captive must already be subdued, or have surrendered and been tied with some ordinary material. A single captive can be bound at the wrists and/or ankles, or at the wrists with two bands round the arms and upper torso, pinning the arms tight to the body (or to a chair, pole, tree, etc.). To tie the hands, arms *and legs* requires two spells.

Forcebonds requires a combined supernatural P.S. of 45 to pull free or break the magical bonds (takes 2D4 minutes of trying to do so), or 100 M.D. to destroy them. Dispel Magic Barriers and Negate Magic can be used to make them disappear, but the Forcebonds get a +2 to save. An Anti-Magic Cloud will dispel them instantly. Characters with the Escape Artist skill will find Forcebonds extremely difficult to escape from; reduce the success rate by half, and each attempt takes three times as long. When bound by this magic, the Escape spell functions as the Escape Artist skill at a 50% maximum proficiency. An escape can be tried once every five minutes (needs a roll of 01-50% on percentile

dice to succeed). Teleporting away, while bound, will take the character to a new location, but he is still bound. Metamorphosis into a mist works wonderfully. Metamorphing into any animal or insect with legs and a body is futile, as the animal will remain tied up by the magical Forcebonds.

Greater Healing

Range: One character by touch (can not be used on oneself).
Duration: Instant.
Saving Throw: None.
P.P.E.: Thirty

A powerful healing spell that can instantly heal external and internal injuries and restore up to 2D4x10 S.D.C. and 6D6 Hit Points, or 1D4 M.D. (only if the latter is a Mega-Damage creature)! The mage may not cast this spell on himself nor give (even temporarily) a character more S.D.C. or Hit Points than he had to begin with.

Hallucination

Range: Touch, or 3 feet (0.9 m).
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: Standard.
P.P.E.: Thirty

The invocation creates a mystic illusion or delusion that the mage implants in the character's mind, thus only that one person experiences the illusion. Whatever the illusion is, whether it be a monster or fire, or bottomless pit or a void, or whatever, seems completely real to its victim. The person hallucinating will react and interact with the hallucinatory image regardless of what anybody else may say or do. A successful save vs magic means that the spell has no effect. **Note:** A Mind Block adds a +3 bonus to save vs Hallucination.

Invincible Armor

Range: Self or one other by touch.
Duration: Three minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Thirty

Although not quite as "invincible" as the name suggests, this impressive magical armor encases the wearer in a suit of shimmering, translucent plate armor, complete with full helmet. The armor has 25 M.D.C. per level of the spell caster, and regenerates damage at the rate of 1D6 M.D.C. per melee round. The armor offers complete environmental protection from heat, cold, disease, pollution, toxic gases, fumes, etc., and provides the wearer with an independent oxygen supply. Furthermore, all energy attacks, magic or mundane, inflict only *half* their usual damage to the armor! Should the armor be destroyed, it absorbs all the extra damage and disappears in a flash of light. No damage is carried over to the wearer. **Note:** Magical armor can not be placed on giant Automatons, power armor or robots. **Limitation:** Cumbersome; the wearer is -15% to prowl, climb, swim or perform other physical skills.

Ley Line Tendril Bolts

Range: 10 feet (3 m) per level of experience.
Duration: One melee round. Each four tier blast counts as one melee attack.
Damage: 2D6 M.D. at level one, +1D6 M.D. per every two additional levels of experience (i.e. 2D6 at level one, 3D6 at level three, 4D6 at level five, 5D6 at level seven, and so on). The level of damage inflicted *can* be regulated by the spell caster in increments of 1D6 M.D., so as little as 1D6 M.D. to full damage (depending on the level of the mage) or anything in between can be inflicted. Each blast counts as one melee attack. The casting of the spell to create this attack uses at least up one melee attack/action to begin with.
Saving Throw: -2; a successful save means the victim suffers only half damage.
Limitation: This spell can only be cast when on a ley line.
P.P.E.: 26 (half for Ley Line Walkers and Shifters). Doubling the amount of P.P.E. (26 points for Ley Line Walkers and Shifters) adds +20 M.D. to each of the bolts.

This spell creates a sphere of energy that either encircles the hand or appears floating in the palm of the character's hand (as depicted on the cover of this book). Four bolts of mystic energy emit from the energy sphere simultaneously to strike four different targets, each suffering the same amount of damage. Each energy bolt appears to shoot out like miniature arcs of lightning to strike the four nearest enemies/opponents to the spell caster (never an ally).

When used against one opponent, only two energy tendrils strike him, each doing damage. The other two don't even appear. If there are two opponents, two energy tendrils will strike each. If there are three opponents, two energy tendrils will strike either the nearest opponent or a supernatural opponent (if present), and one will strike each of the other two antagonists.

Ley Line Time Capsule

Range: Touch.
Duration: Up to 50 years per level of experience.
Saving Throw: Not applicable.
Limitations: Can encapsule 50 lbs (22.5 kg) per level of experience. Effective only on picked fruits and plants, and non-living materials, including herbs, fruit, vegetables, grains, other foods, water, alcohol, potions, books, clothing, weapons, machines, etc. Humanoids, animals, and insects cannot be placed in a time capsule.
P.P.E.: 15 when performed on a ley line (8 P.P.E. for a Line Walker or Shifter). However, this spell can also be cast away from a ley line for the cost of 30 P.P.E.

Everything placed in the time capsule is preserved and ages at the rate of one minute for every year inside the capsule. To create a time capsule, the spell caster must place the items to be preserved into a container of some kind. The container can be a wooden crate, plastic box, cardboard box, knapsack, bag, or just about anything as long as it can be completely closed. When the container is closed the spell is cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened, the magic remains in effect. The instant it is opened the time capsule spell ends. The time capsule can be hidden, buried, or just placed on a shelf. How easy it is to open the time capsule depends entirely on the strength of, and locks on, the container. Furthermore, while sealed, food and water inside can not be spoiled or polluted via spoiling magic.

Lifeward

Range: Self or one character by touch.
Duration: Special delayed reaction. The spell is not activated until the enchanted and marked outer armor is destroyed. Then it activates and lasts *one minute* per level of the spell caster.
Special Requirement: Magic symbol of Life and Strength.
Saving Throw: Not applicable.
P.P.E.: Forty

Lifeward takes two melee rounds to perform, and requires a circle with a dot in the middle and lines radiating from it like a sun painted on the recipient's chest or forehead *and* on his M.D.C. body armor while reciting the incantation. This powerful spell is designed to help the character survive Mega-Damage attacks after losing his M.D. body armor! If the body armor is shredded (reduced to zero M.D.C.), all subsequent Mega-Damage attacks are turned into S.D.C. damage. The unarmored character takes damage from his S.D.C. and/or Hit Points, but survives attacks that would normally have atomized him! Of course, the character falls into a coma and may die if reduced to zero Hit Points or less. **Note:** This spell cannot be placed on Mega-Damage creatures such as dragons and demons or automatons.

Lightning Arc

Range: 100 feet (30.5 m) per level of experience.
Duration: One melee round per level of experience.
Damage: 4D6 +2 M.D. per level of experience.
Saving Throw: Dodge.
P.P.E.: Thirty

This is a more powerful version of the Electric Arc spell, pumping more magical energy into the jolt for greater range and damage; point and shoot. +4 to strike targets within 100 feet (30.5 m), but only +1 to strike those at greater distances.

Each lightning blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round use up two attacks to cast the spell and fire once. This leaves two more electrical attacks that melee round, but in the next three melee rounds the mage in our example can fire up to four times (once for each of his attacks per melee round). In addition, the character may vary or combine attacks. That is to say, a sorcerer with four attacks may elect to fire once, cast another spell and draw and fire a weapon or perform a skill, and so on.

Locate

Range: 15 miles (24 km) per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Thirty

Locate is a magic invocation that enables the spell caster to sense the general location of his quarry. The location is limited to a general area or environment, like a specific apartment building, aircraft, house, shopping mall, church, park, or wherever.

To locate a particular person the spell caster must have either personally encountered the individual or a photograph of said individual must be available to him. The success ratio for a spell is 01-41% (+1% per level of experience). The success ratio for a ritual is 01-89%, but this also requires an object owned by the person or a lock of hair, fingernail clippings, or dried blood from that person.

Luck Curse

Range: Touch or 10 feet (3 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard; 12 by spell, 16 by ritual.
P.P.E.: Forty

The incantation inflicts the victim with bad luck. The character's normal bonuses to strike, parry, dodge, initiative, and roll with punch, are all reduced to zero; no bonuses! Critical strikes do normal damage (except a Natural 20 which always does double damage); a death or knockout/stun punch does only 1D4 damage. Kick attacks have a 01-60% chance of causing the character to trip and fall down (losing initiative and one melee attack). Prowl skill turns into a *clumsy roll*, making noise every time it is tried. All skills are minus 40%, but only during critical situations. The G.M. can add other minor occurrences of bad luck.

Only a "Remove Curse" invocation can negate the effect of this enchantment.

Magical-Adrenal Rush

Range: 100 feet (30.5 m); line of sight, self or one by touch.
Duration: One melee round per level of experience.
Saving Throw: Not applicable.
P.P.E.: Forty-Five

This powerful spell produces a magical rush that puts Juicers to shame. P.S. is raised to supernatural equivalent (punches and kicks do M.D.), the character gets two additional melee actions/attacks per round, speed is increased by 50%, fatigue has no effect, and the sorcerer is impervious to drugs, mind control, possession, illusions, pain and Horror Factor, as well as able to endure triple the normal damage to his body, and is +3 on initiative, +1 to strike and dodge, and +1 on all saving throws while the enchantment lasts.

The spell does have consequences, however. Once the enhancements wear off, the once hyped-up character feels so tired and weak, he is barely able to move for 1D4 minutes. During this period reduce attacks per melee round, speed, skill performance and all combat bonuses by *half*. After this "down" time, the character returns to normal (minus the effects of normal fatigue or any damage sustained in combat).

Metamorphosis: Human

Range: Self, or other by ritual.
Duration: 20 minutes per level of experience.
Saving Throw: None.
P.P.E.: Forty

A human spell caster can shape change to alter his or her physical structure to look like somebody else. The ultimate disguise, the character can change his height, weight, age, hair color, hair length, skin color, gender, and features. A non-human D-Bee or demon can transform itself to appear completely human.

To attempt to impersonate a specific, real person, the spell caster must have the Disguise skill, even though he/she is mentally molding his/her features through magic. A good photograph will do. The success ratio for imitating/impersonating the appearance of a real person is the mage's Disguise skill +20%. The better he knows the person the more complete the disguise.

In a ritual version of this same magic, the mage can metamorph somebody else, rather than himself. Also in the ritual magic, the spell caster can metamorph someone else into an exact duplicate of himself. Likewise, a captive or anybody at the ritual ceremony can be duplicated without flaw. **Note:** The metamorphosis process only changes the *appearance* of the body. The transformed person retains his own voice, memory, skills, and attributes.

Minor Curse

Range: Touch or 10 feet (3 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Thirty-Five

The spell caster can inflict a curse in the form of minor physical disorders that cause a constant irritation. Such disorders include:

Fever: - 2 on initiative, - 5% on all skills, reduce speed and endurance (P.E.) by 25%. Fever ranges from 99 to 102 degrees, victim feels drained, tired, uncomfortable.

Gas: Some indigestion and nausea, bloated feeling. Farts once every two melees (pee-u). -2 on initiative, sneak attacks and prowl are *impossible*.

Headache: Dull, throbbing headache; sleep and concentration are difficult. All skills are at -10% and all saving throws are -1 due to lack of focus.

Hiccups: Annoying; interrupts speaking constantly. Language skills are -15%, mental affinity (M.A.) is reduced by half. Prowl is impossible. Spells can still be cast with little difficulty.

Ingrown Toenail: Painful to walk, victim limps. Reduce speed by one third, -10% to prowl and -15% to climb.

Itching and Rash: Very uncomfortable; almost maddening itch that can be relieved only by scratching. Reduce mental affinity (M.A.) by half, -4 on initiative and minus one attack per melee.

Pimples: Dozens of pimples break out all over the face and arms. Reduce physical beauty by half.

Nausea: Stomach ache, loose bowels and vomiting, slow this poor victim down. Reduce speed to a comfortable half normal (running faster is possible, but there is a 01-50% chance of vomiting). Sudden movements, bumpy rides or high speed chases (50 mph/80 km or faster), have a 01-60% chance of inducing vomiting or diarrhea. The

victim has no initiative and is -6 to strike, parry and dodge while throwing up.

Runny Nose and Cough: The victim suffers from a nagging, constant cough, watering eyes and runny nose. Reduce physical beauty (P.B.) by 25%. Prowling and sneak attacks are impossible due to the constant hacking and nose blowing. Spell casting can still be done unimpaired.

Vertigo: The character gets dizzy when running (speeds greater than a factor of 8), during high speed chases (50 mph or faster), or when exposed to heights (must be looking out a window or standing on a ladder or ledge, and so on, higher than 10 feet/3 m). When vertigo hits, the character is almost helpless: Reduce attacks per melee to one, no initiative, and - 8 to strike, parry or dodge. The vertigo will last as long as the victim is exposed to what induces it.

No normal medicine or cures will rid a character of a curse. Only a Remove Curse spell can do it, or waiting until the duration of the curse elapses. A Negate Magic spell can be tried, but it has only a 01-25% possibility of success.

Negate Magic

Range: Touch or 60 feet (18.3 m).
Duration: Instant.
Saving Throw: Special (Ritual magic has a greater chance of success).
P.P.E.: Thirty

This incantation will instantly cancel the effects or influence of most magic. To determine whether the negation is successful or not roll a saving throw. If the roll is a successful save against the magic in place, its influence is immediately destroyed/negated/canceled. 12, 13, 14, or 15 is needed for spell magic depending on the experience level of the mage (usually 12 or 13 is needed), meanwhile 16 or higher to save vs ritual magic. A failed save means the negation attempt did not work. Try again if sufficient P.P.E. is available.

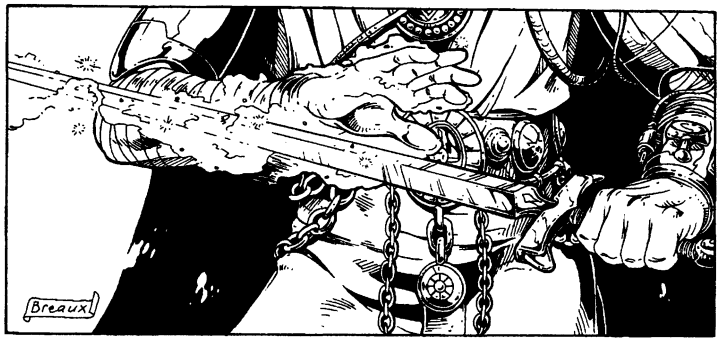
Negation will not work against possession, Exorcism, Constrain Being, Banishment, Talisman, Amulet, Enchanted objects, Symbols/Circles of protection (or magically drawn circles of any kind), wards, summoning magic, Zombies, Golems, Restoration, magical healings or cures. Negation *can* be attempted to cancel a spell curse, but only has a 01-25% possibility of succeeding. Of course, it has no affect against psychic abilities or Techno-Wizard or Bio-Wizard/rune devices.



Oracle

Range: Self.
Duration: One minute (4 melees).
Saving Throw: None.
P.P.E.: Thirty

The Oracle spell is the magic equivalent of Clairvoyance. The spell caster receives a dream-like vision of a possible future. The focus of the vision will depend on what, when or whom the mage is thinking about. The same basic rules that apply to psychic Clairvoyance apply to the "oracle" invocation.



Power Weapon

Range: One weapon by touch.
Duration: Two melee rounds (30 seconds) per level of the spell caster.
Saving Throw: None.
P.P.E.: Thirty-Five

This spell temporarily infuses an S.D.C. melee weapon (knife, spear, sword, club, etc.) with great magical energy. For the duration of the spell, the weapon will inflict the Mega-Damage equivalent of the S.D.C. weapon; i.e. a knife that does 1D6 S.D.C. now does 1D6 M.D., or a mace that does 2D6 S.D.C. now does 2D6 M.D., and so on.

In the alternative, this spell can be used to increase the damage capability of Mega-Damage melee weapons (Vibro-Blade, etc.) or M.D. magic weapons (rune sword, TW-weapons, etc.) by 25%. So a magical flaming sword that normally does 4D6 M.D. now does 5D6, a Vibro-Blade that does 2D6 now does 4D4 M.D., etc. **Note:** This magic does not work on long-range weapons like the bow and arrow, projectile weapons or energy guns. Casting this spell on the same weapon repeatedly has *no* cumulative effect.

Shockwave

Range: Radius around the spell caster.
Area of Affect: 10 foot (3 m) radius per level of experience.
Duration: Instant.
Damage: 1D4 M.D. per level plus knockdown.
Saving Throw: Special; roll percentile.
P.P.E.: Forty-Five

This powerful offensive spell creates a circular shockwave that emanates from the spell caster in the air in all directions. Only those touching the spell caster are not affected. The shockwave inflicts Mega-Damage. The exact amount of damage can be regulated in increments of 1D4 M.D. (i.e. a 5th level mage can create a 5D4 shockwave, but may elect to create only a 1D4 shockwave, or 2D4, and so on). S.D.C. objects are shattered as if struck by a tornado force. Likewise, the spell caster can adjust the radius of the area affected by five foot (1.5 m) increments.

In addition to the damage inflicted to everything in the radius of affect, those caught in the shockwave are likely to be knocked down (roll percentile dice).

People and animals (and objects) weighing less than 500 lbs (225 kg) are likely (01-88%) to be knocked off their feet and hurled 3D4 yards/meters. Only a percentile roll of 89-00% (defenders always win ties) sees them keep their balance without the knockdown penalty, but they suffer full damage.

Creatures and characters (supernatural beings, giants, dragons, cyborgs, robots, etc.) weighing 500-1000 lbs (225 to 450 kg) have a 01-50% chance off being knocked off their feet and knocked 1D4 yards/meters.

Creatures and characters weighing up to one ton have only a 01-20% chance of being knocked off their feet and to the ground — knocked only a few feet back.

Flying characters are hurled through the air at twice the distance, but do not get knocked to the ground, although they still suffer the pen-

alties from the impact of the shockwave and disorientation. G.M.s can also have them slammed into walls, trees, etc., for an additional 1D4 M.D.

Knockdown penalties: Those who fail to keep their balance are hurled through the air and knocked to the ground. There is a 01-40% chance of dropping anything they are holding, plus the character loses initiative and two melee attacks/actions. Only the spell caster and those touching him are unaffected by the shockwave. **Note:** Those with *Acrobatics, Gymnastics* or other skill abilities involving "balance" are +10% to save vs knockdown. Likewise, a character who makes a successful roll with fall or impact (14 or higher) takes half damage but still suffers full penalties.

Sickness

Range: Touch or 20 feet (6 m).
Duration: 12 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Fifty

Sickness is a debilitating magic which afflicts its victims with the symptoms of a specific disease. However, only the symptoms of the disease manifest themselves, not the actual disease. Consequently, a medical examination will show there to be no physical cause to the illness. At best, it will be diagnosed as psychological or unknown. No matter how ill or helpless the victim may become he can not die from the magic sickness, but the character will suffer greatly.

All sickness caused by this magic is severe, inflicting the following penalties and modifiers: Attacks per melee are reduced to one, physical endurance is reduced by 70%, -4 to strike, parry and dodge; no initiative, and skills are reduced by 40%. The person is very weak, disoriented and uncomfortable.

Sorcerous Fury

Range: Self for the Fury, 300 feet (91 m) per level for lightning bolts.
Damage: 2D4x10 M.D. from lightning bolts; 2D6 M.D. per touch.
Duration: One minute per level of experience.
Saving Throw: Not applicable.
P.P.E.: Seventy

This dangerous spell unleashes the fury and power of the spell caster in what can only be called a sorcerer's *berserker rage*! Fueled by the character's unbridled rage and uncontrolled magical energy, the mage turns into a living storm of power and destruction. To many, he or she appears as an angry god, larger than life and electrified with blue energy and rippling bolts of lightning. The spell caster's body is transformed, turned into a Mega-Damage structure with 50 M.D.C. per level of experience (deduct damage from this before deducting it from the character's Hit Points or even his body armor), 1D4 feet (0.3 to 1.2 m) larger, with the mass and muscle to match. The furious mage walks 1-4 feet (0.3 to 1.2 m) above the ground and can unleash his rage as magical lightning bolts at will (at no P.P.E. cost; each counts as one melee attack/action) to strike down his enemies. Each bolt inflicts 2D4x10 M.D., 300 foot range per level, and is +4 to strike (in addition to possible P.P. and targeting skill bonuses). Each blast counts as one of the mage's melee attack actions, but while berserk, the mage gets *two extra attacks* per round. Anybody even touching the mage suffers 2D6 M.D. from the energy rippling around him and his fearsome countenance gives the berserk sorcerer a *Horror Factor of 16*!

As if this were not enough, the practitioner of magic is +4 on initiative, +3 to save vs magic and poison, impervious to mind control, possession and Horror Factor, has an extra 40 P.P.E. to draw up on (pulled from ambient energy and the life forces of all living things around him) and bio-regenerates 1D4x10 M.D.C. per melee round!!

On the down side, the mage is consumed by anger, revenge and/or frustration or sorrow, giving in completely to the overwhelming emotions. This means he is beyond reasoning and savagely lashes out at those who have invoked his rage and anybody who gets in his way – including lawmen, friends, loved ones and innocent bystanders. While enraged, the character only wants to hurt and destroy. Thus, the only spells he can cast are offensive ones such as Energy Bolt, Fire Ball, Electrical Arc, Call Lightning, Energy Disruption, Wind Rush, Agony, Life Drain, Annihilate, and similar spells of destruction. Magic involving strategy, deception and cunning is out the window, as the berserk sorcerer is very direct and brutal in his attacks. Likewise, the performance of all skills, other than combat ones, is impossible. While berserk, the character has no regard for his friends or their common goals, nor the code of ethics and conduct of his alignment. Fortunately, a mage of good alignment is likely to stop just short of killing a friend or innocent.



When the rage is over, the sorcerer returns to normal and feels exhausted and sad. For the next hour, the number of his attacks, combat bonuses and speed are reduced by half. Worse, P.P.E. is recovered at half the usual rate for the next 24 hours, and the actions (deaths?) of the mage while berserk may haunt him forever. **Note:** The potential destruction and grim consequences of this spell are such that it is seldom used by practitioners of magic of a good alignment, and even evil ones tend to use it as a last resort or in terrible anger or lust for revenge. The feeling that comes from the loss of control is repugnant to all but the most chaotic (Anarchist and Miscreant alignments).

Spoil

Range: Touch or 3 feet (0.9 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Thirty

Basically, this magic is the opposite of the Purification (food/water) incantation. In this case, the mage can instantly transform good food into spoiled, affecting 50 lbs (22 kg) or 10 gallons (37.9 liters) of water/ fluids, making the food inedible and the water undrinkable. Anybody who forces themselves to eat or drink the horrible tasting food or drink will get sick with stomach cramps and diarrhea. Penalties: -1 on

initiative, -1 to strike, parry and dodge. **Note:** Also see Russian/European *Spoiling Magic* elsewhere.

Stone to Flesh

Range: 12 feet (3.6 m).
Duration: Instant/permanent.
Saving Throw: None.
P.P.E.: Thirty

This spell transforms stone to flesh and can restore people who have been turned to stone back to normal. The spell caster can change 50 pounds (22 kg) of stone per level of experience.

Wall of Wind

Range: Can be cast up to 100 feet (30.5 m) away.
Duration: Five minutes per level of experience.
Saving Throw: Special.
P.P.E.: Forty

Wall of Wind creates a barrier of rolling air currents intended to stop others from passing through it. The wall is 10 feet (3 m) long and six feet (1.8 m) high per level of the spell caster; actual size can be adjusted by the mage. The wall has an equivalent Supernatural Strength of 32 +1 per level of the spell caster. Only characters with a higher P.S. or that weigh over two tons can move through its fierce winds, but even then only at 20% their normal speed. Items not securely fastened or held tight will be pulled off the body and hurled the length of the wall plus 2D6x10 yards/meters away. Furthermore, characters are unable to hear anything while inside the roaring wind tunnel, are relentlessly buffeted by the rolling winds and may be struck by flying debris and/or people who could not withstand the winds. Roll to maintain balance each time the character is struck by an object (percentile if the character has a skill with "balance" or the equivalent of a parry to keep one's balance. In the latter case, a 12 or higher is needed). Failure to keep one's balance will send him flying down the length of the wall plus 1D6x10 yards/meters! Should the character lose his balance, the Wall of Wind can pick up and hurl weights of 3000 to 4000 pounds!

Wind Damage is 2D4 M.D.; not severe if a Mega-Damage being or if protected by M.D.C. armor, vehicle or magic, but deadly to most ordinary mortals. Plus the character is thrown around in the air along the wind wall for one melee round (15 seconds) before being thrown clear. During that melee, the character can not perform any actions of any kind (no spell casting, no skills, no melee attacks, etc.) and is dazed after impact for another melee round (only has one melee action attack; no combat bonuses). **Note:** This "wall" can be cast lengthwise down a corridor to create a wind tunnel.

Winged Flight

Range: Touch (can not be performed on self).
Duration: 20 minutes per level of experience.
Saving Throw: Standard.
P.P.E.: Thirty-Five

This is a sort of metamorphosis spell in which the mage invokes the spell, then touches the recipient. Those who willingly receive the magic sprout a pair of feathered wings aglow with light blue magic energy. The wings are attached to the back and enable the character to fly. Flying speed depends on the strength of the recipient. For every point of strength, the character gets 5 points of flying speed, so a Vagabond with P.S. 10 gains a flying speed of 50 (35 mph/56 km), while a Titan with P.S. 30 gains a flying speed of 150 (106 mph/170 km). No distinction is made between mortal P.S. and supernatural strength. The wings provide no special bonuses beyond the ability to fly. They are magical in nature, and can be formed through body armor without any damage to the armor or the recipient. As magical constructs, they are vulnerable to Negate Magic and Anti-Magic Cloud spells.



Wisps of Confusion

Range: 90 feet (27.4 m)
Duration: Five melees per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Forty

Wisps cause 2D4 people/creatures to become confused and disoriented. Those affected strike, dodge, and parry at -5 and attacks per melee are reduced by half.

World Bizarre

Range: Can be cast up to 200 feet (61 m) away; radius affect.
Duration: One melee round per level of experience.
Saving Throw: Special.
P.P.E.: Forty

World Bizarre is a little known illusionary spell that some consider to be a *Spell of Legend*. It temporarily transforms a small area (20 foot/6 m radius per level of the spell caster) into a terrifying and hostile domain. World Bizarre causes everything in the area of affect (the ground, trees, people, vehicles, etc.) to take on a demonic and monstrous appearance. Arms and tree limbs turn into clawed hands or tentacles, mouths are filled with huge fangs, eyes glow, living creatures look like monsters, and various other weirdness. The area radiates fear with a Horror Factor of 17 and everything in this magically transformed world seems hostile and dangerous!

Those outside the World Bizarre, and who fail to save vs Horror Factor, will not enter it. A successful save vs Horror Factor means the character has the emotional fortitude to endure the World Bizarre, but suffers the following penalties: -1 attack per melee round, -2 on initiative, -2 to strike and parry, and -10% on the performance of all skills.

If caught inside the area of effect and failing to save vs Horror Factor, the character will run to just beyond its borders as they themselves seem to begin to turn into monsters, and may flee the area entirely, depending on the circumstances and Mental Endurance. Those magically transformed into monsters (need a save vs magic of 17 or higher to remain unchanged) suffer the same feelings of horror and penalties, but instantly return to normal as soon as they flee the area of effect.

Level Nine (Invocations)

Aura of Doom

Range: The spell can be cast on a person up to 200 feet (61 m) away.
Duration: Two minutes per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Forty

Note: May be considered a curse.

Upon completion of this spell, the targeted creature is surrounded by a flickering black aura. The aura inflicts no direct harm, and does not impede vision in any way. However, if the victim fails to save vs magic, he is overwhelmed with a feeling of doom and failure. **Penalties:** Reduce attacks per melee round by half, skill performance by half, initiative by half and is -4 to strike, parry, and dodge. Furthermore, anyone within a 10 foot (3 m) radius of the victim (friend or foe) also feels the touch of doom upon them if they stay near the character. They can also see the black aura and will consider the victim marked for death and will usually avoid his company, and may even chase him away, lest they all perish. If those around the character fail a save vs magic, they suffer the penalties noted above, but at half strength. This spell cannot affect adult dragons, greater demons or other powerful supernatural beings, Faerie Folk, Elementals (any), high level sorcerers (8th level or greater) or people in power armor, robots, or large vehicles.

Beat Insurmountable Odds

Range: Self or one other. Can be cast up to 1,000 feet (305 m) away; line of sight.
Duration: One specific action; a few seconds.
Limitation Note: This spell can not be used in combination with other magic spells.
Saving Throw: Not applicable.
P.P.E.: Seventy

The Beat Insurmountable Odds incantation warps the probability of one specific event/action in favor of the spell caster or one individual who has been enchanted by this magic. The action of which the probability is being "tweaked" must have some real chance of success, even if it is a one in a million chance (ideally, one in a thousand or less).

One in a thousand (or less) odds: Example: If the character (such as a superhuman, D-Bee, Juicer, etc.) or his riding animal can leap approximately 15-20 feet (4.6 to 6 m) high or lengthwise, using this spell will guarantee success. If the leaping distance is longer, but, if lucky, the character or his animal "might" be able to do it (say leaping across a 22 to 25 foot/6.7 to 7.6 m length), this spell will make the attempt a success, if the character rolls an 8 or higher to strike on an unmodified roll of D20. Any roll under 8 means it was close but fails; appropriate consequences for his action should follow (falls to his doom, injured, attacked, etc.).

The same procedure applies to rolls involving lunging and grabbing hold of an object, person or vehicle, maintaining balance, swinging or dodging out of harm's way, leaping through a door/hatch before it closes, making a diving catch, hiding unseen, rolling to save vs impact/fall, using a skill successfully and quickly (50%-100% faster than usual; applies to one skill action or deed such as picking one lock, palming one object, swinging from one point to another, climbing to one particular point, prowling past one heavily patrolled area, etc.). This roll can also be used to save against mind control, illusions, possession, poison and disease (but not to save vs magic or magic potions or other psionic attacks).

Coma & Death: The Beat Insurmountable Odds spell can be cast upon a character who has collapsed from serious injuries and needs to make a save vs coma and death. In this case, the character rolls to save as usual, but is +40% to save. Failure to save vs coma and death means he dies.

Combat Note: Except for dodging, leaps and actions to grab, this spell does not automatically mean success when applied to combat actions. To strike, parry, disarm, get initiative, or to make an aimed shot, the character rolls as normal, but gets a bonus of +4 applied to half his total melee attacks/actions for one melee round, dodges are automatic (function like a parry and do not use up a melee attack action) and he can engage as many as three opponents simultaneously. Long-range attacks can be done at 50% greater distance than is typically considered maximum effective range.

One in a million odds: If the character is attempting something outlandish, but still within the realm of possibility, he must roll a 15 or higher to strike on an unmodified roll of D20. Any roll under 15 means it was close but fails; appropriate consequences for his action should follow.

A roll of a natural 20 means not only is the deed a success, but perfect and spectacular in its performance/execution. Witnesses will be stunned with amazement (lose initiative and one melee action) and may be intimidated, impressed or frightened by the character.

One in a Million Coma & Death: This spell enables a character, near death, to make a conventional attempt to save vs coma and death when he is as much as *20 points below* the number usually necessary to save. For example, a character with a P.E. of 12 can see his Hit Points (or physical M.D.C., as the case may be) reduced to as much as 12 below zero and still have a chance to save vs coma, survive and recover (with treatment and rest). The Insurmountable Odds spell adds 20

points to that number, so the character in the example can now attempt to survive injury as severe as 32 below zero. Failure to save vs coma & death means death.

One in a Million Combat Note: To strike, parry, disarm, get initiative, or to make an aimed shot, the character rolls as normal, but gets a bonus of +1 applied to half of his attacks/actions for that one melee round. Long-range attacks can be done at 50% greater distance than is typically considered maximum effective range without bonuses. This spell can not be cast upon Automatons, robots or the non-living.

Create Steel

Range: Can be cast up to 10 feet (3 m) away.
Duration: Permanent.
Saving Throw: Not applicable.
P.P.E.: Sixty-Eight; half that number for Earth Warlocks with this spell.

The name of this powerful spell is a bit of a misnomer, and might more appropriately be entitled "recycle metal." The spell caster can take metal scraps, even those corroded with rust, and magically turn them into sheets, bars, poles or beams of good, useable metal. The advantage of this magical recycled metal is that industrial recycling sees a certain amount of loss through the recycling process (not to mention the cost, equipment and manpower necessary). The spell not only transforms the metal, but there is no loss of the material and, in fact, there is 5% more metal (per level of experience) created from the initial scrap. In addition, there is no need for a smelting facility, machines or workmen, other than those needed to haul and store the finished product.

Limitations:

- S.D.C. Materials: Effective only on the following metal ores and alloys: Iron, steel, tungsten, cobalt, manganese, chromium, molybdenum, zinc, nickel, copper, bronze, bauxite, and aluminum (the spell adds the tiny amount of carbon and other trace elements to make steel and other alloys). The spell can be worked on a pile of unseparated scrap metal and magically separate metals and alloys to create individual piles of pure metals, or put them back together as the desired alloy(s).
- 100 pounds (45 kg) of raw material per level of experience, with roughly 200 S.D.C. (Conjurers and Earth Warlocks can create twice as much at half the P.P.E. cost).

  The final product is high quality metal ready for industrial use — construction, smelting, etc. It cannot be used to magically repair finished products such as power and body armor, robots, vehicles, etc., except as raw materials that are taken, retooled and used by manufacturers, operators, builders, etc., to make conventional repairs (soldering, welding, casting, etc.).
- Mega-Damage Steel can be "recycled" provided M.D.C. metal scraps are available, but at the pitiful rate of 10 pounds (4.5 kg) per spell (not per level), with approximately 15 M.D.C.

Note: This spell can not be used to turn perfectly good metals/materials, machinery, vehicles, or devices connected to a power source into raw materials, nor turn metal material worn, used or connected to a living being; it must be scrap or raw ore.

Curse: Phobia

Range: Touch or 20 feet (6.1 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Forty

The Phobia Curse implants in its victim an unreasoning fear of something (see phobia in the Insanity section of the **Rifts® RPG**). The spell caster can select one of the phobias listed in the insanity section or make a random roll on that table, or introduce a new phobia (new phobias must be approved by the Game Master). The victim of the curse will have a phobic reaction every time he encounters that fearful thing. Only a Remove Curse spell is a 100% cure for this magic curse. Negate Magic has only a 25% chance of success, and, of course, the mage who created the curse can cancel it at any time.

D-Step

Range: Three feet (0.9 m).
Duration: One melee round per level of experience.
Saving Throw: None.
P.P.E.: Fifty

D-Step allows the mage to create a rip in reality which he may then step through and seem to vanish. For a few seconds the character seems to cease to exist; undetectable by sensors, psionics, or magic! Furthermore, to most everyone else, the dimensional rip doesn't seem to exist, only Shifters and those versed in dimensional/Temporal magic can see the rip and follow the mage. Although he can not be seen, he can see (not hear, smell, etc.) those in the dimension he just left, as if standing right where he was. Because he has "stepped" into another dimension, he is impervious to anything that occurs in the place he just left (and still sees), including random dimensional shifts. If two dimensions are linked in such a way that they co-exist (like the Yucatan), he can see and be seen in both worlds, but can choose to completely enter one or the other. **Note:** This spell costs half the P.P.E. and lasts twice as long for Temporal Raiders and Temporal Wizards.



Desiccate the Supernatural

Range: One up to 50 feet (15.2 m) away per level of experience, or two by touch.
Damage: 3D6x10 M.D. (or Hit Points, whichever is appropriate).
Duration: Instant.
Saving Throw: -1 to save.
P.P.E.: Fifty

Desiccate is a vicious spell designed for use against supernatural monsters. It will not work against any opponent in full environmental armor (body armor or power armor), or safely locked inside an armored M.D.C. vehicle or room. Likewise, it will not work against ordinary

mortals, human or D-Bee. Only supernatural beings, good or evil, including spirits in physical form, sub-demons (Gargoyles, Brodkil, etc.), demons, Deevils, Elementals, Spirits of Light, demi-gods, godlings, gods, avatars (the life essences of Alien Intelligences, including vampires), angels, and others. It is important to note that the sphinx, dragons, unicorns, Faerie Folk and a handful of other superhuman beings possessing supernatural strength and abilities, but known as *creatures of magic*, are not supernatural creatures (they are more magical than supernatural, or at least not in the same way as demons and gods) and are immune to this magic.

The spell works by drawing moisture out of the target, killing it in a matter of 2D4 seconds, and hopefully reducing it to a withered husk. Regenerating creatures will be unable to Bio-Regenerate damage caused by this spell until they replenish their body's water supply. Creatures that do not incorporate water in their bodies (i.e. pure energy) will not be harmed by this spell. Water Elementals suffer double damage. A successful save vs magic means the creature suffers half damage.

Dragon Fire

Range: 100 feet (30.5 m).
Duration: One melee round per level of experience.
Damage: 1D4x10 M.D.
Saving Throw: None except dodge, but the victim must know the attack is coming and must roll a 16 or higher.
P.P.E.: Forty

This spell allows the caster to temporarily breathe fire just like an adult Fire Dragon. Every melee round that the spell is in effect, the mage is able to breathe as many as *two* searing blasts of fire that each inflict 1D4x10 M.D. The Dragon fire blasts are magically directed and seldom miss. For the spell to work there can be nothing covering the spell caster's mouth, no helmet, gas mask, etc.

Familiar Link

Range: Self and animal; 600 feet (183 m).
Duration: Indefinite.
Saving Throw: None.
P.P.E.: Fifty-Five

At third level, a practitioner of magic is experienced enough to mentally link with a small animal (mammal, bird or reptile). This link is permanent, producing a rather impressive symbiotic relationship. No matter how wild or mean the animal may have been, it is instantly linked to the mage, becoming docile and submissive to him and him alone. The two are now one. The spell caster is its friend and master, and in effect, an extension of the animal. The animal familiar will understand and obey any command, verbal or mental, from the sorcerer it is bound to. For the mage, the familiar is now a sensory extension enabling him to see, hear, smell, taste and feel everything the animal experiences. Thus, familiars make great spies; listening to conversations and prowling into areas not easily accessible to its master. Just as the spell caster knows what the familiar is feeling, so does the familiar know what its master is experiencing. If one is in danger the other will know it. Because of the magical nature of the union, the mage and the familiar both get an additional six Hit Points. However, if the familiar is hurt or attacked, its master also takes the *same* damage even if miles apart. If the familiar is *killed*, the sorcerer permanently loses 10 Hit Points. There is a 01-50% chance he will also suffer shock from the ordeal. If he does, the mage will lapse into a coma for 1-6 hours. Another Familiar Link can not be tried again for at least a year and a half. Although the familiar understands and obeys its master, it can *not* actually speak to him.

Other Limitations:

1. Telepathic/empathic communications: maximum range: 600 feet (183 m).

2. Familiar possesses its normal animal abilities.

3. Size: 25 pounds (11.4 kg) maximum.

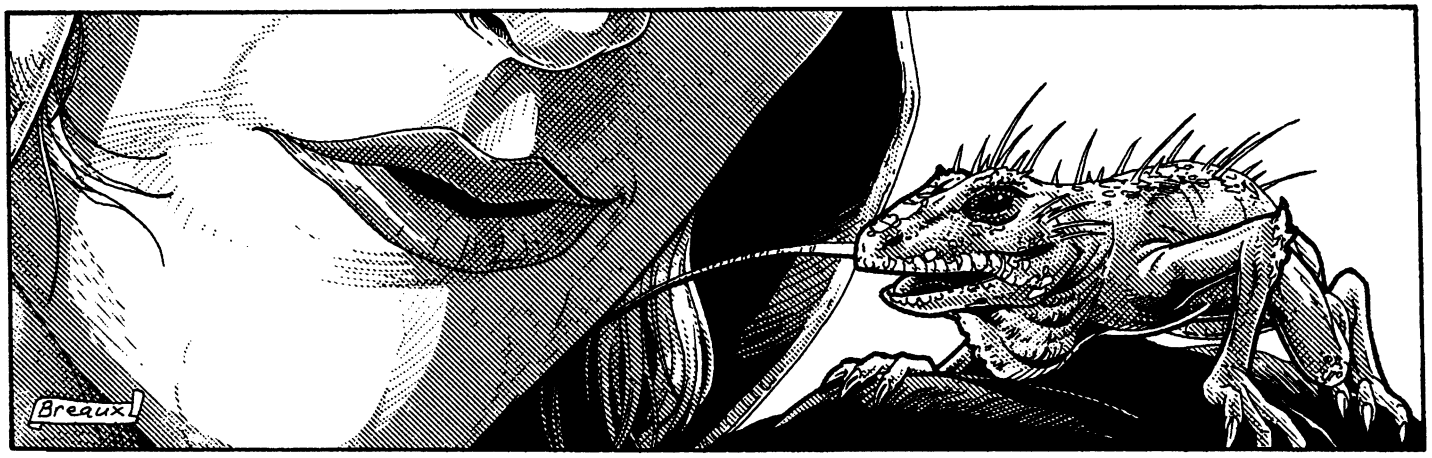
4. Usual animal types used: cats, dogs, coyotes, foxes, weasels, rodents, birds, lizards, and snakes.

Illusion Manipulation

Range: Can be cast up to 500 feet (152 m) away per level of the spell caster and affect up to 300 square feet (91.5 m) per level of experience; area affect.
Duration: 30 minutes per level of the spell caster.
Saving Throw: -1 to save against a simple illusion, -4 to save vs an elaborate one.
P.P.E.: Twenty-Five for a simple "visual" illusion. Sixty for an elaborate illusion.

This spell is another one of those "piggyback" incantations that rides on and affects a different spell. Normally, once an illusion is cast, it can not be changed. So, for example, if a character shoots a blaster at an illusionary wall, the blast goes right through it, indicating it is an illusion. However, if the mage is within range of one of his illusions and casts the Illusion Manipulation spell, he can adjust the illusion to "seem" to respond to events happening around or to it. Staying with the example above, the mage can make a hole or blast mark appear in the wall where the blast hit. Likewise, trees or branches can appear to break, catch fire, be brushed out of the way, etc. The point of this spell is to make the illusion seem all the more real.

The spell caster who created the illusion is the only one who can cast and manipulate his creation. To do so, the mage must concentrate on the images and illusion he is trying to maintain as well as events happening around him and/or those he is trying to fool. All melee actions of the mage are spent on this endeavor, but even so, he can not possibly respond to more than 12 different actions per melee round or several things being done simultaneously; roll initiative (+4) to see if the mage can respond fast enough that nobody notices a slight delay in the event and the reaction to it.



Ley Line Phantom

Range: Self only.
Duration: Five minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: 40 (half for Ley Line Walkers and Shifters).

The spell caster turns into a faint, blue, transparent ghost-image of himself and is intangible to boot, but he is not dead, only magically transformed. Physical attacks and the elements can not hurt the Phantom and the character is free to move about, but only within the energy of the ley line. As a Ley Line Phantom, the character can not leave the ley line, and any magic that he casts is limited to the normal range but can not go beyond the length and width of the line; those outside the direct area of the ley line energy can not be touched even if they are within the normal range of a spell.

As a phantom the character can only use magical and psionic attacks, and can only be hurt or influenced by magic and psionics in return. Additionally, the Ley Line Phantom can float on the waves of mystic energy to fly at speeds double his running speed without fatigue, and fly as high as the ley line energy rises (rarely higher than 6000 feet/1828 m). The phantom can also use Ley Line Transmission at will, and for the cost of two P.P.E., make whatever he says (up to 100 words) heard by everybody on the ley line. This is usually reserved for threats, warnings, cries for help and to intimidate those unfamiliar with magic.

Remember, the Ley Line Phantom, while impervious to physical attacks, remains vulnerable to magic and psychic attacks, including magic weapons. The phantom also suffers the same consequences as the Ley Line Faded character if caught in a Ley Line Storm. **Note:** Intangible Phantoms are sometimes confused with Ley Line Ghosts.

Ley Line Time Flux

Range: Self and one other per level of experience.
Duration: To slow or increase the seeming passage of time: Five minutes per level of the spell caster.
To leap ahead in time, the effect takes only 15 seconds (one melee round), but the character(s) can leap forward up to 12 hours per level of experience (double for Temporal Raiders and Temporal Wizards). Time travel must go forward in nothing less than increments of one minute (60 seconds).
Saving Throw: Standard for those who do not wish to be affected by this spell.
Limitation: Only works on a ley line.
P.P.E. Cost: 80 (half for Ley Line Walkers, Shifters, Temporal Raiders and Temporal Wizards).

This spell has a few different possible applications.

1. Speed up or slow down time. The spell caster can create one of the following time altering effects (pick one). This magic only works on those on one specific ley line, or the connecting lines joined at a specific nexus junction. Everybody on the ley line, including friends and foes, feel the same affect. Only the spell caster is immune. **Note:** Percentile numbers are provided for random determination of a Time Flux as a random dimensional anomaly. This often occurs during ley line surges (i.e. solstices, planetary alignments, etc.) and after Ley Line Storms (01-33% chance).

01-50 Time seems to be moving too quickly while the character(s) seems to be moving in slow motion. What seems to be five minutes is really 10 or 15. Skill performance, duties, travel time/distance covered, and similar takes twice as long to do than it should. The character(s) affected will feel frustrated and behind schedule.

51-00 Time seems to be moving slowly while the character(s) seem to be moving quickly. What seems to be 10 or 15 minutes is really only five. Skill performance, duties and travel time/distance travelled takes half the time they would normally. The character(s) affected will feel like a dynamo who is ahead of schedule.

2. This spell can *negate* random Time Flux events as well as a Time Flux spell and its effects cast by a different mage.

3. An alternative use of the Time Flux spell is "Time Leap." The spell caster can use this incantation to leap forward (never backward) in time. The use of the Time Flux in this capacity will make the mage and one additional individual, animal or vehicle (no larger than a van; each person inside counts as one individual) per level of the spell caster's experience teleport into the future. The mage and his companions disappear from the here and now, to reappear several hours or days into the future (which becomes their here and now)! They always reappear at the same point where they leapt forward in time, and the entire process for the time travelers seems to take only a few seconds even if days have passed.

Unfortunately, by leapfrogging ahead in time, the time travelers have no knowledge of what has transpired while they were gone. Although only seconds have passed for them, the rest of the world continued to proceed as usual, with the natural passage of time and chain of events going forward. During this period, the time travelers seem to disappear from the face of the planet.

Time leaping can be dangerous, because the future is a fluid and ever changing thing. Schedules may be altered and unexpected events can change plans and projections. Consequently, jumping ahead in time could mean missing a battle or event where the character(s) were desperately needed, or appearing in the middle of a conflict that they *thought* would have ended hours or days earlier. Similarly, events that the character(s) miss or avoid by Time Leaping may have a different outcome than expected because he (or they) were not present to make a difference.

Note: Leaping forward in time involves skipping time, not space, so this spell can not be used to teleport *someplace* else. The time travelers reappear at the same place on the ley line where they leapt forward in time to reappear there "later." This spell only works when performed on a ley line, but once a Time Leap is completed the participants are free to physically leave the line and travel anywhere. If there is an obstruction at the exact location of departure, the time traveler(s) will appear at the nearest point to it (they do not materialize inside or under the obstruction).

Metamorphosis: Insect

Range: Self, or others through ritual magic.
Duration: 20 minutes per level of experience.
Saving Throw: None.
P.P.E.: Sixty

The spell caster can transform himself into an insect, including spiders, that is no smaller than a half inch (12.7 mm) and no larger than six inches (152.4 mm). In insect form, the mage retains his own I.Q., memory, knowledge, Hit Points, and S.D.C.; however, the performance of human skills is impossible as a bug. Likewise, magic can not be cast because as an insect he can not speak. The metamorphosis can be canceled at will, but the mage will be naked.

The following are some typical bug abilities:

Bite or Sting: Nonpoisonous: One Hit Point or S.D.C. point. Non-Lethal Poison: 1D6 damage, causes swelling.

Speed: Running: Spd. attribute equal to eight. Climbing: Speed attribute equal to six. Flying: 20 mph (32 km) for extended flight. 35 mph (56 km) for short bursts (30 seconds). **Note:** Seems to never tire and can walk on any surface and upside down.

Abilities and Bonuses:

1. Prowl: Small insects, 2 inches or smaller: 90%; larger insects, 2.5 inches or bigger: 66%.

2. Natural climbing ability on any surface is 98%, spiders can rappel.

3. Bonus to automatically dodge is + 6.

4. Range for hearing is 50 feet (15.2 m).

5. Range for vision is 50 feet (15.2 m), but has 180 degree peripheral vision, making close-range sneak attacks impossible (automatic dodge).

Mute

Range: By touch or up to 30 feet (9.1 m) away.
Duration: 20 melees per level of spell caster.
Saving Throw: Standard.
P.P.E.: Fifty

This spell temporarily affects the voice box and vocal cords, preventing any voice or sounds to be uttered.

Phantom Mount

Range: 40 feet (12.2 m).
Duration: 10 minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Forty-Five

This spell creates a translucent, specter-like horse composed of faint blue and white magical energy. This magical riding animal can be ridden by the spell caster only, and/or commanded to fight; it is typically used like a warhorse. As long as the spell caster stays within 40 feet (12.2 m) of the Phantom Mount, the magical energy construct remains in this world and obeys its creator's every command; simple commands identical to those one might use on a normal horse or riding animal. However, if the two are separated by a distance greater than 40 feet (12.2 m) and not reunited within 30 seconds (two melee rounds), the mount vanishes.

Phantom Mount Stats:

M.D.C.: 30 +5 per level of the spell caster's experience.

Size: Varies as is appropriate for the spell caster.

Attributes: I.Q. 7, P.S. 25, P.P. 20, P.E. 22, Spd. 66 (45 mph/72 km); all physical skills are supernatural and the magical essence is impervious to pain, poison, cold, heat, and fear. Horror Factor: 9.

Combat: Three physical attacks per melee, does 1D6 M.D. with kick from the front legs, or 3D6 M.D. from kick with rear legs (cannot use weapons). The rider can also use the magical mount for charging attacks that add 1D6 M.D. to damage with a melee weapon, but uses 2 attacks.

Bonuses: +1 initiative, +2 to strike, +3 to dodge, +3 to roll with impact or fall; no parry.

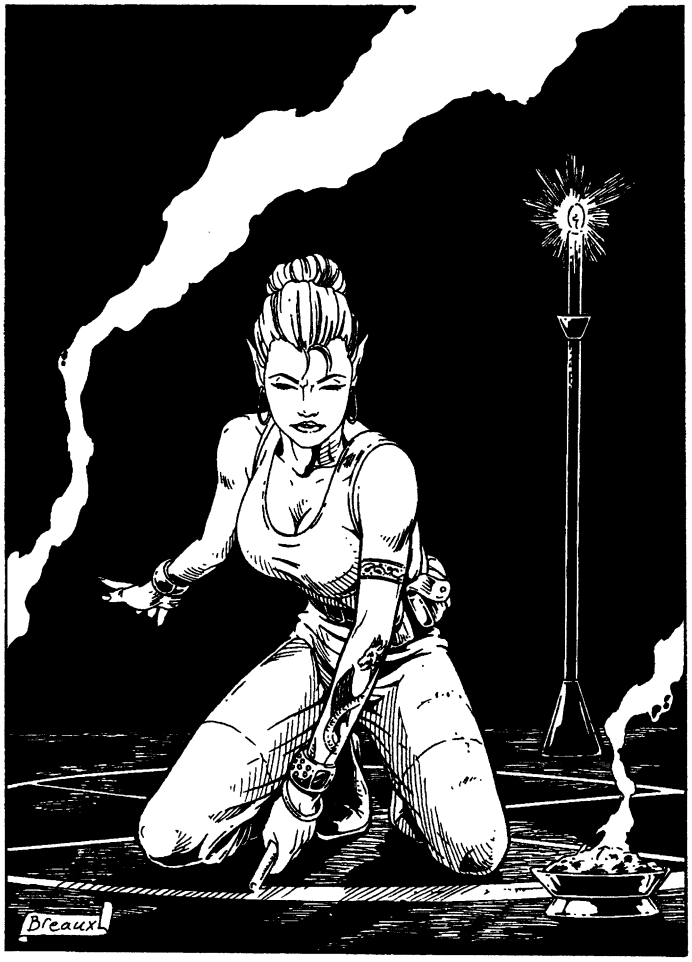
Protection Circle: Simple

Range: Radius of the circle.
Duration: 24 hours; can be reactivated
Saving Throw: None.
P.P.E.: Forty-Five. Four P.P.E. to reactivate after the circle's initial creation.

Even as a spell, this invocation might be considered a ritual, for it requires the physical drawing of a circle and symbols while the spell incantation is recited. Chalk or charcoal, or almost any substance, can be used to draw the circle. 45 Potential Psychic Energy points are needed to initially create the circle, but a mere four P.P.E. is all that is needed to reactivate it. Anybody with sufficient P.P.E. and desire can reactivate a Protection Circle. However, if the circle is damaged (scraped, scarred, rubbed out, etc.), it will not function and a new one will have to be created.

The simple protection circle will protect everybody inside its radius by keeping lesser supernatural creatures five feet (1.5 m) away from its outer edge. The creatures can not come any closer, nor enter the circle itself. The circle also provides its occupants with a bonus of +2 to save vs magic and psychic attack.

Although lesser supernatural beings, including lesser demons, Entities, Ghouls, and Gremlins, can not come near or enter the circle, they can hurl objects, use weapons, or use magic and psychic powers against those inside the circle. Greater beings, such as vampires, Elementals



and demigods, are not affected by the simple circle and can enter effortlessly. No bonuses vs magic apply against these powerful beings.

Purge Self

Range: Self.
Duration: Instant.
Saving Throw: None.
P.P.E.: Seventy

Purge Self is a powerful spell that enables the spell caster to remove all foreign substances from his body. The spell will instantly destroy any diseases (bacteria and viruses), and parasites (worms, etc.). Unless the character wishes to keep them, this spell will even magically purge – force out and off, but not kill – Bio-Wizard symbiotes and cybernetic implants (not bio-systems or partial or full bionic conversion). This is one of the only ways to remove Bio-Wizard parasites and symbiotes, which can not normally be removed except by a Bio-Wizard or Rune Master. The mage can even exorcize possessing forces (provided the creature does not have enough control over its host body to prevent the mage from performing a Self Purge).

Unfortunately, any physical damage, scarring, deformity, or mutation that may have occurred while being ravaged by the foreign agents up till the time they were purged remains. Of course, all symptoms, effects, penalties and potential future damage is instantly stopped and the cause/source is eliminated. It may be possible to cure, heal and repair (via plastic surgery, bionics, etc.) any lasting damage that might remain by other magical means or medical treatment. After the energy finishes cascading through the character's body, the mage will feel fully rested, refreshed, and totally clean.

Realm of Chaos

Range: Up to a 100 foot (30.5 m) radius around the spell caster.
Duration: One minute per level of experience.
Saving Throw: -3 to save. **P.P.E.:** Seventy

The spell caster can magically plunge himself and his enemies, to all people within a 100 foot (30.5 m) radius (with the mage at the center) into a strange dimension known as the *Realm of Chaos*. Practitioners of magic believe this nightmarish realm is a frightful kingdom someplace in the Astral Plane. The general surroundings mimic the appearance of those in which the people just left, only they seem somehow unnatural and empty (no strangers, animals, insects, etc.); clearly a strange "copy" of the world one was just in.

Only the spell caster is unaffected by what happens next. Each character taken to the realm experiences his or her most hated and/or feared enemy or rival. In some cases, where a group of people are highly motivated or afraid of the same thing, one major villain/foe will confront all or most of the characters (there will be at least one henchman per character). This deadly foe can be an antagonist the character(s) faced in the past or plan (or fear) to face in the present or future (excluding the spell caster). Additionally, it can be a foe(s) they have slain in the past. In such a case, he/they will claim to have returned from the grave for revenge. These fearsome opponents all have revenge and murder on their minds and attack immediately. All these villains and monsters appear to have their normal powers, skills and weaponry. They are not illusions (presumably mental creations of the Astral Plane unwittingly created by magic and fueled by the very people who fear or hate them). Thus, they can be destroyed through combat.

Since the spell caster who brought everybody to the Realm of Chaos is not affected, he can step back and enjoy the show or join in the battle to destroy his enemies.

The only way to escape the Realm of Chaos is to wait for the spell duration to elapse, to kill the mage who cast the spell or to force him to take them back to the natural world. **Note:** The spell caster is central to this dimensional spell. Thus, he can not leave the Realm on his own, for when he leaves, everybody he brought with him in the first place goes with him. The magical enemies and fears are not the genuine article and can NOT be carried back to the real world.

Speed of the Snail

Range: 60 feet (18.3 m).
Duration: 2 melees per level of the spell caster
Saving Throw: Standard.
P.P.E.: Fifty

This time distortion spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge, and parry are all reduced to one-third. Thus, a character with six attacks per melee round and a speed of 10 suddenly has only two attacks and moves at only a speed of 3 (round down). Talking and spell casting are not reduced.

This spell can be cast upon 1D6 persons up to 60 feet away (18.3 m), but within the spell caster's line of vision. Also affects robots and vehicles as well as people.

Summon & Control Canines (ritual)

Range: Varies.
Duration: Five hours per level of experience.
Saving Throw: Standard, but only if a part of the player characters' group. Wild animals do not get a save, they just come as summoned.
P.P.E.: Fifty

All pentacles or pentagrams are used for summoning or potentially evil intent. The Chinese Geomancers found that circles represent *mutual support*, the cycle of life, and flowing energy. But the pentacle, the five pointed star, represented mutual destruction and evil. That is why all protection magic incorporates the *circle* symbol and all summoning utilizes the pentagram.

The Summon & Control Canines pentacle calls 1D4 canines (dogs, wolves, etc.) plus one additional canine per level of the summoner's experience. The animals will be under the complete control of the mage, obeying his every command, and will fight to the death. The pentacle will also give the sorcerer the power to control any other canines which were not originally summoned, within 200 feet (61 m) and his line of vision, as long as he remains in the pentacle. The canines originally summoned will obey the mage in and out of the pentagram for the duration of the enchantment, then leave.

Swords to Snakes

Range: 60 feet (18.3 m).
Duration: Two melees per level of the spell caster.
Saving Throw: None.
P.P.E.: Fifty

A theatrical, temporary transformation spell that can turn swords or just about any hand-held weapon or item that weighs less than four pounds (1.8 kg) into snakes. Not only does this spell transform swords/items into snakes, but the snakes are extremely hostile, biting whoever holds them, inflicting 1D4 S.D.C. damage each bite (one attack per melee). The snakes will not change back into a sword/weapon until the spell elapses. Magic and TW weapons are not affected. The spell caster can transform one sword/item per each level of experience.

Tame Beast

Range: Can be cast up to 10 feet (3 m) away.
Duration: Takes 1D4 hours of attention, touch commands and training, with permanent results.
Saving Throw: Standard.
P.P.E.: Sixty

Tame Beast can only be used on creatures with a good to high *animal* I.Q. (nothing lower than 4), but can be used on any type of animal, from a dog to a monstrous predator, but not creatures of magic or supernatural beings. The beast is allowed a saving throw as the mage chants the spell in a soothing tone. If successful, nothing happens and the animal remains wild. If the beast fails its save, it will feel a strange kinship toward the mage, accept his company and look to him as its superior and friend. Over the next hour or so, the spell caster must spend the majority of his time and attention (60% minimum) on the creature. During this period, the two get to know each other and build a relationship that would normally take months. During this time, the mage can also teach the animal tricks and commands. When the period of togetherness and training is over, the creature is completely tame and will loyally serve a kind master (friend, really) as a watchdog, guard animal, mount, and companion. The beast will always try to follow the spell caster's directions to the best of its ability, just as any trained animal, and all animals will retain their basic instincts, quirks, behavior and personality. It is not magically controlled or enslaved, so the beast will abandon or attack any master who treats it cruelly or coldly. To keep its companionship, the mage must maintain a strong, close and friendly relationship with the animal, otherwise it will desert him, and no amount of pleading or magic will bring it back.

This spell can only be used on the same animal once. Whatever happens afterward builds a permanent relationship, good, bad or indifferent. The animal may come to accept the friends and associates of the spell caster too, but it regards the mage as its one, true master. Consequently, the mage's commands and needs supersede all others. Furthermore, if the animal was kept away from other people during the initial period of its magical training, it will be leery of all others and tend to remain wild, untamed, intolerant and aggressive toward others, and is easily provoked to attack them when the mage is not present.

Limitations: Only the spell caster can tame and keep the animal. The mage can have one such animal per every two levels of experience, starting at level two (one animal at 2nd level, two at 4th, three at 6th, and so on). This spell bonds the animal to the spell caster and nobody else. Thus, if it is abandoned, sold or given away, the animal is likely (01-90%) to revert to its wild nature. **Note:** The Shifter (and Summoner) O.C.C. can have one animal per level of experience and the spell costs half the P.P.E.

Transferal

Range: Touch or 10 feet (3 m).
Duration: One hour per level of experience.
Saving Throw: Standard.
P.P.E.: Fifty

The spell caster can use this magic to temporarily transfer his mystic essence into another person by transferring all but 4 P.P.E. and experience into that individual. A See Aura performed on the true mage would reveal no magic, little P.P.E. and no level of mystic experience. It is an excellent way to hide one's mastery of magic when needed.

The person to whom the P.P.E. and experience have been transferred is completely unaware of the power within him and can not use it. The sorcerer who has temporarily drained himself of magic retains his mystic knowledge, but has only 4 P.P.E. and can create magic only at first level proficiency. He can regain his power by touching the character who has become the unwitting vessel of his mystical powers or by waiting until the magic's duration time elapses, at which time his essence will return to him regardless of where the other individual may be. **Note:** If the "vessel" is slain, the mage's P.P.E. and power all comes flooding back to him.

Wall of Defense

Range: Can be cast up to 100 feet (30.5 m) away.
Duration: One melee (15 seconds) round per level of experience.
Saving Throw: None.
P.P.E.: Fifty-Five

By casting this spell, the mage summons into being a small, shimmering wall of magical energy (semi-opaque; only shadowy forms can be seen moving behind it). The wall is so thin as to be nearly two dimensional (the thickness of a sheet of paper), stands 10 feet (3 m) tall, and six feet (1.8 m) long, plus six feet (1.8 m) in length per level of the spell caster. The magical wall will stop all incoming "attacks," including thrown rocks, arrows, bullets, missiles, energy blasts and spells! All projectiles are stopped in their tracks, suspended in midair. When the spell ends, they fall harmlessly to the ground. Explosives (grenades, missiles, etc.) are stopped and held by the wall and will not explode until the wall vanishes and even then, most, 01-65%, will simply fall harmlessly to the ground without detonation (roll percentile dice; a roll of 66-00% means it will explode when the magic ends). Energy blasts are dispelled completely, as are magic forces meant to pass through the wall. Living beings who touch or try to pass through the magic wall will be held frozen in mid-step (leap, flight, whatever) until the magic ends. **Note:** The magical defenses work the same on both sides of the wall, so even the mage who created it can not send magic or weapons through it. He must move around the wall to launch additional attacks. Also note that airborne enemies can easily fly *above and over* the wall to attack, but this magical defense is excellent in confined areas and against ground troops.

Water to Wine

Range: 12 feet (3.6 m).
Duration: Instant/permanent.
Saving Throw: None.
P.P.E.: Forty

Another transformation spell, the spell caster is able to change ordinary fresh water into wine, affecting ten gallons (37.9 liters) per level of the spell caster's experience. The wine is of fair to average quality, with the quality increasing by 5% per each level of the sorcerer's experience.

Level Ten (Invocations)

Armorbane

Range: 300 feet (91.5 m); line of vision. One target per spell.
Duration: Instant.
Saving Throw: None, because it attacks an inanimate object.
P.P.E.: One Hundred

This anti-armor magic impairs and degrades conventional S.D.C. and M.D.C. body armor, cyborg body armor and power armor; not applicable against giant-sized (15 feet/4.6 m or larger) armor or massive tanks and robot vehicles.

S.D.C. is reduced by 25%, A.R. by one point, and the armor creaks.

Mega-Damage armor sees its M.D.C. reduced by 10% and minor, non life-threatening, internal systems cease to function properly: The clock is off by 6D6 minutes, the calendar by 1D4 days, and communication systems are useable and understandable but cluttered with the annoying crackle of interference.

The Armorbane spell can only be cast on the same armor once. After that, it becomes resistant to this particular spell. **Note:** Has no effect on Automatons or Rune items.

Banishment

Range: 100 feet (30.5 m).
Duration: Two weeks per level of experience.
Saving Throw: Standard.
P.P.E.: Sixty-Five

A useful invocation for controlling supernatural beings is Banishment. The magic forces one lesser supernatural being/demon, per experience level of the spell caster, to leave the immediate area (600 feet/183 m radius). The creature(s) can not return for at least two weeks per level of the spell caster's experience. Each lesser being gets to roll to save vs the magic. A successful save means it is not banished and can stay to cause trouble. As always, a Banishment ritual has a greater chance of success (16 or higher is needed to save.)

Control & Enslave Entity

Range: 30 feet (9.1 m).
Duration: 48 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Eighty

Another incantation used to control supernatural forces. This magic does not summon entities, but does enable the practitioner of magic to control them when encountered. The mage can control two entities per each of his levels of experience. All varieties of entities are susceptible to this enchantment. Each individual entity gets to make a saving throw vs magic. A successful save means it is not controlled by the spell caster. A failed roll means it will obey the mage to the best of its ability (some are barely intelligent).

At the end of its mandatory service to the mage, the wizard can try to renew his control by invoking the Control invocation again, banish the creature (see Banishment), or just let his control slip away. The latter can be dangerous, because the evil beings may turn on the mage to extract vengeance or out of spite. On the other hand, the more intelligent types may willingly agree to work with the mage, especially an evil one, or if such service will help the diabolical being in its own schemes or to inflict pain and suffering.

Deathword

Range: 30 feet (9 m); clear sound.
Duration: Instant effect.
Damage: 2D6 +1D6 points of damage per level of the spell caster.
Saving Throw: Standard to save vs magic (takes damage, but no coma). To survive death, roll to save vs coma. Greater supernatural beings and gods are +3 to save, in addition to likely natural bonuses to save vs magic.

P.P.E.: Seventy

Upon casting this spell, the mage selects one target and speaks the word of death to him; a single word. As long as the target is within range and can clearly hear the word (although none can ever seem to remember it), there is no save, and damage is inflicted regardless of magical defenses, body armor, or Immunities. If the mage can whisper the Deathword into the ear of his intended victim, the damage inflicted is doubled!

Against S.D.C. creatures, the spell damage goes direct to Hit Points. Against Mega-Damage creatures, it inflicts Mega-Damage.

In both cases, the magical nature of the attack and the shock to the body causes the character to lapse into a death-like coma for 1D4 hours unless the victim saves vs magic (a successful save means he only suffered damage; no coma). A failed roll means coma. The coma state is so "death-like" that only the most sophisticated medical equipment or a high level psychic healer can determine that the character is not actually dead! *After* the coma period elapses, the victim must successfully save vs coma or die!

Enemy Mind

Range: 10 feet (3 m).
Duration: One minute per level of the spell caster.
Saving Throw: -1 to save.
P.P.E.: One Hundred

Enemy Mind is a powerful mind control spell that affects a single enemy. The intended victim is allowed a standard save vs magic, with any M.E. bonuses added in as well as normal magical saving throw bonuses. If the save is successful, the target feels nothing more than a moment of tingling and slight dizziness. If the save fails, the victim falls under the influence of the spell caster.

For the duration of the spell, the enemies of the spell caster become the enemies of the victim. Thus, the spell caster and victim temporarily see each other as "one" – allies fighting a common enemy. The enchanted character does not question his feelings or intentions, and will stand at the side of the spell caster and fight to help the sorcerer escape, and hold at bay, defeat or kill the sorcerer's enemies even if they are the character's old friends, family or allies! In other words, Enemy Mind could be used to make a Coalition Grunt attack his/her own platoon, or a fellow adventurer turn on his friends and other members of the group.

The victim does not undergo an alignment change and is likely to stop short of actually killing a friend, ally or innocent. However, he will attack and hurt former allies, friends, and loved ones. Whether or not the mind-controlled character fights dirty or honorably, or shows mercy, will depend on the mind-controlled character's alignment and orientation. When the spell wears off, the victim does not remember anything, but *does* realize that the spell caster temporarily took control of him and made him fight against the people (and beliefs?) he holds dear. **Note:** This is a combat oriented spell and can not be used to make the victim do anything other than fight the sorcerer's enemies for him.

Giant

Range: Self or one other by touch.
Duration: One melee round per level of experience.
Saving Throw: None.
P.P.E.: Eighty

This spell transforms the practitioner of magic or one person into a powerful giant. The character will grow an additional ten feet (3 m) tall and ripples with muscle. Any armor or clothing worn will be shredded by this transformation, but is hardly necessary. While the enchanted character gains great physical power, if a sorcerer, he or she loses the ability to draw on P.P.E. for the duration of the spell. Thus, the character must rely purely on physical power to defeat opponents. Any protective spells that create form-fitting armor or similar effects are negated at the time of transformation, but another mage could cast such a spell upon the giant *afterward*. When the spell wears off, the character is returned to his or her normal state. **Note:** Can not be used on Automatons, robots, power armor, vehicle or any inorganic construct, nor any greater supernatural beings, adult dragons, godlings or gods.



Bonuses:

- Hit Points and S.D.C. are increased x3 and become M.D.C.! If an M.D. creature to begin with, double the M.D.C. of the character.
- P.S. is increased by 50% and considered to be *Supernatural*!
- Bio-regenerates 2D6 M.D.C. per melee round!
- +1 attack per melee round.
- +1 to strike and parry.
- Add 1000 pounds (450 kg) to weight.
- Reduce speed by 20%.
- -3 to dodge.

Havoc

Range: 90 feet (27.4 m); affects a 20 foot (6.1 m) area.
Duration: Two melee rounds (30 seconds) per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Seventy

Another powerful spell of chaos, it affects everyone in a 20 foot (6.1 m) radius and can be cast up to 90 feet (27.4 m) away. Victims of Havoc magically suffer 1D6 points of damage direct to Hit Points even if in environmental armor or power armor (or 2D6 M.D. if a Mega-Damage being) per melee round and are confused and skittish. **Penalties:** -3 to initiative, strike, and parry, -6 to dodge and roll with impact, -6 to save vs Horror Factor, reduce attacks/actions per melee and skill performance by half, plus they have no sense of time or direction.

Illusory Forest

Range: Can be cast up to 500 feet (152 m) away and affects a 3,000x3,000 foot (914x914 m) area per level of the spell caster; area affect.

Duration: 30 minutes per level of the spell caster.

Saving Throw: -1 to save against a simple illusion, -4 to save vs an elaborate one (only -3 if an alien looking forest).

P.P.E.: Forty-Five for a simple "visual" illusory (no sound, smells, rustling in the wind, etc.) forest with few details. Ninety for an elaborate illusion, i.e. a forest that seems alive and real in every way — the sound of scurrying animals, chirping birds, the smell of flowers and plants, etc.

Note: Only vegetation can be created with this illusion, not buildings, caves, rivers, hills, and other land features.

This spell enables the mage to create an illusion of a forest: the trees and vegetation of a typical woodland or jungle. The exact type of flora and details are up to the imagination of the spell caster and can be made to fit in with the surroundings or look unique, frightening, or downright alien.

A simple forest illusion is ideal for camouflage or making an area seem "spooky" or too dense and treacherous (better to go around), as to hopefully keep would-be pursuers and opponents, or travelers away. The simple illusion relies entirely on the visual image alone, meaning there are no sounds, smells, or motion (animals, birds, insects...life!) that a real forest has. Still, this deceptive "image" is effective from a distance and when placed in a real forest to change its appearance (ambient animal sounds and smells often seem to be part of the illusion). Changing the appearance of a forest can be used to conceal landmarks (the giant oak, the dead tree, etc.) or to make false ones, or make them appear in the wrong place. These tactics can confuse and/or misdirect travelers/opponents, or make the area seem menacing or too difficult to traverse.

The elaborate forest illusion will have all the sights, scents, and sounds of the genuine article and seems very real. It can be used for all the purposes noted above as well as to conceal a lair, etc. The lush, illusory canopy of trees will conceal people and places on the ground from aerial observers.

Note: Most people are not likely to look closely at a forest, especially if it is being observed from a vehicle, the air or from a distance, nor is there any reason to suspect that what they see is not real. Also note that this type of illusion is a sort of magical hologram show, allowing the false image to be captured on film — however, it will not register on most heat sensors.

Should someone penetrate the forest, they will quickly realize that something is not right, because the trees and vegetation are insubstantial, a ghostly apparition of a genuine forest. Hands, energy blasts, and vehicles will pass right through the illusion. This will indicate that the forest is not real, but those who fail to save versus magic will continue to see it clearly and have trouble telling what is real and what is an illusion. This is especially difficult when an illusionary forest is combined with a genuine forest. Many a cocky adventurer has driven his vehicle into a "real" tree concealed within an illusionary forest — rocks, hills, caves and man-made structures will appear as their genuine shape, but can be obscured/covered by illusionary foliage and trees. Likewise, vehicles hidden in the illusion, although visible to those who save against the illusion, will seemingly appear and disappear through solid trees and vegetation to those who fail to save.

Ley Line Ghost

Range: Self or one other by touch at the moment of death.

Duration: 24 hours per level of the deceased.

Saving Throw: Standard, but only if the dying character resists the magic, none if cast upon oneself or a willing participant.

P.P.E.: 80 self or 240 P.P.E. to preserve another (in both cases, half for Ley Line Walkers, Shifters and Necromancers).

This is an eerie spell that can keep the life essence and mind of a dying practitioner or creature of magic alive on earth as a ghostly energy being. The "ghost" is basically a faint, pale white semi-transparent image of the deceased. The character is completely intangible and glides



along the ley line rather than walk. The ghost can speak, but only in a soft-spoken voice. He can not speak loudly or shout, but can howl and shriek, only no words can be spoken. This "spirit" essence is intangible and can not be hurt by physical attacks, energy blasts or weather conditions — they all pass harmlessly through it. Likewise, magic swords, TW weapons and most types of magic have no effect on the ghost. Only magic and psionics that affect the mind or emotions can have an impact on the ghost. Even then, neither magic nor psionics can pull the Ley Line Ghost from the line.

The ghost must use magic and/or psionics to touch or affect the physical world, however, total P.P.E. is limited to P.E. attribute +1 point per level of experience, and I.S.P. to M.E. attribute +1 point per level. As a ghost the deceased can not draw upon the ley line energy, but his personal reserve regenerates completely every 24 hours.

The Ley Line Ghost is magically tied to the ley line where the individual died. He can walk along the ley line and any connecting lines, but can not leave that line by any means, not by teleportation nor by dimensional Rift. The character will remain linked to the Earth via that specific ley line for one day per level of experience. After that, the ghost vanishes and goes wherever mortal spirits go. During his time on Earth the ghost can talk, offer advice, give instructions, make warnings, say good-bye to those he cares about, or scare and trouble those he dislikes.

This spell is typically performed when the dying character's work is not yet finished or he needs to tell somebody something. Since the spirit is rooted to the ley line, the ghost usually seeks to enlist the aid of sympathetic strangers (like the player characters) to finish what must be done or to deliver a message. The spell may also be used as a way for the character to linger on Earth in order to say good-bye to loved ones or to extract revenge or to plague enemies for a few days more (again,

probably by enlisting the aid of strangers through a stirring appeal or trickery). Practitioners of magic who are of good or aberrant alignment will not use this spell on others unless they are asked to do so by the dying individual, or the situation is so dire that it is a necessity (i.e. "Only Bob has the information we need. If he dies, that information dies with him. Sorry, my friend ...").

Note: The Ley Line Ghost can not *possess* another living being nor inhabit an inanimate object. An exorcism will send it to the other end of the ley line. Also note that this spell does NOT kill. It is performed in the last moments of life (within 30 minutes of expiring), and when the individual dies, he becomes a Ley Line Ghost.

Magic Warrior

Range: 100 feet (30.5 m).
Duration: Two melee rounds (30 seconds) per level of experience.
Saving Throw: Special "disbelieve" option.
P.P.E.: Sixty

This spell creates the image of an armored warrior tailored to the caster's imagination. The magical phantom is slightly translucent, which may cause some to believe it is an illusion. This is only partly true. The Phantom Warrior is constructed of magical energy, and as such, is mostly real. However, if the enemy chooses to "disbelieve" it is real, allow each disbelieving character a normal save vs magic. If successful, the Phantom Warrior only inflicts half its normal damage. The Warrior is completely under the mage's mental control, but does not require his concentration to maintain it, provided it is given a clear and simple command, such as, "Kill anybody who enters the room," "Stop them," "Destroy so and so," or "Protect me (or a particular item)," etc.

Magic Warrior Stats:

M.D.C.: 50 + 6 per level of the spell caster's experience.

Size: 4 to 12 feet (1.2 to 3.6 m) tall.

Attributes: I.Q. 9, P.S. 30, P.P. 22, P.E. 30, Spd. 20; all physical attributes are Supernatural and the magical essence is impervious to pain, poison, cold, heat, and fear.

Horror Factor: 12.

Combat: Five physical attacks per melee, does 2D6 M.D. with fists, 3D6 M.D. kicks or via some particular weapon, modern or ancient, and it can parry projectiles (bullets, arrows, etc.).

Bonuses: +4 on initiative, +5 to strike, parry, and dodge, Spd. 20; the Phantom Warrior can lift up to 3000 lbs (1350 kg), but will not carry things. It can aid in clearing rubble, move objects, etc., but is not a beast of burden (it does not last long enough anyway).

Limitations: If the Warrior moves more than a 100 foot (30.5 m) distance from the spell caster, it instantly vanishes. Does half damage if people don't believe in it.

Metamorphosis: Superior

Range: Self, or one other by use of ritual only.
Duration: 20 minutes per level of experience.
Saving Throw: None; standard if an unwilling victim.
P.P.E.: One Hundred

This incantation enables the spell caster to transform himself into any real, living creature: animal, human, D-Bee, insect, fish or whatever. The usual limitations and abilities still apply. The mage can also transform himself to resemble a supernatural creature, but does not possess any of its powers or abilities, only his own normal, human abilities (I.Q., memory, attributes, Hit Points, S.D.C., skills, etc).

A character other than the practitioner of magic can be transformed, but a lengthy ritual magic must be performed to do so. The individual who is metamorphed will remain in that form until the spell's duration elapses or the mage who invoked it cancels it.

Meteor

Range: 200 feet (61 m) per level of experience.
Radius of Damage: 40 feet (12.2 m).
Damage: 1D6x10 M.D. to a 40 foot (12.2 m) radius, +2 M.D. per level of the spell caster's experience!
Duration: Instant.
Saving Throw: Dodge if victims see it coming.
P.P.E.: Seventy-Five

This powerful spell conjures a large, flaming meteor to come plunging from the sky above. Trailing flame, it thunders to earth and erupts on impact. The meteor is +4 to strike and inflicts 1D6x10 M.D. to everything in a 40 foot (12.2 m) radius! This attack is especially effective against large targets and troops.

Mystic Portal

Range: 20 feet (6.1 m) away.
Size: 10 feet wide by 20 feet tall portal/opening.
Duration: Four melee rounds per level of the spell caster.
Saving Throw: None.
P.P.E.: Sixty

This spell creates a dimensional Rift in the fabric of space allowing the spell caster to use it in the following ways:

Pass through solid walls. The mage has but to weave the spell targeting a particular, blocked area. The area will shimmer bright and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 12 foot (3.6 m) deep passage per each level of the spell caster in any substance.

Teleportation: The portal can be a doorway to a *nearby* location known to the spell caster, flawlessly traveling hundreds of feet in an instant. The portal can be placed on a vertical wall, the floor or ceiling. Looking into it reveals what is on the other side. Stepping through it will instantly place the character in that location. Range is a meager 100 feet (30.5 m) per level of experience.

One-way passage. Once a character steps through a Mystic Portal, the opening behind him is gone (although people on the portal side can see both the portal and the person who just stepped through it). To return, a new portal must be made on the other side by invoking another Mystic Portal spell. When the spell duration ends, the Mystic Portal vanishes. As usual, the mage who created it can make it vanish at will. A Negate Magic may also eliminate it if the spell is successful.

Plane Skip

Range: Self and one other by touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Sixty-Five

This is a dangerous spell, because the mage has very limited control over the result. Whenever the sorcerer steps into a dimensional portal/Rift/gateway/circle or is caught in a dimensional disturbance that will send him to another dimension, he can cast the Plane Skip spell to escape and "skip" past the original destination to a different dimension. The problem is, the dimension is usually a random, alien place. Roll percentile on the following table:

01-20%: To a dimension known by the spell caster; back home, the Astral Plane or any other place known to the mage.

21-25%: Astral Plane, but the spell caster may be stuck in limbo for a long time unless the character can Astral Project.

26-30%: The Dimensional Market at Splynn, in Atlantis!

31-00%: Another dimension of the G.M.'s choice. Possibilities using Palladium products could include *Wormwood, Phase World* (or any of the worlds in the *Three Galaxies*), any of the worlds in *Skraypers*, the Realm of Demons or Gargoyles, the Palladium Fantasy World, Heroes Unlimited World, etc. Mega-Damage characters, spells, powers and weapons who enter an S.D.C. environment turn into S.D.C. equivalents.

Purge Other

Range: One character by touch.
Duration: Instant.
Saving Throw: None if the treatment is wanted, but +8 to save if the character (for whatever reason) refuses treatment.
P.P.E.: One Hundred

Purge Other works exactly the same as the 9th level Purge "Self" spell, except that the mage can perform the cleansing purge on another living being; human, D-Bee or animal. Does not work on creatures of magic such as dragons, Faerie Folk, unicorns, etc., or supernatural beings (demons, angels, Elementals, etc.).

Those who are unwilling, such as someone with a symbiote not interested in losing it, or a character under the control of a possessing entity, are allowed to save vs magic at +8 to save! If the recipient of the magic is willing, then the spell will automatically work. A successful "purge" cleanses the body of all toxins, drugs (including alcohol), disease, impurities, parasites or possessing forces, and the character feels fully rested, refreshed, and totally clean. Whatever physical damage, scarring, deformity or mutation that may have occurred while being ravaged by the foreign agents remain, although all symptoms, effects, penalties and potential future damage instantly stops and the cause is eliminated.

Reality Flux

Range: One weapon up to 60 feet (18.3 m) away, or two by touch.
Duration: One melee round (15 seconds) per level of the spell caster.
Saving Throw: Not applicable to most, except for Rune and Bio-Wizard weapons, and any magical device that contains a living being inside it; they get to make a standard save vs magic.
P.P.E.: Seventy-Five

This spell alters the laws of physics on one weapon (two by touch), including energy weapons, rail guns, explosives, and even magic items (rune weapon, Techno-Wizard sword, etc.). The enchantment temporarily turns the Mega-Damage weapon into an S.D.C./Hit Point weapon! Any attack from that weapon does the equivalent in S.D.C. damage! For example, a Vibro-Blade or magic sword that normally does 2D6 M.D. does only 2D6 S.D.C. for the duration of the spell. Likewise, an energy rifle, Boom Gun or rail gun that might normally fire 4D6 M.D. energy bolts, rounds or explosive grenades, now shoots 4D6 S.D.C. damage blasts. Changing E-Clips or ammo belts makes no difference.

The weapon returns to normal as soon as the duration of the debilitating magic elapses or is canceled or negated. Note: Not applicable against living beings or magic spells that fire Mega-Damage blasts or other attacks, nor against body armor or walls. Against cyborgs, robots, power armor and vehicles that probably have an arsenal of weapons, only one specific weapon (two by touch) will be affected by this spell; the mage picks which one. Note that the weapon itself remains a Mega-Damage structure even when enchanted, only the measure of damage is temporarily altered.

Restore Limb

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Eighty

This powerful healing magic enables the mage to "restore" (i.e. reattach) a single severed limb (hand, arm, leg) or appendage (nose, ear, finger, etc.) on the suffering individual. The reattached limb or appendage functions 100% as it did before it was severed and the magic leaves no scar. Only the actual limb can be attached in this fashion, substitutes are not possible. Furthermore, the severed limb cannot have been detached for more than 12 hours per level of the sorcerer (i.e. a 6th level mage can reattach a limb as much as 71 hours and 55 minutes after it was severed). The ritual takes five minutes.

Speed Weapon

Range: Touch.
Duration: One melee round per level of the spell caster.
Saving Throw: None.
P.P.E.: One Hundred

The Speed Weapon spell infuses a melee weapon (sword, ax, mace, club, etc.) with magical energy that enables the user of the weapon (the mage or anyone) to use it with amazing speed, if not agility (no additional combat bonuses). Thus, when using the enchanted weapon, the character has twice as many attacks per melee round! The additional attacks are possible only with the enchanted weapon, so if a different weapon or action is taken, it uses up the equivalent of two of the magic weapon's attacks. For example, a character with six attacks per melee round now has 12 if he uses all of his melee attacks/actions with the *enchanted Speed Weapon.* Each pair of attacks with the enchanted weapon effectively counts as one of the character's usual attacks. Thus, if he uses the Speed Weapon to strike four times, he uses up two of his usual attacks, but if he decides to use his blaster once or to dodge an incoming attack, that action uses up two of the possible attacks with the Speed Weapon (parry does not use up an attack action). **Note:** This spell can not be used on magic weapons, including Bio-Wizard, Rune, or Techno-Wizard weapons nor on Automatons, power armor, robots or vehicles.

Summon and Control Rodents (Ritual)

Range: 600 feet (183 m).
Duration: Five hours per level of experience.
Saving Throw: Standard animal.
P.P.E.: Seventy

This pentacle of summoning produces an army of mice or rats that obey the will of the sorcerer who summoned them. As long as the mage stands in the pentagram he can control any other types of rodents. **Note:** Familiars are NOT affected.

The sorcerer can summon 30 rodents per level of experience. Mouse and rat bites inflict one point of S.D.C. damage each. Mice have one attack per melee, rats have two. All are +1 to dodge and are excellent climbers (90%).

Summon Greater Familiar

Range: Immediate area.
Duration: Special.
Saving Throw: Special: battle of wills.
P.P.E.: Eighty

This spell summons forth a lesser demon or supernatural being to serve the spell caster by becoming his familiar. This can be achieved by signing a pact (see Witch) or by a battle of wills. The spell caster can impose his will over the demon through a brief mental wrestling match. Roll a twenty-sided die five times; if the spell caster rolls under his Mental Affinity (M.A.) three times out of five the demon will be submissive and become his familiar. (See Witch and greater familiar section; numbers 1 to 8 all apply). If the spell caster loses the mental wrestling match the demon is likely to attack (1-50%) or just disappear (51-00%).The familiar demon is likely to challenge his new master once a month, requiring another mental wrestling match and/or a show of power and punishment. The demonic familiar will be fairly loyal but may cheat, question, or lie to his master. **Note:** Characters of a good alignment (including Unprincipled) will NOT use this spell or associate with supernatural evil.

Summon Shadow Beast

Range: Immediate.

Duration: For straight out combat situations: Two minutes (8 melee rounds) per level of experience. Three hours per level of experience to do labor or stays until it has finished its mission or been destroyed (see below for details).

Saving Throw: None.

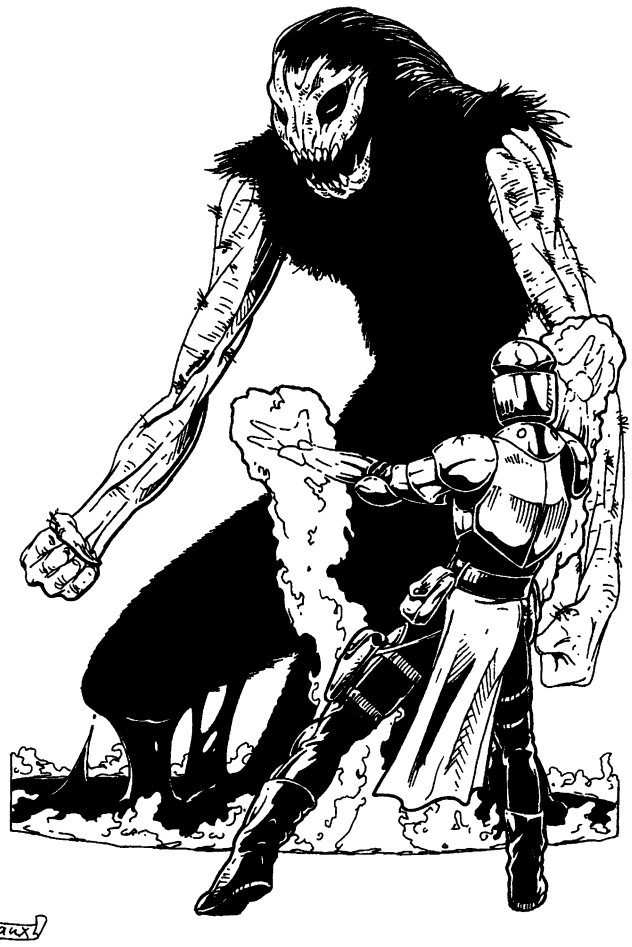
P.P.E.: One Hundred Forty

Note: Updated and expanded stats.

This inter-dimensional spell summons a creature not of this world to do the bidding of the spell caster. Shadow Beasts are large, vicious predators from some other, strange world. They stand 9 to 12 feet (2.7-3.6 m) tall, with sharp claws and wicked fangs. The are powered by night and darkness, but deadliest of all is their ability to completely merge into the smallest shadow, becoming completely invisible. While hidden in shadows they are undetectable, even by a See the Invisible spell, since they are not truly invisible, but one with the shadow. The killer is a born predator that loves to hunt and kill, so it gladly follows orders to do so.

Abilities in Darkness or Shadows (M.D. Environments):

- Invisible and undetectable even to tech-sensors and optics.
- I.Q. 7, M.E. 7, M.A. 7, Supernatural P.S. 30, P.P. 24, P.E. 30, P.B. 3, Spd. 24
- 75 M.D.C. (On S.D.C. worlds, Hit Points: 90, S.D.C. 20, A.R. 10)
- Damage: 5D6 S.D.C. for a restrained punch, 3D6 M.D. full strength punch, 4D6+2 M.D. for a slashing or stabbing "claw strike," 6D6 on a power punch (counts as two attacks) and 3D6+3 from a bite attack.



- Combat: Six attacks per melee round, +2 on initiative, +3 to strike, +4 to parry, dodge and disarm. +8 to save Horror Factor.
- Impervious to cold, heat, disease, drugs and poison. Regenerates damage at rate of 2D6 M.D. per melee round.
- Skills of note: Prowl 90%, Climb 80/75%, Land Navigation 60%, Wilderness Survival 80%, Track 40%, and understands Dragonese and the language of the mage who summoned it.

Abilities in Light (M.D. Environments):

- Completely visible and detectable by sight and sensors!
- I.Q. 7, M.E. 7, M.A. 7, P.S. 18 (*not* Supernatural), P.P. 16, P.E. 15, Spd. 8
- 35 M.D.C. (On S.D.C. worlds, Hit Points: 45, S.D.C.: 10, A.R. 5).
- Combat: Two attacks per melee round, +1 initiative, +1 to strike, +2 to parry, dodge and disarm. +4 to save vs Horror Factor.
- Damage: 1D6 M.D. for punch, 1D6+3 from claw attacks (On S.D.C. worlds, 3D6 damage for any attack).
- Impervious to cold, heat, disease, drugs and poison. Regenerates damage at a rate of 2D6 M.D. per melee round, but can NOT regenerate any damage.
- Skills of note: Prowl 45%, Climb 40/37%, Land Navigation 30%, Wilderness Survival 40%, Track 20%, and understands Dragonese and the language of the mage who summoned it.

Controlling the Shadow Beast. In a combat situation, the spell caster can command and control the Shadow Beast for two minutes (8 melee rounds) per level of experience. After that, the exhilaration of combat enables the creature to break free of the mage's control and either return to its home dimension or stay in ours (if it is having fun, it may even continue to fight).

In non-combat situations, the mage can send the Beast on a simple mission such as "Bring me so and so", or "Slay so and so," and the creature will remain in this dimension until the mission is completed or it is slain. Or the mage can command it to stand guard or perform labor for him for three hours per level of experience. **Note:** There is a 01-15% chance that the Shadow Beast will not return to its own dimension. Under this circumstance it is a free agent beyond the control of the spell caster who summoned it. If this happens, it will remain in the world, wreaking havoc and killing innocent people for food and pleasure. Likewise, it will kill any who try to send it back.

Super-Healing

Range: One character by touch (cannot be used on oneself).

Duration: Instant.

Saving Throw: None.

P.P.E.: Seventy

A powerful healing spell that can heal external and internal injuries/wounds of *Mega-Damage creatures* (dinosaurs, dragons, supernatural beings, etc.). Super-healing restores 4D6 M.D. to Mega-Damage creatures. Not applicable to S.D.C./Hit Point creatures.

Wall of Not

Range: By touch or up to 100 feet (30.5 m) away.

Duration: Five minutes per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: Seventy

This potent spell enables the spell caster to make a 15 foot (4.6 m) length of wall per level of experience invisible (height is limited to 15 feet/4.6 m regardless of level or wall length)! The wall can be made of any material (plastic, wood, stone, metal, etc.) but must be one continuous length (if a second wall joins the first, like in a room, the invisibility stops at that junction; a second spell would be needed to turn the other wall invisible, and four spells to turn all four walls invisible). Furthermore, to be made invisible, the structure must specifically be used as a "wall" (i.e. an automobile, robot, fence, door, window, side of a

trunk, dresser, or person can not be turned invisible). The spell is called the Wall of Not, because the invisible wall does "not" appear to be there.

Wards

Range: Varies with type.
Duration: Effects vary with type.
Saving Throw: Standard; spells are base 12, wards created by ritual magic are 16.
P.P.E.: Ninety

The Wards invocation creates mystic symbols used to protect items of value, to protect dwellings, and as booby traps. The ward can be cast on a door or window, a section of floor, a cabinet or on a specific item such as a book or statue. The ward symbols on the object are always obvious, to serve as a warning. When somebody, other than the sorcerer who created them, touches the object, a spell is triggered. The following wards can be created. Each ward invocation will create two separate wards, the ritual invocation will create three. The object to be warded must be present.

Alarm: A screeching, siren-like noise is instantly sounded and continues to blare for ten minutes. The sound can be easily heard through closed doors up to 100 feet (30 m) away.

Fear: An aura of fear engulfs everybody within 20 feet (6 m) of the ward. Each person must roll to save vs magic or be overwhelmed by terror. Effects are identical to the second level fear invocation.

Fire Bolt: The person touching the item is struck by a Fire Bolt causing 6D6 damage; no saving throw is applicable. Same as the fourth level invocation.

Paralysis (lesser): The ward temporarily paralyzes the person's hand and arm for 1D4 hours. Effects are identical to the third level invocation.

Sleep: The ward will put to sleep everybody within a ten foot (3 m) area around it. Each person must roll to save versus magic. The sleep lasts for 6D6 minutes. Effects are identical to the fifth level spell.

Agony: The person who touches the object is wracked with agony for 2D8 melees. The effects are identical to the seventh level invocation.

Curse (minor): Inflicts a minor curse identical to the eighth level invocation except that it will linger for 1D6 weeks.

Curse (phobia): Inflicts a phobia curse identical to the ninth level invocation except that it will linger for 1D4 weeks.

Banishment (counts as two wards): Will instantly force lesser supernatural beings from the area, just like the tenth level invocation. Plus, the creature must leave the object where it rests.

After a ward has been triggered, its magic is used up and it disappears. A ward can last for centuries if left undisturbed. The life span of a ward is 150 years per level of the mage.

Warped Space

Range: Can be cast a distance of 150 feet (45.7 m) away.
Radius of Affect: 10 foot (3 m) radius per level of experience.
Damage: None per se; varies.
Duration: One melee round (15 seconds).
Saving Throw: None.
P.P.E.: Ninety

Casting this spell causes reality in the area of affect to twist, bubble, and essentially distort. For a full fifteen seconds, all creatures, vehicles, and objects are wildly distorted and resemble something in a carnival house of mirrors. During this time, everyone in the area of effect is fairly helpless; reduce the normal number of melee actions and usual combat bonuses by half, and speed by 75%.

Anyone trying to shoot into the area from a safe distance will suffer a -9 to strike as the shot/attack is also warped or completely dispelled.

Anyone (including the spell caster) entering the area while Warped Space is in effect will be struck by the spell. While uncomfortable and disorienting, Warped Space does not physically damage living creatures.

Notable, Random Warp Effects: G.M., either pick three or four or roll three times on the following table for warped effects.

01-10%: Energy weapons and magical energy blasts will not work.

11-20%: M.D.C. material turns into S.D.C.

21-30%: M.D. attacks inflict S.D.C. damage.

31-40%: Supernatural beings shrink to half their size and attributes become the same as mere mortals.

41-50%: Mortal beings turn into M.D.C. creatures.

51-60%: Time warp! Although only 15 seconds pass for the characters, 1D6x10 minutes pass outside the area of the warp.

61-70%: The use of magic sends shock waves throughout the warped area, knocking everybody off their feet — no magical effect occurs.

71-80%: No gravity. People and objects become weightless and float in the air up to 100 feet (30.5 m) high.

81-85%: Psionics do not work.

86-90%: Metal turns to glass (with 10 S.D.C. for each object).

91-00%: The warp effect lasts an extra 15 seconds.

Note: Everything returns to normal when the spell elapses.

Level Eleven (Invocations)

Anti-Magic Cloud

Range: 100 foot (30.5 m) radius per level of the spell caster.
Duration: 20 melees per level of the spell caster.
Saving Throw: Special. Only a Natural (unmodified) 18, 19 to 20 saves against the cloud, and even these lucky few will find their magic reduced to half strength.
P.P.E.: One Hundred Forty

Those who are ignorant of the great old magicks insist that this spell never existed, that it is impossible, merely another myth. They are wrong. This incredible spell creates an ominous, dark gray-brown cloud large enough to hang over an entire town. It can not be dispelled magically or by manipulating elemental/atmospheric conditions. The cloud's effect is as singular as it is spectacular; it simply negates all magic! Spell casters can not use magic of any kind, Techno-Wizard devices, potions and charms are impotent. Any object of magic (except runes and magic weapons) is rendered harmless as long as it is under the Anti-Magic Cloud. The magic returns when the cloud is canceled. Only the creator of the cloud is not affected, giving that mage a tremendous advantage over other sorcerers caught in the cloud. If outside the cloud's range the magic abilities return, but any magic that enters it falters (as above) and magic spells cast from outside into the cloud covered area are negated the instant they enter the Anti-Magic Cloud.

Astral Hole

Range: Self.
Duration: One melee round (15 seconds) per level of experience.
Saving Throw: Not applicable.
P.P.E.: One Hundred Twenty

Astral Hole creates an invisible (only the caster and those who can see spirits or the Astral Plane can see it), mobile, mentally controlled extra-dimensional portal that effectively follows the spell caster wherever he goes. This portal can be used by the spell caster (and only the spell caster) in a number of ways. Ultimately, the Astral Hole makes the mage almost impossible to pin down.

The mage can use the Astral Hole to "jump" or teleport a short distance by stepping in and willing himself to another location that was visible from the physical world just before he stepped into the Astral Plane from his current location. Each such teleport counts as two melee

actions. This use is limited by line of sight (2000 feet/610 m maximum, double at sea or on open plains). The mage can not teleport to someplace he can not see clearly.

Another use involves avoiding enemy fire. When attacked, the spell caster simply sidesteps, into the hole, and disappears, then steps back out. Because of the speed and ease with which this is done, it only uses up one melee action. Furthermore, the spell caster gets a bonus of +2 to dodge when using an Astral Hole. He can dodge and teleport out of harm's way almost endlessly. The mage can not stay inside the Astral Hole for more than a few seconds, however, as it is a passageway, not a pocket dimension.

When an Astral Hole is opened and the spell caster also uses Astral Projection to travel the Astral Plane, he can automatically find his way back to the physical world, using the Astral Hole as a beacon and doorway home. Note that every melee round (15 seconds) in the physical world is the equivalent of five minutes in the Astral Plane.

Bottomless Pit

Range: 50 feet (15.2 m). The portal/hole appears to be about four feet (1.2 m) in diameter, per level of the spell caster.
Duration: Two minutes per level of experience.
Saving Throw: Dodge.
P.P.E.: One Hundred

This devious spell uses a minor dimensional portal to temporarily remove an enemy from the situation. The portal appears on the ground (can not be made to appear in mid-air or on walls, etc.), under the feet of the intended victim. As a trap, the hole can be created and left in one spot, concealed by darkness or covered with netting and twigs or camouflage like a real pit. At the moment the pit opens up beneath an opponent's feet, or the instant a character falls into a concealed one, that character may attempt to dodge. In this case, it is an attempt to twist and grab a hand-hold to avoid falling down into the pit (needs a 17 or better to do so). If an opponent's dodge is successful, but the spell caster has visual contact, the mage can move the Bottomless Pit beneath his target's feet again; such an action counts as one of the sorcerer's melee attacks.

Those who fall into the pit are hurtled through an other-dimensional void (utter blackness). There is no way to escape until the spell wears off, except by *Dimensional Portal, Dimensional Teleportation* (a power common to most greater demons, dragons and gods) or a similar spell. The ability to fly can not help the character escape because once one has fallen in, he is actually inside a different dimension with no apparent exit. However, those who can fly may feel more comfortable and can glide and move around the empty void, rather than "fall," but they are still lost and trapped in the void.

If others are foolish enough to go into the pit, they suffer the same fate as the first victim — once somebody has fallen in, the Bottomless Pit can not be moved by the spell caster. When the spell duration runs out, any victims are spit out, unharmed, right where they started. The portal is not very large, but anything that comes into contact with it will be pulled through, even tanks or dragons. Buildings and other parts of the landscape do not fall into the pit.

The advantage of this spell is that an opponent is temporarily, but completely, removed from the environment. He has no ability to attack or influence events (except by his absence) and is completely unaware of the events that transpire while he is gone (can not hear, see, smell, or sense anything in the "real" world).

Create Mummy (Ritual)

Range: Touch.
Duration: Exists until destroyed.
Saving Throw: None.
P.P.E.: One Hundred Sixty

The mummy invocation is a Necromantic ritual that turns a corpse into one of the undead. The ritual involves treating pure linen strips of cloth with a mystic solution and wrapping the body in the cloth. The incantation brings to life (if you can call it that) a sort of humanoid robot devoid of emotions and fearless. Like a machine, the barely intelligent "thing" follows simple orders to the best of its ability. The mummy is incapable of understanding complex commands, or performing any skills. It is simply a lumbering corpse. Of course, this combined with its near indestructibility makes it an ideal guardian. A simple command like "Kill all who enter" (with the exception of the mage, of course) is all that it needs to know. A mummy can not speak (or read) but grunts, growls and howls.

The most devastating aspect of the damnable creature is that it is dead, and feels no pain or emotions. Bullets, knives, clubs, and even most magic, have no affect against the monster. Physical attacks simply nick or poke holes into a lifeless husk. Magic charms, sleeps, curses, illusions, illness, paralysis, and turn dead (the mummy is an undead) do nothing at all. Banishment does not work because the mummy is not actually a living supernatural creature. Negation simply does not work and Remove Curse is not applicable.

The only way to stop a mummy is to: 1) Trap or imprison it. 2) Blow it to bits. 3) Burn it up. **Note:** Protection circles will hold a mummy at bay. Fire is its one major weakness and it instinctively knows that, so a wall of fire or a torch or flamethrower may also keep it at bay. The magic is present in both the dead body and the linen wrappings. If the wrappings are destroyed, fire does double damage to the corpse, and even sunlight will inflict 3D6 points of damage per melee of exposure.

The Mummy:

- I.Q. 4, P.S. 20, Speed 7
- Three attacks per melee, 2D6 S.D.C. damage by hand/punch.
- + 5 S.D.C. to damage.
- + 1 to parry, no dodge or initiative bonus.
- Most psychic powers and magic have no effect.



- Fearless; no Horror Factors scare it. However, small fires have a Horror Factor of 7 and larger fires, man-sized or bigger, have a Horror Factor of 13.
- S.D.C. of Linen Wrappings: 50 (bullets do effectively no damage).
- S.D.C. of Corpse: 70, but only fire and explosives damage it. Sunlight hurts it only if all or most of the protective cloth wrappings have been destroyed. A typical torch will do 1D6 damage each time it is struck by one. Note: Mummies can be dressed in M.D.C. body armor and given hand-held weapons like swords and clubs. They are not capable of shooting guns or using equipment.

Create Magic Scroll

Range: Identical to spell placed on scroll.
Duration: As per scroll.
Saving Throw: Standard magic save; 12 or higher.
P.P.E.: One Hundred plus the P.P.E. needed to cast the magic spell placed on the scroll.

This spell is similar to the Amulet and Talisman spells in that the sorcerer is able to transfer mystic energy and powers into an inanimate object. In this case, the mage can magically make the words to a magic spell appear on paper. The only real limitation other than sufficient P.P.E. is that the mage must be able to read and write. If he can not read, he can not create a scroll.

Literate mages summon forth the energy needed and write the words of a spell in the sand or dirt with a stick while speaking the words aloud. The words magically appear on the paper as he writes and speaks them. When done, the spell has been transferred to the paper and can be read and used by anybody who can read the particular language it was written in. Because the paper or parchment has been charged with P.P.E., anyone, fellow mage or housewife, can read the scroll and the magic spell will be cast. To activate the scroll the spell must be read aloud.

The words on a scroll disappear the moment they are read aloud, leaving only a blank piece of paper. No camera of any kind can photograph/record the mystic writing (appears blank) and for some inexplicable reason, a person can never seem to correctly copy the spell down no matter how literate and educated he may be. This is why scroll conversion is so difficult.

Note: The power of the scroll spell can be controlled by its creator and can range from level one potency to the current level of its creator. However, the creator's enhanced spell strength can not be transferred, so all saving throws from scroll magic are 12 if created as a spell or 16 if created as part of a ritual.

Curse of the World Bizarre

Range: 50 feet/15.2 m (line of sight) or by touch.
Duration: 1D4 days per level of the spell caster.
Saving Throw: -1 to save.
P.P.E.: One Hundred

This is a powerful, and in many ways, a very cruel curse. The chosen target gets to make a save vs magic. A failed roll indicates they have been cursed. The cursed individual sees everything in the manner of the World Bizarre spell. Everything in sight, including themselves, is seen as something monstrous with writhing tentacles, slobbering mouths, glaring eyes, etc. These things are a mental delusion, but to the victim they seem very real. Sleep is almost impossible, and the victim of this curse lives in a constant state of fear, agitation and uncertainty. Worse, it is impossible for him to discern "real" monsters from those he imagines to be monsters.

Characters with an M.E. of 10 or higher will be able to understand that this is an illusion, but are still paranoid, jumpy, and easily startled and confused (can not tell real monsters apart from the imagined). Penalties (from mental and physical exhaustion and disorientation): -20% on skill performance, -3 on initiative, reduce speed by 25%, reduce attacks per melee round by one, and cannot recognize real monsters.

Characters with an M.E. of 9 or less, suffer double the penalties noted above, and may come to believe their delusion is real! Roll once on the following table to determine permanent insanity:

01-30%: Lucked out! No permanent insanity.

31-40%: Phobia: Monstrous looking demons.

41-50%: Phobia of the spell caster who gave him the curse.

51-60%: Obsession: Monsters and demons; hates 'em and likes to see them suffer and be destroyed.

61-70%: Delusion: Even after returning to normal, the character believes he is really a superhuman monster banished from his demonic home world and forced to walk among humans as a punishment for some crime or act of betrayal (helped humans, stood against his master, etc.). The delusional character may even fabricate stories of his past life as a demon and an imaginary crime for this punishment of being made "mortal."

71-80%: Affective Disorder: Disgusted by anything with tentacles or slime, and will go to any lengths to avoid them.

81-90%: Intimidated by Monsters and Demons: The first set of penalties above occur whenever threatened by a monster. Tries to avoid them.

91-00%: Invasion of the Body Snatchers Syndrome: Acute paranoia toward all non-humans, especially shapechangers – "They're out there, you know. Monsters hiding in human form. I know! I've seen it! I am one!!"

Note: Curse of the World Bizarre is commonly used in certain magic-using settlements as a punishment for criminals. They are inflicted with the curse, then exiled.

Disharmonize

Range: The spell can be cast up to 1000 feet (305 m) away.
Radius of Affect: 50 feet (15.2 m) per level of experience.
Duration: Five minutes per level of experience.
Saving Throw: Standard.
P.P.E.: One Hundred Fifty

This spell is designed to disrupt and confuse organized units of the enemy (large groups of 20 or more people). Upon casting the spell, the mage is surrounded by an aura of hazy light that expands in all directions. Each enemy (known allies are unaffected) must save vs magic. Success indicates that the spell has no effect. Failure means the mind of the enemy has been clouded by the spell. Those who fall to disharmony will be unable to act quickly, make decisions or properly follow orders. They are also incapable of working in concert with their fellows. Essentially, those affected cease to become a cohesive group and degrade into confused individuals. In addition, those affected *lose* half their attacks per melee round, lose initiative, and perform skills at -20% (due to hesitation and uncertainty).

Energy Sphere

Range: 100 feet (30.5 m).
Duration: Two days per level of experience, or until used up.
Saving Throw: None.
P.P.E.: One Hundred Twenty

Energy Sphere creates a globe of blue energy similar to that seen along ley lines. The mage can create this sphere through the expenditure of 120 P.P.E. but then must pump additional P.P.E. into it within the next 10 minutes or it fades away. This additional energy (up to 100 P.P.E. per level of the spell caster) must come from the mage, another sorcerer, dragon, god, blood sacrifice or drawn from a ley line nexus when energy is high (eclipse, solstice, etc.). The magic energy contained in the basketball-sized energy sphere will follow the mage wherever he goes, floating in mid-air above his right or left shoulder, and holds the energy until he needs it. This *storage* of potentially large amounts of energy can be drawn upon by either the mage who created it or one specific person whom the mage *gives* the sphere to as a gift or reward (in this case, only that person can draw upon the energy). The

sphere is typically created when a practitioner of magic knows that he will need a large amount of P.P.E. to cast a high level spell, ritual or a number of spells beyond his normal limit (i.e. combat, construction, dimensional travel, etc.). This spell, said to have been created by Thoth or the legendary Old Ones, is sometimes used by gods and demon lords to give their mortal minions and or champions additional power to accomplish great feats.

The energy reserve in the sphere must be used within a limited period (typically within a matter of days) or the sphere and the P.P.E. will be wasted when it fades away. The person to whom the Energy Sphere belongs can draw on the P.P.E. reserve in any increments from a few points at a time to whatever its total power reserve may be in a single spell. The sphere is impervious to most attacks but can be destroyed by 500 M.D. points and loses 2D6x10 P.P.E. per minute in an Anti-Magic Cloud. A successful Negate Magic will drain it of 6D6 P.P.E. each time a negation is cast on it, but Dispel Magic Barrier has no affect on it. Psi-Stalkers and most other P.P.E. vampires can not draw upon this concentrated and protected energy source.

Firequake

Range: Up to 500 feet (152 m) away.
Radius of Affect: To a 100 foot (30.5 m) radius, enough to engulf 4-6 average houses and their backyards.
Damage: Varies, see description.
Duration: One melee round per level of experience.
Saving Throw: None.
P.P.E.: One Hundred Sixty

This spell causes an area of the ground to rumble, tremble, and crack, as well as spew forth clouds of sulfur and gouts of fire. All beings in the area of effect find it difficult to move atop the moving earth any faster than 10% their normal speed (crawling may be better), and eyes will burn and tear from the sulfuric gas. It is difficult to breathe (roughly same as tear gas; -9 to strike, parry, and dodge, -5 on initiative, lose one melee action per round) and those caught in the erupting turmoil must dodge jets of flame shooting up from the ground (roll once per character, per melee round). A failed dodge means getting hit by the shooting flame and taking 5D6 M.D. Large vehicles and giant robots (20 feet/6 m or bigger) take triple damage. It should take most people 2D4 melee rounds to escape. When the magic is over, the area will look unscathed, as if nothing happened, except for the burnt and injured people, animals and property.

Note: Available to Earth Warlocks as an 8th level spell at half the P.P.E. (80).

Id Alter Ego

Range: Self or other up to 60 feet (18.3 m) away.
Duration: Three minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: One Hundred Thirty; spending an additional Two Hundred P.P.E. will add one hour to the duration!

Id Alter Ego creates a magical double of the spell's target. The character affected will feel a strange sensation, but is not likely to realize that he or she has been magically attacked. Sixty feet (18.3 m) away, an identical *copy* of the individual takes shape in a matter of seconds. This "doppleganger" looks exactly like the character it mimics, right down to the clothing and weapons at the moment of enchantment. However, most weapons and gear are fakes. Magic weapons and magic items can not be duplicated, nor can alien devices, explosives or complex devices (power armor, cybernetics, energy rifles, computers, etc.). Likewise, the magical doppleganger does not possess any psionic abilities or P.P.E. to cast spells, although if it is the Alter Ego of a sorcerer, the fake will have the knowledge to cast spells and may be able to draw upon other sources of P.P.E. to cast magic (i.e. ley lines, blood sacrifices, etc.).

The impostor has all the physical and mental attributes, Hit Points and 40 magical M.D.C., plus any armor it may secure, as well as the memories and skills of the person it imitates (memories are limited to those up to the moment of its creation; the two are not linked in any way).

The frightening difference is that the Id Alter Ego has the exact *opposite alignment* and *disposition.* The Id Alter Ego is also extremely aggressive, hostile toward others, and prone to create conflict. If the alter ego is of a good alignment (the original having been evil), it may challenge, fight, cheat or betray fellow scoundrels. If of an evil alignment (the original having been good), the Id Alter Ego may betray, cheat, or fight friends or allies, start brawls, molest women, steal from the clergy, etc. If the original character is a *selfish* alignment, roll percentile dice: 01-50, the fake is good, 51-00, the fake is evil.

If approached by the "real" character, the Id Alter Ego treats him with disdain and hostility, like twin brothers who despise each other. Although most of the weapons duplicated by the magic are nothing more than harmless props, the temporary fake possesses the knowledge of the original and can buy, borrow, or steal weapons and equipment it *can* use to fight or to cause trouble. The Id Alter Ego quickly engages in activity that is detrimental to the "real" character and or the things he or she loves and believes in.

This spell only works on living beings, and affects any mortal creature, from humans, Elves, Ogres and Wolfen to most D-Bees. The spell has no effect on Mega-Damage beings, creatures of magic or supernatural beings. Although called the "Id Alter Ego," this magical duplicate is not the dark (or good) side of the character and does not actually reflect any secret emotions or desires of the original. It is purely a temporary magical construct designed to cause trouble and create confusion.

Illusory Terrain

Range: Can be cast up to 500 (152 m) away and affects 3,000x3,000 foot (914x914 m) area per level of the spell caster; area affect.
Duration: 30 minutes per level of the spell caster.
Saving Throw: -1 to save against a simple illusion, -4 to save vs an elaborate one (only -3 if an alien looking terrain).
P.P.E.: Fifty-Five for a simple "visual" illusion (no sound, smells, rustling of the wind, etc.); few details. One Hundred Twenty for an elaborate illusion, i.e. a complete landscape (of whatever) that seems alive and real in every way — scurrying animals, chirping birds, the smell of flowers and plants, moving clouds, etc.

Illusory Terrain is fundamentally the same as the 10th level spell, *Illusory Forest*, except that virtually any type of terrain and landscape can be created.

Ley Line Storm Defense

Range: 10 foot (3 m) diameter per level of the spell caster, x10 if performed at a ley line nexus. x100 if a triangle of connecting ley lines is involved, purging the storm from the area along, within and around the triangle.
Duration: 10 minutes per level of the spell caster, x10 if performed at a ley line nexus, x100 if done at a nexus that is part of a triangular conjunction of ley lines.
Saving Throw: Not applicable.
Limitations: Requires one or more ley lines and knowledge that a Ley Line Storm is coming (Line Walkers and Shifters can sense a coming Storm at least 1D4x10 minutes before it arrives).
P.P.E.: 180 (half for Ley Line Walkers and Shifters).

This spell creates an invisible barrier over the defended area that causes natural and magically created Ley Line Storms to skip over it to continue down the line. If the area of protection is at the end of a line it will either send it back in the direction it came or down a different, intersecting line. **Note:** The cities of Tolkeen and Freehold use this spell whenever a storm is on the horizon to protect most of their respective communities.

Mindshatter

Range: Touch.
Duration: Special; 24 hours minimum.
Saving Throw: -2 to save against the initial mental attack, standard every 24 hours thereafter.
P.P.E.: One Hundred Thirty

Mindshatter is a crippling spell used when the target is wanted alive (for whatever reason) but incapacitated. The spell caster must touch his or her victim, but any contact will suffice, even through environmental body and power armor. Magical energies then rage through the target's mind. The victim's psyche is (temporarily) shattered, causing the character to lose sight of his self and very existence. For the duration of this enchantment, the victim has no sense of time or being, and memories, skills, fighting abilities, goals, alignment, and awareness are gone. The victim is effectively magically lobotomized, becoming a walking zombie with only faint glimmers of awareness (may be momentarily fascinated by a butterfly, console a frightened child, giggle, and so on). Every 24 hours, the character gets to make a saving throw vs magic. If the save is a failure, the character remains vegetized for another 24 hours. If the save is successful, the victim shows signs of awareness and self, regaining 10% of his lost memories, self-awareness and abilities every 12 hours, until restored to normal. Thankfully, the character has no recollection of being a vegetable, although he may recall especially vivid things as a feeling or image; i.e. the face of a person who showed him kindness, the face (ring, symbol, etc.) of a tormentor, a place that frightened him or was the scene of an atrocity or happy event, and so on.

Remove Curse

Range: Touch or 10 feet (3 m).
Duration: Instant removal.
Saving Throw: None.
P.P.E.: One Hundred Forty

The mage can attempt to remove any type of curse using this incantation. To determine success, a 20-sided die is rolled (plus bonuses) to save vs magic. A successful save means that the curse is instantly gone. A failed roll to save means the curse is still in effect. Try again with a new invocation and another 140 P.P.E.

The Remove Curse is a powerful magic that provides bonuses to save vs magic and to remove that curse. Those bonuses are: +5 to save when cast as a spell and +10 to save as a ritual.

Re-Open Gateway

Range: 10 feet (3 m).
Duration: One melee round per level of experience (at most).
Saving Throw: None.
P.P.E.: One Hundred Eighty

The Re-Open Gateway spell enables the sorcerer to "re-open" an already existing and active, or permanent, dimensional portal. This includes the dimensional portals found in stone pyramids, select nexus points like the Devil's Gate in St. Louis, and The Monster's Rift in Calgary, and similar. The portal will automatically open to the *last* dimension/world location accessed from that portal. Once opened, anything, friend, foe, or monster, can pass through the gateway from either side, simply by stepping into the mass of swirling blue energy. Thus, it is not wise to open a portal for very long, especially if one does not know exactly where the gateway leads. The spell caster can close the Gateway in an instant, at will, but may need to roll initiative to see whether or not he closed it before "something(s)" nasty comes through (G.M.'s discretion). Note that due to the nature of this spell, those passing through may only go one way.

Rift To Limbo

Note: Also known as the "Ambush Rift."
Range: Must be performed at a nexus point.
Duration: Limbo: One hour per level of the spell caster. May be set to automatically reopen at a specific, predetermined time, or upon the command of its creator. Otherwise, it opens at the end of the maximum duration period.
Saving Throw: None.
Limitation: Fixed position at a specific location on a ley line connected to the nexus point. Once that location is established, it can not be moved. Reopens at that precise location. If not reopened before the duration time elapses the dimensional portal will automatically open to disgorge those waiting inside at the end of that period.
P.P.E. Cost: 160 (half for Shifters and Temporal Raiders).

This spell is rather like a giant version of the Temporal Raider's *Pocket Dimension* and is used to conceal troops and/or large vehicles or creatures. In this case, 50 man-sized people (or equivalently fewer, large objects, vehicles or creatures) per level of the spell caster can enter a small Rift to a limbo realm of white mist and clouds. Once all have entered, the portal closes and those who entered seem to disappear. There is no trace of these troops or objects and no sensors can detect them because they no longer exist in our world. The creation and entry to the Rift must be done at a ley line nexus, but once all have entered and the portal is closed, it can be placed to reopen anywhere along any ley line connected to the nexus.

The passage of time for those in limbo is warped, so for every one hour that passes in the real world outside, it only seems like 1D4 minutes to those waiting in limbo.

This spell is ideal for setting up ambushes and surprise attacks. Spell casters love to lead an enemy into a seemingly innocent and unoccupied location and then reopen the Rift to Limbo with a verbal command to spring the trap and release the troops waiting inside. Likewise, a character may trick an enemy into pitching their camp, searching for treasure, or lingering nearby long enough for some pre-set time in which the Rift will open and the enemy will be overwhelmed. When the Rift does reopen, it is the cue for all those within the limbo realm to exit. Slowpokes and those reluctant or unable to leave under their own power are magically deposited from limbo at the nexus point. Unsuspecting troops and travelers can suddenly face a small army of dozens to hundreds where none had stood just a moment before (several Rifts to Limbo can be strategically placed on the same ley line). This is yet another reason CS troops have learned to steer clear of ley lines and nexus points.

Note that when the Rift is first opened, it is comparatively small. However, even unwitting troops will see and recognize it for what it is and avoid it. The point is, enemy troops can not be tricked into entering the Rift and being held captive inside for hours. Nor can the portal be cast on top of somebody or something already occupying the precise nexus point. Remember, the location where the portal is supposed to reopen is designated at the moment of its creation and can not be changed or moved.

Rift Teleportation

Range: Up to 100 miles (160 km) per level of the spell caster.
Duration: Roughly 1D4+4 seconds/half a melee round.
Saving Throw: +3 to save if an unwilling participant of this magic. A successful save means the character is not teleported with the others and remains at the nexus location where the Rift was opened. **Limitation:** Requires a ley line nexus and can only teleport to another ley line nexus point within the range of the spell caster.
P.P.E. Cost: 200 (half for Shifters and Temporal Raiders/Wizards).

As many as 20 human-sized people per level of the spell caster can be teleported from one ley line nexus to another, allowing for entire platoons and companies of soldiers to be magically whisked from one location to another. In all cases, the spell caster must be familiar with the arrival point (nexus point).

A Rift appears at the departure point and closes in six seconds (roughly equal to two or three melee actions). A moment later (1D6 seconds), a Rift opens up at a different nexus location and those who entered are teleported to that point. A second later, the Rift closes as if it never existed. This is a *one-way* method of travel, requiring the spell to be cast coming and going. Teleportation is done without risk because the exact location is a known and fixed point at a junction where two or more lines of magic energy converge. The only exception is if the spell is used during a Ley Line Storm, in which case the group will be teleported to some random location 3D6x100 miles (480 to 2880 km) away. This spell can not be used to teleport to other worlds, only on the planet where the ley lines are located (in this case, Rifts Earth).

See in Magic Darkness

Range: Self or two others by touch; line of sight.
Duration: One minute per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: One Hundred Twenty-Five

This rare and powerful (and P.P.E. costly) spell enables the recipient of this enchantment to see in darkness, even magic darkness, as if it were daylight. This spell is even effective in a Shadow Wall (no penalties for being blinded by the absolute darkness and can travel through the wall at twice the normal speed), against Cloak of Darkness (the character can see into the magical darkness perfectly), and against Shadow Beasts. (Can actually see them lurking in the shadows. The Shadow Beasts are not completely invisible to the character who can See in Magic Darkness, but they are semi-invisible; fundamentally functions as a Chameleon spell with shadows being what the Shadow Beasts can hide in if they stay motionless or move slowly). **Note:** Can not be cast on Automatons, robots or vehicles, but can be used on its pilot.

Summon and Control Animals (Ritual)

Range: 600 feet (183 m).
Duration: Five hours per level of experience.
Saving Throw: Standard for animals.
P.P.E.: One Hundred Twenty-Five

A superior summoning pentacle, the invocation empowers the practitioner of magic to summon and control any type of animal.

Tiny animals like frogs and mice: 40 per level of experience.

Medium-sized animals like dogs and cats (up to 30 lbs/13.6 kg): Eight per level of experience.

Large animals like horses: Six per level of experience.

Exotic animals, including animals which are not indigenous to the area; i.e., animals such as a tiger, panther, or elephant are not native to New York city. Only one per level of experience.

As usual, any animal which comes into the sorcerer's 600 foot (183 m) range while in the pentagram will obey the mage unless it makes a successful save vs magic. Familiars are not influenced or summoned by this pentagram.

Summon Fog

Range: Up to 10 miles (16 km) away per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: One Hundred Forty

The spell caster can call forth a dense fog that will impair vision and make travel difficult. The fog is so thick that a person can see clearly for four feet (1.2 m) and see only blurred, shadowy figures and shapes for about another 10 feet (3 m). Anything beyond 10 feet (3 m) is totally obscured by fog. The fog can be made to cover a one mile (1.6 km) area per each experience level of the spell caster.

Safe travel is slowed to a crawl. On foot, a safe speed is 10 or less, and even then there is a 30% chance of tripping over something every 30 feet or so (9.1 m). A completely safe speed is 3. Running faster than a speed of 10 is hazardous, with a 60% likelihood of falling every 30 feet of travel. All sense of direction is lost. A safe speed for an automobile is 5 mph (8 km). Up to 20 mph (32 km) can be attained, but the risk of running off the road is 60%, and for every half mile there is a 40% chance of crashing into something. Traveling faster than 25 mph is certain disaster, with an 85% likelihood of running off the road and a 70% chance of crashing. Roll for every 600 feet (183 m). Air travel is impossible.

Bonuses or penalties? The fog adds a +20% to prowl skills. Long-range combat and gunfights are extremely difficult. All such attacks, including ranged magic and psychic attacks, are -5 to strike and opponents are +2 to dodge each other's attacks. **Note:** The summoner can cancel the fog at any time or let it last out its full duration. It can be summoned day or night, any time of the year.

Level Twelve (Invocations)

Amulet

Range: Holder/wearer of the amulet.
Duration: Exists as long as the medallion is not destroyed.
Saving Throw: None.
P.P.E.: Two Hundred Ninety or more.

The "Amulet" is a potent invocation that instills a medallion or charm with mystic properties that will protect an individual from magic or supernatural forces. The only requirement of the invocation is that the amulet be made of one metal purified by fire or made of semiprecious stone.

The sole purpose of an amulet is to protect. Protection is provided in several different ways. Any one of the following can be created by the amulet invocation.

Charm: A general ward against magic that provides a bonus of +1 to save versus magic and psychic attacks. P.P.E. Cost: 290.

Protection Against Sickness: Amulet that specifically protects against the eighth level magic invocation "Sickness." Bonus of + 6 to save. P.P.E. Cost: 290.

Protection Against Insanity: Adds a bonus of +4 to save against all magically induced insanities. P.P.E. Cost: 320.

Protection Against the Supernatural: Adds a bonus of +2 to save vs Horror Factor and +2 to save vs possession. P.P.E. Cost: 300.

See the Invisible: Enables only the wearer of the medallion to see the invisible. P.P.E. Cost: 500.

Sense the Presence of Spirits: The amulet changes color whenever an entity(s) is in the area. Range: 60 feet (18.3 m). P.P.E. Cost: 310.

Turn the Undead: A charm that will prevent any of the undead from physically touching them while they wear or hold the amulet. The amulet works much like a cross does against vampires. Effective against all undead including mummies, zombies and vampires. P.P.E. Cost: 400.

Calm Storms

Range: Immediate area around the mage, affecting a one mile (1.6 km) area per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred

The spell caster can calm the tumultuous tempest of nature with a simple invocation and 200 points of potential psychic energy. As a spell, the mage can slow a downpour to a light rain, reduce wind speed by half, reduce waves by half and lighten the dark, stormy skies.

Using ritual magic, the mystic can turn a torrential rain into a drizzle, reduce winds to a gentle breeze, shrink ocean waves to normal, disperse a tornado in an instant and get the sun to peek through clearing

skies. **Note:** Calm Storms is effective against natural and magically induced storms.



Create Zombie (Ritual)

Range: Touch.
Duration: Exists until destroyed.
Saving Throw: None.
P.P.E.: Two Hundred Fifty

The zombie invocation is a Necromantic ritual that turns a corpse into the undead. To create a zombie, the sorcerer must find a recently deceased body, no more than six hours dead, lay it on a white or silver linen, draw a circle around it and light three scented candles. The candles are then placed on the body: one on the forehead, one on the mouth and one on the chest above the heart. As the incantation reaches its climax, the mage cuts his finger and draws a pentagram on the corpse's throat with his still warm blood. Moments later, the monstrosity rises to pseudo-life, the obedient slave of his creator. The ceremony must be done secretly in a graveyard or burial place during a night of a full moon.

The zombie is more intelligent than the mummy and can speak, read simple signs and sentences, perform simple tasks and even drive a car. This means a zombie(s) can be sent to retrieve an artifact, follow somebody, kidnap a person and so on. A zombie will only obey the person who created it and individuals whom its creator may designate as authorities.

Like the mummy, a zombie is a walking corpse. It feels no pain, no fears, no goals and little emotion. Bullets, knives, clubs, and other physical attacks do NO damage. Mental assaults by psychics, magic charms, illusions, sleeps, curses, sickness, paralysis, and other similar attacks, do no damage. Turn dead does not work because the zombie is an undead. Banishment doesn't work because it is not actually a living supernatural being. Negation simply does not work and Remove Curse is not applicable. However, the zombie is more vulnerable than the mummy; the trick is knowing what to use.

A zombie is vulnerable to magical energy attacks, such as energy bolt, fire bolt, circle of flame, and call lightning, all of which do full damage. Normal electricity, lasers, particle beam weapons and similar energy weapons do half their normal damage. Normal fire inflicts full damage. Weapons made of, or covered in, silver will do full damage whether it be blade or bullet. Zombies can also be trapped/imprisoned and blown up.

Zombies will rise again, even if riddled with silver bullets or blown to bits, unless their heads are severed from their bodies and buried separately, or an exorcism is performed. Otherwise, it will regenerate all S.D.C. and body parts within 48 hours and seek out its master for new instructions. There is no limit to the number of zombies a mage can command. Horror stories in Haiti whisper of entire sugar cane plantations worked by zombie laborers.

Zombies:

- Horror Factor: 12
- I.Q. 7, P.S. 20, Speed 10.
- Two attacks per melee, 2D4 S.D.C. damage by hand/punch or by weapon. Guns can be used, but at -4 to strike.
- +2 to parry and dodge. No initiative bonus.
- Most psychic and magic powers have no effect, only energy.
- Fearless; no Horror Factor scares it. However, large fires and energy weapons/barriers will hold it at bay. A protection circle will also keep it away.
- S.D.C.: 150; will regenerate within 48 hours unless head and body are buried separately. Can wear M.D.C. body armor or power armor although it lacks the intelligence and skill to use power armor as anything other than protective armor.

Ensorcel

Range: Touch.
Duration: 20 minutes per level of the spell caster (double if 800 P.P.E. is expended).
Saving Throw: -3 to save.
P.P.E.: Four Hundred

This powerful magic is typically used by high level Shifters and other powerful beings to control and enslave minions. A character who is Ensorcelled is impervious to mind control, possession (all), illusion and is +4 to save vs the magic of other sorcerers (all types of magic).

However, he is completely vulnerable (no save) against the magic of the spell caster who has him Ensorcelled! Furthermore, the enchanted character is afraid to raise his hand against the mage who has him Ensorcelled; Horror Factor 16 each melee round he tries to oppose his master. In this case, a failed save means the character loses one melee action and will back down from the spell caster and do nothing to hurt or oppose him for the entire melee round. **Note:** Can not be used on Automatons, Iron Juggernauts, robots or vehicles.

Heavy Air

Range: Can be cast up to 100 feet (30.5 m) away per level of experience.
Area Affect: Covers a radius of 300 feet (91.4 m) per level of experience.
Duration: 10 minutes per level of the spell caster.
Saving Throw: -1; everybody in the area of affect must roll to save vs magic, including animals.
P.P.E.: Two Hundred

This spell makes the air seem muggy, hot, heavy and stifling. Characters will find it difficult to catch a breath and breathing is labored. Most afflicted characters will feel as if they can not get enough air to breathe. Even environmental body armor seems too hot, restrictive and disturbingly confining. Most victims feel compelled to remove heavy clothing, backpacks and body armor (or at least the helmet) – roll again to save vs magic. A failed roll means the character removes part of

such stifling clothing, armor or helmet. In addition, afflicted characters fatigue at twice the normal rate, are -4 on initiative, and are -20% to perform skills which also take twice as long to do. Heavy exertion (running, lifting, working, fighting, etc.) is a repulsive chore better left for later. Victims of Heavy Air have no motivation to do anything but sit, sweat, gasp for air and rest. Machines, including robots and androids, are not adversely affected by this magic, nor are animated dead, zombies, golems or other automatons, only living creatures. Likewise, cyborgs and those in power armor suffer half the effects and penalties described above, but still feel weighed down and listless. **Note:** Characters who save vs magic feel uncomfortable, but are only -1 on initiative and -5% on skill performance. This spell is ideal against armies and large groups, especially as a delaying tactic.

Ironwood

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Varies dramatically; Fifty P.P.E. minimum. Also available to the Earth Warlock as an 8th level Elemental spell, but costs the same amount of P.P.E.

This spell transforms regular S.D.C. wood into Mega-Damage material. S.D.C. is converted into M.D.C. on a point for point basis, thus a wood door with 170 S.D.C. has 170 Mega-Damage. Likewise, each S.D.C. conversion point counts as one P.P.E. point, so a 170 S.D.C. (now 170 M.D.C.) door costs 170 P.P.E. to make, while an ax handle with 20 S.D.C. costs *50 P.P.E.* because a minimum of 50 P.P.E. must be spent to transform even a simple ax handle into a Mega-Damage structure. The transformation is instantaneous and permanent. Although an M.D.C. structure, the item retains the look, feel, buoyancy and weight of wood. **Note:** Just because a wooden club is now an M.D.C. object, it does not inflict Mega-Damage (although it does inflict an extra 1D6 damage); it is just very strong; tougher than steel.

The magic works only on simple objects like a wooden handle, board, door, wall, box, trunk, wagon, the hull of a ship, wood armor, and so forth. It is impossible to transform complex S.D.C. machinery and devices, or any other substance, including bone, with this spell.

Metamorphosis: Mist

Range: Self; or others through ritual magic.
Duration: 20 minutes per level of experience.
Saving Throw: None; standard if an unwilling subject.
P.P.E.: Two Hundred Fifty

Said to be the most powerful of all the metamorph magicks, the mage can transform himself into a mist. As a mist, no physical or energy attacks can harm him. No locked door can stop him, for he can slip through the tiniest crack or keyhole. Although the mage can not communicate or cast magic as a mist, he can hear and see events around him as would a normal human being. Of course, he can materialize (naked) with a thought.

The mist moves at a maximum speed of 14. Prowls (a natural, innate ability) at an 80% skill proficiency, is completely silent, can hover up to 100 feet high (30.5) and is semitransparent.

Null Sphere

Range: 10 foot (3 m) radius per level of experience.
Duration: 5 minutes per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred Twenty

Null Sphere creates a globe of golden magical force centered on the spell caster. The sphere has a whopping 100 M.D.C. per level of the caster and is difficult to destroy. The Null Sphere is a protection magic that blocks out or negates all harmful forces within its sphere of influence. This means the Null Sphere stops dangerous gases, pollution, noxious fumes, disease, curses (only temporary relief) and magical sickness, summoning and mind control (again, this may only be temporary relief; once the sphere ends, the maladies return). Additionally, attacks of magic and energy from outside the sphere, directed at those inside the sphere, are dispelled the moment they hit the sphere; no damage. However, physical opponents and projectiles can penetrate the magical sphere without resistance — once they enter the sphere, they can attack those within without difficulty. Likewise, greater demons and powerful supernatural beings (including Master and Secondary Vampires) can enter the sphere, but lesser demons and lesser entities cannot. **Note:** The sphere cannot block psionic attacks (other than mind control), so Bio-Manipulation, Empathic Transmission, Telekinesis, etc., can be used to attack those inside.

Soultwist

Range: 100 feet (30.5 m); line of sight or touch.
Damage: 6D6 M.D. or Hit Points, as is appropriate.
Duration: Doubt and temptation for a minimum of 3D4 weeks; physical damage is instant.
Saving Throw: -6 to save. A successful save means no physical damage and only minor doubt and temptation, reevaluation.
P.P.E.: One Hundred Seventy

Soultwist is a spell that attacks the target's *life force and inner spirit*, as well as the physical body. Due to its insidious nature, the physical aspect of this attack does M.D. to Mega-Damage creatures or damage direct to Hit Points to mortal S.D.C. beings. This damage can not be healed by normal means and can only be restored by a priest, god or supernatural servant/minion of a god (must be of the appropriate faith or ethics, good or evil as is appropriate).

More significant is the damage done to the character's spirit. Suddenly, the victim of the Soultwist *doubts* himself, his goals, life and god(s). He is racked with uncertainty about his views of life and the morals, ethics, beliefs and alignment that once governed his actions and motives. This character suddenly sees (not necessarily accepts) the opposite views. Thus, a character of good alignment will recognize and consider evil and spiteful actions. A noble, honest character will consider lies and cheating. A religious character will have doubts about his god and the people who serve him, and so on. On the other hand, an evil character will suddenly find a conscience and compassion. He may hesitate at murder and treachery, and find himself open to acts of goodness and kindness.

Whether or not these self-doubts and reevaluation of character have any lasting effect on the character (i.e. change of alignment, rejecting a god or king and taking up a new one, etc.) is left entirely to the *player* of that character.

Player Note: This can be a wonderful opportunity for role-playing, have fun with it. Please use common sense in playing this "twisted (and tormented) soul." Remember, a Principled character is not going to become a mad-dog killer overnight, if he changes at all. Temptation, doubt, recriminating thoughts and new emotions are one thing, *acting* on them is quite another. Furthermore, any good character who suddenly does evil is not going to wake up one day and say, "Oops, I shouldn't have done those bad things. I'm sorry and won't do 'em any more. I'm good again." No way! This magic does not force the character into any action or change, it only makes him doubt his old ethics and *consider* alternatives. The character can fight these ideas or not. If he gives in to them during a moment of weakness, his alignment will change appropriately (this aspect may be suggested, determined and or enforced by the G.M. as is appropriate; G.M.s, be fair and objective). The character may repent and strive to return to his old ways, but it will be a difficult thing that will take months, perhaps years, of conviction and effort to achieve.

Likewise, evil or selfish characters will not become saints overnight. Additionally, while such characters may be *momentarily* touched by friendship, conscience and/or compassion, old ways die hard, and such benevolence or goodness may be nothing more than a moment of weakness or confusion. Or not. It is up to the player.

Summon and Control Entity (Ritual)

Range: Not applicable.
Duration: 24 hours per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred Fifty

An impressive ritual, the magic invocation plucks an Entity (specific type can be designated) out of its native dimension, and magically teleports it to appear before the sorcerer. The alien being is automatically under the mage's control and will obey him without question. The Entity can be used for any purpose: manual labor, protection, assault, etc.

The mage can have the Entity return to its own world at any time before the duration of the invocation elapses. After the duration time elapses, however, the Entity slips out of the mage's control and remains in our world. If it suits the Entity, it may elect to work with the sorcerer or it can be enslaved by other magic means. An unhappy or vengeful Entity may attack the mage at the first opportunity after the spell elapses. One reason to return it before that happens.

Summon and Control Rain (Ritual)

Range: Immediate area around the mage or up to 10 miles (16 km) away per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred

The spell caster can create a rainstorm out of thin air. The rain can be controlled to be a drizzle, light rain or downpour. One mile (1.6 km) per level of experience can be rained upon. A heavy storm will reduce visibility and slow travel.

Summon Ley Line Storm

Range: One mile (1.6 km) per level of experience.
Duration: Five minutes per level of the spell caster.
Saving Throw: Standard per the effects of the storm.
Limitation: Can only be created on a ley line.
P.P.E. Cost: 500 (half for Shifters). Nazcan Line Magic can also be used to "create" a Ley Line Storm, but requires an hour long ritual and 800 P.P.E.

The spell caster can summon (effectively creating) a Ley Line Storm that causes electromagnetic disturbances, dimensional anomalies and disrupts magic.

The mage can also direct its movement, making it pause in one place or travel down a particular portion of the ley line or a connecting line. In addition, the spell caster can direct *bolts of ley line energy* at specific targets of his choosing (each bolt counts as one melee action; see the rather lengthy description for details).

To control the Ley Line Storm, the spell caster is mentally linked to it. This means he sees and senses most everything going on within the storm itself! However, as long as the summoned storm remains, the spell caster is effectively part of it, his physical body entranced and vulnerable while his mind and senses are one with the Ley Line Storm. This means he can not cast other spells or take action (move, run, dodge, talk, etc.) as long as the storm remains in existence. He can be physically moved or protected by others, but can't do so of his own volition. To regain control of his body, the Ley Line Storm must be stopped and the spell cancelled.

Swallowing Rift

Range: Opens at a ley line nexus, but affects a one mile (1.6 km) radius around the portal, triple if part of a triangular ley line grid.
Duration: One melee round (15 seconds) per level of the spell caster.
Saving Throw: None.
P.P.E. Cost: 300 (half for Shifters).

For just a few minutes, a temporary dimensional portal can be opened at a nexus point where two or more ley lines cross. This Rift is



enormous, towering one mile (1.6 km) high. This Rift also creates a light windstorm (2D6+10 mph/19-35 km) with the wind flowing *into* the Rift. The wind and magical energy in the air inflict a penalty of -2 to strike and -20% to piloting skills for aircraft and other fliers, including power armor and those with wings or empowered by magical flight. Any non-living object carried on the wind is sucked into the Rift, including missiles. Whatever is pulled into the Rift is sent to a different dimension and is forever lost. Most intelligent beings and animals can avoid this fate, but missiles, weapons knocked loose in the air and light objects not touching the ground and weighing under 10 pounds (4.5 kg), and within a one mile radius (1.6 km) of the Rift, are swallowed by it. Where these portals lead is unknown, but is presumed to be a limbo-like or inhospitable environment.

Living beings who get "swallowed" vanish for as long as the Rift is active (lost to a swirl of chaos), but after it closes they reappear 2D6 minutes later somewhere along one of the connecting ley lines. They are dazed for 1D4 melee rounds (reduce combat bonuses by half and speed by 20%) from their dizzying experience, but are none worse for the wear. **Note:** One can combine the *Swallowing Rift* with the *Triangular Defense*, provided the necessary ley lines and nexus points are available.

Time Hole

Range: Self.
Duration: Special.
Saving Throw: None.
P.P.E.: Two Hundred Ten

The mage can teleport himself and his possessions into a sort of stasis field in a limbo-like dimension. The Time Hole is a white void the wizard inhabits. He controls a 20 foot (6 m) area per level of experience and can not go beyond this area of control. There is nothing to see or do in the Time Hole, except for what the character may have brought with him. Likewise, there is no food or water except what is taken into the strange dimension.

The advantage of the Time Hole is that a man of magic can effectively disappear for days or weeks and be nowhere to be found. In this

way the mage can hide away from enemies when he needs to recover from physical damage or P.P.E. exhaustion. He can also use the *time* to prepare for combat, make plans or to study in absolute isolation and seclusion.

In the Time Hole time passes normally, so the character will age as usual. However, outside the Time Hole, time is moving at a much slower rate, thus for every 12 hours inside a Time Hole, only two hours pass in the outside world of humans. This means the mage can spend two days/48 hours in the Time Hole but appear to have been gone for only eight hours. The mage can stay in a Time Hole for 24 hours (four hours real time) per level of experience.

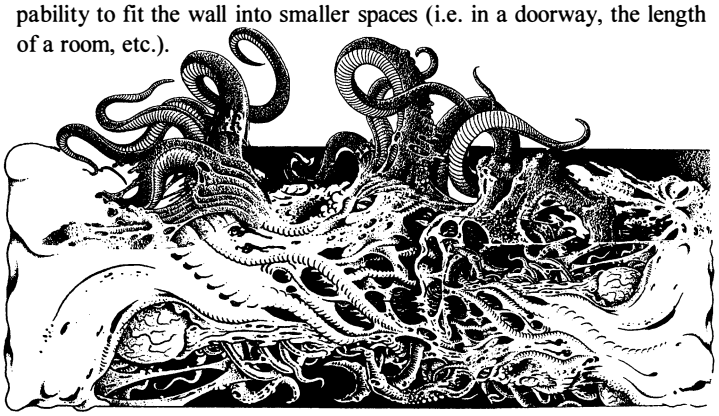
Wall of the Weird

Range: The wall can be cast up to 200 feet (61 m) away.
Damage: 4D6 M.D. or entanglement/capture.
Duration: Five minutes per level of experience.
Saving Throw: Dodge or parry.
P.P.E.: One Hundred Eighty

This spell causes a soft feeling, spongy wall, covered in slime and tentacles, to rise out of the ground. The wall is 10 feet (3 m) tall, one foot (0.3 m) thick and 10 feet (3 m) long +10 feet (3 m) per level of the spell caster. Each 10 foot (3 m) length has 40 M.D.C. per level of the mage! The multitude of tentacles are on both sides of the wall, and are constantly lashing about in search of victims. Anyone coming within 15 feet (4.6 m) of the wall will be attacked by 1D4 tentacles per melee round. Characters must roll a parry or dodge of 15 or higher to avoid the attack. A failed roll means 1D4 tentacles strike and either *hit or ensnare* the character. Roll percentile: 01-50 strikes, inflicting 4D6 M.D. per each tentacle, or 51-00 entangles and holds the character in a vice-like grip.

In the case of entanglement, the tentacle grabs and wraps around the victim and begins to slowly constrict. Constriction inflicts a comparatively minor 2D4 M.D. per melee round, but will prevent the character from attacking or moving, plus, one additional tentacle will wrap around the character every melee round! No additional damage is inflicted by the additional tentacles, but the character is completely immobilized and mouth covered (can't speak or cast spells) within three melee rounds from entangling tentacles. A combined P.S. of 40 is needed to pry away each tentacle, and 1D4 other tentacles will lash out every melee round at anybody trying to help free a captive. Inflicting 12 M.D. to a tentacle will *slice* it from the wall, but it will disappear before it hits the ground and reappears to strike again in the next melee round! Note that momentarily severing a tentacle does not count as an M.D.C. loss to the wall.

If the wall's M.D.C. is completely depleted, it immediately collapses into dust and vanishes. If a 10 foot (3 m) length of a larger wall is destroyed, a massive (10 foot/3 m) opening will appear for 1D4 melee rounds, after which the opening will begin to regrow and close at a rate of three feet (0.9 m) per melee round and one third its M.D.C. **Note:** As with most spells, the mage can adjust the size of the wall to fit his specific needs, so it can be made smaller than his maximum capability to fit the wall into smaller spaces (i.e. in a doorway, the length of a room, etc.).



Level Thirteen (Invocations)

Collapse

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience.
Damage: Special; described below.
Duration: 1D4+1 melee rounds delayed reaction (30-75 seconds).
Saving Throw: Special.
P.P.E.: Varies; Seventy to Four Hundred points.

Collapse is a spell designed exclusively to destroy buildings and similar structures (towers, bridges, etc.), and can never be targeted on anything else. Essentially, by casting Collapse, the mage focuses great magical forces on the support beams of the structure, causing them to break and the building to cave-in. For 1D4+1 melee rounds after the spell is cast, the building will creak and groan ominously. Those inside who suspect danger, know magic is at work or have been warned, have 30-75 seconds to evacuate before the building collapses.

Those caught in the collapsed building suffer 2D4x10+20 S.D.C./Hit Point damage or 1D4 M.D. points of damage, but whether killed or just bruised by the collapse, all are buried under tons of debris and must be dug out by rescue teams. Characters who survive the initial damage will have 3D4 hours of air or survivable injuries in which to be rescued. After that time has elapsed, they fall into a coma and have an additional 30 minutes per P.E. point in which to be rescued and given medical aid — roll to save vs coma and death! In the high-tech world of Rifts, most Coalition States and similarly advanced communities can locate and rescue 85% of all survivors within 1D4 hours from a collapsed skyscraper; 2D4x10 minutes from smaller buildings.

The spell either destroys the building or it doesn't. The building gets a save vs magic, with penalties or bonuses based on its size and structure:

- S.D.C. Building (Small; tent to an average house): -10 to save; P.P.E. Cost: 70
- S.D.C. Building (Medium; 3-6 story building): -5 to save. P.P.E. Cost: 120
- S.D.C. Building (Large; 7-14 story building): -1 to save. P.P.E. Cost: 200
- S.D.C. Skyscraper (15-25 stories): +2 to save. P.P.E. Cost: 275
- S.D.C. Skyscraper (25 stories or higher): +4 to save. P.P.E. Cost: 350
- M.D.C. Building (Small): Standard save. P.P.E. Cost: 200
- M.D.C. Building or Bridge (Medium): +2 to save. P.P.E. Cost: 275
- M.D.C. Building, Bridge (Large), or Bunker: +6 to save. P.P.E. Cost: 350
- M.D.C. Skyscraper: +10 to save. P.P.E. Cost: 400
- M.D.C. Mega-Structure (i.e. Chi-Town, etc.): Impervious.

Note: Affects only "standing" structures, and can not be used against mobile fortresses or underground structures/installations. In the case of large M.D.C. buildings and M.D.C. skyscrapers, a single Collapse spell will *not* destroy the entire building. Rather it will cause one floor per level of the spell caster to collapse, starting from the top.

Create Golem (Ritual)

Range: Touch.
Duration: Exists until destroyed.
Saving Throw: None.
P.P.E.: Seven Hundred (Stone) or One Thousand (Iron)

The sorcerer first draws a pentagram in animal blood. Second, he sculpts a Golem (humanoid shape) from clay. Third, he places two onyx gems, valued at no less than 1000 credits each, for eyes. Fourth,

he places a heart, molded out of iron, into the clay body. Lastly, the mage recites the ritual ceremony. At the end of the ritual, the mystic places a single drop of his blood on the behemoth's forehead to bring it to life. The process permanently drains the mage of six S.D.C. points.

Both the stone and iron Golems are mystical Mega-Damage creatures born of magic and almost indestructible. Since they are not of flesh and blood, psionic and magic attacks designed for the human physiology and mind control do NOT affect them. That means Charms, Sleeps, Fear, Bio-Manipulation, Illusions, Paralysis, etc., have no effect. Since the horrid thing was never Alive, Turn Dead is useless, as is Banishment, Negation and Remove Curse.

Physical attacks and energy magic can hurt a Golem, but do half damage (even explosives). In many respects, a Golem is like a mummy, only bigger and tougher. It can not speak, nor read or understand complex commands. It has no emotions, no fears, and is like a robot waiting for a direction. Golems will obey only the person who created it. When the creator dies, the Golem will follow his last command until it is destroyed.



Golem:

- Horror Factor: 16
- I.Q. 6, Supernatural P.S. 25, Speed 8, Height: 6-18 feet (1.8-5.4 m).
- Four attacks per melee, damage is by Supernatural P.S. (2D6 M.D. punch or kick, 4D6 M.D. from a power punch or full speed ram attack).
- No bonus to parry or dodge or on initiative.
- Impervious to many psychic and magic attacks. Magic energy attacks, rune and TW weapons and normal weapons, like guns, knives, and explosives, only do half damage.
- Impervious to normal fire and cold (magic fire and cold does half damage).
- Does not breathe air or need nourishment, thus impervious to gas attacks, disease and can survive underwater at any depth. Also Impervious to possession and Horror Factor.
- M.D.C. 35 stone or 80 iron, but regenerates 1D6 M.D. per melee round. **Note:** If the heart is made from Iron with a diamond worth 8000 credits or more at the center, double the M.D.C. (70 Stone or 160 for Iron).
- *Regenerates completely*, even if seemingly blown to bits. Regenerating to its original form within 24 hours unless its heart is removed from the chest cavity.

Protection Circle: Superior

Range: Radius of the circle.
Duration: 24 hours; but can be reactivated immediately at a cost of 20 P.P.E.
Saving Throw: None.
P.P.E.: Three Hundred to create; Twenty P.P.E. to reactivate.

In principle and function, the Protection Circle: Superior is just like the simple circle, only stronger. The spell caster must recite the invocation while drawing the circle in chalk or any substance. 300 P.P.E. is needed to initially create the circle, but a mere 20 P.P.E. points will reactivate it. Anybody with sufficient P.P.E. and desire can reactivate a protection circle. The circle ceases to function only if it is seriously marred.

The superior protection circle will protect everybody inside its radius by preventing all supernatural creatures from coming any closer than 20 feet (6.1 m) from its edge. Even greater beings are held at bay. Lesser beings can not stand to be within line of sight of the circle and are forced to leave, even if it is only to the next room with the door shut. This means no attacks are possible from the lesser beings.

The circle also provides the following bonuses to all occupants: +5 to save vs all magic and psychic attacks, impervious to possession, +8 to save vs Horror Factor. Plus it provides an extra 10 P.P.E. to each mage and 10 I.S.P. to each psychic. Of course, the characters are vulnerable to conventional weapons and thrown objects and all bonuses vanish the moment the characters exit the circle.

Restore Life

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: Two Hundred Seventy-Five

Restore Life brings the *recently* deceased back to life. However, the body must be prepared first. All cuts and wounds on the deceased must be sewn closed and/or bandaged as if he were alive. Likewise, bones must be set and internal injury repaired, so a doctor may still be necessary before the spell is cast. The mage must touch the body while intoning a brief ritual (8 minutes). Upon completion of the ritual, the dead is infused with a magical life force that will sustain the character long enough for the body to heal.

Restore Life is always successful, so long as the victim has not been dead for more than *four* hours per level of the spell caster, and the body is not so badly torn apart that not enough remains to repair and restore. The body can be cut, battered and damaged but must be mostly whole. Perhaps needless to say, if the head, brain, heart, or lungs are missing, the character can not be "restored." If a limb is missing, the wound must be tended to (sewn, cauterized, bandaged, etc.) before the magic is performed, and when restored to life, the limb will remain missing. If the recipient has been dead longer than the mage's usual capabilities, noted above, the chances for a successful restoration of life drops to a 01-50% chance (roll percentile dice). This spell can be attempted up to double the sorcerer's normal success rate (i.e. a 3rd level mage has automatic success on dead up to 12 hours old, but only a 50/50 chance on a character who has been dead for 13-24 hours, and so on). Longer than this is beyond the powers of this ritual.

A successful Restore Life brings the victim back to the living with 10 Hit Points (or one M.D.C. if a Mega-Damage creature). Other spells or natural healing must then be used to help the recipient. If the character possesses bio-regeneration, it will not kick in until 1D4 days have

passed. Restore Life does not replace lost or damaged limbs, nor remove scars. Likewise, the character feels weak and is in pain, requiring weeks (or magic) to heal completely. **Note:** The deceased will never quite be himself. Hit Points and S.D.C. (or M.D.C. as the case may be) are permanently reduced by 10% each. This magic only works on mortals and can NOT be used to resurrect supernatural beings or creatures of magic (i.e. dragons, etc.).

Sanctum

Range: 30x30 feet (9.1 x 9.1 m) room; can be created up to 200 miles (320 km) away.
Duration: The lifetime of the mage or until canceled.
Saving Throw: None.
P.P.E.: Three Hundred Nintey

The mage can protect a room as big as 30x30 feet (9.1 m x 9.1 m) from mystic influence by using the Sanctum invocation. The room is instantly turned into a safe haven, or sanctum, free of mystic disturbance. While inside the room, the mage can not be found by the Calling or Locate spell, can not be seen by Second Sight or a Crystal Ball, and can not be affected by bonding magic (but only while in the room). Even more impressive is that Animated Dead and the Undead can not enter the Sanctum. Lesser monsters can not enter unless they save vs magic; greater beings and humans are not affected and enter at will.

Shadow Wall

Range: Can be cast 100 feet (30.5 m) away per level of experience.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Four Hundred

When the mage casts this spell, he or she creates a huge, pitch-black wall. The wall's maximum dimensions are 30 feet (9 m) long, by 10 feet (3 m) high, by 3 feet (0.9 m) thick per level of experience. As a wall, it must be touching the ground or a floor, and is relatively straight; i.e. a long wall, say 120x40x12 feet (36x12x3.6 m), may curve a bit, but is fundamentally straight. It cannot be cast as a slab in the air or made into a circle, square or "V" shape. However, a square, rectangle or "V" could be made by creating several such walls butted within inches of each other (this applies to all magic walls unless stated otherwise).

The Shadow Wall is immaterial, existing only as energy. Nonetheless, it is highly effective at stopping things from passing through. Any living being who attempts to pass through the wall will be able to do so, but at the snail's pace of only two feet (0.6 m) per melee round. Since the Shadow Wall is magical, characters with nightvision or optic systems that normally enable them to see in the dark are completely blind (-9 to strike, parry, and dodge); they cannot see their hand in front of their face.

Each melee round, the victim suffers a 10% drop in maximum energy, regardless of type. The Shadow Wall will siphon P.P.E., I.S.P., and technological energy (E-Clips lose 10% of their charge per round). Living creatures passing through the wall also suffer the "energy drain" as to what amounts to physical damage via life drain. Every melee round, each creature suffers 1D6 damage direct to Hit Points, or 4D6 M.D. in the case of Mega-Damage creatures. Armor is no protection against this effect. The wall uses this energy drain to maintain itself. If no opponents enter the wall, its duration is reduced by half. The wall is hazardous to everyone, friend and foe alike. The energy drain is such that even laser blasts and other energy bolts fired through the wall are reduced by half. Rail guns and other kinetic weapons can pass through, but also do only half damage. Furthermore, no sensors can penetrate the Shadow Wall, so any shooting is done blind.

Summon and Control Storm

Range: Immediate area around the mage or up to 10 miles (16 km) away.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Three Hundred

The spell caster can create a destructive storm out of thin air. A *rainstorm* will create a torrential downpour of 4 inches (10 cm) of rain per hour, causing flooding even in cities. Flooded roads will immobilize all vehicles (water is 3-5 feet/0.9 to 1.5 m high). Poor visibility will slow travel to about 20 mph (32 km). Traveling fast is likely to cause an accident; roll on the following table for every two miles (3.2 km) traveled.

01-30%: No problem, keep going.

31-39%: Vehicle stalls out. 01-50% chance of restarting.

40-69%: Vehicle runs off road and is immobilized.

70-00%: Vehicle crashes into an obstacle or another vehicle. Vehicle is immobilized. All passengers roll 2D6 damage for every 10 mph of vehicle speed.

The storm is accompanied by damaging winds gusting to 35 and 45 mph (56 to 72 km). The rain and wind makes air travel impossible.

A *windstorm* may be accompanied by light rain, but the real threat is high winds. Winds gust up to 70 and 90 mph (112 to 144 km), uprooting small trees, knocking down tree branches and electrical wires, and even overturning an occasional car. Travel on foot is very difficult, reducing a character's speed by 90%. Travel in automobiles is slowed to about 20 mph (32 km). Traveling any faster is likely to cause the vehicle to run off the road or flip over. Roll 40% +10% for every 10 mph (16 km) above 20 mph (32 km). Roll once for every four miles (6.4 km) of travel. Air travel is extremely hazardous, but not impossible.

Summon Lesser Being (Ritual)

Range: Not applicable.
Duration: 24 hours per level of experience.
Saving Throw: None.
P.P.E.: Four Hundred Twenty Five

An impressive ritual that plucks a supernatural being out of its native dimension and magically places it before the sorcerer in our world. Specific lesser demons, sub-demons, Deevils, Entities, demonic spirits and monsters can be summoned if desired, or a random creature can be called for.

The supernatural being is automatically under the spell caster's control and will obey him without question. The only thing it will definately not do is commit suicide and it may not fight to the death.

The monster can be returned to its own world at any time before the duration time of the invocation elapses. If the creature is not returned and the duration lapses, the mage loses control of the thing and it remains in our world. The creature can be enslaved by other means, may elect to stay with the mage, or wander off to wreak havoc. The only way to send it back to its native world/dimension after this spell elapses is to open a Dimensional Portal.

Note: Rifts® Dark Conversions™, Rifts® Canada, Mystic Russia, Federation of Magic™ and many of the other **Rifts®** world books contain information on specific demons and monsters, as do the **Palladium Fantasy RPG®** and the **Monsters and Animals** sourcebook.

Swap Places

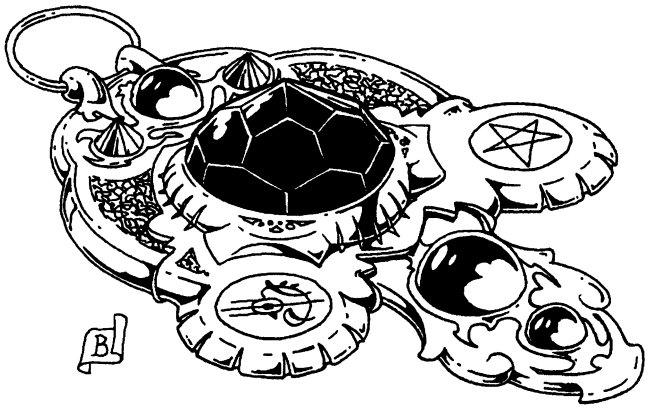
Range: 50 feet (15.2 m) per level of experience; line of sight. Self or one other person by touch.
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Three Hundred

Swap Places is a commander's and security chief's nightmare. It allows the spell caster to target any one individual within visual range

and swap places with him! The person with whom the swap is made must be clearly visible to the spell caster. The "swap" lasts only one minute per level of the spell caster, and can be canceled at any time. When the spell duration ends (or is canceled by the spell caster, or one of the people swapped is slain), the swap is repeated, with the two characters reversing places again. Instead of sending himself, the mage can swap one willing character with another by touching him and casting the spell.

This spell is ideal for surprise attacks, creating confusion and assaulting, or momentarily kidnaping, one lone individual, by swapping places in the middle of a group who is ready to receive and attack the victim of the swap.

Note: This magical swap can only be made with another intelligent, living being of flesh and blood. A swap with energy beings, the dead, or undead is NOT possible. If either the mage or either of the two who have been swapped is slain, the magic instantly ends, causing the two to swap back. If the person swapped was somebody other than the mage, and he is killed, the spell caster suffers half of the damage inflicted to the dead man direct to Hit Points and is stunned and dazed for 1D6 melee rounds (if an M.D.C. creature, it loses half of its M.D.C. and is stunned). The initial swap and back again is all this spell provides, and multiple swaps in rapid succession are not possible.



Talisman

Range: Varies with type of spell.
Duration: Talisman exists until destroyed.
Saving Throw: Standard.
P.P.E.: Five Hundred

The term "talisman" is believed to have its roots in the Arabic language and means "to make marks like a magician." Indeed, that is what a talisman is, an extension of magic, an item that contains magic power.

A talisman can be made from almost anything, although it is most commonly designed as a medallion, necklace, mantle, pin, charm, small statue, headdress, or hand-held symbol. A talisman is designed to perform one function only. The invocation enables the spell caster to empower an ordinary object with magic powers. The only substances which can not be used are iron and plastic, and the object can not be larger than two feet (0.6 m) tall, long or wide. Once an object is transformed into a talisman, the mage can empower it with one magic spell. The spell can be selected from Levels One through Eight, excluding illusion types. Of course, to implant the spell the sorcerer must already know it and it must be a *spell invocation*, not a ritual.

After its initial creation, the magic talisman can be used to cast its one spell for a total of three times. After all three have been cast, the object is drained. The practitioner of magic who created it can replace its three exhausted spells by casting that same spell invocation combined with part of the Talisman spell or ritual. The cost of the *recharge* is 50 P.P.E. plus the cost of the spell invocation. Note that the process must be repeated for each of the three identical spells (each at a cost of 50 P.P.E. plus the spell's P.P.E. cost). Thus, to recharge all three identical spells would cost 150 P.P.E. plus. Three spells being attributed to a magic talisman may be the source of legends that grant three wishes.

In the alternative, a talisman can be a P.P.E. battery. A talisman can be used for one purpose other than spells. The mage can elect to make it a potential psychic energy battery. Instead of spells, the mystic can put up to 50 P.P.E. into it initially and recharge it with 30 P.P.E. at the cost of 60. The talisman can then be used at a later time to bolster the character's normal P.P.E. reserve. A P.P.E. battery can never hold spells.

A talisman can be destroyed by smashing it. That is all there is to it. If the spell caster who created it is killed or can not be found, the talisman will be good only for whatever number of spells or P.P.E. that are currently inside it and can not be recharged (except by a god or Demon Lord). Typically, only the mage who created it can recharge it.

Level Fourteen (Invocations)

Annihilate

Range: 500 feet (152 m) +100 feet (30.5 m) per level of experience.
Damage: Special.
Duration: Instant.
Saving Throw: Dodge.
P.P.E.: Six Hundred; Shifters, Conjurers, Temporal Raiders and Temporal Wizards can cast this spell at a cost of only 300 P.P.E.

The spell creates a small black orb the size of a baseball that appears above the open palm. This is anti-matter that has been brought through dimensional barriers from another universe. Powerful forces keep the substance sealed in a magical sphere. The spell caster may hurl this globe at any target within 500 feet (152 m) and is +3 to strike (no bonuses other than the Targeting skill, are applicable). The intended target may attempt to dodge; parry is not possible, and giant targets and large immobile structures (buildings, bunkers, the side of a wall or mountain, etc.) can not be missed at close-range (30 feet/9 m).

When the Annihilation sphere hits, two things happen. First, the actual target (whatever it hits) takes 2D4x100 M.D.! If the damage exceeds the target's M.D.C., it is completely vaporized! Not a trace is left, except for a three foot (0.9 m) deep, smoldering crater.

Second, everything in a 10 foot (3 m) radius is struck by a contained matter-antimatter explosion that does 4D6x10 M.D. If the "things" within the radius of effect have less M.D.C. than the damage inflicted, they are completely vaporized! Only a circle of barren earth (and those with great M.D.C.) remains. Any other damaging effect that might be unleashed by the anti-matter is contained by the spell's magic.

Close Rift

Range: 100 feet (30.5 m).
Duration: Instant results.
Saving Throw: Standard.
P.P.E.: Two Hundred plus 2 P.P.E. from character's permanent P.P.E. base!

The master of magic can close a Rift by sheer force of will. However, the monumental effort permanently drains the mage of two P.P.E. points from his permanent base, whether successful or not. The mystic nature of the dimensional gateway gives it an automatic save versus magic attack, consequently a Close Rift Ritual will increase one's odds for success (16). The Rift will instantly vanish if successful. A failure means the Rift is not affected and the wizard has lost 2 P.P.E. forever; try again. **Note:** This incantation will not close the St. Louis Gateway Rift or any "permanently" opened Rifts. Also note the *Shifter, Temporal Raider, Temporal Wizard* and *Stone Master* do NOT lose the permanent 2 P.P.E. when they use this spell, nor do alien intelligences, gods or Demon Lords.

Id Barrier

Range: Up to 200 feet (61 m) away, plus 100 feet (30.5 m) per each additional level of experience.
Duration: Three minutes (12 melees) per level of experience.
Saving Throw: Standard and vs Horror Factor.
P.P.E.: Six Hundred

The spell caster erects a powerful defensive shield of semi-transparent energy. The barrier itself emanates horror, and a character must save vs Horror Factor 14 to even come within 10 feet (3 m) of it. Those who fail to save vs Horror Factor can not pass through the barrier and will want to flee the area.

Anybody who saves vs Horror Factor and wants to brave the Id Barrier must roll again. This time to save versus magic. A successful save means the character passes through the Id Barrier with only a headache and loses one attack for that one melee round. A failed save means the character must face an Apparition of *his* greatest fear. *The Apparition* is exactly like the sixth level invocation and will last as long as the Id Barrier remains up. Only the mage who created the Id Barrier can make the Apparition vanish, or cancel the barrier before its normal duration time.

Impenetrable Wall of Force

Range: 100 feet (30.5 m).
Duration: Five melee rounds per level of the spell caster.
Saving Throw: None.
P.P.E.: Six Hundred

This spell creates a shimmering wall of light that no creature, weapon, vehicle or object may penetrate. Only a Dispel Magic Barriers spell or a powerful Negate Magic will destroy the wall. The spell caster is able to create a wall of force that measures 20 x 20 feet (6x6 m) per level of experience. The wall can be cast up to 100 feet (30.5 m) away.

Restoration

Range: Touch or 3 feet (0.9 m) away.
Duration: Instant/permanent.
Saving Throw: None.
P.P.E.: Seven Hundred Fifty

This is a powerful healing incantation. The magic will instantly, and completely, heal wounds, cuts, bruises, burns, etc., restoring full S.D.C. and Hit Points, leaving only minimal scarring. It is so powerful a magic that it can instantly heal internal organs and mend bones. Even bullets or shrapnel will magically disappear as the wounds heal. The invocation can also restore severed limbs, such as a hand, arm, finger, foot, leg, etc., providing that the limb has not been severed from its body for more than 48 hours. Substitute limbs and organs can NOT be used for ones that are lost or vaporized. Nor can this invocation restore life or replace missing limbs or organs. Nor can it be used to repair bionic or cybernetic parts.

Resurrection

Range: Touch or six feet (1.8 m) away.
Duration: Instant and permanent.
Saving Throw: None.
P.P.E.: Six Hundred Fifty

This awesome spell will restore life into the recently deceased. The resurrected person has all Hit Points, memories, abilities, and skills that he had at the moment of his death. Missing limbs will remain missing, but healed; this is not a regeneration process but a revitalization. This spell works only on creatures that have died in the last two months.

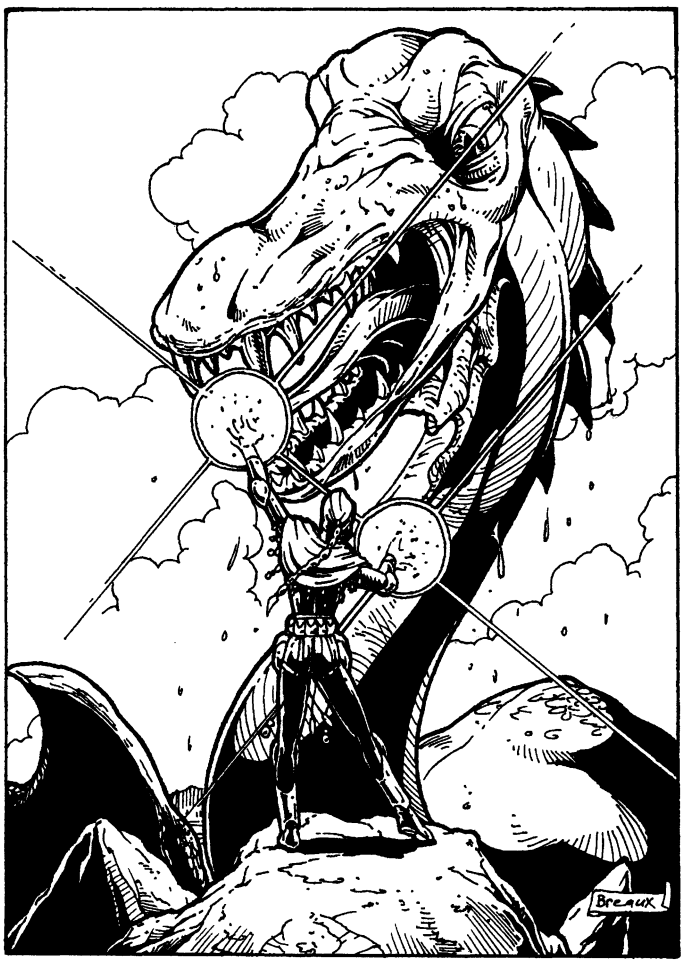
Success factor: Regardless of the spell caster's level of experience, the chance of success is only 45% (double for gods). The spell can be attempted on the same corpse no more than three times. If still unsuccessful another magic weaver may try. Six failed attempts means the person is beyond the help of magic.

Rift Triangular Defense System

Range: Only where three ley lines crisscross to create a triangle of magic power, and even then only the area within the triangle is protected.
Duration: One minute (four melee rounds) per level of the spell caster.
Saving Throw: None.
P.P.E. Cost: Eight Hundred Forty points to activate (half for Shifters), the lines themselves keep it going and the field resealing for the duration.

The area within a triangle of ley lines can be protected by a barely visible bubble of magic energy that works like a force field. A faint blue energy hue is visible at night or on heavily overcast days, and the occasional stream of magic energy ripples across the dome-shaped surface like an electrical current.

Anything striking the force field is stopped as if hitting an invisible wall. Inflicting approximately 100 M.D. to a ten foot (3 m) diameter of the field will momentarily disrupt that ten foot area for 1D4 seconds, allowing two people or man-sized objects to pass through the field for each second of disruption (or one large vessel if opened for two seconds or longer). After those few seconds the field heals itself and another 100 M.D.C. is necessary to momentarily punch through it. **Note:** One can combine the *Triangular Defense* with the *Swallowing Rift*.



Summon & Control Sea Serpents

Range: 6,000 feet (1,828 m).
Duration: 12 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Three Hundred.

When this ritual is performed, 1D4 sea serpents per level of the spell caster and located within a 10 mile (16 km) radius of the ritual will heed the call and come to him. Only aquatic monsters commonly

regarded as "sea serpents," and with an I.Q. of 8 or less or an animal I.Q. will respond. Foul-hearted beasts, most will gladly follow simple orders to fight and kill. The only things these magically controlled sea serpents will not do is commit suicide, kill a mate or offspring, and may not fight to the death.

Level Fifteen (Invocations)

Circle of Travel (Ritual)

Range: 800 miles (1280 km) per level of experience.

Duration: Indefinite, as long as both circles exist undamaged and the user has sufficient P.P.E. to activate it.

Saving Throw: Not applicable.

P.P.E.: Six Hundred total (300 per circle) +30 P.P.E. to reactivate the circle as needed. All Shifters, Temporal Raiders and Ley Line Walkers will recognize the circles and know how to use them. However, they must spend 60 P.P.E. to activate it and only the mage and two others, holding his hands, can pass through the Rift to the "other side."

The Circle of Travel is a ritual that combines Dimensional Rift and Teleport. The mage must create a magic circle through mystic ritual (one hour and 300 P.P.E.), inscribed with the location (as is intended) of a second circle. He must then create a second circle at that location, inscribed with the location of the first circle (a repeat of the first ritual that takes one hour and another 300 P.P.E.). Once both circles are created and activated via the creation ritual and the 300 P.P.E. (each), they are ready to be used. By spending 30 P.P.E. points, the circle is activated and creates a small Dimensional Rift. Stepping into the portal enables the mage and any who enter before him (up to two per level of the creator's experience) to skip across space and time to appear at the second circle in less than two seconds – the portal closes the instant its creator passes through the Rift. The Rifts created by the Circle of Travel are stable, two-way dimensional doors to each other and 100% accurate. As long as the two circles remain intact, its creator can use them endlessly (30 P.P.E. per each activation). However, if *one* of the circles is destroyed, erased, scarred beyond recognition, painted over, etc., the spell is broken and travel impossible. Such constructs are usually hidden in a safe and/or secret place. **Note:** Only two circles can be connected in this way.

Dimensional Portal

Range: A few feet (one meter) away.

Duration: 30 seconds (2 melee rounds) per level of the spell caster, or one minute (4 melees) per level of experience when performed as a ritual.

Saving Throw: None.

P.P.E.: One Thousand

The dimensional portal invocation opens a two-way door to another dimension. The mage can open a door to a specific world or randomly. This is the only way a greater supernatural being can enter into our dimension. Once the dimensional portal closes, the only way back in or out is to open another portal. One of the real dangers of using this magic is that some "thing" unwanted often slips through.

Dimensional Teleport

Range: Another dimension.

Duration: Instant.

Saving Throw: None.

P.P.E.: Eight Hundred

Invoking this spell transports the spell caster and a maximum of 1,500 lbs (675 kg) into another dimension. This spell is only effective if the spell caster has visited the dimension in the past. The location



where the teleporter appears within that dimension is completely random unless the spell caster has a personal sanctuary there, complete with a dimensional Rift circle, or built on or near a ley line nexus. The success ratio of dimensional teleportation is 6% per level of the spell caster. If the spell caster is unsuccessful nothing happens.

Enchant Weapon (Minor)

Range: Touch.

Duration: One month per level of experience, or permanent.

Saving Throw: None.

P.P.E.: Four Hundred or One Thousand.

This ritual is used to create magic weapons without drawing on the secrets of rune magic. When the ritual is performed, any one melee weapon, 48 bolts/arrows or 72 bullets can be infused with mystical energy. The enchanted weapon(s) becomes a Mega-Damage structure that inflicts Mega-Damage for the duration of the spell. The duration is temporary (lasting a month or so) unless the spell caster spends 1000 P.P.E. points during the ritual. Plus, the spell caster permanently loses 2D4 P.P.E. from his personal reserve every time a weapon is made permanent. Creating a magic weapon is both a physically and mentally exhausting task, and can only be performed once every three months at maximum (or 4 weapons per year).

Enchanted weapons are not indestructible like rune weapons. They have an M.D.C. value of from 50 to 500 and an A.R. of 18. The exact Mega-Damage capacity depends on the weapon's size: Arrows have 50 M.D.C. and swords typically have an M.D.C. of 250-300, while battle axes, pole arms and other large weapons have 400-500 M.D.C. As a rule, an enchanted weapon inflicts an amount of Mega-Damage equal to twice its regular damage, i.e. an enchanted dagger inflicts 2D6 M.D., an arrow or weapons that once did 2D6 S.D.C. now do 4D6 M.D. and so on. Bullets, regardless of caliber, do 2D6 M.D. each. Bullets can not be enchanted permanently; the magic is depleted once they are fired and hit something. Tech weapons such as Vibro-Blades, grenades, rail guns, energy rifles, etc., can not be enchanted.

Ley Line Restoration

Range: One individual via ritual, within 10 feet (3 m). Can not be performed on oneself.

Duration: The ritual takes 20 minutes, the restoration is permanent.

Saving Throw: None.

Limitations: Only restores one designated individual and requires a permanent loss of P.P.E. by the performer of the ritual and the individual restored.

P.P.E.: 800 (half for Ley Line Walkers and Shifters).

This is like a deluxe version of the *Restoration* spell (see **Rifts® Ult. Edition**, page 224, for detials), only in adition to everything that spell can do, this one can completely restore missing limbs and internal organs (harmlessly expelling any bionic limbs and implants), provided the participants are willing to pay the price.

This is a ritual that must be performed at a ley line nexus and requires a blood sacrifice (a small animal like a chicken will suffice). When the ritual is finished the individual is completely restored, but it will also permanently drain 6D6 P.P.E. from the base P.P.E. of the spell caster performing the ritual (double if a supernatural being or creature of magic), and he can NOT be the recipient of the magical restoration. This means to be restored, one must find a practitioner or creature of magic willing to have his base P.P.E. permanently reduced! In addition, the recipient of the healing restoration sees his own P.P.E. base permanently reduced by 4D6%. While this is not so bad for ordinary people, it can have a huge impact on practitioners of magic.

Ley Line Shutdown

Range: Length of the ley line; does not affect connecting lines unless performed at a nexus, then all connecting lines are shutdown but for half the usual duration.

Duration: One melee round (15 seconds) per every three levels of experience.

Saving Throw: None.

P.P.E.: 3000. Very rare, but known to Plato and the Dragon Kings of Freehold.

This amazing spell momentarily short circuits a ley line. For one melee round or so (seldom more than a minute), the ley line energy completely disappears as if a power switch has suddenly been turned off! Those drawing P.P.E. from the line are suddenly without power. Ley Line Phantoms and Faded individuals are instantly revealed. Ley Line Ghosts momentarily vanish with the ley line. Techno-Wizards or any practitioners of magic "riding" or using the line are deprived of the power to continue to do so. Spells relying on the energy line fail or stop as a result of the disruption of power, meanwhile ley line transmissions end abruptly, Observation Balls disappear, and no ley line ability can be performed! Any Wing Boards and other Techno-Wizard vehicles completely reliant on the energy lines fall out of the sky, plunging to earth like lead balloons. When the ley line reappears, new spells can be cast, and TW items that draw on the line energy will buzz back to life.

Summon Ally

Range: 1000 miles (1600 km).

Duration: Instant teleport, but the ritual takes 20 minutes.

Saving Throw: Special; the ally must be willing or this magic will not work on him.

P.P.E.: Six Hundred

Summon Ally is a ritual that requires the making of a magic circle and a large amount of P.P.E. Near the end of the ritual, the ally desired will magically sense the identity of those who seek his aid, whether it be the circle maker or a different ally/friend(s) involved in the ritual. At the end of the ritual, the ally(s) involved in making the circle speaks, saying the name of the distant ally he desires to appear, saying these words, "Your aid is most desperately needed. I (or we) beseech you, please come to our aid. Will you come to us this very moment?" If the distant ally responds, "yes," he is magically teleported that very instant, and appears in the center of the ritual circle, and the magic is done. The circle can only be used once and can only bring one specific person. To get others, the entire ceremony must be repeated.

Note: The distant ally who is summoned must be known to at least one of the people involved in the ceremony (i.e. an old friend who hired a mage to summon his buddy), the character must be a true ally, willing to come, must be genuinely needed (not just wanted for a friendly gathering), and has no time to gather his possessions, weapons or associates. Whatever he has on his person at the time he is summoned is all that comes with him. Animals and people can not be brought along even if holding tightly onto the summoned "ally." The summoning does not work if the desired individual is in another dimension or out of range. This is a one-way spell that brings one character to the location of the ritual makers. How that individual gets back home is another problem entirely.

If the "ally" responds no, the P.P.E. is spent and the ritual is over without results. However, the "ally" will know who it was who had requested his aid, and he may elect to try to find them through conventional means. However, this will take time and locating them may be difficult or even impossible, for the magic does not convey where they were or why they need him.

Teleport: Superior

Range: Self or others; distance of 300 miles (480 km) per level of experience.

Duration: Instant.

Saving Throw: None.

P.P.E.: Six Hundred

The mage can instantly transport himself and up to 1,000 lbs (450 kg), per level of experience, hundreds of miles away. To teleport, the mage must have a mental picture of his destination. The best results can be achieved when the character is personally acquainted with the target tions seen in photographs or described in detail can also be reached, but there is always a chance of a miscalculation.

seen in photographs or described in detail can also be reached, but there is always a chance of a miscalculation.

The mage can teleport himself alone, or other people and objects within 20 feet (6.1 m) of him. The total number of people and items which the mystic can teleport is limited by the amount of weight he can handle (1,000 lbs/450 kg per level of experience). The following tables indicate the chance of a success and the results of a failed teleport.

Chances of a successful teleport:

- Teleporting to a familiar location or a destination visible from one's starting point: 99%.
- A place seen only a few times before (2-6 times): 85%.
- A place seen in a photo (the photograph is being looked at during the moment of teleportation): 80%.
- A place never visited before, but described in detail: 58%.
- A place never before visited and known only by name or brief description: 20%.

Results of an Unsuccessful Teleport:

01-40%: Appear at the wrong place. No idea of present location; 3D6x100 miles off course.

41-75%: Appear at the wrong place. No idea of present location; 1D6 x 100 miles off course.

76-98%: Teleport several feet above the ground; everybody falls, suffering 2D6 damage.

99-00%: Teleport into an object; instant death.

Transformation (Ritual)

Range: Touch.

Duration: Three days per level of experience.

Saving Throw: Standard (minus) -3 to save.

P.P.E.: Two Thousand

Transformation is a powerful spell that transforms a normal human being into a grisly, demonic monster. After the transformation is completed, the pitiful creature will be a mindless slave of the mage who transformed him/her. As a monster, the character has no recollection of his/her life as a human, retains no skills, knowledge or memory, or even attributes. The "thing" will obey the mage without question and most of the time, regardless of its original alignment. However, Principled, Scrupulous and Unprincipled characters will not kill or hurt a child, or a very dear friend or loved one. Some half remembered fragment of lost memory and emotion prevents it. Likewise, the character can not be made to commit suicide or fight to the death.

The only way to recognize the transformed character is with See Aura, Clairvoyance, Object Read or Telepathy.

There are four ways to return the person to normal. 1. Wait until the duration time elapses. 2. Convince the mage who made the transformation to cancel the spell. 3. Kill the mage. 4. Remove Curse has a 01-19% chance of negating the magic (roll percentile dice). The Negate Magic spell has no effect against this powerful magic.

To determine the appearance and abilities of the transformed person, roll on the random supernatural creature tables in the monster section of the original *Rifts® RPG*, page 249. The transformed human will not have any spell casting powers, but may have psychic abilities.

Void

Range: 200 feet (61 m) or one person by touch.
Duration: One week per level of experience.
Saving Throw: Standard, but at -2.
P.P.E.: Seven Hundred

As the mage casts this spell, a black mist envelops the target, then disappears, along with any trace of the victim. The mist forces the victim through a dimensional doorway to a pocket dimension between all other dimensions. There is nothing in this pocket dimension. It is completely empty, devoid of light, sound, ambient P.P.E. and even air. The victim is magically sustained, so he need not fear starvation or asphyxiation, but there is absolutely no escape for non-spell casters and the distortion prevents the character from healing or recovering P.P.E. or I.S.P. (a week is equal to 2D6 hours). The target must simply wait until the spell wears off, or the spell caster releases him. Spell casters with some sort of dimensional travel spell, or who are dragons, gods and other supernatural beings with dimensional teleport, can escape upon successful use of their spell or natural ability. Being trapped in the Void is a rather unsettling experience — thankfully, time is distorted and a week seems like only a few hours to the victim.

Spells of Legend (Invocations)

Barrier of Thoth

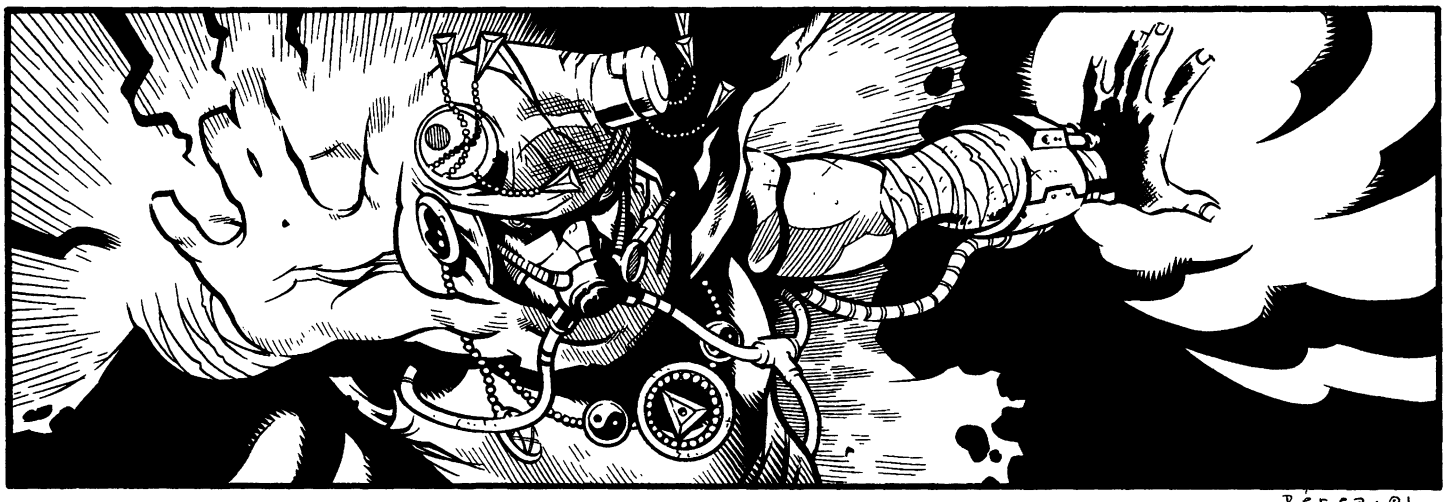
Range: Can be cast up to 50 feet (15.2 m) per level of the spell caster and creates a length of wall/force barrier that is 75x75 feet (22.9 x 22.9 m) per level of the spell caster.
Duration: Four minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Three Thousand

This spell of legend creates a super wall of force with 400 M.D.C. per level of the spell caster. In addition, the barrier is impervious to magic energy attacks (negates them; inflict no damage), prevents people from teleporting beyond the barrier, or casting any type of magic or psionics through it. Thus, a wizard casting a Firequake spell would affect the area in front of the barrier, but it would stop at the barrier. Likewise, a Cloud of Steam, Lightning Bolt, or anything else cannot be cast to strike anything behind the barrier. The barrier also regenerates at a rate of 200 M.D.C. per melee.

Blight of Ages

Range: 100 foot (30.5 m) radius per level of the spell caster, initially. Once the spell is cast, the radius of effect expands by another 100 feet (30.5 m) per level of the spell caster, per melee round.
Duration: One minute (four melees) per level of the spell caster.
Damage: All plants within this spell's area of effect will wither and die instantly. Plant-like creatures, or magical plants will take 1D4x10 M.D. per melee round (15 seconds) of exposure. Especially powerful forms of vegetation are thought to be immune to this spell. Millennium Trees, for example, have been observed to shrug off this spell's effects and protect all plant life up to a 1000 foot (305 m) radius around them.
Saving Throw: None for most lower forms of plant life (i.e. lichen, moss, and fungus) and simple vegetation like grass, flowering plants, crop plants, and similar. Trees get a standard saving throw — those who save are unaffected. This magic does not affect processed foods.
P.P.E.: Six Hundred

This spell brings down a magical contagion that destroys plant life in a matter of seconds. It is used most commonly to clear forests for urban development, or to destroy entire fields of crops in order to starve out the local populace. Tolkeen held this spell in reserve to use on the CS crop fields in Missouri and Iowa as a way of buying negotiating and



blackmail leverage, should they need it. It is also used for strategic purposes and to intimidate the enemy. An area of forest wiped out by this magic is gray, brown and black, with leafless branches of trees creating an ominous presence — a frightful display of mystic power and death. The few trees that survive create an eerie oasis effect among the gray desolation. If troops are present when a forest dies, the experience is so impressive and scary, that entire companies should roll (once) to save vs a Horror Factor of 15. If the company fails to save, the soldiers flee the area. They may regroup, but for the next 3D4 minutes they are scattered, panicked and unorganized. Player groups should roll once for each individual character in their (comparatively) small group.

Blood and Thunder

Range: 100 feet (30.5 m) per level of experience of the caster.
Duration: One minute (four melees) per level of experience.
Damage: 2D4x10 M.D. or by spell.
Saving Throw: None for willing participants, +2 for those who resist the spell's effects.
Limitations: Only works on intelligent mortal beings, not animals, creatures of magic, supernatural beings, the undead, animated dead, magical automatons or Golems of any kind. Affects up to two practitioners of magic per level of the spell caster — must be within line of sight and within range.
P.P.E.: Seven Hundred Seventy

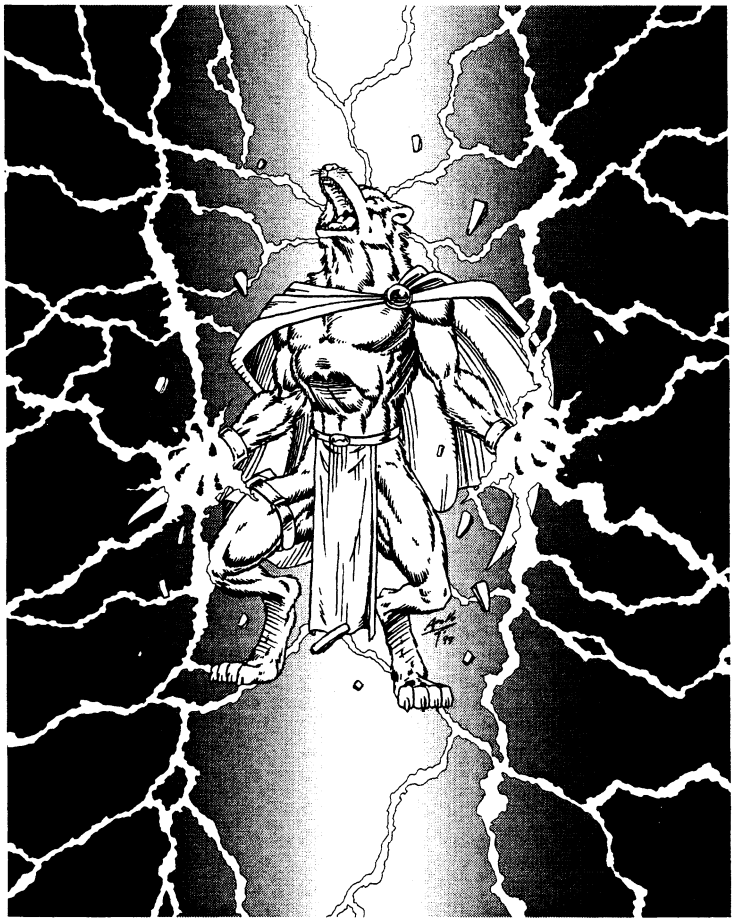
This spell is very closely related to the Sorcerous Fury spell except that it bestows the effects of that spell upon a large group of mages, not just the caster. Any mortal practitioners of magic within the range of this spell can be targeted and bestowed with a wild and furious magical energy that transforms them into berserk engines of destruction! Those who do not wish to be so transformed may attempt to save vs magic. Those who successfully save are unaffected by the spell. In addition, the caster of the spell may choose whether or not he will be transformed/affected by Blood and Thunder. Given that the caster will find himself in the middle of a field of berserk and mega-powered mages, joining them might be the wisest course of action.

This dangerous spell releases the fury and power of those affected by it in what can only be called a sorcerous "berserker" rage! Fueled by their unbridled rage and uncontrolled magical energy, those affected turn into living storms of power and destruction. To many, they appear as angry gods, electrified with blue energy and rippling bolts of lightning. The spell casters' bodies are transformed, turning into Mega-Damage creatures with 50 M.D.C. per level of experience (deduct damage from this before deducting it from the characters' Hit Points or even their body armor). The mages stand 1D4 feet (.3-1.2 m) taller than usual and sport increased mass and muscle. They also walk one to four feet (0.3-1.2 m) off the ground and can unleash their rage as magical lightning bolts at will (at no P.P.E. cost) and use them to strike down their enemies. Each bolt inflicts 2D4x10 M.D., has a 300 foot (91.5 m) range per level, and is +4 to strike (in addition to possible P.P. and targeting skill bonuses). Each blast counts as one melee attack/action, but while berserk, the mages get two extra attacks per melee round. Anybody even touching these mages suffers 2D6 M.D. from the energy rippling around them. In addition, their fearsome countenance gives these berserk sorcerers a Horror Factor of 16.

As if this were not enough, those affected by Blood and Thunder are +4 on initiative, +3 to save vs magic and poison, impervious to mind control, possession and Horror Factor, have an extra 40 P.P.E. to draw upon (pulled from ambient energy and the life force of all living things around them) and bio-regenerate 1D4x10 M.D.C. per melee round.

On the down side, the mages are consumed by anger, revenge and/or frustration or sorrow, giving in completely to their overwhelming emotions. This means they are beyond reasoning and savagely lash out at those who have invoked their rage and anybody else who gets in the way — including lawmen, friends, loved ones and innocent bystanders. (**Note:** This does not apply to others enchanted by the Blood and Thunder Spell. The berserkers created by this spell disregard each other as if they were not even there.)

While enraged, characters will only want to hurt and destroy. Thus, the only spells they will cast are offensive spells, such as (but not limited to) Energy Bolt, Fire Ball, Electrical Arc, Call Lightning, Energy Disruption, Wind Rush, Agony, Life Drain, Annihilate, and similar spells of destruction. Magic spells involving strategy, deception and cunning are out the window, as the berserk sorcerers have no use for such subtlety. Likewise, the performance of all non-combat skills is impossible for those enchanted by Blood and Thunder.



The enraged characters will have no regard for their friends or common goals, nor the code of ethics and conduct of their alignments. They will only wish to destroy their enemies (which can mean pretty much anybody; first on the list are those threatening or attacking them, next are those closest in front of them). Fortunately, a mage of good alignment is likely to stop just short of killing a friend, loved one or an innocent.

When the rage is over, the sorcerers will return to normal and feel exhausted and sad. For the next hour, the number of their attacks, combat bonuses, and speed are reduced by half. Worse, they will recover P.P.E. at only half their usual rate for the next 24 hours, and the actions of (killings by) the mages while berserk may very well haunt them forever. **Note:** The potential destruction and grim consequences of this spell are such that it is seldom used by practitioners of a good alignment, and even evil ones tend to use it as a last resort, in terrible anger, or in lust for revenge. The feeling that comes from the loss of control wrought by this spell is repugnant to all but the most chaotic individuals (those of Diabolic, Miscreant and Anarchist alignments). This spell affects only mortal practitioners of magic.

Crimson Wall of Lictalon

Range: 50x50x25 feet deep (15.2 x 15.2 x 7.6 m) per level of the spell caster.
Duration: Five minutes per level of the spell caster.
Saving Throw: Save vs Horror Factor 18, and save vs magic 16.
P.P.E.: Six Thousand

The mere sight of this eerie, crimson wall of flame that does not burn strikes fear in the bravest, for within the flames are the shadows of the souls it has devoured. Large humanoid shapes, men, Elves, dragons, and others not easily identified are contained within the dreaded, crimson fire.

Effects of the Wall: Fear: Just seeing the wall is terrifying; Horror Factor of 18 (lose one melee attack and initiative), plus there's a 10-70% chance of running away in terror. Save vs Horror Factor.

Entering/passing through the wall:

1. Upon entering its silent, cool flames, the person takes 6D6 points of damage direct to Hit Points, Mega-Damage creatures suffer 2D6x10 physical M.D.C. points of damage (save vs magic 16; successful save, no damage). Speed is reduced to one-quarter.

2. Staying in the wall for more than two melees (30 seconds) jeopardizes sanity unless a saving throw vs magic (insanity) is made. Saving Throw is 16 or higher, but if unsuccessful roll once for each of the following insanities: affective disorder, obsession, and phobia.

3. Staying within the wall for more than six melees jeopardizes one's very life essence. Saving Throw: Character must roll a 16 or better to save. Roll every melee beyond the sixth. A failed roll means the life essence is forever trapped in the wall and becomes one of the featureless shadows forever locked in the wall. Those lost cannot be saved.

Doppleganger (Superior)

Range: Self.

Duration: One year per level of the spell caster, plus a 5% chance per each year that the doppleganger exists that it will remain permanently.

Saving Throw: None.

P.P.E.: One Thousand

This powerful spell, rumored to have been created by Thoth, is similar to the eighth level Palladium wizard spell, only far more potent. The spell creates a mystic duplicate or clone of the spell caster. This "clone" looks exactly like the spell caster in every way, but possesses only half of his Hit Points, memory, knowledge, attributes, experience levels, P.P.E., spell strength, spell casting abilities, etc. The original spell caster can implant any idea, goal, emotion, memory, etc., that he desires into the doppleganger's mind. He can then awaken it, sending it on a mission or working with it side by side. The doppleganger will never question its existence nor the presence of the original. Unlike the true McCoy, the doppleganger(s) cannot increase in experience so all skill levels, magic potency, Hit Points, etc., are frozen.

The wizard can create only one doppleganger and cannot create another until that doppleganger is slain or magically negated. Note that a Power Leech circle will also destroy the doppleganger if exposed to the circle for more than five minutes. Dopplegangers can be killed by normal weapons or magic and can be instantly destroyed by a Negate Magic spell, but is +2 to save vs negation for every year that it has lived.

Yes, a doppleganger can create a doppleganger of itself! Only one doppleganger can be created and it will have half the abilities of its originating doppleganger. After a certain point, usually by the fourth clone, the last doppleganger doesn't know the Doppleganger spell and its abilities and powers are so reduced that it is hardly worth conjuring.

Hivemind

Range: 200 foot (61 m) radius per level of experience.

Duration: 1D4 minutes (four melees per minute) per level of the spell caster.

Damage: None per se; mind control.

Saving Throw: None for willing participants. Standard plus any bonuses to save vs mind control and/or psionic (type) attacks. Those who fall victim to this enchantment get a second save if faced with a mental command or situation that is truly abhorrent to them. Also see limitations at the end of this description. A successful saving throw versus magic means the magic has no effect. The character is 100% his normal self! **Note:** The behavior of the dominating magic of Hivemind can not be faked, and the spell caster will automatically know whether a character is under his influence or not.

P.P.E.: Three Hundred Fifty

When this spell is cast, characters within the radius must make a successful save versus magic mind control or else they will suffer from two effects. The first is they will have an involuntary telepathic link to the spell caster, who can eavesdrop on their surface thoughts and current emotions. The second is that everybody who falls under the affect of the Hivemind acts as a team to achieve the same goal. Unfortunately, that goal is implanted by the spell caster and usually reflects his own bias or personal, self-serving agenda. Thanks to the telepathic link, the spell caster senses what all under his control see and hear, and he can direct them like a commanding general from a safe distance.

Willing participants act together as a well coordinated team, almost as if they could read each other's minds or anticipate each other's moves. When working toward the same goal (whether to get something or to stop/defeat a common enemy), they are +2 on initiative, +1 on all combat moves, and +5% on skill performance.

Unwilling participants can be "forced" to serve the spell caster in a similar way as the mind controlling *Domination* spell. This trance-like enchantment imposes the spell caster's will over his victims, forcing the characters to do his bidding — in this case, accomplishing a particular goal. The enslaved victims of Hivemind will act oddly, dazed, confused, slow and unfriendly (ignoring friends, defying orders, etc.). The enchanted person has one goal, to fulfill the commands of the mage, and all those affected will work together to that end, with the spell caster calling the shots. Under the enchantment of Hivemind, the characters' alignments do not apply. Those affected will steal, lie, assist in crimes, kidnap, betray friends, reveal secrets and so on. The victims are under the (almost) complete control of the spell caster. The only things the bewitched characters will not do are commit suicide, inflict self-harm, or kill a friend, loved one, or respected leader. A good aligned character, Principled, Scrupulous and even Unprincipled, can not be made to kill anybody if they feel it is wrong, because their moral fiber is too strong.

Penalties: Unwilling victims will not act like themselves and suffer the following penalties: Attacks per melee round are half, speed is half, all skills are half their usual proficiency, speech is slow, and the characters seem distracted or a little dazed.

Limitations: This spell can not affect a person inside an M.D.C. power armor, robot or airtight vehicle. It only works on intelligent mortal beings, not animals, creatures of magic, supernatural beings, the undead, animated dead, magical automatons or Golems of any kind. Affects up to five people per level of the spell caster — potential victims do NOT have to be within line of sight, only within range.

Once under the enchantment, the spell can only be broken when the duration runs out, the spell caster is rendered unconscious or slain, or the mage willingly cancels the spell (typically upon the successful accomplishment of his goal).

Ley Line Resurrection

Range: One designated individual within 10 feet (3 m). Can not be performed on oneself.

Duration: The ritual takes 15 minutes, the resurrection is permanent.

Saving Throw: None.

Limitations: Only restores one designated individual, must be performed on a ley line or ley line nexus, and requires a permanent loss of 2D6 P.P.E. by the performer of the ritual (double if a creature of magic). Of course sufficient P.P.E. (1000-2000 points) is needed and may require blood sacrifice.

P.P.E.: 2000 (half for Shifters and Necromancers).

This awesome spell will restore life into the recently deceased. The resurrected person will come to life, healed, with all his/her/its normal Hit Points, memories, abilities, and skills before he/she/it died. Limbs lost in the past will remain missing, but the character is otherwise healed and alive (this is not a regeneration process but a revitalization).

This spell works only on creatures (including humans and creatures of magic) that have died in the last 24 hours.

Success factor: Regardless of the spell caster's level of experience, the chance of success is 1-40% (+10% if done at a nexus point). The spell can be attempted on the same corpse no more than three times by the same spell caster (the permanent loss of P.P.E. only occurring when successful). If unsuccessful after three tries another magic weaver may make try. A total of five failed attempts means the person is beyond the help of magic. **Note:** Necromancers are +5% to resurrect.

Metropolis

Range: 200 foot (61 m) radius per level of experience (double at ley lines).
Duration: One day (24 hours) per level of experience.
Saving Throw: None.
P.P.E.: 1,600 or a total of 7,600 P.P.E. +1 P.E. point to make permanent.

By casting this spell, all pre-constructed buildings within range are immediately transformed into M.D.C. structures. However many S.D.C. points the structures have at the time of enchantment, they suddenly have an equal amount in M.D.C. This affects all buildings in the radius of effect, from grand palaces to lowly shacks. (M.D.C. structures are unaffected by this spell.) Moreover, all enchanted buildings will, during the spell's duration, regenerate lost M.D.C. at a rate of 25 per hour!

This spell can be made permanent for the cost of an extra 6,000 P.P.E. and the permanent sacrifice of one P.E. attribute point by the spell caster. Although this cost is high, Tolkeen had had no shortage of experienced and patriotic mages and dragons willing to give up a bit of their own personal strength to make sure their homeland's buildings were adequately protected from harm.

Mystic Quake

Range: Can be cast up to 1,000 feet (305 m) away, double at ley lines.
Duration: One minute per level of experience, triple at ley lines.
Damage & Penalties: Special, see below.
Saving Throw: None.
P.P.E.: Four Hundred Twenty (half for Ley Line Walkers and Shifters when casting the spell when on a ley line).

This spell will cause a 300 foot (91.5 m) long and 100 foot (30.5 m) wide stretch of land (and air) per level of the spell caster to vibrate and rumble as if experiencing an earthquake, only the "quake" goes beyond convention. (**Note:** If cast on a ley line, the spell will cause the entire length and width of the line to experience the quake. However, its affects only one line, any connecting ley lines will not quake.) The rumbling and shaking is frightening and disorienting, which contributes to the spell's incapacitating effects.

Those on the ground will be shaken so violently that they fall to their knees. Standing, let alone trying to walk or run, is impossible. The only mode of movement is crawling at 10% the character's normal speed. Furthermore, melee attacks/actions per round are reduced to two, and any attempts to fight are done with a penalty of -12 to all combat moves/attacks, all gunfire is considered "shooting wild." G.M.'s discretion as to whether or not characters are hit by "friendly fire" or stray shots. Quake victims are also -80% to perform any skill while the Mystic Quake is in effect.

Vehicles can continue to move but at half speed and with a -80% to the piloting skill (roll for every 100 feet/30.5 m of travel). The chance of crashing into other vehicles or obstacles and running over foot soldiers is very high (a failed piloting roll means a crash or hitting somebody) and adds to the chaos and terror of the situation, so it is wise to stay put until the quake ends. A crash does 1D6x10 M.D., and hitting a character(s) does 6D6 M.D. to each individual struck by the vehicle (double damage for vehicles going faster than 50 mph/80 km). Those firing weapons built into the vehicle are -8 to strike as well as being -8 on all combat moves/attacks; all gunfire is "shooting wild." Quake victims inside vehicles are also -65% to perform a skill other than piloting (that's -80%) while inside the vehicle.

Those in the air: Flying into the air may seem like a good idea, but the magical nature of this "quake" also effects the air above the ground. Airborne characters and aircraft are buffeted by vibrations that send them off course to one side or the other by 1D6x10 yards/meters as well as bobbing up and down 1D4x10 yards/meters like a kite caught in a chaotic, changing wind. The air turbulence is not as bad as the ground quake, but it can be troublesome and cause mid-air collisions and crashes into trees or the ground. All melee attacks/actions of flyers are reduced by half, combat moves are -6, all gunfire is considered "shooting wild," maximum possible speed is half, and those in power armor or flying a vehicle (including TW vehicles) are -40% on their piloting skills or any other type of skill performance. If flying close to the ground, at treetop level or near another flyer (within 100 feet/30.5 m), a failed piloting skill roll means a collision or crash doing 6D6 M.D. to the crasher or both parties in a collision (double damage if going faster than 50 mph/80 km).

Unlike real earthquakes, the Mystic Quake does not actually cause the earth to split open nor topple buildings or inflict damage in and of itself. Instead, it causes vibrations and earthquake-like shaking to those caught in the area of effect. Damage comes from crashes, collisions and wild shooting.

This is another spell typically used to temporarily slow or stop or divide the advance of enemy troops, as well as create confusion and chaos.

Enemy forces incapacitated by the spell can also be attacked from beyond the range of the Mystic Quake, but such attacks are also affected by the spell. Enemy targets made to fall to the ground or move erratically (including vehicles and flyers) by the Mystic Quake are difficult to hit, so long-range attackers using energy weapons or magic are -6 to strike. Projectiles (i.e. arrows, bullets, rail gun rounds, missiles and similar) are also knocked off course by the vibrations and are -8 to strike. Consequently, additional attacks are usually held off until the spell elapses or is canceled. At that moment, troops allied with the spell caster can immediately launch an attack while those who have just suffered through the Mystic Quake are still wobbly, disoriented and reeling from it. **Note:** Quake victims have no initiative, are -1 melee attack and fight at half their normal combat bonuses for the first two melee rounds/30 seconds after the quake. Anybody, including the spell caster, who enters the area while still under the influence of a Mystic Quake suffers all the same penalties.

Sanctuary

Range: 50 foot (15.2 m) radius per level of the spell caster.
Duration: 1D6 hours per level of the spell caster.
Saving Throw: None.
P.P.E.: One Thousand Five Hundred

This legendary spell prevents all acts of aggression or hostility within its radius of influence. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm another creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but is immediately and completely incapacitated. **Note:** This applies to all forms of war machinery, Iron Juggernauts and Automatons, as well as robots, cyborgs, battle vehicles, animated dead and Golems; all are affected by the spell. Likewise, missiles or bombs fired or dropped into a sanctuary area will be instantly deactivated and fall harmlessly to the ground. The perpetrator of any action that will harm another, no matter how subtle, will be so paralyzed. Only the spell caster of the Sanctuary is not subject to its effects.

The Slowness

Range: 100 feet (30.5 m) per level of experience (double on ley lines). Affects up to a 30 foot (9 m) diameter per level of experience.

Duration: One melee round (15 seconds) +5 seconds per level of experience (double on ley lines).

Saving Throw: -8 to save. Those who successfully save continue to move and can take action but do so in slow motion. Normal speed is reduced by 80%, melee attacks for most mortal beings are reduced to a total of one action per round (15 seconds), two if a Juicer, creature of magic or supernatural being, and no combat bonuses of any kind apply (unmodified dice rolls) for any character other than the spell caster. However, even these lucky souls can not follow the seemingly lightning fast actions of the spell caster.

P.P.E.: One Thousand Three Hundred (half for Temporal Raiders).

Also known as the *Time Walk*, this Spell of Legend reduces the passage of time to a virtual standstill within its area of effect. To those outside of the spell's radius, it will appear as if the affected area was put on pause, like on a video game or a movie disc. This spell freezes everything in the area; flying bullets are suspended in mid-air, fires are frozen in place (but will still burn if one puts their hand or equipment in it), etc. Moreover, anybody or anything (other than the spell caster) entering an area affected by The Slowness will similarly freeze. To those within The Slowness, nothing will seem wrong at all until the spell caster begins to move at what seems like hyper-light speed. And, to anybody frozen looking beyond the reaches of The Slowness, the world is a blur of incomprehensible speed. The sole exception to this phenomenon is the spell caster himself, who can still move and act as usual, even if entering or exiting The Slowness area. Whatever personal equipment the spell caster has on his person (up to 200 lbs/90 kg worth) will also work as normal.

This spell is the perfect escape mechanism, allowing the practitioner of magic to leave the scene of battle effortlessly or take minor, non-violent action. It is interesting to note that any act of violence by the spell caster (even those actions with the intent to do violence or hurt others) upon those frozen in time, including destroying equipment, instantly cancels the magic. However, the mage can walk/run among those frozen, change his own position (move, duck, dodge a bullet, hide, etc.), walk around and observe things, remove weapons or objects from the hands of those frozen (usually just dropping them to the ground; each such deed counting as one melee action), write and place a message on an individual, and so on. **Note:** Flipping a switch or pressing a button that will launch a bomb or fire a weapon is considered an act of violence and the mere gesture to do so will cancel the spell. Shooting into the area out of sync with real time has no effect, with bullets and projectiles passing through them harmlessly and explosives and energy blasts bouncing back at the shooter, but doing only 10% the normal damage.

While in The Slowness, the spell caster may not cast any additional spells, nor may he use any mind-altering psionics upon those affected by the magic (their brains are working at a different velocity, thereby fouling any kind of fruitful psionic contact and negating any of the mage's abilities).

Steel Rain

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

Area of Effect: Small blades instead of water droplets fall from the sky, affecting a 50 foot (15.2 m) diameter area per level of the spell caster's experience. In the alternative, the mage can direct a "torrent" of narrowly focused Steel Rain to strike one target or narrow area (i.e. a doorway/entrance or exit, etc.). The torrent of Steel Rain lasts for only five seconds (counts as two melee attacks) and inflicts a frightening 3D6x10 M.D. (6D6x10 if at a ley line).

Duration: Steel Rain: One minute (four melees) per level of experience. Torrent of Steel Rain: five seconds.

Damage: Steel Rain: 3D6 M.D. per melee round (15 seconds) to everybody in the affected area. 3D6x10 M.D. from a narrowly focused "torrent" (6D6x10 at a ley line or nexus).

Saving Throw: None; must move out of the area of effect or take cover under M.D.C. protective shielding (i.e. dive inside a vehicle, bunker, force field, etc.). A "torrent" can be dodged with a penalty of -2.

P.P.E.: Three Hundred Sixty (half for Line Walkers and Shifters when cast on a ley line).

This spell causes sharp magic blades to fall from the sky like rain, piercing everything within the spell's area of effect. These magical teardrop blades will instantly kill any S.D.C. characters or creatures they happen to strike, cutting through the leaves and branches of a forest like a hot knife through butter. M.D.C. creatures and structures suffer 3D6 M.D. per melee round (1D6 M.D. per five seconds). The only way to avoid taking damage is to get out of the spell's area of effect or to take cover under M.D.C. protection. The only person not affected by the raining knives is the spell caster, who can move about freely, doing other tasks and even casting other spells. Nothing short of rendering the spell caster unconscious (or dead), or convincing him to cancel the magic, will stop the spell before it expires on its own accord. This spell is most commonly used to mow down or scatter advancing enemy infantry foot soldiers and base camps or to block the enemy from breaching a fortification or attaining a strategic position.

Vicious Circle

Range: 300 foot (91.5 m) diameter, plus 100 feet (30.5 m) per level of experience.

Duration: One minute (four melee rounds) per level of experience.

Damage: 1D4x10 M.D. per level of experience of the spell caster per melee, or Agony, as described below.

Saving Throw: -3 to save vs magic.

P.P.E.: Three Hundred Fifty

The caster of this devious spell creates an invisible circle of magic energy that is, in essence, a giant "bear trap" for those unfortunate enough to enter it. Once cast, the Vicious Circle will remain in place indefinitely until it is set off/activated. The spell caster decides at the time of the invocation how the Circle is to be triggered: by crossing the Circle's bull's eye (the ten foot/3 m radius surrounding the dead center of the Circle), by triggering the Circle with a mental command, or by setting a time limit for the Circle, after which it will go off automatically. Once the spell caster has determined how the Vicious Circle will be set off, it can not be changed outside of dispelling it and creating a new one. Its creator may dispel the Vicious Circle at any time with a mental command.

When a Vicious Circle is cast, the mage himself will be immune to its effects, as will up to five other individuals of his choosing. All others are subject to the Circle's sinister effects. If a Vicious Circle is set to go off when somebody crosses its bull's eye or on a time limit, this magical construct, in essence, becomes a huge magic mine field — an indiscriminate weapon capable of hurting and killing civilians and friendly forces as well as hostile ones.

Those caught within a Vicious Circle roll to save vs magic to avoid its full effects. Those who do not save will immediately take 1D4x10 points of damage — Hit Points/S.D.C. damage to mortals, including those in environmental body armor (half damage to those inside vehicles and power armor) and 1D6x10 M.D. to Mega-Damage beings. In addition, these victims are ravaged by mind-numbing agony that causes them to drop to their knees. The pain is such that psychics can not use their psionic powers, practitioners of magic can not cast magic, speed is reduced to a crawl (Spd attribute is reduced to 1D4 points), and the performance of skills suffers a -70% penalty. The number of attacks/actions per melee round is cut in half, however, the slightest movement is sheer agony and even raising one's arm to shoot, or trying to crawl away, delivers another 2D6 points of damage (S.D.C./H.P. or M.D. as is applicable). Those who remain as still as possible feel pain but it is bearable and they do not suffer any additional damage.

Those who make a successful save vs magic take only 2D6 damage (S.D.C. or M.D. as is appropriate) from the initial pain attack. Furthermore, the skill performance penalty is -35%, speed is reduced only by half, and they lose only one melee attack/action per round. *However*, each time they try to move (stand, dodge, punch, aim and shoot, try to stagger away, etc.) they suffer an additional 2D6 points of damage. If they remain still, no further damage is taken.

The only way to stop the pain completely is to exit the Vicious Circle, an action that is likely to inflict more pain and physical damage. Given how large some of these can be, that may prove impossible before death results.

The damage caused by the Vicious Circle only affects living creatures. Robots, for example, are totally unaffected by this spell, and full conversion cyborgs only take half damage and half the penalties to start with — the same as if a normal character had made a successful save vs magic. If the cyborg character makes a successful save vs magic, he suffers absolutely NO damage, pain or penalties! Partial conversion cyborgs/Headhunters are +2 to save. Plant life is also unaffected by the magic of the Vicious Circle.

This spell is used most often to stop, slow and kill large numbers of advancing infantry troops, as well as a perimeter and strategic defense mechanism. Once impaired, the most ruthless of opponents will have his allies fire upon those incapacitated by the circle.

Warrior Horde

Range: 100 feet (30.5 m); triple at ley lines.

Duration: Two melee rounds per level of the spell caster; triple the duration if cast at a ley line or nexus.

Saving Throw: Those under attack by a Warrior Horde can battle them as they would any foe. Those caught off guard by their sudden appearance or heavily outnumbered may be forced to flee or hide.

P.P.E.: One Thousand One Hundred

In some ways, this invocation is a cosmic version of the Magic Warrior spell, except instead of conjuring forth only one magical warrior, the horde spell creates 20 per level of the spell caster's experience. The exact appearance of these magic warriors is tailored to the spell caster's imagination, so they can be pretty much anything the mage likes, but they will be human-shaped and clad in armor of some ancient design. Although solid, they glow with an eerie blue aura and move in a herky-jerky manner.

The multitude of warriors conjured forth are under the spell caster's complete mental command, but the mage does not need to focus his concentration on them to maintain this control. During the spell's duration, the mage may personally move about, cast other spells, use other weapons and equipment, and may take damage without disrupting the Horde spell. So long as the spell caster is within 100 feet (30.5 m) of just one of the conjured warriors, he can send mental commands to the entire group.

These magical warriors are hardly more intelligent than most Elementals or animated automatons, so their instructions should be short, simple and specific. Commands such as, "Kill anybody who enters this room," "Kill anyone you see wearing this kind of helmet (and showing a Coalition helmet)," "Stop them," "Destroy so and so," "Protect me (or a particular person, place or item)," etc. However, remember that the entire horde will follow this command, unless the mage specifies, such as, "40 of you stay here and kill anybody who tries to enter, three of you come with me, the rest of you charge forth to meet the enemy and fight to the death." The magic warriors will even follow orders that are clearly self-destructive. Having no real life to speak of, they have no fear nor sense of self-preservation. They will instinctively protect themselves in combat, but if ordered into certain death, the Warrior Horde will go forth without pause or complaint.

Magic Warrior Stats:

- M.D.C.: 30 +4 per level of the spell caster's experience.
- Size: Four to Ten feet (1.2 to 3 m tall).
- Attributes: I.Q.: 7, P.S.: 28, P.P.: 21, P.E.: 28, Spd.: 21. All physical attributes are supernatural. The magical warrior is impervious to pain, poison, cold, heat and fear.
- Horror Factor: 12 (+1 Horror Factor point for every 150 of them).
- Combat: Each Horde Warrior has three physical attacks per melee round, does 2D6 M.D. with fists or claws, and 3D6 M.D. with kicks or some particular weapon (may look modern or ancient). The magic warriors are conjured with some kind of melee weapon in hand (sword, axe, spear, mace, etc.) that inflicts 3D6 M.D. per hit. If the warriors are presented with the option, they will pick up discarded modern weapons and use them as if they are formally trained in their use on a basic level.
- Bonuses: +2 to initiative, +3 to strike, parry and dodge with melee weapons, +2 to strike when shooting a gun.
- Tactical Weakness: As magical "warriors," the Horde fights and kills, consequently, unless ordered to do otherwise, they will not search for opponents who hide from them. However, a Horde ordered to attack/fight or kill will strike down even unarmed opponents and those offering to surrender (unless instructed otherwise).





Korallyte Shaping

Rifts® World Book Seven: Rifts® Underseas

This tiny school of magic can be learned by the *Ocean Wizard O.C.C., Koral Shaper R.C.C., Ley Line Walker O.C.C., Mystic O.C.C.* and *Techno-Wizard O.C.C.* (half range and potency when used by the TW). However, the discipline was originally mastered by the Naut'Yll, an aquatic D-Bee race that has staked a claim to the underwater reaches of Rifts Earth. To learn Korallyte Shaping, one must learn it from a Naut'Yll or one who has himself learned it from the Naut'Yll. Predictably, the Naut'Yll are loathe to share their mystic secrets with outsiders, so those who have learned Korallyte Shaping remain a small, select group.

For more information on the Naut'Yll, Koral Shapers and Ocean Wizards, please refer to **World Book Seven: Rifts® Underseas**. Information on the Ley Line Walker, Mystic and Techno-Wizard can be found in the **Rifts® RPG**.

Korallyte Shaping Magic, by Level:
Shape Koral (10), a fourth level spell.
Koral Blast (20), a sixth level spell.

Shape Koral

Fourth Level
Range: 30 feet (9.1 m) per level of the spell caster.
Duration: Permanent or until changed again.
Saving Throw: Special.
P.P.E.: Ten

The spell lets the magician affect up to 20 pounds (9 kg) of Korallyte per level of experience. Each 20 pounds has 40 +2D6 M.D.C. points. This Mega-Damage material can be shaped into paper thin sheets, thick plates, blade and blunt weapons, tridents, weapon components, gauntlets, helmets, armor, vehicle bodies, statues, containers, etc. There is no saving throw, but the spell caster must have a clear idea of what he wants the shape to be. The G.M. may require a skill roll for the character to get the shape perfect. A failed roll means the spell works but the shape is not exactly what the spell caster desired and is flawed in some way; i.e. crooked, slightly misshapened, too thick, too thin, uneven, etc. Base Shaping Skill: 20% +5% per level of experience (+10% bonus for Koral Shapers).

Koral Blast

Sixth Level
Range: Touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty

This spell is similar to the innate ability of the Koral Shaper. The spell converts a portion of Korallyte into mystic energy. The spell caster must be touching at least one pound (0.45 kg) of Korallyte. The magic releases the potential energy in the Korallyte substance, which can then be directed against a target in a high-powered beam. Every ounce converted into energy does 2D6 M.D. so two ounces does 4D6 M.D., three ounces and 6D6 M.D., and an entire pound (0.45 kg) can unleash a blast of 3D6x10+12 M.D. (192 points total possible). The energy blast is +3 to hit and has a range of 500 feet (152 m); targets can try to dodge the blast but are -3 to do so. Each blast counts as one melee action, but casting the spell counts as two melee actions. **Note:** Converting small amounts of Korallyte (up to five ounces) into energy will not destroy the substance and it will regenerate at a rate of one ounce per 1D6 minutes. Turning six or more ounces into energy permanently destroys the amount converted. Using an entire pound will destroy all 16 ounces.

Living Fire Magic

World Book 18: Mystic Russia

Other than the few spells that are also Invocations, Russian Living Fire Magic is exclusive to the Fire Sorcerer O.C.C. This unique O.C.C. is exclusive to the geographic locale of Russia and Eastern Europe (i.e. the Ukraine, Poland, Romania, Czechoslovakia, etc.; not Germany, Western Europe, or Scandinavia). The specialized knowledge and craft of the Fire Sorcerers is typically passed on from parent to child; occasionally from teacher to student. These mystic secrets are closely guarded..

Living Fire Magic, by Level

Level One
Cloud of Smoke (2)
Finger Sparks (2)
New Fire (1)
Pluck & Handle Flame (4)
Smoke Smell (1)

Level Two
Bright Sun (5)
Column of Smoke (3)
Extinguish Fire (4 or 8)
Locate and Identify Fire (4)
Toxic Smoke Cloud (5 or 10)

Level Three
Circle of Flame (6 or 10)
Fire Fists (8)
Ignite Fire (3 or 6)
Impervious to Fire (5)
Insect Chaser (5 or 10)
M.D. Torchfire (8)

Level Four
Blessing from Svarozhich (8)
Climb Smoke (8)
Fireblast (10)
Fire Bolt (7)
Fire Meld (10)
Fire Shield (10)

Level Five
Armor of Svarozhich (15)
Bonfire of Purification (15)
Fire Ball (6 or 10)
Fumigate: Insects (12)
Spiral Fire Blast (15)

Level Six
Fire Blossom (20)
Fire Sword (20)
Healing Fire (20)
Impervious to Fever (20)
Perun's Celestial Fire Bolt (20)

Level Seven
Ballistic Fire (25)
Bonfire of Expulsion (35)
Fire Gout (20)
Perun's Fire Scourge (25)

Level Eight
The Torch & Wheel (40)

Level Nine
Desiccate the Supernatural (50)
Dragonfire (20 or 40)

Level Twelve
Metamorphosis: Smoke (220)

Level One (Living Fire Magic)

Cloud Of Smoke

Range: 90 feet (27.4 m).
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Two

This magic enables the arcanist to create a cloud of dense, black smoke (30x30x30 feet/9 m maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will be unable to see anything beyond the cloud, and their impaired vision allows them to see no more than three feet (0.9 m) inside it, and only blurry shapes. While in the cloud, victims will be -5 to strike, parry and dodge. The smoke may make people cough, but does not cause damage and once out of the cloud, people recover in a few seconds.

Finger Sparks

Range: Self.
Duration: The ability lasts for one melee round (15 seconds) per level of the caster. The small flurry of sparks lasts about one second.
Saving Throw: Not applicable.
P.P.E.: Two

Note: This is considered "used" or secondhand fire. Each snap of the fingers counts as one melee action.

The sorcerer can cause sparks to fly every time he snaps his fingers. This can be done to entertain (like a magic trick or sparklers) or to attempt to light a fire. Sparks hitting highly combustible material (nylon, gasoline, turpentine, lamp oil, gunpowder, etc.) have a 01-80% likelihood of igniting it. Sparks hitting moderately combustible materials like a cigarette, cigar, candle wick, clothing, rags, hair, wood, paper, etc.) have only a 01-40% chance of starting it on fire. Zero chance of starting human flesh, meat, green grass or plants on fire.



New Fire

Range: Touch and requires two sticks.
Duration: Results in one melee round (uses up all melee actions for that round); the fire lasts as long as it is nurtured.
Saving Throw: Not applicable.
P.P.E.: One

This spell enables the sorcerer to flawlessly create magic fire by rubbing two sticks together; i.e. using friction to create a new, pure fire "born of wood," rather than getting it from another fire or some other means. The new fire generated from the rubbing of two sticks will light a fire (torch, campfire, fireplace, bonfire, etc.) without fail, even in a strong wind. Once started, the fire must be maintained as one would normally. This fire born of wood is considered "chaste" (pure) for use in purification rites and magic, as well as for building normal fires.

Pluck & Handle Flame

Range: Self/touch.
Duration: One minute per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Four
Note: This is "used" or secondhand fire.

The spell caster can pluck the flame from a candle, torch or lantern, or snatch a small tongue of flame from a fireplace, campfire or other large fire, and handle it as if it were a substantive thing. The tiny to small tongue of fire continues to burn on the sorcerer's finger or hand without injury to the mage and without any apparent energy source. The mage can carry the fire around on his finger or hand, place it on his shoulder or head, and even put it in his pocket without it spreading.

This can be continued for the full duration of the spell. Before the spell elapses, the flame must be returned from whence it came or placed on a new source of energy (i.e. another candle, lantern, piece of wood, fireplace, etc.), otherwise it will simply vanish; magically extinguished.

While in hand, the flame can be used like a candle or torch to light the way, or to light a different candle, torch, oven, etc. However, when used to light something else, the entire "plucked" flame goes to that new place or item to burn (the item where the fire originated is undamaged and can be relit by hand to get it going again). The sorcerer can even make the tongue of flame leap from one hand to the other, or from the top of his head or shoulder back to his hand, but it can not jump out of his hand onto something or someone else; the mage must physically place it there. Cupping the flame in both hands or putting it inside his mouth and closing it, extinguishes it.

Smoke Smell

Range: Can be cast up to 100 feet (30.5 m) away.
Duration: Two minutes per level of experience.
Saving Throw: None.
P.P.E.: One

This magic creates the unmistakable smell of something burning. The smell can be made to come from one particular object (oven, box, computer, engine, generator, wall socket, etc.) or to permeate one particular room or vehicle. This is a distraction and confusion causing spell that should get everybody who smells it looking around in search of the cause in order to prevent a widespread and damaging fire. While distracted, the spell caster and his companions are +15% to prowl/sneak past the people searching for the cause of the burning smell, plus those searching are slow to react, -2 on initiative.

Level Two (Living Fire Magic)

Bright Sun

Range: Can be cast up to 300 feet (91 m) away and has a radiance that fills a 100 foot (30.5 m) diameter with bright light.
Duration: Lasts five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Five

A spell that creates a brilliant light radiating from a small magical sphere. Despite its brightness, those looking into it are not blinded or harmed, unless they are demons. Vampires, undead and other demonic supernatural beings are blinded by the light (-10 to strike, parry and dodge for 1D6 melee rounds) and recoil from it. Russian Il'ya demons, the Unclean, Ghouls, Succubus or Incubus and others vulnerable to the *light of day* are forced to assume their true demonic form and retain only the P.S. and M.D.C. they have during the daylight hours. This spell is effectively a more powerful Globe of Daylight, except the sphere of light can not be moved once it appears.

Column of Smoke

Range: Up to 90 feet (27.4 m) away.
Duration: Two minutes per level of experience.
Saving Throw: None.
P.P.E.: Three

The sorcerer can create a narrow, spiraling column of white smoke that rises up into the air 12 feet (3.6 m) per level of his experience. This smoke is then used like a ladder for climbing! It can also be used as a signal. See the Climb Smoke spell.

Extinguish Fire

Range: 20 foot (6 m) area, up to 80 feet (24.4 m) away.
Duration: One minute (4 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Four (putting in 8 P.P.E. doubles the range and duration).

The mage can instantly put out up to a 20 foot (6 m) diameter of fire 80 feet away (24.4 m). A total of 40 feet (12.2 m) can be extinguished every 15 seconds (one melee).

Locate & Identify Fire

Range: Self, but sensing range is 1000 feet (305 m) per level of experience.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Four

The spell caster can *sense* if fire is within the radius of his sensing range. He can also tell if there is one, a few, several, or many (the latter two probably indicating a campsite or town), and the general direction of the fire(s), as well as whether the fire is burning out of control. This power also enables the mage to accurately determine the heat emitted by a fire, estimate how long ago a fire burned and whether it was natural, magical, or deliberately set, by examining the remains of a fire.

Toxic Smoke Cloud

Range: 90 feet (27.4 m).
Duration: One minute per level of experience.
Saving Throw: None.
P.P.E.: Five for the standard cloud, 10 P.P.E. to double the size and or range.

This magic enables the sorcerer to create a billowing cloud of burning and choking gray and black smoke (30x30x30 feet/9 m maximum size) up to ninety feet (27.4 m) away. Victims caught in the cloud will find it difficult to breathe. Unless protected by an air filter and goggles, or environmental armor, those caught in the smoke suffer 2D6 Hit Point/S.D.C. damage for every melee round they are trapped in the smoke, and can barely see (no initiative, no sense of direction, -1 melee attack/action and -6 to strike, parry, and dodge); can not see outside the cloud. **Note:** The penalties from the toxins remain for 1D4 melee rounds after the victims manage to find their way out of the toxic cloud. Mega-Damage creatures will not suffer damage but will have difficulty seeing (roughly equal to the more traditional Cloud of Smoke spell) and suffer half the penalties. People who see the smoke from a distance will assume there is a fire.

Level Three (Living Fire Magic)

Circle of Flame

Range: 10 feet (3 m) around self.
Duration: 2 minutes per level of experience.
Saving Throw: None.
P.P.E.: Six for Fire Sorcerers, 10 for other magic O.C.C.s.

The mage can create a circle of flame around himself. No combustible material is required. The flame is five feet (1.5 m) tall and inflicts 6D6 S.D.C. damage or 1D4 M.D. to anybody who tries to pass through the fire.

Fire Fists

Range: Empowers self only. Inflicts damage by touch.
Duration: One melee round per level of the spell caster.
Damage: 1D6 M.D. +1 additional M.D. per level of experience (no P.S. damage applies unless it is from supernatural P.S.). In the alternative, the mage can will the flames to inflict S.D.C. damage in increments of 2D6 up to 6D6 S.D.C.
Saving Throw: Dodge the punch. Parrying or any contact causes fire damage.
P.P.E.: Eight



The hands of the spell caster appear to be engulfed in fire, however, the flames only burn targets the sorcerer desires to damage.

Ignite Fire

Range: 40 feet (12.2 m).
Duration: Instant results (counts only as one attack; fire lasts until it is put out).
Saving Throw: None.
P.P.E.: Three for Fire Sorcerers, six for other magic O.C.C.s.
Note: This is not "New Fire."

A magic that causes spontaneous combustion. The magic will ignite any material that can burn. This means the mystic could set a chair on fire, a jacket, hair, and so on. **Note:** Volatile substances that are contained in something, like gasoline in the gas tank of a car, can NOT be ignited. The target to be set on fire must be clearly visible. Maximum area of affect is three feet (0.9 m). If somebody's clothes or hair are set on fire, they have two melees (30 seconds) to get it off or put the fire out before damage is inflicted; no other combat or action is possible. Damage from the small fire is 2D6 S.D.C. per melee (beginning after the first 2 melees).

Impervious to Fire

Range: Self or one other up to 60 feet (18.3 m) away; line of sight.
Duration: 5 minutes per level of experience.
Saving Throw: None.
P.P.E.: Five

A magic invocation that makes the individual temporarily impervious to all types of fire. M.D. plasma, napalm, and normal and magical fires do no damage to the person or to anything he is wearing/on his person.

Insect Chaser

Range: Affects a 100 foot (30.5 m) diameter per level of the spell caster.
Duration: Instant results; the fumes and its magic linger for 30 minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Five for Fire Sorcerers, 10 for other magic O.C.C.s.

A nice smelling wood or incense is lit with a "New Fire" and the Insect Chaser spell cast upon it. This creates a pleasant, light aroma that keeps biting insects and crop devouring bugs away. Affects a 100 foot (30.5 m) diameter per level of the spell caster.

M.D. Torchfire

Range: Touch; close, hand to hand combat.
Duration: Two minutes per level of experience.
Damage: 2D6 M.D.
Saving Throw: Not applicable.
P.P.E.: Eight

The spell transforms an ordinary, lit S.D.C. torch into a fire that does Mega-Damage. The torch can be used as a jabbing or clubbing weapon, with the fire doing 2D6 M.D. to whomever is struck. The fire stays at the top of the torch and does not set anything on fire. When the magic is over, it returns to being an ordinary torch.

Level Four (Living Fire Magic)

Blessing from Svarozhich

Range: A blessing cast on a particular individual who must be present when the magic is performed or within a half mile (0.8 km).
Duration: One hour per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Eight

The spell is cast and a sheath of corn is tossed into a fire where it burns and brings luck. The luck can be cast upon the spell caster or one character of his choice. Those endowed with the *Blessing of Svarozhich* can handle or work around fire without fear of injury or misfortune (no accidental fires, burns, mistakes, etc.). Furthermore, M.D. fire attacks leveled against the blessed individual do half damage, and the blessed one is impervious to normal fire and heat, and +3 to save vs illnesses that cause fever.

Climb Smoke

Range: Self or one other by touch.
Duration: Four minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Eight

This spell enables the spell caster (or one other enchanted by touch) to climb up billowing clouds or strands of smoke as if it were as solid as rope or the very earth. The climbing skill is 85%/80%.

Fireblast

Range: 50 feet (15.2 m).
Duration: Instant.
Damage: 3D6 M.D.
Saving Throw: Dodge.
P.P.E.: Ten

Fireblast is a simple offensive spell in which the mage shoots Mega-Damage flames from his or her hands. The blast is only one foot (0.3 m) wide, but extends for the full 50 feet (15.2 m).

Everything in its path will take damage unless those in its path can dodge. The blast can be stopped by doors, walls, etc., but only if the

spell's damage does not destroy the object. Otherwise, the flames keep going. This is a great spell for clearing out passageways.

Fire Bolt

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.
Duration: Instant.
Damage: 4D6 M.D.
Saving Throw: Dodge.
P.P.E.: Seven

The mage can create and direct a bolt of fire. Bonus to strike is +4. Damage is normally 4D6 M.D., or 1D6x10 S.D.C. (the mage can adjust the damage to be S.D.C. or M.D.).

Fire Meld

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.
Duration: One minute per level of the Fire Sorcerer.
Saving Throw: Not applicable.
P.P.E.: Ten

The spell caster can make himself completely disappear by stepping into a fire. The concealing flame must be at least as big as a campfire, with bonfires and larger being ideal. Inside the sheltering fire, no form of magical or man-made detection can detect or locate the mage. Furthermore, shooting through or stabbing into the flame has no effect on the mage who is now part of the living fire. However, the sorcerer within can not take action, speak, or attack without stepping out of the fire. Waiting silently and patiently can be difficult, especially when the fire also obscures the vision and hearing of the one hidden inside of it. Stepping out of the fire makes that individual reappear. Dowsing the fire with water, putting out the flame, will reveal the sorcerer drenched in water.

Fire Shield

Range: Hand to hand combat.
Duration: Three melee rounds per level of experience.
Damage: 1D4 M.D. by touch.
Saving Throw: Dodge.
P.P.E.: Ten

The sorcerer creates a shield of living flame. The shield can be used like a physical object to parry attacks, but is so hot and intimidating that the attacker(s) is -2 to strike and parry. Furthermore, unless a hand-held weapon is large and the attacker does not lean into the flames of the Fire Shield, the attacker will take 1D4 M.D. from the heat and flame of the shield. In addition, the user of the shield is impervious to normal flame, while magic fire and M.D. flames do half damage.

Level Five (Living Fire Magic)

Armor of Svarozhich

Range: Self.
Duration: One minute per level of the spell caster.
Saving Throw: Not applicable.
M.D.C. of the Armor: 12 points per level of the spell caster.
P.P.E.: Fifteen

Within seconds, the character is covered with a suit of chain mail armor that appears to be made of molten metal that is still red hot. The wearer is impervious to heat and fire, including M.D. plasma and magical fire, plus the suit offers M.D. protection from physical attacks. Those who touch the armor will be burned, suffering 4D6 S.D.C. damage.

Bonfire of Purification

Range: Touch and requires "New Fire."
Duration: Results in one melee round; the fire lasts as long as it is nurtured (i.e. wood is added, the fire stoked, etc.), up to 48 hours.
Saving Throw: Not applicable.
P.P.E.: Fifteen

First a New Fire must be made (uses up all the melee actions for one round). Once the "pure" flame is created, it is used to light a bonfire while the sorcerer casts his second spell to create a Bonfire of Purification. The magic causes the wood for the bonfire to ignite immediately and completely into a raging (but controlled) fire.

This spell creates a magical, purifying fire in which any corpse thrown into it is incinerated in one minute; only ash remains! Furthermore, any disease the bodies may have harbored is completely destroyed, and the bodies of victims of a vampire's bite (before they are reborn as a vampire) can be destroyed without fear of them returning as the living dead.

Furthermore, any food cooked in the fire or water or beverage boiled by the fire will be made clean of any disease, including food or drink that have been magically "spoiled."



Fire Ball

Range: 90 feet (27.4 m), +20 feet (6 m) per level of experience for Fire Sorcerers.
Duration: Instant.
Damage: 1D4 M.D. per level of the spell caster.
Saving Throw: None except dodge, but the victim must know the attack is coming and must roll an 18 or higher.
P.P.E.: Six for Fire Sorcerers, 10 for other magic O.C.C.s.

The spell caster creates a large fire ball which hurls at its target at an awesome speed, inflicting 1D4 Mega-Damage per each level of the spell caster. The fire ball is magically directed and seldom misses.

Fumigate: Insects

Range: Touch; close, hand to hand combat.
Duration: Two minutes per level of experience.
Damage: Kills insect pests.
Saving Throw: Not applicable.
P.P.E.: Twelve

This spell creates a thick gray cloud of smoke that has a tinge of sulfur to it. Indoors, the cloud will fill and cover a 1,000x1,000 foot area (305x305 meters). Outdoors, the cloud hangs low to the ground and is blown by the wind, brushing over 10 times the area it covers indoors, but dissipates twice as fast. Everything the cloud covers for more than 15 seconds will see the fumes kill insect pests, including fleas, lice, mites, ticks, locusts, and crop eating bugs.

Spiral Fire Blast

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.
Duration: Instant.
Damage: Varies.
Saving Throw: Dodge at -2.
P.P.E.: Fifteen

A conical blast of fire that appears in the shape of a spiraling coil of fire that is tapered at the hands of the sorcerer, but enlarges to end in a diameter of eight feet (2.4 m) at the point of impact. Everything that touches at the edge of the fire takes 1D6 M.D. but the main target at the end and center of the spiral blast takes 3D6 M.D. plus 1D6 M.D. per level of experience!

Level Six (Living Fire Magic)

Fire Blossom

Range: Touch; appears above the open palm of the mage's hand.
Damage: Varies.
Duration: One month per level of the spell caster, but burns out within 1D6 minutes after it is activated.
Saving Throw: None.
P.P.E.: Twenty

This is a unique spell in which the mage creates a Fire Blossom, a small tongue of flame about three inches (8 cm) tall. It flickers but does not burn and can be held, put in one's pocket or placed in a bag or backpack without fear of starting a fire. The fire does not burn until the mage or the recipient of the Fire Blossom (it can be created and given as a gift) activates it. Once done, the Fire Blossom bursts into a raging fire three feet (0.9 m) tall and two feet (0.6 m) wide. It will burn without combustibles (wood, rags, coal, etc.) for 1D6 minutes and then vanishes.

If placed on or stoked with combustibles, these items will immediately catch fire and burn, thus the Fire Blossom can be used to create a campfire, light torches, or to start a fire.

Fire Sword

Range: Touch; close, hand to hand combat.
Duration: One minute per level of experience.
Damage: 4D6 M.D. (only 1D6 M.D. to foes impervious to fire).
Saving Throw: Not applicable.
P.P.E.: Twenty

The spell transforms an ordinary S.D.C. sword of any size or type into a magical blade of steel and flame! After creating it, the spell caster can give the sword to someone else, if he so desires. The weapon functions as a magical sword by stabbing and cutting as usual. Creatures vulnerable to fire will suffer double damage. When the magic elapses, the weapon returns to its normal S.D.C. form.

Healing Fire

Range: Touch; those to be healed must slowly pass through the fire.
Duration: The healing property of the fire lasts for one minute per level of the spell caster. Approximately 20 people can pass through the healing fire per minute.
Preparation Time: At least 3D4 minutes to prepare the bonfire and light it with "new fire."
P.P.E.: Twenty

First a New Fire must be made (uses up all the melee actions for one round). Once the "pure" flame is created, it is used to light a bonfire while the sorcerer casts his second spell to create a *Healing Fire*. The magic causes the wood for the bonfire to ignite immediately and completely into a raging (but controlled) fire.

When the fire is roaring, and the edges of the flame are a greenish color, the magic is ready. People who enter the fire pause for a couple of seconds, and continue to pass through it in a forward direction (never back the same way they entered, or the magic has no effect). Those passing through the fire are not burned, but instantly healed of 3D6 Hit Points and 2D6 S.D.C. The same individual can only pass through the same Healing Fire twice. The second time only 1D6 H.P. and S.D.C. are restored. After that, the flame, while tinged with green, does not burn, but neither does it heal.

Those sick from disease can also be helped: 2D6 Hit Points are restored, symptoms are reduced by half and the duration of the disease (and remaining penalties) is reduced in half. A sick individual can only be helped once. Afterward, the flame does not burn, but neither does it heal. **Note:** Has no effect on magical illnesses, illness caused by magical spoiling, or curses.

Animals can also be chased through the flame to heal them of injury or to purge them of disease (completely kills disease in animals).

Humans and mortal D-Bees possessed by a supernatural force scream as they pass through the flame and a demonic image will, for an instant, appear in the fire around them. These individuals receive no healing, but if held in the fire for one minute, an exorcism will occur with a +20% chance for success (otherwise equal to the Exorcism spell).

Impervious to Fever

Range: Self or other by touch.
Duration: 24 hours per level of the spell caster's experience.
Saving Throw: Not Applicable.
P.P.E.: Twenty

The spell makes the beneficiary of this magic impervious to diseases whose main symptom is a fever, including rheumatic fever, scarlet fever, yellow fever, hemorrhagic fevers (like Ebola) and others. A great defense for care-givers tending to the sick.

Perun's Celestial Fire Bolt

Range: Up to 900 feet (274 m) +100 feet (30.5 m) per level of the spell caster; line of vision.
Duration: Instant.
Damage: To man-made objects and mortal beings, the bolt does 3D6 M.D.+1 M.D. per level of the spell caster, but to supernatural beings (demons, Deevils, entities, ghosts, angels, deities, alien intelligences, etc.) the damage is 1D6x10 M.D. +2 additional M.D. per level of experience! Vampires suffer only 3D6 Hit Points, but supernatural creatures vulnerable to lightning take double damage, plus the lightning flash will reveal the true nature of the Unclean, Il'ya and other monsters who are revealed by lightning (the same is true of the Call Lightning spell).
Saving Throw: Dodge at -5!
P.P.E.: Twenty

A large, fiery lightning bolt that rockets from the hand of the spell caster and said to be similar to those hurled by the ancient God of War, Perun.

Level Seven (Living Fire Magic)

Ballistic Fire

Range: 1000 feet (305 m) +10 additional feet (3 m) per level of experience.
Damage: 1D6 M.D. per fiery missile.
Duration: Instant.
Saving Throw: None.
P.P.E.: Twenty-Five

Ballistic Fire is an anti-infantry spell designed to mow down large numbers all at once. The spell creates one fiery missile per level of the spell caster which can then be directed and fired simultaneously at whatever multiple targets the mage desires. Actually, these missiles can be directed at several different targets (as few as one target per missile) as volleys of several missiles directed at two or more targets, or all concentrated as one large volley to all hit the same target. The balls of fire are magically guided and never miss! Regardless of the missiles created and the way they are distributed, the attack of Ballistic Fire takes only a single spell attack (approximately 7 seconds).

Bonfire of Expulsion

Range: Touch and requires "New Fire."
Duration: Results in one melee round; the fire lasts as long as it is nurtured (i.e. wood is added, the fire stoked, etc.), up to 48 hours.
Saving Throw: Supernatural beings, Faerie Folk and Woodland Spirits are all -1 to save *per level of the spell caster.*
P.P.E.: Thirty-Five

First a New Fire must be made (uses up all the melee actions for one round). Once the "pure" flame is created, it is used to light a bonfire while the sorcerer casts his second spell to create a Bonfire of Expulsion. The magic causes the wood for the bonfire to ignite immediately and completely into a raging (but controlled) fire.

All lesser demons, sub-demons, entities, Faerie Folk and evil Russian Woodland Spirits who fail to save vs magic (note the substantial penalty to save) fear the pure fire and must flee the area — running at least 2D6 miles (3.2 to 19 km) away. They will not come any closer for the next 1D4 days +12 hours per level of the spell caster, or as long as the bonfire burns. Moreover, many will become so frightened or bored from the wait that they will leave the immediate area in search of easier fun. This magic is typically used to at least temporarily purge evil spirits and minor demons from a farmstead or village. The Bonfire of Expulsion, when used as a campfire, will also keep such creatures away from camp, and serves to notify such superhuman beings that a Fire Sorcerer, Old Believer, or Born Mystic protects this place. Unfortunately, it also puts them on notice and may invoke their ire.

Note: The magic fire has no effect on other magical creatures, including Demon Lords, vampires, demigods, gods, angels, or Elementals. Nor are greater demons of 5th level experience or higher, affected. Inexperienced greater demons must save vs magic but at half the penalty noted previously.

Lesser supernatural creatures that successfully save vs magic cannot come within 1200 feet (366 m) of the bonfire but can try long-range attacks or cause trouble in the surrounding area. Greater demons who save vs the magical bonfire are not held at bay, but are -1 on initiative and -1 attack per melee round.

Fire Gout

Range: 30 feet (9 m) per level of experience.
Duration: Instant.
Damage: 6D6 M.D. +1 per level of experience.
Saving Throw: Dodge.
P.P.E.: Twenty

The caster can magically conjure and direct a stream of fire similar to a flamethrower, only wider and can be fired straight up into the sky. It can be directed with a wave of the hands — point and shoot. The fiery stream extends the full length of its range (stopped or blocked only by large obstacles in its path) and is about three feet (0.9 m) in diameter. The intended target can attempt to dodge but is -3 to do so. There is a 01-70% likelihood that combustible materials will be set on fire.



Perun's Fire Scourge

Range: By touch or up to 100 feet (30.5 m) +30 feet (9 m) per level of experience.
Duration: The blast is instant, the continuing fire varies.
Damage: 1D4 M.D. per level of experience against mortal creatures and S.D.C. objects.

Against the supernatural, the magic is devastating: The initial blast does 1D6 M.D. per level of the spell caster, but the demon is also set on fire for one full melee round per level of the spell caster, inflicting 6D6 M.D. damage per round; double damage against Alien Intelligences and their avatars or life essences.

Supernatural creatures of fire and lightning, including Elementals and fire demons, take only half damage from the initial blast and are not set on fire.

Only completely immersing oneself in water or using the magic spells Extinguish Fire, Negate Magic and Anti-Magic Cloud can extinguish the magic fire before its duration of damage expires. Of course, the spell caster can extinguish it at will.

Saving Throw: Dodge at -3.
P.P.E.: Twenty-Five

This magic creates a small, fiery lightning bolt that shoots from the hand and is truly effective against demons, Deevils and other supernatural beings. Creatures of magic, like the dragon, sphinx and Faerie Folk, only suffer 1D6 M.D.+1 M.D. per level of experience of the spell caster.



Level Eight (Living Fire Magic)

The Torch & Wheel

Range: Varies.
Duration: 24 hours or as long as it takes to complete the ritual.
Saving Throw: Not applicable.
P.P.E.: Forty

A purification ritual magic used to dispel illness on people or crops.

A pole is put in the center of a wagon wheel with two torches attached to it. The wheel is then rolled around the village without stopping until the circle is completed. The pace can be fast or leisurely, depending on the spell caster and the urgency of the situation. If both torches stay lit the entire time, it means that the village and all within the circle (including animals, food, stored grain, etc.) are free of disease or magic spoiling. The completing of this ritual also makes all within +3 to save vs disease and magical spoiling for 48 hours.

If one torch goes out before the circle is completed it means spoiling magic and/or disease or blight is present. The wheel, with its one lit torch, will magically roll to each food or place of contamination.

If both torches go out, it is a sign that either demons or a powerful witch (6th level or higher) is somewhere within the circle. However, the wheel does not locate such supernatural or magical pestilence.

Level Nine (Living Fire Magic)

Desiccate the Supernatural

Range: One up to 50 feet (15.2 m) away per level of experience, or two by touch.
Damage: 2D4x10 M.D. (or Hit Points, whichever is appropriate).
Duration: Instant
Saving Throw: -1 to save.
P.P.E.: Fifty

Same as the 9th Level Invocation of the same name described earlier.

Dragonfire

Range: 100 feet (30.5 m)
Duration: One melee round per level of experience.
Damage: 1D4x10 M.D.
Saving Throw: None except dodge, but the victim must know the attack is coming and must roll a 16 or higher.
P.P.E.: Twenty P.P.E. for the Fire Sorcerer, 40 for other magic O.C.C.s.

Same as the 9th level Invocation described earlier. This spell allows the caster to temporarily breathe fire just like an adult Fire Dragon. Every melee round that the spell is in effect, the mage is able to breathe as many as two searing blasts of fire that each inflict 1D4x10 M.D. The Dragonfire blasts are magically directed and seldom miss. For the spell to work, there can be nothing blocking the caster's mouth, no helmet, gas mask, etc.

Level Twelve (Living Fire Magic)

Metamorphosis: Smoke

Range: Self.
Duration: 20 minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Two Hundred Twenty

Said to be one of the most powerful of all the metamorph magicks, the mage can transform himself into a swirling cloud of smoke. As such, no physical or energy attacks can harm him. No locked door can stop him, for he can slip through the tiniest crack or keyhole. Although the mage can not communicate or cast magic in this form, he can hear and see events around him as would a normal human being. Of course, he can materialize (naked) with but a thought.

The smoke moves at a maximum speed of 14. Prowls (natural, innate ability) at an 80% skill proficiency, is completely silent, can hover up to 200 feet (61 m) high and can be carried by the wind. The smoke resembles the gray smoke that rises from burning wood or charcoal. The vision of those who step into the smoke cloud is obscured (-2 on initiative, -2 to strike, parry and dodge), but the smoke is not as dense as real smoke, and does not cause people to cough or choke on its fumes.



Nature Magic

World Book 18: Mystic Russia™

Nature Magic, by Level

Level One
Crunching Egg Shell (2)
Melt Bee's Wax (2)
Sacred Oath (0)

Level Two
Glue with Bee's Wax (4)
The Bee's Friend (4)
Make Honey & Syrup Candy (6)
Sustained by the Earth (5)

Level Three
Bake Magic Kulich (7)
Bless Food (8)
Seal a Wound with Bee's Wax (7)

Level Four
Bee's Wax Disguise (10)
Colored Egg (10)
Hold Tight with Bee's Wax (5 or 10)
Make Honey Medicine (8 or 12)
Negate Spoiling Magic (10)

Level Five
Glimpse of the Future (15)
Keep Food (12)
Rope of Steel (12)

Level Six
Magic Knots (Varies)
Strength of the Earth (12)

Level Seven
Living Bones of Stone (24 or 50)

Level Eight
Living Bones of Air (28 or 60)
Demon's Mock Funeral (40+)
Swords to Snakes (25)

Level Nine
Enchant the Mighty Rooster (45)
Magic Egg (70)
Speed of the Snail (50)

Level Ten
Healing Water (50 or 200)
Snakes to Swords (25, 50, 100 or 140)

Level Eleven
Circle Dance (200)
Protective Magic Ring (140)
Summon Fog (140)

Level Twelve
Bee's Wax Effigy (280)
Calm Storms (200)
Summon Rain (200)

Nature Magic is the special knowledge of the *Old Believer O.C.C.* A combination of shaman, sage and sorcerer, Old Believers are common to Russia and know and understand all of their land's ancient beliefs, superstitions, folktales, ways of magic, traditions, and so on. Though they are people of many skills and talents, in some circles they are best known for their peculiar brand of spell casting which is designed not to wage war, but to bring about a greater bounty to the world at large. In a world gone mad, the Old Believers and their Nature Magic are a resilient glimmer of hope and life against a landscape so terribly darkened by death, destruction, and hopelessness. The *Old Believer O.C.C.* is fully described in **World Book 18: Mystic Russia™**.

Level One (Nature Magic)

Crunching Egg Shell

Range: Can be heard up to 12 feet (3.6 m) away per level of the spell caster.
Duration: One hour per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Two

Note: Requires real egg shells.

The mage sprinkles crushed egg shells on the ground, usually in a circle around him, his bed, campsite, etc., or in front of an entranceway, on a window ledge, in front of a chest or cabinet, and so on. When anybody other than the spell caster steps on the shattered shells it makes an impossibly loud crunch as if magnified by a megaphone or loudspeaker, with every step. Everybody within earshot hears the noise. It is a simple safeguard to alert the mage to the presence of intruders. Anybody attempting to prowl is -50%; roll for every two steps.

Melt Bee's Wax

Range: Touch.
Duration: Results are immediate; melting ability lasts one melee round per level of experience.
Saving Throw: Not applicable.
P.P.E.: Two

Note: Ancient and rare Beekeeper's Magic.

The mage can instantly melt hardened bee's wax held in his hand or bee's wax in a container that is held in his hand or touched. The melted wax is used as an important ingredient in numerous spells. This spell can also be used to warm honey.

Sacred Oath

Range: Self only.
Duration: Instant.
Saving Throw: None.
P.P.E.: None.

To swear an oath on the sanctity of "Damp (or Moist) Mother Earth" is a solemn vow made before the ancient goddess of the Earth. The Old Believer can not lie or break his word when he swears on "Moist (or Damp) Mother Earth" or in the name of "Mokosh," another name for Moist Mother Earth. If he does, all his magic powers and spells are reduced by half (half range, half damage, half duration, etc.). Break his oath a second time, and he loses *all* magical abilities except for his staff and familiar!

The halved or lost powers can not be restored unless the Old Believer begs the goddess of the Earth for forgiveness and a second

chance (third depending on the situation). This requires seven days of fasting from food, 10 hours or more a day of meditation and repentance and, on the morning of the eighth day, mentally transferring, by force of will, 2D6 Hit Points and 2D6 P.P.E. permanently into the Earth. Hit Points and P.P.E. are lost forever! If a pine sapling suddenly appears where the mage has focused his energy, he knows he is forgiven and his powers are restored to full (minus those sacrificed to the Earth). If no sapling appears, he must spend the next six months helping others, protecting the Earth from supernatural evil and dark magic, and repeat the process. **Note:** Mokosh usually forgives. The G.M. can make a random roll if he or she desires; 01-97% means the mage is forgiven and his powers restored.

Level Two (Nature Magic)

Glue with Bee's Wax

Range: Touch.
Duration: Results immediate.
Saving Throw: Not applicable.
P.P.E.: Four

Note: Ancient and rare Beekeeper's Magic.

The spell caster can use hot, melted bee's wax like a powerful adhesive to glue and mend broken items. This "glue" will work on most types of material (paper, plastic, wood, stone, glass, metal, etc.). Equal to a strong, high quality adhesive.

The Bee's Friend

Range: Self only.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Four

Note: Ancient and rare Beekeeper's Magic.

This spell makes Honey Bees and all bees regard the mage as a friend so they won't sting him. It also allows him to crack open their hive without injury to the hive or bees, remove up to two pints of honey or one pound (0.45 kg) of wax, and magically reseal the hive without the bees attacking him.

Make Honey & Syrup Candy

Range: Touch or up to 10 feet (3 m) away; line of sight.
Duration: Results are immediate.
Saving Throw: Not applicable.
P.P.E.: Six

Note: Ancient and rare Beekeeper's Magic.

The mage can pour honey or syrup into any basic shape or several small to medium droplets of circles and magically turn them into candy. Up to one pound (.45 kg) of honey or syrup can be turned into candy per level of experience. The sweet candy is firm but chewable, melts in the mouth, soothes sore throats and tastes delicious.

Sustained by the Earth

Range: Self only.
Duration: Results immediate.
Saving Throw: Not applicable.
P.P.E.: Five

The spell caster can eat a handful of dirt and gain the sustenance of a complete meal. Unfortunately, it still tastes like dirt.

Level Three (Nature Magic)

Bake Magic Kulich

Range: Touch.

Duration: Immediate results upon eating.
Saving Throw: Not applicable.
P.P.E.: Seven

A ritual involving the making and baking of "kulich," a Russian sweet bread. Two slices of this bread provides the nourishment and feeling of having eaten an entire meal. One loaf can be made per level of the spell caster. Each loaf can be cut into 20 slices. **Note:** Requires the ingredients and facilities to make the bread.

Bless Food

Range: 12 feet (3.6 m).
Duration: Immediate results that last until the food is eaten.
Saving Throw: Not applicable.
P.P.E.: Eight

A short prayer or mantra that protects prepared food and drink, or stored food from the "spoiling" magic of witches and the "decay" spell of the Necromancer. Seven pounds (3.2 kg) of food or one gallon of liquids (3.8 liters) can be "blessed" and made impervious to spoiling magic per level of the spell caster. **Note:** The food is still vulnerable to natural decay and spoiling.

Seal a Wound with Bee's Wax

Range: Touch.
Duration: Results immediate.
Saving Throw: Not applicable.
P.P.E.: Seven

Note: Ancient and rare Beekeeper's Magic.

The Old Believer pours hot bee's wax over a cut, opened wound or ulcer. The wax does not burn and seals the wound as if it had been sutured closed. The bleeding and pain stop immediately and the injured character heals an extra one Hit Point per 24 hours. When the wound is completely healed (all H.P. restored) the wax falls off, revealing a barely noticeable scar.

Level Four (Nature Magic)

Bee's Wax Disguise

Range: Touch.
Duration: Ten minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Ten

Note: Ancient and rare Beekeeper's Magic.

The spell caster can use hot wax on his own face or body, or on a willing participant, and mold it into a disguise. The hot wax does not burn as it is applied, in fact it feels soothing, and can be built up, sculpted and molded like makeup putty. Being hot wax, hair and even fur is easily applied to the skin, as are horns and other cosmetic features. After the desired features are finished, the spell caster says one final phrase and the wax features transform to look like real, flexible flesh, bone and hair. The false face will remain in place as a real looking disguise until the spell elapses or the character is blasted by M.D. or magical heat. Magic fire will melt the disguise. The quality of the disguise is equal to the Disguise skill at 62% +2% per level of the spell caster.



Colored Egg

Range: Touch.
Duration: Immediate results upon eating.
Saving Throw: Not applicable.
P.P.E.: Ten

A ritual involving the making of a hard-boiled egg that is then dyed one or more different colors, like an Easter Egg. Eating the egg quells hunger for 24 hours and provides the nourishment and sustenance of *three daily meals* (breakfast, lunch and dinner). One colored egg can be made per level of the spell caster. The entire egg (minus the shell) must be eaten for the magic to work. **Note:** Requires the ingredients and facilities to make the egg; i.e. fresh chicken or duck eggs, boiling water and food dye. The egg will remain fresh and edible for one week per level of the spell caster and is impervious to Spoiling Magic.

Hold Tight with Bee's Wax

Range: Touch.
Duration: Results are immediate, duration varies.
Saving Throw: Not applicable.
P.P.E.: Five for preserving purposes, 10 to seal a window, door or large container like a crate or trunk.

Note: Ancient and rare Beekeeper's Magic.

The Old Believer can pour hot bee's wax around the edges of the lid or cover to any container (jar, bottle, barrel, etc.) to seal it airtight. This magic is typically used to *preserve* canned and bottled food and drinks, increasing the life of the preserved food, drink or specimen 10 times longer than usual (years). 10 small containers (each holding no more than one gallon or 7 pounds/3.2 kg of material) can be sealed tight per level of the mage's experience. They can be opened by either warming the wax seal or with a P.S. of 15.

A magical bee's wax seal can also be applied to windows, doors, and large containers such as trunks and coffins to hold them tight. This magic is used to momentarily keep the lid shut, or window or door closed in an effort to keep people in or out. To break the bee's wax seal and open the item, a character needs a combined P.S. of 40 or Supernatural P.S. of 20 or higher! The magic lasts for 20 minutes per level of the spell caster. Once the spell duration elapses, a P.S. of 12 can force it open. Note that the Old Believer who cast the spell can open the wax sealed door (or whatever) normally, as if the wax was not there. Other mages with the same power can open it with a P.S. of 15 or by melting the wax by running their finger over it and casting the Melt Wax spell (counts as four melee actions).

Make Honey Medicine

Range: Touch or can cast the magic on a piece of honey candy or spoonful of honey up to 20 feet (6 m) away; line of sight.
Duration: Results are immediate.
Saving Throw: Not applicable.
P.P.E.: Eight or Twelve.

Note: Ancient and rare Beekeeper's Magic.

The mage can turn a spoonful of honey into a magical elixir that, when taken orally, straight or poured into hot tea or other drink, will instantly soothe a sore throat and stop coughing for 2D4 hours. It can also *Cure Minor Disorders* as quickly as the common wizard spell of the same name (see **Rifts® Ult. Ed.**, p. 204); basically cures non-magical hiccups, indigestion, gas, heartburn, minor nausea, motion sickness, slight headaches, minor muscle aches and low fever. P.P.E. cost is 8 points.

The Honey Medicine can also be poured and rubbed on the skin to stop the itch, irritation and pain of a rash or burn. P.P.E. cost is still 8 points.

To stop/negate poison, a somewhat more potent Honey Medicine must be enchanted, requiring 12 P.P.E. This medicine immediately stops the illness and penalties caused by poison and restores 1D6 Hit Points. **Note:** This magical "medicine" has no effect on magic illness, curses or potions.

Negate Spoiling Magic

Range: By touch or 10 feet (3 m) away; line of sight.
Duration: Immediate effect.
Saving Throw: Not applicable.
P.P.E.: Ten

The sorcerer can negate the damage and danger created by Spoiling Magic, restoring one pound (0.45 kg) of food or a pint of liquid per level of experience.

Level Five (Nature Magic)

Glimpse of the Future: A Wood & Water Divination

Range: On behalf of another person, family or a community.
Duration: Immediate results.
Saving Throw: Not applicable; unwilling recipients are immune.
P.P.E.: Fifteen

After participating in a cheerful, circle dance, throwing a garland made from a birch tree into a river imparts some tiny measure of divination. If thrown in by a girl/young woman and it floats, it means she will be wed within the next two years and that her prospective fiancé can be found in the direction the garland floated away (the magic can defy the natural current of the water). If the garland sinks, the girl can expect tragedy to befall her or her family, perhaps even her own death.

When performed by the Old Believer on behalf of a community or family, floating with the current means prosperity in the coming year.

Floating in a spinning motion means things are good and safe now, but there are forces afoot that may change this. Sinking means tragedy (disease, crop failure, fire, a grievous loss, etc.) or that dark forces lurk in its future. Unfortunately, exactly what this tragedy might be is not indicated. If the garland bursts into flame the moment it hits the water, it indicates the presence of great supernatural or magical evil (typically a high-powered practitioner of magic, terrible monster, greater demon or demon horde). For a few minutes the flaming garland will bob and move in the general direction where the evil lives or will come from, then sinks, indicating danger and possible tragedy.

Keep (Preserve) Food

Range: Touch or from 10 feet (3 m) away per level of the spell caster.
Duration: Special.
Saving Throw: Not applicable.
P.P.E.: Twelve

The spell protects and preserves *fresh food* from bacteria and decay for one week without need for refrigeration or sealing in a container. If the food is also sealed in an airtight container or refrigerated it will last for three weeks without spoiling. This includes freshly baked breads, pies and puddings to prepared meats, stews, soups, and most foods.

Rope of Steel

Range: Touch or from 10 feet (3 m) away per level of the spell caster.
Duration: 15 minutes per level of the spell caster.
Saving Throw: Not applicable
P.P.E.: Twelve

This spell turns ordinary S.D.C. hemp cord, horse hair rope, or any rope made of natural fibers into a Mega-Damage steel. It retains the feel, weight and flexibility of ordinary rope, but has a tensile strength of two tons and it takes 12 M.D. to cut it! Prisoners bound with the enchanted rope require a combined supernatural P.S. of 50 of higher to break it or pull free (-30% penalty to Escape Artist skill). **Note:** This spell does not work on string, yarn, thread, rags, wire, chain, metal or plastic. Also see Magic Knots. Affects up to 50 feet (15.2 m) of rope per level of the caster.

Level Six (Nature Magic)

Magic Knots

Range: Touch. The mage must make the knot(s) while casting the spell.
Duration: Results are immediate. Duration of the knot varies.
Saving Throw: -2
P.P.E.: Varies.

The spell caster can make one or more magic knots. Each type of knot has a special meaning and magic.

Fake Knot: A knot that looks tight and strong, but which is easily worked loose in one melee round (15 seconds). P.P.E.: 4

Four Winds Knot: When combined with this magic, ordinary rope, leather strips, wire or chains will hold ethereal spirits, including the Midnight demon, entities, ghosts and vampires (they can not turn into mist when bound by this magic knot). P.P.E.: 20. Duration: Five minutes per level of the spell caster.

Hangman's Knot/Noose/Choker: A sliding knot that tightens from being pulled, weight and tension. A simple non-magical use is hanging criminals or restraining animals or prisoners (tightens and chokes the person or animal that pulls on the rope).

When enchanted, the Hangman's Noose can be used to hang Mega-Damage Creatures! P.P.E.: 50; Duration: Three minutes per level of the spell caster.

When worn around the neck as a cord or necklace that ends in a small, symbolic hangman's noose, the character is +2 to save vs disease and the effects of Spoiling Magic and spoiled foods. P.P.E.: 60; Duration: 24 hours per level of the spell caster (can be made a permanent protective charm with the expenditure of 230 P.P.E.).

It can also be used to tie charms and jewelry. When used to tie a cluster of 1D4+1 tiny bones, or a little pouch of bones to a cord or chain worn around the neck, it protects the wearer from all Death Curses and magic that does damage direct to Hit Points; +6 to save. Even if the save fails, damage and penalties are half. P.P.E.: 75; Duration: 12 hours per level of the spell caster, but can be made a permanent protective charm with the expenditure of 330 P.P.E.

Knotted Skull: If worn, the skull is likely to be that of a small animal tied to string and held by 2-3 knots. This serves as a charm that protects any food carried by the character from Necromantic Decay or Maggots spells, and is +2 to save vs Magic Spoiling. P.P.E.: 45; Duration: 12 hours per level of the spell caster, but can be made a permanent protective charm with the expenditure of 300 P.P.E.

If a skull is hung from a tree, post or pole in the four corners of the wind (north, south, east, west) in a crop field, it brings good fortune and reduces damage from disease, frost and vermin by 15%. Moreover, the area is impervious to spoiling unless two of the skulls are cut down and smashed. An easy thing to accomplish, but a clear indication of foul intent and the possible presence of black magic and probably a witch or demon. P.P.E.: 80; Duration: 24 hours per level of the spell caster, but can be made a permanent protective charm with the expenditure of 290 P.P.E.

Sheepshank Knot: When combined with this enchantment, the knot can strengthen rope and hold or pull two times the weight the rope can normally accommodate. P.P.E.: 6; Duration: One hour per level of the spell caster.

Simple Knot: When enchanted, the knot is strong, reliable and will not come undone unless untied or cut. P.P.E.: 3; Duration: Until untied.

Slip Knot: This enchantment is used to bind two pieces of rope together. Once the knot is finished, it can be slipped or pulled to the end of the rope and right off, making the two pieces one strong, single, unknotted piece of rope! P.P.E.: 7; Duration: Permanent results.

Half Hitch Knot: When combined with this enchantment, any boat tied to a dock will not slip loose unless somebody undoes the knot. P.P.E.: 6; Duration: Until untied.



Strength of the Earth

Range: Self only.
Duration: Two minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Twelve

The expenditure of P.P.E. and eating a pinch of earth temporarily turns the character's P.S. into Supernatural Strength and his natural S.D.C. (not Hit Points) into M.D.C. In addition, fire and cold based magic inflicts half damage. **Note:** The character's punches and kicks inflict Mega-Damage that is appropriate for his *Supernatural P.S.* and he can lift and carry weight 100x his P.S. in pounds (45x in kg).

Level Seven (Nature Magic)

Living Bones of Stone

Range: Self or another character by touch.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable; unwilling recipients are immune.
P.P.E.: Self: Twenty-Four; transforming another costs 50.

This is not a literal transformation, but a magical enchantment that makes the bones roughly as strong as stone and the body a Mega-Damage Structure with 6D6x2 M.D.C. +3 points per level of experience. Also double the character's weight. Bones are virtually impossible to break (requires a supernatural P.S. of 55 or greater or a fall from more than 500 feet/153 m). Falls under 500 feet (152 m) do no damage, those from higher up only inflict 1D6 M.D. per every 1000 feet (305 m), and the enchanted character's punches and kicks inflict 1D6 M.D. Explosions, and cold and fire based magic do only half damage, but energy blasts and magic weapons do full damage.

If M.D.C. is reduced to three points or less, the spell is broken and the character is exhausted, weak and injured, his S.D.C. reduced to zero and Hit Points down to 3D4. The spell cannot be repeated for at least one hour and until at least 75% of the character's Hit Points are restored. **Note:** This magic only affects the body of the character, and not anything he may be wearing. The transformed character can will himself back to normal at any time; counts as one melee action.

Level Eight (Nature Magic)

Living Bones of Air

Range: Self or another character by touch.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable; unwilling recipients are immune.
P.P.E.: Self: Twenty-Eight; transforming another costs sixty.

This is not a literal transformation, but a magical enchantment that makes the body, and any clothes or possessions worn at the time of the invocation, as light as a feather and temporarily insubstantial, becoming semi-transparent like a ghost. In this form, the character can walk and run at three times his normal speed, walk or run across water, leap into the air and float 10 feet (3 m) high or across per level of the spell caster, and is impervious to heat, cold, and all physical attacks! Only psionic attacks and magic that affects the mind or emotions (including illusions) can hurt the transformed character.

Unfortunately, spell casting is impossible in this form because speaking or making any sound is impossible. Moreover, the intangible character can not touch, carry, operate or strike anything in the physical world except via psionic powers (if any). Despite being intangible, the ghostly figure can NOT walk through solid walls and objects. However, he can squeeze through narrow openings like a partially open window and bars that are at least two inches apart. **Note:** The transformed character can will himself back to normal at any time; counts as one melee action.

Demon's Mock Funeral

Range: Self or other.
Duration: Immediate results; 24 hours +12 per level of the spell caster.
Saving Throw: Standard save vs illusion with a penalty of -8; any bonuses to save vs illusion do not apply to this ritual.

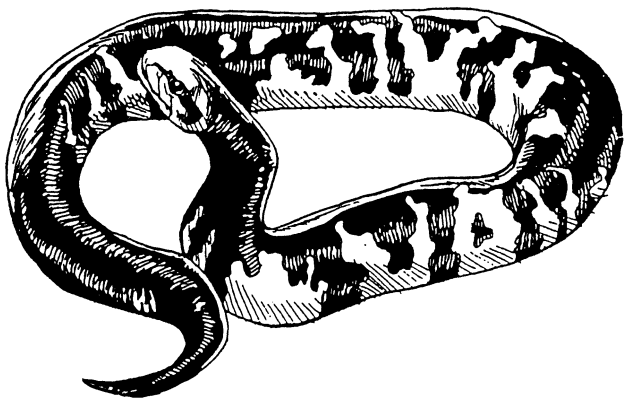
Note: Only effective against the select supernatural beings.

P.P.E.: Forty for one supposedly deceased individual, +20 for each additional member of a group or family included in the funeral as dead.

An unusual and strange magical ritual that creates a convincing illusion designed to trick supernatural beings (good and evil), Russian Woodland Spirits, Faerie Folk, Witches (all types) and their willing minions into believing a particular person is dead. This is usually done to stop the creature from following, troubling or seeking revenge upon the individual portrayed as dead. It can also be used to lower the creature's guard concerning old enemies or famed heroes (i.e. thinking his enemy or opponent is dead, the creature comes out in the open and re-establishes its operations/activity without worrying about interference or attack from the deceased).

Interestingly, this illusion only affects those beings noted previously, anybody else looking into the coffin sees the obviously artificial effigy. Consequently, any (fake) mourners and visitors paying their respects should wail and mourn to keep the illusion convincing. All Russian peasants (including children), Reavers, Gypsies and Russian people in general, recognize and understand exactly what this mock funeral is all about and act accordingly, weeping, kneeling or bowing, and crossing themselves as they pass the coffin, and placing a flower on it, etc.

Note: Any mortal removing the effigy from the coffin breaks the spell; supernatural beings and all those listed earlier will not touch the body.



Swords to Snakes (Russian)

Range: 60 feet (18.3 m).
Duration: One melee round (15 seconds) per level of the spell caster.
Damage: None, other than temporarily disarming one's foe.
Saving Throw: None, however, magic weapons are immune to this spell.
P.P.E.: Twenty-Five

This version of the powerful magic spell temporarily turns knives and swords (including Vibro-Blades, but not other types of weapons) into seemingly ordinary, nonpoisonous snakes! They don't do anything but squirm and deprive a warrior of his weapon. One sword/dagger can be transformed per level of the spell caster. Techno-Wizard and all other types of magic weapons are impervious to this magic.

Level Nine (Nature Magic)

Enchant The Mighty Rooster

Range: Touch or 10 feet (3 m); line of sight.
Duration: One melee round (15 seconds) per level of the spell caster.
Damage: None.
Saving Throw: Not applicable. Undead must save vs Horror Factor.
P.P.E.: Forty-Five

The Rooster is a traditional Harbinger of the New Day and announces the dawn and rising of the morning sun, thus it is an enemy of creatures of darkness. When in the hand of the Old Believer and enchanted by his magic, the Rooster becomes a weapon against vampires and the Unclean.

While enchanted, the bird can be used to identify vampires, Dybbuk, or any undead, as well as metamorphed Unclean (lesser Russian demons), by crowing, clawing and pecking at the hell-spawned creatures whenever within 20 feet (6 m) of one. Furthermore, the crow of the rooster hurts the ears of the undead and Unclean and strikes fear into the black hearts of these fiends equal to a Horror Factor of 16. A failed roll means the creature loses one melee action for that round and is -1 on initiative and -1 to parry and dodge, namely because the demons are so frightened and unnerved by its crowing. The penalties last for one minute, but if the rooster continues crowing every 30-60 seconds (and the animal will as long as these creatures are nearby) the penalties remain in place until the bird stops making noise. **Note:** If the vampires or Unclean know that dawn will be approaching soon (within the next 1-30 minutes) the penalty is doubled and a failed Horror Factor roll means the demon flees from the approaching light of day, even though it may be 30 minutes away.

The enchanted rooster can also track such creatures like a bloodhound to their current location, lair, or hiding place. Tracking skill is 79% +1% per level of the spell caster.

Magic Egg

Range: By touch.
Duration: The duration of the magic released varies.
Saving Throw: Varies, if it applies at all.
P.P.E.: Seventy

A large egg that has had its yolk removed through a tiny hole and the shell colorfully decorated with paint and bits of glued sparkles or seashells, bone and tiny gems and/or feathers. This enchantment turns the egg shell into a magic container with one M.D.C. To release the magic inside, one simply cracks the egg open. The magic inside the egg always affects the person who opens it, and may contain any of the following:

- 1D4+1 Honey Bees per level of the spell caster are released. If the opener is of a good alignment (including Unprincipled), they will circle the character's head for a moment. If he is injured, each bee will land on him and sting (a symbolic gesture so the magic will work through body armor). Each sting restores one Hit Point (or M.D.C. if a Mega-Damage creature). If healthy, the bees vanish, but in so doing, leave the character with a psychic premonition about some event in the immediate future, or about a friend or loved one in danger (i.e. that the person is in danger, the desperateness of the situation, and his general whereabouts). Duration: Approx. 1D4 melee rounds.

  The bees attack any evil creature and, at least momentarily, frighten and obscure vision until they can be killed. The individual plagued by the bees is -2 on initiative, -1 on all combat maneuvers and -15% to perform any skill. Furthermore, he is very conspicuous because of the swarm of buzzing bees around his head, making prowl and any stealthy action (pick pocket, seduction, etc.) impossible. Those seeing the strange occurrence are frightened or startled (Horror Factor 12) and likely to move out of his way. The bees are ordinary and can be killed from 1D4 S.D.C. points of damage, however, they are small and fast so attacks (other than fumigation) are done at -5 to strike per each bee. Duration: The bees swarm around the head of the evil individual for five minutes per level of the spell caster.
- An egg-shaped sphere of mystic energy; 10 P.P.E. points per level of the spell caster. This energy can be used within the next minute (four melee rounds) in the performance of magic, but only by the character who cracked open the egg.
- Armor of Ithan or Living Bones of Stone is cast upon the opener of the egg. Equal to the level of the spell caster.
- Calm Storm is cast equal to the level of the spell caster.

Speed of the Snail

Range: 60 feet (18.3 m)
Duration: 2 melees per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Fifty

This time distortion spell reduces the physical prowess, speed, and mobility of its victims to one-third their normal ability. Speed, attacks per melee, dodge and parry bonuses are all reduced to one-third. Spell casting and psionic powers are not affected. This spell can be cast upon 1D6 persons up to 60 feet away (18.3 m), but within the spell caster's line of vision. Affects animated dead, zombies, animals, robots and vehicles as well as people.

Level Ten (Nature Magic)

Healing Water

Range: 10 feet or by touch.
Duration: One minute per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Fifty for healing pool, 200 to restore life.

The mage can temporarily transform a tub, barrel of water or pond into "healing waters." Anybody placed in the water while it is enchanted will be physically restored. This means broken bones are magically knitted back together, cuts and bruises healed, and internal bleeding stopped and repaired; 4D6 Hit Points (no S.D.C.) are restored. As many as five people per minute can be healed; must immerse themselves completely for 6-10 seconds each.

If 200 P.P.E. is spent, and one pint of the spell caster's own blood added to the water, it can restore the life of the dead, provided that the body of the deceased is whole and has not been dead for more than three hours. As many as one character can be brought back to life (2D6 H.P. above zero) per minute. **Note:** The mage is temporarily drained as part of his life force is used to supplement and revive the deceased; reduce the spell caster's Hit Points, S.D.C., speed, all bonuses, and the number of attacks per melee round by half for 24 hours.

Snakes to Swords

Range: Touch and hand to hand combat range.
Duration: One minute per level of experience.
Damage: Varies with snake type.
Saving Throw: 18 or higher for normal snakes and 14 or higher for Worms of Taut. Victims of magic venom need to roll a 14 or higher to save vs magical poison.
P.P.E.: Twenty-Five for small nonpoisonous snakes, 50 for non-lethal venomous snakes, 100 for lethal snakes and constrictors, and 140 for select Worms of Taut.

This magic amplifies and combines with the snake's essence to reshape the serpent into a magic blade. The design of the weapon varies with the serpent being used. The handle or hilt retains the same color or color pattern as the snake and has the feel of snake skin (or worm skin as the case may be). The blade is silver and engraved with a design that looks like the serpent it was created from.

The damage and size of the blade also varies with the type of snake being used. **Nonpoisonous snakes** become daggers or short swords that inflict 3D6 H.P./S.D.C. or one M.D., depending on the nature of the target (meaning H.P./S.D.C. creatures take S.D.C. damage, while Mega-Damage creatures suffer M.D.).



Constrictors (nonpoisonous), like pythons or boas, become large swords that inflict 5D6 S.D.C. or 1D6 M.D.

Snakes with non-lethal venom become broad swords or other large swords that inflict 6D6 H.P./S.D.C. or 2D6 M.D. depending on the nature of their opponent.

Lethal venomous snakes (i.e. snakes who often kill with a single bite, including most vipers) become large swords that inflict 1D4x10 S.D.C. or 3D6 M.D., plus the victim struck by the weapon must roll to save vs poison (14 or higher). A failed roll means an additional 2D6 damage (S.D.C. or M.D.) plus the victim suffers from a burning sensation and lightheadedness (-10% on all skills for 24 hours).

Small Worms of Taut can also be transformed by this magic. Fire Worms are turned into flaming swords that inflict 1D4x10+8 M.D. (sorry, M.D. only). Nippers become large swords that inflict 3D6 M.D. (sorry, M.D. only), plus the victim struck by the weapon must roll to save vs poison (14 or higher). A failed roll means double damage (and -10% on all skills for 24 hours)! Tomb Worms become daggers or short swords that inflict 2D6 M.D. (sorry, M.D. only).

Note: Shifters or other mages who have snakes or Worms of Taut as their familiars will find this spell to be particularly useful. They will also be able to cast this spell at the standard P.P.E. cost, instead of the doubled cost required for those who do not practice Nature Magic.

Level Eleven (Nature Magic)

Circle Dance

Range: Varies, but no more than a five mile (8 km) diameter.

Duration: Results are immediate and last for 12 hours per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: Two Hundred, but note that 10 P.P.E. can be drawn from each participant without their noticing or caring because they are all willing participants in the ritual.

The *khorovody*, or circle dance, is a ritual magic disguised as a cheerful and festive event that involves singing and nurtures laughter, fun and good feelings in the participants (a few to over a hundred) and all observers, which can number over a thousand. This happy and positive feeling combined with the magic makes everybody who participates, watches or listens confident, positive and cheerful. It also makes them all +2 to save vs all magic with evil intent for the next 24 hours +4 hours per level of the spell caster. Furthermore, the detestable merriment sends lesser demons, evil Woodland Spirits, Faerie Folk, witches and evil beings retreating to sulk and grumble in their dark and dingy lairs for the next 48 hours (coming out only if drawn out).

Protective Magic Ring

Range: Varies with the current need, maximum of one mile (1.6 km) diameter per level of experience.

Duration: Results are immediate and last for 12 hours per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: One Hundred Forty

This ritual magic can be used in one of two ways:

Circling a farm or homestead before sunrise and either sweeping around the area three times in a circle with a newly made (not yet used) broom, or by encircling the place and laying small charms and icons along the path of the circle to: 1) prevent illness, lesser demons, and evil Woodland Spirits from penetrating the protective magic circle for the next 24 hours +1 hour per level of the spell caster; or 2) to send lesser demons and evil Woodland Spirits and Faerie Folk running from inside the enchanted circle and stay gone for 8 hours per level of the spell caster.

Summon Fog

Range: Up to 10 miles (16 km) away per level of experience.

Duration: One hour per level of experience.

Saving Throw: None.

P.P.E.: One Hundred Forty

The spell caster can call forth a dense fog that will impair vision and make travel difficult. The fog is so thick that a person can see clearly for four feet (1.2 m) and see only blurred, shadowy figures and shapes for about another 10 feet (3 m). Anything beyond 10 feet (3 m) is totally obscured by fog. The fog can be made to cover a one mile area (1.6 km) per each experience level of the spell caster.

Safe travel is slowed to a crawl. On foot, a safe speed is 10 or less, and even then there is a 30% chance of tripping over something every 30 feet or so (9.1 m). A completely safe speed is 3. Running faster than a speed of 10 is hazardous, with a likelihood (60%) of falling every 30 feet of travel. All sense of direction is lost. A safe speed for an automobile is 5 mph (8 km). Up to 20 mph (32 km) can be attained, but the risk of running off the road is 60%, and for every half mile there is a 40% chance of crashing into something. Traveling faster than 25 mph (40 km) is certain disaster, with an 85% likelihood of running off the road and a 70% chance of crashing. Roll for every 600 feet (183 m). Air travel is impossible.

Bonuses or penalties? The fog adds a +20% to prowl skills. Long-range combat and gunfights are extremely difficult. All such attacks, including distance magic and psychic attacks, are -5 to strike and opponents are +2 to dodge each other's attacks. **Note:** The summoner can cancel the fog at any time or let it last out its full duration. It can be summoned day or night, any time of the year.

Level Twelve (Nature Magic)

Bee's Wax Effigy

Range: Touch to make the effigy, but the effects of its magic are good up to five miles (8 km) away.
Duration: Results are immediate and last for 12 hours per level of the spell caster. Takes 20 minutes to make the figure and perform the magic.
Saving Throw: Not applicable.
P.P.E.: Two Hundred Eighty

Note: Ancient and rare Beekeeper's Magic.

A ritual magic that involves the mage making a small wax figure out of bee's wax and applying to it a lock of hair or fingernails of the character to be protected. The wax figure is then put in a safe (often secret) place. Once the ritual is completed, the magic is in place.

The Bee's Wax Effigy is a form of protection magic that endows the person it represents with one of the following:

- Impervious to fire, including M.D. plasma and magic fire.
- Impervious to cold, including magic cold and ice shards (harmlessly bounce off the character although they sting a bit).
- Impervious to poison and disease, including magical illness, spoiling and toxins (like the poison pimples of the Kaluga Demon Hag), but not curses.
- Impervious to mind control and possession.
- Resistant to Witches: +3 to save vs all spells, curses, spoiling and psionic attacks from any type of witch.
- The Blessing of the Good Earth: this protection comes in the way of increased strength and endurance, making the recipient +6 to P.S., immune to fatigue, and +1 to save vs magic, poison, and disease.

Calm Storms

Range: Immediate area around the mage, affecting a one mile (1.6 km) area per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred

The spell caster can calm the tumultuous tempest of nature with a simple invocation and 200 points of potential psychic energy. As a spell, the mage can slow a downpour to a light rain, reduce wind speed by half, reduce waves by half and lighten the dark, stormy skies.

Using ritual magic the mystic can turn a torrential rain into a drizzle, reduce winds to a gentle breeze, shrink ocean waves to normal, disperse a tornado in an instant and get the sun to peek through clearing skies.

Note: Calm Storms is effective against natural and magically induced storms.

Summon Rain

Range: Immediate area around the mage or up to 10 miles (16 km) away per level of the experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred

The spell caster can create a rainstorm out of thin air. The rain can be controlled to be a drizzle, light rain or downpour. One mile (1.6 km), per level of experience, can be affected by the rain. A heavy storm will reduce visibility and slow travel.



Nazcan Line Magic

World Book Nine: South America Two™

Peruvian Magic & Ancient Secrets

The mystical drawings on the Nazca plateau of South America are but one example of the magical powers of the lost Nazcan culture. The Nazcans discovered millennia ago that symbols could be made to work powerful magic; this knowledge may date as far back as the prehistoric cave paintings in Europe 30,000 years ago. The fact that many ancient South American peoples practiced cave painting may be related to this practice. The Nazcans went beyond those primitive forms of associative magic; by 10,000 BC, their culture had mastered a system of magic that bridged the gap between an object and a symbol of an object. By drawing on the rich magical fields that existed on Earth at that time, the line makers could create magical constructs of pure energy. These constructs ranged from solid energy walls and constructs of energy to animated energy creatures.

The ritual of making the drawings became the focus of the magician's will and energy. The drawing also acted as a matrix that held pure magical energy and contained it in the desired form. To some degree, each pattern acts like a miniature system of ley lines and nexus points, storing and controlling magic to produce a particular effect.

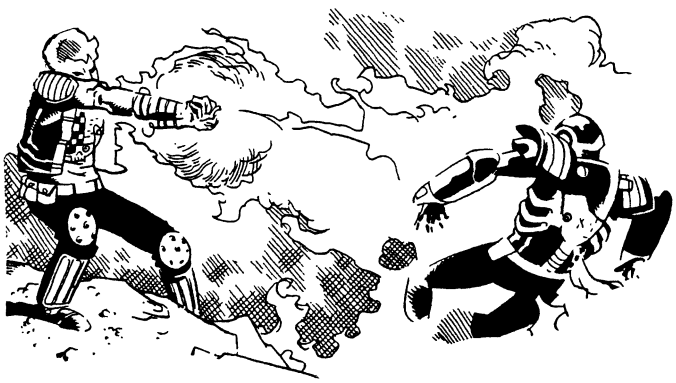
Most Nazca line creations shine like neon lights, and are constructs of energy made solid. Semi-transparent and luminous, they can be easily confused for holograms or illusions, but their power is very real. An energy jaguar's claws are just as powerful, if not more so, than a real one's.

Unlike traditional magic, which is based on the spoken or written word (casting spells, reading from scrolls, etc.), South American *Line Magic* uses drawings. When casting a spell, the line maker draws the desired pattern; when the drawing is completed, P.P.E. flows from the mage into the pattern, fueling it. Pre-made drawings can also be used, in which case the spell effect occurs immediately after P.P.E. has been spent on it. Patterns are often drawn on jars and ceramic objects, or woven in capes, carpets, etc. Only characters with skills in weaving can inscribe patterns in clothing, although patterns can also be drawn on body armor, vehicles and other flat surfaces.

Note: Nazcan Line Magic is a closely guarded secret known and practiced in a very limited geographic region in South America. In fact, most of the world knows nothing about it; the local people, the Splugorth of Atlantis and a handful of adventurers being the only exceptions. Thus, Line Making Magic is *rare* throughout South America and unheard of in Central America, Mexico and the rest of the world. It is a unique type of magic that was developed in one particular, isolated, region of the world. Even dimension spanning Nazca Mages are hesitant to share their secrets. Consequently, this form of magic is most common to the *Empire of the Sun, Peru* in general, and extremely rare anywhere else.

Only the *Nazcan Line Maker O.C.C.* can master the secret form of Line Magic. Characters of other magical O.C.C.s can *learn to use* line drawing rituals, but the alien style of magic requires a lot of work and is very difficult to operate and understand. First of all, the characters must have the *Art skill* to learn how to draw the pattern, and they never gain the bonuses that allow *true* Line Makers to make symbols without using drawing implements (see the Nazca Line Maker O.C.C. in **World Book Nine: South America Two** for more information). Furthermore, the art of magic drawing requires a different type of discipline, focus and precision that most other magic O.C.C.s find awkward and disorienting (only the circle making Diabolist from Palladium Fantasy has a knack for Line Making Magic).

A mage such as a Ley Line Walker, Mystic, Temporal Mage, etc., who is at least second level and who has been *studying Line Magic* under a Line Maker can learn, purchase or mystically acquire one line ritual. However, the power, range and effects of the Line Magic magic/spell functions at only *half* the level of the magician! For example, a fourth level Ley Line Walker who learned a Line Magic ritual would only cast it at second level strength; a seventh level one would only cast it at third level of power (round down when halving levels). Only the Line Maker O.C.C., who has spent a lifetime studying these rituals, can use their powers at full strength (and are themselves penalized in that they can not cast most regular spells).



Nazcan Line Magic, by Type

There are two basic forms of Nazcan Line Magic: *Common Line Drawings* and *Secret Line Drawings.* Since neither of these correspond to levels of experience, the various line patterns of this arcane art will be listed below in alphabetical order by type.

Common Nazca Line Drawings
Close Rift (200+)
Draught of Health (8)
Earthquake Pattern (50 to 200)
Energy Jar (20)
Entryway (15)
Feast Sign (6)
Fire Lines (8)
Greater Animal Drawing (18 to 72)
Healing Pattern (20)
Lesser Animal Drawing (6 to 24)
Line Blast (30)
Monster Drawing (25 to 120)
Pattern Armor (45)
Pattern of Control (30+)
Pattern Wall (8+)
Pattern of Wounding (40)
Power Symbol (20)
Symbol of Pain (25)
Wield Lightning (25 or 35)

Secret Line Magic
Create Ley Line Storm (800)
Extend Ley Line (200+)
Make Ley Line (300+)
Open Rift (2000+)
Permanency (Special)
Warrior Pattern (40)
Activating Nazca Lines of the Plateau (Special)

Common Nazcan Line Drawings

All line drawing rituals have three elements: 1. The drawing the design. 2. The time it takes to draw (divided into minutes for long rituals or melee attacks/actions for short ones; approximately 3-7 seconds; most practitioners of magic have two to four actions per melee). 3. The P.P.E. cost. Range and area are typically determined by the drawing itself; magic effects with range are detailed in the ritual description. Unless otherwise indicated, spells that negatively affect the subject of a mystical attack can be resisted with a successful saving throw against magic.

G.M. Note: Some of the magic powers have been slightly reworked for better clarity and some have been reduced in power. Any discrepency between these descriptions and those that appear in earlier editions of *Rifts® South America Two* should always defer to those present in the Rifts® Book of Magic. These are the "official" descriptions for Nazca Line Magic. The G.M. should feel free to reduce the damage and duration of the magic (and weapons) that appear in both South America World Books by one third to make them fit better with the rest of the world. Remember, South American magic (and weapons) are NOT known to the rest of the world and may even be rare in other parts of the country.

Close Rift

Drawing Description: Two sets of arrows forming the sides of a triangle, aiming towards the Rift.

Time to Draw: Two melee actions.

P.P.E.: 200 +2 P.P.E. from the character's permanent P.P.E. base!

This ritual works just like the *Close Rift* invocation except that the ritual form with Line Magic will only take 1D6 minutes.

Draught of Health

Drawing Description: A circle within a square, with a snake twisting out of each corner of the square.

Time to Draw: Three melee actions.

P.P.E.: Eight

The drawing is done on the outside of a canteen, cup, glass or other drinking vessel. Traditionally, it was permanently inscribed on a ceramic jar. When the P.P.E. is expended, the drinking vessel is filled with a glowing red liquid. Drinking this liquid will heal 1D8+2 Hit Points or S.D.C., or 1D4+1 M.D.C. for supernatural beings. The liquid must be drunk within 24 hours, at which point it will vanish.

Earthquake Pattern

Drawing Description: A double line with many complex geometric symbols in the middle, forming a triangle with three equal sides. There are three sizes; 5 foot (1.5 m), 10 foot (3 m), and 30 feet (9.1 m) long.

Time to Draw: 10 or 30 minutes for the two smaller ones, one hour for the largest ones.

P.P.E.: Fifty, One Hundred or Two Hundred

These patterns send impulses along ley lines to cause tremors or even full-fledged earthquakes. The same pattern can also prevent earthquakes from happening in an area. The smallest (5 foot/1.5 m) pattern affects a 50 foot (15.2 m) area up to one mile (1.6 km) away (the Line Maker must know or be able to see the area affected). The larger one affects a 200 foot (61 m) area up to ten miles (16 km) away, and the most powerful one affects a 600 foot (183 m) area up to 20 miles away (32 km). **Note:** The duration of the tremors is one minute per level of the maker.

The initial earthquake strength is relatively low (2.0 Richter); each minute after the first increases the severity by a full point on the Richter Scale; at levels 4-6, most buildings (those not built to withstand earthquakes or made of energy, including most S.D.C. structures) may collapse; level 9 earthquakes are the most powerful possible, and they will destroy almost anything in the epicenter (one-tenth of the overall area affected) and severely damage everything else, toppling all S.D.C. structures and damaging Mega-Damage ones (each structure loses half its M.D.C.). **Note:** During an earthquake, vehicles are shaken and control will be lost (including robot vehicles). The passengers inside are tossed around the vehicle, taking 1D4 S.D.C. damage every melee round/15 seconds if buckled into their seats, 4D6 S.D.C. damage if not. Furthermore, vehicular control is extremely difficult: -40% on the piloting skill for even the most basic maneuvers, -60% on stunts, and an additional -20% if speeding faster than 30 mph (48 km). The greatest danger to those in vehicles, robots, and walking in the streets are buildings toppling down on them and crushing or burying them alive! There is also some risk of fissures opening up in front or underneath them and swallowing them into the earth! Those on foot will be knocked to the ground and crawl or stumble at one-tenth their normal speed.

The pattern can also be used to help protect against earthquakes. The area affected is the same, but the duration is equal to the earthquake's, and the severity level of the tremors is reduced by 2 levels on the Richter Scale per level of the caster. For example, if an earthquake with a severity level of 5.6 struck an area protected by a second level magician, the severity would be reduced by four levels, to 1.6. A third level magician would drop the severity by six levels, meaning that while the earth shook all around, the area protected would suffer no ill effects whatsoever.

Energy Jar

Drawing Description: An intricate interlacing geometric pattern, typically drawn or painted on a jar or drinking vessel.

Time to Draw: 5 minutes (20 melee rounds).

P.P.E.: Twenty

Can only be drawn at a ley line or nexus point. The pattern acts as an energy matrix which can store 2D6 P.P.E. per level of the caster inside the container. This energy can be kept inside the container until needed, but it is completely used up whenever the energy is released, whether the character wants to use it all or not. The energy can be used by any practitioner of magic. The container has to be at least the size of a canteen; a mage could expect to carry no more than 4-6 of these containers (in addition to other equipment) without being laden down and cumbersome. If the character has seven or more containers, the following penalties apply: reduce speed by 10% and initiative and parry and dodge rolls by two points.

Note: Energy Jars are for sale in the *Empire of the Sun* and in areas that trade with the Empire, such as *New Babylon.* Cost for these jars is typically 50 to 100 credits per P.P.E. point stored.

Entryway

Drawing Description: A doorway with crisscrossing diagonal lines is drawn on a wall or other surface.

Time to Draw: Two melee actions.

P.P.E.: Fifteen

When activated, the pattern creates a doorway or opening on any non-living material. This can be a wall, fence, roof of a vehicle, etc. The maximum thickness of material that can be penetrated with this ritual is three feet (0.9 m). The area affected gets a save versus magic, at +3 if the material is an M.D.C. alloy. The ritual also does not affect energy force fields, magic walls/barriers, or living materials like a tree or human.

Feast Sign

Drawing Description: A basket or jar, overflowing with food stuff.

Time to Draw: Three melee actions.

P.P.E.: Six

The drawing is typically made on a jar, basket or other food container. When the ritual is complete, six glowing, wafer-like, thin squares of magical energy appear in the container. These wafers provide sustenance for any living thing that eats to survive. Each spell casting provides enough to satisfy a human for three meals (2 wafers per meal; 6 wafers are created). Larger humanoids, or beings with higher metabolisms, will need to consume more to sustain themselves.

The energy wafers have a tingling "taste" and a faint scent of ozone. Although not filling, the energy creations will quell hunger and make people feel energized and revitalized in 1D4 minutes. No digestion process is needed, as the energy automatically bonds with the body. Even Psi-Stalkers will gain nourishment from these energy wafers; the equivalent of one P.P.E. point per each wafer (Psi-Stalkers need 50-100 P.P.E. per week).

The wafers do nothing for thirst, vitamin deficiencies, or other nutritional needs (minerals, etc.); they only provide energy. Living exclusively on the energy blocks will have detrimental effects on humans after 1D4+2 weeks, causing dizziness, vision impairment, pangs of hunger even after eating the wafers, and other afflictions as a result of malnourishment-the body's way of letting one know it needs proper food and vitamins. If combined with vitamin supplements and/or normal foodstuffs, however, no negative effects apply.

Fire Lines

Drawing Description: A serrated line surrounded by triangles.

Time to Draw: One melee round (15 seconds) per 3 feet (0.9 m) of length.

P.P.E.: Eight P.P.E. per 3 foot (0.9 m) section.

The line maker must draw the line on the ground. Like all other line patterns, once drawn, it can be activated at will. The pattern causes walls of greenish flame to shoot up ten feet (3.0 m) into the air wherever the lines are activated. Anything crossing the fire wall will suffer 6D6 M.D. energy damage.

Greater Animal Drawing

Drawing Description: Fundamentally the same as Lesser Animal Drawing, but surrounded in a circle within a triangle.

Time to Draw: Three melee actions for a small creature, four for a medium-sized one, five for a large animal, and six for a huge one (see Lesser Animal Drawing for size determination).

P.P.E.: Eighteen for a small creature, 30 for medium-sized, 45 for large and 72 for huge ones.

Duration: Five minutes +1 minute per level of the Line Maker.

This pattern creates an energy animal with M.D.C. equal to its S.D.C., and equivalent Mega-Damage from its attacks; bite, claws, sting, etc. For example, an animal that inflicts 2D6 S.D.C./Hit Points from its bite, now does 2D6 M.D.!

Healing Pattern (Minor)

Drawing Description: A geometric human figure is drawn on the ground or on a bed (permanent patterns are often woven on blankets).

Time to Draw: Five minutes (20 melee rounds).

P.P.E.: Twenty

The person to be healed must lay down on the pattern. When the spell is activated, magical energy surrounds the subject, healing 1D6x10 S.D.C. *or* Hit Points (or 1D4x10 M.D.C.) and curing any natural disease, infection or ailment (but not the effect of a curse or other magic). Minor crippling injuries, including broken bones, concussions and torn ligaments, will also be healed, but only if the subject is brought to full Hit Points and S.D.C. strength. The patient who continues to lay on the pattern will gain an additional 3D6 S.D.C. (or 2D6 M.D.C.) every *hour* he remains there, until he regains his full health/Hit Points/S.D.C. **Duration:** The pattern will remain active for one hour for every level of experience of the caster, but only works on the one individual it was specifically created to heal.

Lesser Animal Drawing

Drawing Description: A geometric, two-dimensional, line representation of a specific animal, at 1/5 to 1/20th scale.

Time to Draw: Small animals (cat-sized or smaller): 1 melee round. Medium-sized (dog-sized to man-sized): 2 melee rounds. Large (up to horse-sized): 3 melee rounds. Huge animals (buffalo, elephants, etc.): 4 melee rounds/one minute.

P.P.E.: Six for small animals, 10 for medium-sized, 15 for large and 24 for huge types.

Duration: The pattern is powered by the spell for 10 minutes plus one minute per level of experience of the Line Maker.

This pattern creates an *energy animal* with S.D.C. and powers equivalent to the real life version, but which looks like it is made of glowing energy. The creature is a construct that will obey every command of its maker, and it has maximum S.D.C. and Hit Points common to that type of animal (see the **Monsters & Animals** sourcebook for *The Palladium Fantasy RPG®* for stats of approximately 200 different animals). **Note:** Each time the ritual is learned, the line maker knows how to create *one* type of energy animal. The ritual can be learned multiple times, each time learning the pattern of a *new animal type* or animal category. The specific animals must be known to the line maker either from pictures or in real life, consequently, the animals and insects drawn most often reflect those indigenous to South America. Animals commonly created by this magic include:

Alligator & Caiman: The same size and behavior as the real animals (but look like they are made of glowing energy). 40 Hit Points and 30 S.D.C. Bite inflicts 2D6+2 S.D.C. damage, slashing and tearing hands do 1D4 damage. Two attacks per melee. +3 to strike, +1 to parry and +2 to dodge. Average speed is 9 on land and 14 in water/swimming. Nightvision 40 feet (12.2 m), swim 90%, hold breath for up to four minutes, prowl in/under water 68%, excellent sense of smell and hearing, track by smell 55%.

Ape: Chimpanzee: The same size and behavior as the real animal. 48 Hit Points and 40 S.D.C. Bite inflicts 2D4 S.D.C. damage, slashing and tearing hands do 2D4+3 damage. Three attacks per melee. +3 to strike, +2 to parry and dodge, and can use simple weapons such as clubs, knives, swords, etc. Average speed is 10. Nightvision 15 feet (4.6 m), climb 60%, leap up to 10 feet (3 m).

Ape: Gorilla: The same size and behavior as the real animal. 80 Hit Points and 80 S.D.C. Bite inflicts 2D4 S.D.C. damage, slashing and tearing hands do 2D6+6 damage. Four attacks per melee. +3 to strike, +3 to parry, +1 to dodge, and can use simple weapons such as clubs, knives, swords, etc. Average speed is 12. Nightvision 15 feet (4.6 m), climb 40%, and prowl 40%.

Baboon: The same size and behavior as the real animal. 48 Hit Points and 10 S.D.C. Bite inflicts 2D6+3 S.D.C. damage, slashing and tearing hands do 2D4+2 damage. Three attacks per melee. +3 to strike, +2 to parry and dodge. Average speed is 12. Nightvision 40 feet (12.2 m), exceptional vision and hearing, track by smell 45%.

Badger & Wolverine: The same size and behavior as the real animals. 30 Hit Points and 10 S.D.C. Bite or slashing claws do 1D6+2 S.D.C. damage. Three attacks per melee. +1 to strike and parry, and +3 to dodge. Average speed is 12. Nightvision 50 feet (15.2 m), track by smell 65%, and dig 5 feet (1.5 m) per minute.

Bear: Black and Brown: The same size and behavior as a real bear. 66 Hit Points, 80 S.D.C. Bite does 1D8+2 S.D.C. damage, slashing claws 2D6+6 damage, pouncing/ram does 1D6+4 and has a 1-50% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +2 to strike and parry, +1 to dodge. Average speed is 22 but can run in bursts of speed at 30 mph (48 km) for up to 15 minutes.

Bear: Grizzly: The same size and behavior as a real bear. 120 Hit Points, 80 S.D.C. Bite does 1D8+6 S.D.C. damage, slashing claws 2D6+8 damage, pouncing/ram does 2D6+4 and has a 1-62% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Four attacks per melee. +2 to strike and parry, +1 to dodge. Average speed is 16 but can run in bursts of speed up to 20 mph (32 km) for up to 15 minutes.

Bird: Hawk or Falcon: The same size and behavior as the real animals. 16 Hit Points and no S.D.C. Bite 1D6 S.D.C. damage, slashing claws inflict 1D4+2 damage, and a diving claw attack 2D4+2 damage, but counts as two attacks. Three attacks per melee, +2 to strike and parry and +3 to dodge. Average speed flying is 50, about 35 mph (56 km). Nightvision 300 feet (91.5 m), exceptional vision and hearing, and track by smell 65%.

Bird: Eagle: The same size and behavior as the real animal. 24 Hit Points and 10 S.D.C. Bite 2D4 S.D.C. damage, slashing claws inflict 2D6+4 damage, and a diving claw attack 4D6+4 damage, but counts as two attacks. Four attacks per melee, +2 to strike and parry and +3 to dodge. Average speed flying is 50, about 35 mph (56 km), but can attain a speed of 75 mph (120 km) and maintain that speed for an hour. Nightvision 400 feet (122 m), exceptional vision and hearing, and track by smell 46%.

Boar or Wild Pig: The same size and behavior as the real animals. 40 Hit Points and 40 S.D.C. Bite/slashing tusks do 1D8+2 S.D.C. damage, head butt does 1D6+2, ram does 2D6+4 and has a 1-55% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +1 to strike, and +2 to dodge. Average speed is 22 but can run in bursts of speed at 35 mph (56 km) for up to 30 minutes.

Canine: Fox, Coyote, Jackal, or Small Dogs: The same size and behavior as the real animals. 24 Hit Points, 10 S.D.C. Bite does 1D6+4

S.D.C. damage, slashing claws do 1D4 damage. Three attacks per melee. +1 to strike and parry, +4 to dodge. Average speed is 50, about 35 mph (56 km) and can run at that speed for 1D6 hours. Track by smell 60%, swim 50%, keen vision and hearing.

Canine: Wolf or Large Dogs: The same size and behavior as the real animals. 48 Hit Points, 40 S.D.C. Bite does 2D6+8 S.D.C. damage, slashing claws 1D4 damage, three attacks per melee. +3 to strike, +1 to parry, +6 to dodge. Average speed is 50, about 35 mph (56 km) and can run at that speed for 2D4 hours. Track by smell 85%, swim 65%, prowl 50%, keen vision and hearing, and nightvision 30 feet (9 m).

Elephant: The same size and behavior as the real animal. It can be ridden by the Line Maker who created it. 90 Hit Points and 80 S.D.C. Three attacks per melee, tusks inflict 2D6+6 S.D.C. damage, strike from trunk 1D6, leg kick/stomp 3D6+6 damage, head butt does 3D6+6, and a ramming charge and trample inflicts 6D6+6 damage and has an 80% likelihood of knocking opponents weighing less than 1000 lbs (450 kg) to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average speed is 10, about five mph (8 km), but can run as fast as 35 mph (56 km) for 30 minutes. Keen hearing and sense of smell, good vision, nightvision 40 feet (12.2 m), swim 90% and has prehensile trunk.

Feline: African Lion: The same size and behavior as the real animal. 52 Hit Points, 80 S.D.C. Bite does 2D4 S.D.C. damage, slashing claws 2D6+6 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average speed is 22, about 15 mph (24 km), but can run in bursts at a speed of 25 mph (40 km) for 1D4 minutes. Track by smell 70%, swim 50%, prowl 70%, climb 30%, leap up to 15 feet high (4.6 m) and 20 feet long (6 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Feline: Bobcat, Lynx, Ocelot, Jaguar, Mountain Lion: The same size and behavior as the real animals. 42 Hit Points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+3 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average speed is 22, about 15 mph (24 km), but can run in bursts at a speed of 30 mph (48 km) for 1D4 minutes. Swim 44%, prowl 86%, climb 90%, leap up to 20 feet high (6 m) and 20 feet long (6 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Feline: Leopard & Panther: The same size and behavior as the real animals. 48 Hit Points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+3 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average speed is 22, about 15 mph (24 km), but can run in bursts at a speed of 35 mph (56 km) for 1D4 minutes. Track by smell 50%, swim 80%, prowl 90%, climb 75%, leap up to 20 feet high (6 m) and 40 feet across (12.2 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Feline: Tiger: The same size and behavior as the real animal. 68 Hit Points, 80 S.D.C. Bite does 2D6 S.D.C. damage, slashing claws 2D6+8 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average speed is 22, about 15 mph (24 km). but can run in bursts at a speed of 35 mph (56 km) for 1D4 minutes. Track by smell 50%, swim 80%, prowl 70%, climb 50%, leap up to 20 feet high (6 m) and 25 feet long (7.6 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Ferret, Mink, or Marteen: The same size and behavior as the real animals. 12 Hit Points and no S.D.C. Bite and slashing claws inflict 1D4 S.D.C. damage. Three attacks per melee, +1 to strike and parry and +4 to dodge. Average speed is 10. Nightvision 40 feet (12.2 m), exceptional vision and hearing, track by smell 65%, climb 50%, prowl 65%, and swim 70%.

Horse: The same size and behavior as the real animal. It can be ridden by the Line Maker who created it. 48 Hit Points and 80 S.D.C. Three attacks per melee, bite inflicts 1D4 S.D.C. damage, front leg kick 2D6 damage, hind leg kick 4D6 damage, charging head butt does 2D4+10 and has an 80% likelihood of knocking opponents weighing less than 300 lbs (135 kg) to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average speed is 33, about 22 mph (35 km), but can run as fast as 45 mph (72 km) for 1D4 hours. Can also leap up to six feet high (1.8 m) and 12 feet long (3.6 m), keen hearing, and swim 50%.

Monkey: The same size and behavior as the real animal. 32 Hit Points and 10 S.D.C. Bite and slashing/tearing hands inflict 1D6+1 S.D.C. damage. Three attacks per melee, +3 to strike and parry and +5 to dodge. Average speed is 12. Nightvision 25 feet (7.6 m), exceptional vision and hearing, climb 95%, acrobatics 95%, leap 8 feet high (2.4 m) and 20 feet (6 m) across in trees, prehensile tail.

Rhinoceros: The same size and behavior as the real animal. It can be ridden by the Line Maker who created it. 84 Hit Points and 80 S.D.C. Two attacks per melee, jab with horn inflicts 2D6+4 S.D.C. damage, leg kick/stomp 3D6+4 damage, head butt with horn does 3D6+4, and a ramming charge and trample inflicts 4D6+6 damage and has an 80% likelihood of knocking opponents weighing less than 1000 lbs (450 kg) to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average speed is 14, about seven mph (11 km), but can run as fast as 30 mph (48 km) for 12 minutes. Keen hearing and sense of smell, poor vision, and swim 40%.

Scorpion: The same size as a common scorpion, it behaves as a living scorpion would, its sting is poisonous. Three attacks per melee, +2 to strike and dodge, Spd. 8, and can climb most surfaces except glass or highly polished metal.

Spider (non-poisonous): One to three inches (76 mm maximum) in diameter. Bite does one point of damage. Two attacks per melee, Spd. 10, and can climb most surfaces except glass or highly polished metal.

Spider (poisonous): Three inches (76 mm) in diameter. Bite does one point of damage plus 4D6 damage (roll to save vs poison — a successful save means no damage). Three attacks per melee, Spd. 12, and can climb most surfaces except glass or highly polished metal.

Snake (poisonous): About four to six feet long (1.2 to 1.8 m). Moves and behaves as a normal snake. Bite inflicts 1D4 S.D.C. damage and releases a poison that causes an additional 4D6 damage (roll to save vs poison — no damage if save is good). Two attacks per melee. +3 to strike and dodge, Spd. 7.

Wasp or Bee: The same size as the common insects, it behaves as a living bee or wasp. Its sting is painful, causing one S.D.C. point of damage per every two stings. Two attacks per melee, +2 to strike and dodge, Spd. walking 8, Spd. flying 37 (25 mph/40 km) and can climb most surfaces except glass or highly polished metal.

Line Blast

Drawing Description: A snake in a square in a triangle.
Time to Draw: Two melee rounds (30 seconds).
P.P.E.: Thirty
Saving Throw: Special; can only he dodged, and the dodge roll must be 16 or higher.

This pattern can only be drawn on the ground within a mile (1.6 km) of a ley line or 2 miles (3.2 km) from a nexus point. Its power feeds off the ambient energy near the ley lines rather than on the power of the spell caster. When activated, it creates an arcing crackle of energy that inflicts 1D6 M.D. per level of the caster on the target (range 300 feet/91.4 m).

Drawing the line on the ground takes two melee rounds. Once it is drawn it can be used at any time by simply spending P.P.E. energy (so giving a Line Maker time to prepare is very dangerous). Also, it can be woven onto a carpet or blanket, ready to be activated whenever it is rolled on the ground (must still be near a ley line and the P.P.E. must be spent for each activation, however). **Duration:** Once activated, the Line Maker can use the Line Blasts for four melee rounds at level one, plus one additional melee round per each new level of experience. Each energy attack counts as one melee attack/action. The Line Maker must stay within 20 feet (6.1 m) of the line drawing to be able to use its power.



Monster Drawing

Drawing Description: A fanciful pattern, usually with horns, clawed hands or tentacles, and sinister looking faces or of known monster species.

Time to Draw: Three melee actions for a small monster (less than 50 M.D.C.), four melees for a medium-sized monster (less than 150 M.D.C.), six melees for a large monster (less than 400 M.D.C.) and eight melees for a huge monster (500-1,000 M.D.C.).

P.P.E.: Twenty-Five for a small monster, 50 for a medium-sized creature, 75 for a large one and 120 for a huge monster.

Duration: One minute per level of the maker.

These magic drawings create an energy monster with maximum M.D.C. and power. Only non-intelligent monsters can be created through this ritual. The construct will obey its maker and fight his enemies to the death. Nazca sorcerers use the creatures as bodyguards, mounts, and guardians. Once summoned, the monster will exist for one minute per level of the caster.

Note: Each monster species has an individual pattern that must be learned separately; so, for example, a line maker could have Monster Drawing: Pegasus and Monster Drawing: Fury Beetle. Each monster pattern counts as a specific line ritual. Most creatures from the Rifts Conversion Book One, Rifts Atlantis, Monsters & Animals and other sourcebooks are known to the Nazca, and they have line patterns for each of them.

Pattern Armor

Drawing Description: Depicts a jaguar-headed warrior with a club and a spear, surrounded by snakes.

Time to Draw: Four melee rounds (60 seconds).

P.P.E.: Forty-Five

The symbol can be drawn on a wall or armor, or woven into clothing. When activated, a neon-red suit of semi-transparent armor surrounds the caster or the subject of the line drawing (such armor can be used by characters other than the line maker, but this must be indicated in the drawing). This energy armor protects with 100 M.D.C. Furthermore, as long as the energy armor surrounds the wearer, it transforms his strength into Supernatural P.S. **Duration:** The armor and its powers last for two minutes (8 melee rounds) per level of the Line Maker.

Pattern of Control

Drawing Description: Varies from the instructions made in the pattern, but are usually a pictogram symbolizing the circumstances or events needed to trigger the pattern. Any line maker seeing the pattern has +15% to his basic skill to recognize the pattern and the instructions it has set.

Time to Draw: 5 to 10 minutes depending on the complexity.

P.P.E.: Thirty, but does not count the P.P.E. cost of any pattern activated by this ritual.

This line drawing enables the magician to delay the triggering of another line ritual drawing until some event or circumstance has occurred. For example, a Line Maker could make a monster drawing (Peryton) and add a Pattern of Control specifying that the monster will only appear if a stranger enters the chamber where both symbols are drawn. Or a Symbol of pain will strike anybody touching or opening the treasure chest in the room where the two drawings are made. When conducting the ritual, the P.P.E. for both the activated ritual and the pattern of control must be spent right there and then. **Duration:** The pattern of control will hold the P.P.E. of both drawings in the pictogram for one week per level of experience. If the two line drawings are within a mile (1.6 km) of a ley line or ley line nexus, duration is extended to one month per level of experience!

Pattern Wall

Drawing Description: Lines are drawn on the ground; the pattern determines the height, thickness, and roofing, if any, of the walls.

Time to Draw: Two melee actions per 6 foot x 6 foot (1.8x1.8 m). section of wall.

P.P.E.: Eight per 6x6 foot (1.8 x 1.8 m) section.

This is the basic spell that enabled the Nazcans to build their energy buildings and cities. When activated, a wall of shining red, green, blue or yellow light (character's choice) appears as a sheet of energy and can be used like self-connecting building panels. If two walls are made at right angles to each other, or as a square/box, a roof can be made to cover it at no extra cost. Details like walls or windows can also be selected by the specific patterns of the line drawn.

Each 6x6 foot (1.8x1.8 m) section of wall has 200 M.D.C. By spending more power (at least an additional 8 P.P.E.), the Line Maker can extend the wall, and ultimately make an entire house or building, tower, etc. The walls each last one hour normally, but if placed within a mile (1.6 m) of a ley line, they last eight hours, and if built directly on a ley line they will last 24 hours, and 48 hours at a nexus! The secret Permanency power must be used to create a permanent structure.

Pattern of Wounding

Drawing Description: Small drawings of spears and arrows, made on a weapon's blade or hilt.

Time to Draw: One hour.

P.P.E.: Forty

Note: Only one weapon can be enchanted per ritual.

This enchantment surrounds a melee weapon with magical energy. The most common weapons used are clubs, spears, swords and axes. When magic line drawing is activated, the weapons will do M.D. damage equal to *doube* the weapon's normal damage! For example, a dagger that normally inflicts 1D6 S.D.C. now does 2D6 M.D. while a sword or axe that does 2D6 S.D.C. now inflicts 4D6 M.D.! **Duration:** Once activated, the weapon will be surrounded by magical energy for one day per level of experience of the Line Maker. Only the creator of the line magic can power such weapons, but they can be used by any-

body. However, if the Line Maker is killed or put into a coma, the weapon reverts to normal (unless Permanency has been applied). Each weapon so empowered requires a separate ritual. **Note:** Some weapons are permanently enchanted. This requires the Permanency symbol (and a permanent P.P.E. sacrifice of 4 points). Such magic weapons are very rare and expensive; sold only at Nazca enclaves, for as much as 30,000+ credits.

Power Symbol

Drawing Description: A mace and a spear crossed together, drawn on the skin or armor, or woven into clothing.

Time to Draw: One melee round (15 seconds)..

P.P.E.: Twenty

Activating this pattern raises the P.S. of the subject by 6 (or to a minimum of 20, whichever is greater), and makes it Supernatural (can carry P.S. x100 and punches doe 2D6 M.D.). The symbol also creates a skin-tight protective field around the character, protecting him with 20 M.D.C. +5 M.D.C. per level of the ritual maker. As long as the field is active, S.D.C. characters can punch or kick M.D.C. structures without any risks and inflict M.D. like a supernatural creature. If the M.D.C. field is depleted, however, the character still has Supernatural strength, but punching any hard material will inflict damage to their "fragile" bodies, causing the character to suffer two S.D.C. points for every one M.D. point he inflicts. **Duration:** One minute per level of the Line Maker.

Symbol of Pain

Drawing Description: A circle with four intersecting triangles touching it.

Time to Draw: One melee round if used in combat; one minute (four melees) per 3 foot area otherwise.

P.P.E.: Twenty-Five

Saving Throw: 16 or higher.

This pattern can be used in two ways. In combat, the Line Maker can draw the image on the floor or a wall (or, if fourth level or higher, sketch it in the air) and point to the victim to be inflicted with mystic agony (range is 30 feet/9.1 m plus 10 feet/3 m per level of experience). If the victim fails to save vs magic, he takes 1D6 S.D.C./Hit Points (or 2D4 M.D.C. if a Mega-Damage being) and is racked by pain for *1D4 melee rounds*. During that time, he can not use magic or psionics (can not focus his thoughts) and attacks/melee actions are reduced to one! During that period he can parry and dodge, but at -2! A successful save means no damage, pain or penalties.

In the alternative, the Line Maker can use the drawn symbol as an area effect attack (maximum area affected is equal to 3 feet/0.9 meters per level of his experience), which is then activated whenever somebody enters the area. Lasts for 1D4 melee rounds.

Wield Lightning

Drawing Description: Two zigzagging snakes.

Time to Draw: Two melee rounds (30 seconds) if drawn on skin/clothing/armor for personal use by the Line Maker. Four melee rounds per 3 foot (0.9 m) area if drawn as an area effect magic. One additional person can be granted lightning *immunity* as part of this spell ritual for every 3 foot (0.9 m) snake drawing, after the first drawing.

It is the first that empowers the Line Maker or a designated individual with the power to cast lightning.

P.P.E.: Twenty-Five standard, Thirty-Five as an area effect.

Duration: One melee round (15 seconds) per level of the Line Maker.

The pattern can be drawn on skin or clothing, or on the ground. In the first two cases, the person on whom the pattern is drawn gains the power to shoot lightning bolts, inflicting 2D4 M.D. plus 1D4 M.D. per level of the line maker (range: 1000 feet/305 m). The spell subject is also immune to electricity and electrical attacks, and all other fire and energy attacks do half damage. Can be cast on oneself or on others.

If drawn as an *area effect magic*, every character magically designated by their own three foot long drawing of two zigzagging snakes is impervious to electricity, and other types of energy attacks do only half damage. However, only the Line Maker conducting the ritual can hurl lightning.

Secret Nazcan Line Drawings

These line drawings are not commonly taught to beginning Line Makers. Advanced adepts (6th level and higher) who have performed a valuable service for the city of Nazca or the Inca Empire *may*, if they so request, be rewarded with one of these rituals. Magicians who do not specialize in Line Making are NEVER taught these powers.

Create Ley Line Storm

Drawing Description: Six snakes twisted like lightning bolts, each coming from the corner of a hexagon, with a circle in the middle. Drawn on the ground, or woven into a carpet.

Time to Draw: One hour (ceremonial magic only).

P.P.E.: Eight Hundred

This drawing can only be used within one mile (1.6 km) of a ley line, or two miles (3.2 km) from a nexus point. When activated, a devastating Ley Line Storm opens up to one mile (1.6 m) away from the place the symbol was drawn. The Ley Line Storm causes massive damage, twists reality and brings havoc on the area. The symbol is only used in times of war. The storm lasts for five minutes per level of experience. Once started, it is difficult to stop prematurely; only a 5% chance per level of experience.

Extend Ley Line

Drawing Description: A straight line with symbols of power on both sides.

Time to Draw: Two hours per 100 foot (30.5 m) stretch (minimum).

P.P.E.: Two Hundred per 100 foot (30.5 m) stretch, plus 1D4 P.P.E. from the character's permanent base.

This powerful line ritual extends the length of a ley line! In ancient times, teams of Nazca Line Makers were able to extend natural ley lines by hundreds of miles, creating dozens of new nexus points. This is a difficult and draining ritual, the magical equivalent of building a river canal, and it has a price in permanent P.P.E. lost. The other risk is that the interference with the Earth's natural field can have disastrous consequences. Whenever this ritual is successfully completed, there is a 1% chance that either a Rift or a Ley Line Storm will appear. This chance is raised to 3% if the ritual is begun at noon or midnight, 6% during the Vernal or Autumnal Equinox, 10% during the Summer and Winter Solstice, 12% during a lunar eclipse and 20% during a solar eclipse. Unlike many other line rituals, this one is semi-permanent, lasting one hundred years.

Make Ley Line

Drawing Description: A straight line with symbols of power on each side.

Time to Draw: One day.

P.P.E.: Three Hundred plus 1D6 from the caster's permanent P.P.E. base.

This closely guarded ritual is only taught to the grand masters of the Nazca (8th level or higher), and is used very carefully, because tampering with such forces always has negative consequences. The ritual consists of drawing a *perfectly straight line* for 100 feet (30.5 m), and then concentrating P.P.E. on it and trying to reshape the Earth's magical fields to power this new ley line. The Earth gets a saving throw (this is always a ritual), at +3 to save. On a successful save, the magician loses the P.P.E., including the permanent loss, and does NOT make a new ley line. Even on a success there is danger; a Ley Line Storm or a Rift may appear; use the guidelines given for Extend Ley Line, above, but at double the percentages!



Open Rift

Drawing Description: An elliptical pattern surrounded by power symbols, drawn on the epicenter of a nexus point.

Time to Draw: Two hours.

P.P.E.: 2,000 plus 1D6 from the caster's permanent P.P.E. base.

This massive ritual will open a Rift into another world! The Rift will remain open for 3D6 minutes. It can lead to a world the Line Maker has personally visited (88% chance the Rift will lead there), a world he has studied carefully for years (66%), a world he has heard of (40%), or a random place (the Game Master decides what is at the other side of the Rift), or roll on the following table. Use this table also if the attempt to go to a specific world fails:

01-10%: Netherworld: The Rift opens to one of the Hell dimensions; they can be, at the Game Master's discretion: Dyval, Hades, or Tartarus. The characters may be attacked by demons or Deevils (01-15% chance) as soon as the Rift is opened, and an additional 20% chance every day the characters remains in this realm.

11-20%: Divine Realms: The Rift leads to one of the home dimensions of a particular pantheon of gods (see **Pantheons of the Megaverse®** for more information about the various notable gods of Rifts Earth). The gods and/or their servants may be amused at the intrusion, or may react violently to this "invasion."

21-30%: Wormwood: The Rift opens to the demon-ridden dimension of Wormwood (see the *Rifts® Dimension Book One: Wormwood* for more information). The characters are at risk of being attacked on sight by the inhabitants of that world, good or evil. This is a world at war where anybody can be assumed to be an enemy.

31-40%: Phase World/The Three Galaxies: The Rift leads to the fabulous planet Phase World (most likely to the underground catacombs of Center, the largest city in the Megaverse) or to one of the hundreds of worlds of the Three Galaxies. There, the characters will have to deal with cosmic heroes and villains, pirates, and monsters. Phase World® and the Three Galaxies are described in the *Rifts® Dimension Book Two: Phase World®*.

41-50%: The Xiticix Home World: The dimensional opening connects Earth to the alien home world of the Xiticix insectoids (see the *World Book 23: Xiticix Invasion* for details about these aliens, their society and powers). The aliens will attack anyone on sight!

51-60%: Space Shift (Minor): The Rift opens up somewhere else on Earth, 1D6x100 miles (160 to 960 km) in a random direction. If this leads to the sea, there is a 01-25% chance that the Rift opens underwater and that thousands of gallons of water come crashing down on the mage and anybody standing in front of the Rift!

61-70%: Space Shift (Major): The Rift opens up somewhere else on Earth, but very far from the characters. Select or roll randomly (this table assumes the characters opened the Rift in South America; if that is not the case, replace South America for the area in which the dimensional portal was opened): 01-20% Japan, 21-30% Central America (Yucatan or Mexico), 31-40% North American Midwest, 41-50% North American West, 51-60% England or Russia, 61-70% NGR (or Europe), 71-80% Atlantis, 81-90% Africa or 91-00% China or Australia. Where exactly in that region, and what reception the characters receive upon arrival, is up to the Game Master.

71-80%: Time Shift (Minor): The characters do not travel in space, but in time. Those crossing the Rift will find themselves back to where they started, but 3D6x10 hours will have passed! The characters suffer no ill effects.

81-90%: Time Shift (Greater): As above, but 1D6x10 days have passed and can be the past or future!

91-00%: Other: The characters appear in a completely different dimension, time or place. Maybe the world of another RPG, or Skraypers, or 20th Century Earth, or the Nightlands (see the *Nightbane® RPG*) or any realm or time the Game Master cares to use. Additionally, the standard chances/risks of an entity, monster or random creature emerging from the Rift apply.

Permanency

Drawing Description: A square drawn around another pattern, with a triangle at each corner.

Time to Draw: Twice as long as the line drawing affected.

P.P.E.: Varies; the character making the drawings and conducting the ritual must first create and activate a different ritual that he wants to make permanent. The permanency magic is then performed at the P.P.E. cost of one-tenth the first spell, but this P.P.E. cost is taken from the *permanent P.P.E. base* of the Line Maker and is lost forever!

Makes a drawing's magic permanent until the drawing is destroyed. The powers of the Rune Warrior O.C.C. (South America Two) are an example of permanency symbols.

Warrior Pattern

Drawing Description: A man-sized drawing of a warrior with snakes instead of hair.

Time to Draw: Three minutes.

P.P.E.: Forty

The Warrior Pattern summons an energy entity with I.Q. 10 (alignment Anarchist or Aberrant) and gives it physical form in the shape of an energy humanoid wielding a club and a spear. The warrior has 200 M.D.C., is +2 to strike, +4 to parry and dodge, and inflicts 3D6 M.D. with his club or 4D6 M.D. with his spear. The construct can be given verbal instructions, and will fight until its M.D.C. is depleted, at which time the spectral warrior will leave this plane of existence. Otherwise, the warrior will last for 24 hours per level of the Line Maker.

The Secrets of the Ancient Nazca Lines

Many modern archaeologists, UFOlogists, and scientists have pondered the mystery of the Nazca lines. Why would a primitive people build huge drawings whose patterns could only be seen from the air? Dozens of different theories claim that the lines were anything from ancient airstrips meant for extraterrestrial visitors, to ceremonial drawings meant for balloon-riding priests, to simple ritual centers aimed at invisible gods. The truth, however, was far different. The Nazca lines were indeed meant for alien visitors, but not as airstrips or welcome signals. They were weapons, a magical defense grid that tapped the power of ley lines to destroy an invading armada; specifically the Arkhon aliens.

The line network used the energies once applied to creating the magic walls and buildings to fire beams of devastating energy. The giant drawings also came to life as gigantic energy beings, able to destroy spaceships and crush robots. When they were activated, they lit up the sky for a thousand miles (1600 km) and smashed the proud Arkhon fleet.

Today, the drawings are under the care of the Empire of the Sun, Nazca Line Makers and their Inca partners. The tremendous amounts of power the ancient lines use is such that they can only be activated briefly without risking overload, the death of the Line Makers activating them, or the temporary or even permanent draining of the ley lines which power the line drawings!

The Super Nexus Point: A super-powerful Nexus point is located on the Nazca Plateau. This is the place where dozens of ley lines were extended to intersect at a single point. The area's ley line energy is so strong the lines can be seen with the naked eye as glowing blue walls. Rifts open up regularly, but a permanent team of Nazcan Line Makers are on watch to ensure that no monsters or dangers emerge from there. The Super Nexus also supplies much of the power needed to power the giant, ancient drawings and line grids.

Using the "Great" Nazca Lines

Access to the ancient or "great" Nazca lines is restricted by the Empire of the Sun, but the plateau is so big that it is impossible to patrol the entire area, even by the gods and their godlings. Arkhon teams have tried to destroy the drawings using explosives, but have failed every time. Magicians, renegade Line Makers, and other adventurers have sometimes managed to bypass the roving Inca patrols and reach the lines. On two occasions, evil Line Makers managed to activate *one* of the animal drawings and used it for their own nefarious purposes.

All ancient line drawings are placed over ley lines, and the Line Makers who want to activate them can draw on that power. Furthermore, the power pattern makes it easier to draw energy to use for this purpose. When activating any of the great drawings, the magician gains an additional 10 P.P.E. per level of experience. This is counterbalanced by the fact that trying to draw power from the ley line for any other purpose is more difficult. Reduce available ley line energy by 20% when the energy is used for other spells; this applies to a one mile (1.6 km) area around the drawing.

P.P.E. to Activate: 1000+ points per each ancient drawing brought to life.

The Nazca Energy Beings in Combat: When the ancient drawings are activated, they turn into giant energy entities nearly invincible in combat. Only spaceships or large armies can stop these constructs, and even then the outcome is in doubt. Even ultra-powerful beings like gods or alien intelligences would not take fighting these creatures lightly. The constructs are immune to illusions and most spell effects such as Pain, Carpet of Adhesion and similar magic for they are not truly alive. Likewise, they are also immune to all forms of mind control, possession and charms. Only brute force, and immense power can destroy them. The spell Impervious to Energy can protects adversaries from the energy creatures' lightning bolts and light beams, but is ineffective against the creatures' physical attacks, such as bites and punches.

Killing or subduing the person controlling the ancient drawing is a much easier tactic than destroying the magical energy essence. Typically, the Line Maker is surrounded by bodyguards and followers while he is in the trance that enables him to control the energy creature from the ancient line drawing, plus he can direct the energy construct to come to his defense. Furthermore, the link between mage and ancient energy being protects him from any mind-altering spells, but not other common magic effects. If the character is knocked unconscious or killed, the energy construct carries out the last orders it had been given for 1D6 melee rounds, and then vanishes.

The Hummingbirds

Size of Drawing: 150 to 900 feet (45.7 to 274.3 m).

P.P.E. Cost: The Line Maker or group of Line Makers can activate a hummingbird by spending 1,200 P.P.E.; the magician can draw on the power of the ley line to help him do so.

These stylized hummingbirds are drawn in the middle of three ley lines, and can be brought to life by triggering the ancient power matrix they represent. Activating the pattern brings to life an energy creature that looks like a giant hummingbird. The energy construct has 3,500, 7,000 and 10,000 M.D.C., respective to its size. Each takes half damage from all non-magical weapons, regenerates at the rate of 1D4x10 M.D.C. per melee round, and can strike with its beak, inflicting 3D6x10 M.D. to small and medium-sized objects (less than 30 feet/9.1 m tall) and 1D6x100 M.D. to large objects like ships, star ships, buildings, etc.

Combat Bonuses: Three attacks per melee, +4 to strike, -2 to dodge. The bird can fly through the air at an incredible Mach 6, and in space it can reach Mach 12 (twelve times the speed of sound).

Special Power: By beating its wings at supersonic speed, the hummingbird can create debilitating vibrations within a 300 foot (91.4 m) area! Everybody (friend of foe) in the area has to make a save vs lethal poison or be stunned (lose initiative and one melee per attack) for 1D4 rounds.

Duration: Once activated, the hummingbird will obey the mental commands of its creator. The Line Maker or leader of the ceremonial group who summoned the hummingbird goes into a trance, unable to move or act while he controls the creature. The creature will last for one hour per level of experience of the caster.

The Lizard

Size of Drawing: Over 600 feet (183 m) long.

P.P.E. Cost: 1,200 P.P.E. points.

The lizard is a symbol of rain and fertility; the Nazcans had used it before as a tool of rainmaking, similar to the Tree of Life (see below). When it was used against the Arkhons, however, the line makers altered the pattern to create a devastating weapon of war. The giant en-

ergy creature has 12,000 M.D.C.; its bite automatically swallows anything smaller than 40 feet (12.2 m) tall (the act of being swallowed inflicts 1D6x10 M.D.) and spits them out when the lizard uses his breath attack. Against larger objects, the bite does 1D4x100 M.D.! Its tail attack inflicts 2D6x10 M.D. on small (less than 40 feet/12.2 m tall) targets, or 2D6x100 M.D. on large targets.

Combat Bonuses: Three attacks per melee, +3 to strike, cannot dodge.

Special Powers:

Breath Attack: Once every other melee round, the lizard can release winds of beyond hurricane force; over 500 mph (800 km), nearly the speed of sound! This devastating windstorm will knock down robots and tanks, blow away human-sized creatures for 1D6x100 feet (30.5 to 183 m), and inflict 4D6 M.D. to anything in the blast radius of the breath attack (100 foot/30.5 m area!). This attack only works in an atmosphere.

Teleport: The Nazca lizard can teleport up to 100 miles (160 km) away on the Earth's surface, and thousands of miles (1600+ km) if teleporting into space. Activating this power requires an additional expenditure of 100 P.P.E. The lizard can not carry passengers.

The Monkey

Size of Drawing: 150 feet (45.7 m).

P.P.E. Cost: 2,000 P.P.E. plus a permanent loss of 1D4 P.P.E. This permanent loss affects all living beings (P.P.E. donors) involved in the ritual! If P.P.E. is reduced to 0 or below in this way, the person dies.

This stylized monkey with a long, snaking tail is one of the most powerful Nazca symbols. It is also the most draining one to draw. It creates a giant energy being with 25,000 M.D.C. Its punch does 2D6x10 M.D. to small (less than 30 feet/9.1 m tall) objects, and 1D6x100 M.D. to larger ones. Its tail does the same amount of damage, plus it can snake around large vehicles or buildings and squeeze them, inflicting 1D4x100 M.D. every round. Furthermore, once per melee the monkey can fire energy bolts from its eyes, inflicting 1D4x100 M.D. (small vehicles and robots who dodge the beam's main cone suffer only 1D6x10 M.D.). Range: 4000 feet (1219 m).

Combat Bonuses: Five attacks per melee, +4 to strike, can not dodge. Teleport: The monkey can teleport up to 100 miles (160 km) away on the Earth's surface, and thousands of miles if teleporting into space. Activating this power requires an additional expenditure of 100 P.P.E., however. The monkey can not carry passengers.

The Spider

Size of Drawing: 120 feet (36.5 m).

P.P.E. Cost: 1,000 P.P.E. to activate this drawing.

This drawing creates a giant flying spider, able, among other things, to ensnare enemies with energy webs. The spider has 10,000 M.D.C. Its bite does 5D6x10 M.D.C.

Combat Bonuses: Four attacks per melee, +4 to strike.

Special Powers: Energy Webs: The Spider can "spin" energy webs that ensnare and consume the targets. Each web attack covers an area of 60 feet (18.3 m)! Webbing can be fired with a range of 4000 feet (1219 m). Dodging is possible, but at -6. If snared, the victims are trapped until they can break loose (possible only for those with robotics or Supernatural P.S. of 30 or higher; takes 1D6 melee rounds) or if they can inflict 60 M.D.C. on the web section. Meanwhile, the ensnared victims suffer damage at the end of every melee round; 1D4x10 M.D. if they are Mega-Damage beings/or made of M.D.C. materials (robots, power armor, etc.), or 1D4x10 S.D.C. points if mere mortals or in S.D.C. armor. Ensnared aircraft will crash unless the pilot makes a piloting skill roll at -30%. Large star ships will only take damage, unless covered with multiple webbing.

Flight: The spider can fly at speeds of up to Mach 2 in an atmosphere, and Mach 5 in space.

The Tree of Life

Size of Drawing: 300 feet (91.4 m).

P.P.E. Cost: 2,500 points.

This was an older line drawing, originally used for bringing rain and other peaceful purposes, but at the time of the invasion it was redesigned to use its power against the Incas' ancient enemies. It appears that this tree is related to the Millennium Trees found in Europe, Africa and Asia, although such trees do not exist in America, or it might be connected to the fabulous Tree of Life of innumerable legends. When activated, a massive tree of energy appears to rise up into the sky so high that its top disappears from view (has 30,000 M.D.C.). The tree can change weather conditions anywhere within an area of 100 miles (160 km). Storms and hurricanes can be directed to hit enemy formations and vehicles. By spending another 100 P.P.E., the Line Makers can also cause the tree to trigger Ley Line Storms!

Combat Bonuses: Can generate energy blasts inflicting 2D6x10 M.D. six times per melee round, and is +4 to strike. Range of Blasts: One mile (1.6 km).

The Energy Line System

Size of the ancient Lines: 1-5 miles (1.6 to 8 km) with hundreds of miles of lines scattered over a 500 square mile (1295 sq. km) area.

P.P.E. Cost: Four Hundred

This is the mysterious grid of lines, some of which extend up to five miles (8 km) in length, and sometimes drawn up in strange geometric patterns. About half of these lines trace ley lines, and are often the result of extending a ley line. The others are actually a giant version of the *Line Blast ritual* (described earlier). Activating these giant symbols costs 400 P.P.E. per outlet, and releases a blast that inflicts 2D4x100 M.D.! These blasts can hit only airborne objects, but they have incredible range and able to hit targets in orbit around the Earth! Small objects, such as power armor and fighter aircraft, can dodge these blasts on a roll of 9 or higher (bonuses apply); spaceships and other large flying objects do not get a dodge bonus.

Necromancy

The magic of the dead is one of the most reviled forms of arcana on Rifts Earth. The province of the *Necromancer O.C.C.* deals with dark arts that forever stain the sorcerer with the mark of evil and as an enemy of all that lives. Necromancers, also known as the "Death Mage," are particularly numerous and powerful in Russia, Eastern Europe, China and Africa. Necromancy is surprisingly scarce in North America, South America and even Mexico, land of the Undead. However, after the impressive performance Necromancers made against the Coalitions in its war on Tolkeen, many fear Necro-Magic may make a resurgence in the Americas (along with Shifters and summoning).

Although magic involving death and the deceased is typically the exclusive realm of the Necromancer, other spell casters from Ley Line Walkers and Temporal Wizards to Shifters and dragons can learn a handful of Necro-Magic. Of course, they must first find a Necromancer willing to teach them this dark art. Then, they must contend with the fact that casting any Necro-Magic will cost them twice as much P.P.E. as a Necromancer. Why the extra P.P.E. cost? Because, this magic discipline is not their first course of mystic study and it is both repugnant and contrary to their other magical disciplines. **Note:** *Techno-Wizards* and *Mystics* NEVER learn Necro-Magic.

Necro-Magic and the Necromancer O.C.C. are described in both **World Book Four: Africa** and **World Book 18: Mystic Russia**. However, **Mystic Russia** is the best and most complete description, and also includes new *Bone Magic*, an interesting (if grisly) subset of Necro-Magic common to Rifts Russia and Eastern Europe. In these lands, some Necromancers specialize in Bone Magic, making it the main emphasis of their craft.


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Note: The list below contains *all* Necro-Magic spells including *Bone Magic*. The P.P.E. listed is the cost for Necromancers. All other magic O.C.C.s must expend twice that P.P.E. amount to cast the exact same Necro-Spell. Additional Invocations available to Necromancers are listed at the end of this section.

Level One
Animate Body Parts (2)
Assemble Bones (2)
Bone & Joint Bonding (2)
Rattling Bones (2)
Talking Bones (3)

Level Two
Crawling Bones (5)
Fragile Bone to Wood (5 or 30)
Hide Among the Dead (5)
Stench of the Dead (6)

Level Three
Accelerated Decay (8)
Animate and Control Dead: Simple (10)
Object Read the Dead (8)
Recognize the Master (8 or 30)
Recognize the Undead (8)

Level Four
Command Ghouls (10)
Eyes of the Dead (8)
Funeral Dirge (6)
Kill Plants (10)
Maggots (Insects) (20)
Necro-Armor (16)
Summon the Dead (10)

Level Five
Consume Power & Knowledge (20)
Death Mask (12)
Divining Tombs & Graves (10 or 35)
Fragile Bone to Stone (10 or 60)
Grip of Death (13)
Locking Hand (10 or 30)

Level Six
Poison Touch (15)
Wear the Face of Another (15)

Level Seven
Chicken Bone (20)
Curse: Death Wish (20)
Mend Living Bone (20 or 100)

Level Eight
Death Bolt (30)
Death Strike (25)
Fragile Bone to M.D.C. Bone (40 or 160)
Mock Funeral (Curse) (40+)

Level Nine
Curse of Hunger (50)
Death's Embrace (35)
Funeral Pyre (35)
Greater Animated Dead (50)
Shadows of Death (45)
Shadow of Doom (Curse) (45)

Level Ten
Command Vampires (100)
Curse of Wasting (80)
Strength of the Dead (60)
Summon Insect Swarm (80)

Level Eleven
Bone of Invisibility (180)
Bone Scepter (160)
Summon Vampire (150)
Transfer Life Force (150)

Level Twelve
Bone Staff (210)
Necklace of Bat Skulls (290)
Necklace of Bird Skulls (290)
Necklace of Dragon Teeth (320)
Necklace of Snake Skulls (300)
Summon Worms of Taut (210)

Level Thirteen
Necklace of Goblin Skulls (340)
Shape Bone (80)
Skull with Flaming Eyes (300)
Skull of Knowledge (320)
Summon Magot (Monster) (320)
To Hell & Back (Curse) (180)

Level Fourteen
Return from the Grave (Special)

Level One (Necro-Magic)

Animate Body Parts

Range: 20 feet (6 m) per level of experience.
Duration: Two minutes per level of the Necromancer.
Saving Throw: Not Applicable.
P.P.E.: Two
Limitations: One body part per level of the Necromancer.

The inexperienced Necromancer is able to animate the appendages and parts of the dead, such as hands and arms, feet, legs, tail, wings, mouth (to bite or mouth words), etc., but not the entire body. Also ideal for manipulating dismembered limbs. If connected to an entire body, one body part (per level of the spell caster) can be animated and controlled. Thus, the hand and arm of a corpse or skeleton could be made to reach out and grab or hit somebody, but little more. Dismembered limbs can be made to move along the ground by crawling, jumping or sliding at a speed factor of 5. The Necromancer has complete mental control over the body parts he can manipulate. Each motion/action of the body part(s) counts as one of his melee actions.

If the Necromancer is rendered unconscious or slain, the spell is immediately broken and the limb/part slumps lifelessly to the ground. A successful Turn the Dead will instantly cancel the spell.

Assemble Bones

Bone Magic
Range: Touch or within 60 feet (18.3 m) +20 feet (6 m) per level of experience.
Duration: Permanently assembled, although the bones can be easily moved or knocked apart.
Saving Throw: Not applicable, enchantment is used on the bones of the dead.
P.P.E.: Two

This spell magically assembles loose bones in one melee round (15 seconds). As much as two complete, human-sized skeletons can be

pieced together (roughly 80 lbs/36 kg of bones). If the bones are a loose pile of incomplete skeletons, the spell will assemble what it can and then gather the rest of the bones by type, i.e. all rib bones in one row, femurs in another, etc.

Bone & Joint Bonding

Bone Magic

Range: Touch or within 60 feet (18.3 m) +20 feet (6 m) per level of experience.

Duration: Permanent, although the bones and joints can be chopped apart.

Saving Throw: Not applicable, enchantment is used on the bones of the dead.

P.P.E.: Two

This spell creates permanent, sinewy-like bonds and a flexible adhesive to hold bones together and create bendable joints. This is part of the magic involved in animating skeletons and crawling bones; how else could a skeleton stay together and move without real cartilage and muscle? This magical compound is virtually undetectable. One entire human-sized skeleton can be assembled and bonded together, with bendable joints using this spell.

Rattling Bones

Bone Magic

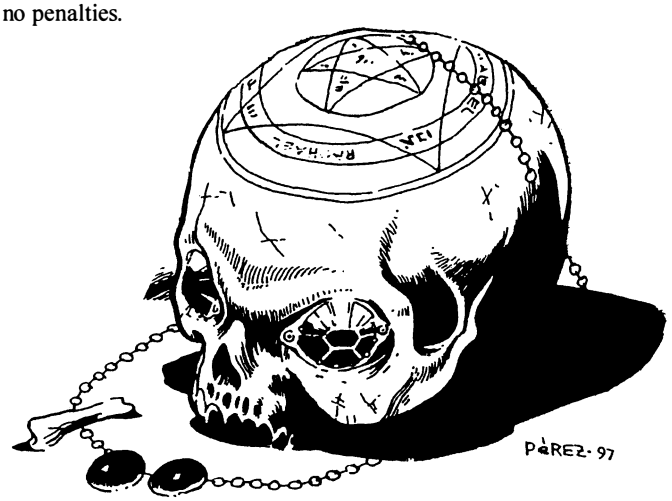
Range: Touch or within 60 feet (18.3 m).

Duration: 10 minutes per level of experience.

Saving Throw: Not applicable, enchantment is used on the bones of the dead.

P.P.E.: Two

A Necromancer spell used to unnerve people and create an air of fear. In this case, the magic can make a skeleton or equivalent amount of loose bones tremble. This causes the teeth of a skull to chatter and bones to rattle against each other and/or on the floor. The rattling nose combined with seeing a skeleton or bones moving, even though restricted to one place, is frightening. The effect is equal to a *Horror Factor of 15*. Superstitious people and children are -4 to save vs Horror Factor. All others who fail to save suffer the usual penalties for Horror Factor for one melee round, but the initiative penalty remains in effect for the entire time the bones rattle. Those who successfully save suffer no penalties.



Talking Bones

Bone Magic

Range: Touch or within 60 feet (18.3 m).

Duration: 10 minutes per level of experience.

Saving Throw: Not applicable, enchantment is used on the bones of the dead.

P.P.E.: Three

This is more of an unnerving trick, a sort of magical ventriloquism, than a powerful magic. The Necromancer can make the skull of any creature seem to talk. The words are his, but the voice is different, raspy and husky, and clearly comes from the skull. The initial words spoken by the skull are startling and frightening; equal to a Horror Factor of 13. Superstitious people and children are -4 to save vs Horror Factor and likely to flee the area. All others who fail to save suffer the usual penalties for Horror Factor for one melee round. As a magical form of ventriloquism, even if the Necromancer is within view, his mouth does not seem to move, and sound will not seem to be coming from him. In addition, the mage can leave the area and have the skull repeat one simple, six word phrase over and over for the duration of the magic, even if he is miles away. This can be a menacing howl, moaning, wailing, or diabolical laughter, or words like, "go no further," or "beyond that door awaits death," or "now you die," or "beware," and so on.

Note that while most frequently used to frighten and intimidate, this magic can also be used to deliver warnings or information, fake seances, and so on, without the Necromancer revealing his true identity or nature.

Level Two (Necro-Magic)

Crawling Bones

Bone Magic

Range: Touch or within 60 feet (18.3 m).

Duration: Five minutes per level of experience.

Saving Throw: Not applicable, enchantment is used on the bones of the dead.

P.P.E.: Five

This is a simple and limited form of animate dead, except in this case the Necromancer can only manipulate the severed limbs of a corpse or skeleton. This means he can make one finger, hand, hand and forearm, arm, foot, or prehensile tail crawl or snake to him or do his bidding. This animated appendage can be used to frighten (Horror Factor 12) or distract people by skittering across the floor or a table, or made to retrieve a small object (key ring, knife, cup, jewelry, etc.), or to attack (grab a leg or throat, claw, punch, or stab, etc.). The animated appendage can also be used as an extension of the mage's own hand. For example, the mage could hold an animated appendage such as a forearm and hand by the end of the forearm to touch, move, turn, grab, etc., something out of his normal reach. Skills that require manual dexterity are performed at -20% when a severed hand is used as an extension.

- The number of appendages that can be animated at a time is limited to one per every two levels of experience, rounding up, so that's one at levels 1 & 2, two at levels 3 & 4, three at levels 5 & 6, and so on.
- Attacks/actions per melee round by the crawling bones are limited to three per round.
- Damage by the appendage is 1D6 H.P./S.D.C. damage.
- Speed is 15 for a hand or foot, 10 for all others.
- Equivalent P.S. is 9.
- Typical S.D.C. is as follows: Finger (2), Hand (12), Hand & Forearm (24), Forearm only (12), Upper Arm only (15), Forearm and Upper Arm without Hand (27), Foot (15), Foot & Lower Leg (30), Lower Leg only (15), Upper Leg (25), Small Tail (10), Large Tail (20).

Fragile Bone to Wood

Bone Magic

Range: Touch or within 60 feet (18.3 m).

Duration: One hour per level of experience.

Saving Throw: Not applicable, enchantment is used on the bones of the dead.

P.P.E.: Five points; 30 P.P.E. to make the transformation *permanent*.

The Death Mage can turn the equivalent of one human-sized skeleton, or equivalent pile of bones (roughly 40 lbs/18 kg), from ordinary bone to the consistency of wood suitable for building. The "wood" bones are 20% stronger and heavier, so if the bone had 15 S.D.C. it now has 18 S.D.C. The wooden bones are a strong, reliable building material with properties nearly identical to wood. They can be nailed, lashed, glued, polished, sanded, etc., and used to make weapons, furniture, baskets, boats, doors, fences, gates, and even entire houses, although the latter is a rarity. Most Necromancers keep the original bone look for dramatic effect and personal preference (most Death Mages like the color and look of bones and skulls). **Note:** Ordinary bone and bone magically made into wood can be bent and molded via use of the Shape Bone spell in order to curve, bend, twist and adjust the shape of bones for use as building materials; ideal for shaping the handles of weapons, the legs for tables and chairs, pieces for head-wear, jewelry, and so on, as well as to get a consistent size, shape, look and symmetry.

The temporary transformation of bone into wood is typically used on simple items when the strength of wood is helpful but long term use is not. For example, the mage might turn a bone to wood in order to use it as a cudgel/club that won't shatter when it hits. Likewise, he might turn bones into wood to use as a brace or pole to jam a door open or closed, or to prop up a wagon to change a wheel, and so on. The Necromancer can also temporarily turn the bones of animated dead into wood, temporarily increasing their S.D.C. by 20% (See animated dead under Special O.C.C. Powers in *Rifts Africa* or *Mystic Russia* for details on animated skeletons). Bones are made into permanent wood for long term use.

Hide Among the Dead

Range: Self or self and one other by touch.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Five

Like the Chameleon spell, this magic allows the mage or one other to blend in with his background, only in this case, the background is limited to the remains of the dead. This means the Necromancer can hide among any types of corpses, skeletons, and even animated dead and appear to be just another corpse or skeleton. Even the most advanced, modern medical and detection devices are fooled, as are magical and psionic means of detection (see aura, sense magic, presence sense, etc.). This magical concealment only works when there is at least one other corpse or skeleton, and if the Necromancer stays still.

- 98% undetectable if unmoving.
- 70% undetectable if moving two feet (0.6 m) per melee or slower.
- 20% undetectable if moving any faster.

Yes, by the way, if the other bodies are removed (he's the last one), the magic is destroyed and the mage will suddenly appear as his real, obviously living self ("How did we miss that guy?"). The same occurs if he is picked up and carried away from the other corpses.

Stench of the Dead

Range: 100 feet (30.5 m) plus 10 feet (3 m) per level of experience.
Duration: Two minutes per level of experience.
Saving Throw: Standard.
P.P.E.: Six

A magic mist covers the area when this spell is cast. The mist stinks of rotting meat and decay. The sickening smell causes all who enter its area of affect to cough and retch twice per melee round (15 seconds), plus the eyes water and no other odors can be smelled while in the overwhelming mist. Penalties: Reduce speed, number of attacks per melee and combat bonuses by half. The mist can be cast up to 100 feet (30.5 m) or further with experience.

Level Three (Necro-Magic)

Accelerated Decay

Range: Touch.
Duration: Permanent results, with decay happening before one's eyes, with each melee round (15 seconds) equal to the effects of one day of decay.
Damage: Decays the equivalent of two days per level of the spell caster. Fresh fish, prepared vegetables or fruit, stew, or any food prepared for consumption that day is inedible after the equivalent of two days of decay, fresh meat after four days, and fresh fruit and vegetables after the equivalent of six days. A fresh corpse can be turned to bits of flesh and bare bone after the equivalent of 60 days of decay. It is unrecognizable after 20 days, and stinks something terrible after four days. High level spell casters can regulate the level of decay in two day increments.
Saving Throw: None, however if protected by a magic circle, Sanctum spell, or against "spoiling," the food or deceased is impervious to this spell.
P.P.E.: Eight per corpse or 200 pounds (90 kg) of organic material.

This magic accelerates the decaying process of organic material, from processed meat and prepared food to the body of a corpse. The level of decay and deterioration is equivalent to sitting in the hot sun (even if the actual food or corpse is refrigerated).

An especially useful spell for covering up foul play by turning a fresh corpse into a withered husk. This means that investigators and pathologists are likely to overestimate the time of death by days and have trouble identifying the victim or have trouble determining the cause of death. The spell will also turn freshly prepared food, meat, cut fruit and vegetables into spoiled mush.



Animate and Control Dead: Simple

Range: 400 feet (122 m); line of sight.
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Ten

This spell is identical to the standard, 7th Level Animate and Control Dead invocation. The only exception being that it counts as a *third level* spell and requires 10 P.P.E. for the Necromancer (instead of 20).

Object Read the Dead

Range: Touch.
Duration: Instant.
Saving Throw: None.
P.P.E.: Eight

This spell gives the character a power similar to the psionic ability of object read, only this power is limited to divining things about the dead. Information can be gathered from a corpse, animal carcass, skeleton, skull, or a single large bone. The data is limited but helpful:

- General cause of death: old age, disease, plague, accident or murder.
- Race or animal type.
- Whether the creature suffered or not before dying.
- Whether or not magic was involved.
- The length of time the creature has been dead: immediate (a few minutes), recent (a few hours), quite a while (a few days), a long time (several months), years, or decades (over 20 years).

Recognize the Master

Range: Within 10 feet (3 m) of the mage or by voice command of the mage within 100 feet (30.5 m).
Duration: One hour per level of experience, or permanent.
Saving Throw: Not applicable, enchantment is used on the bones of the dead.
P.P.E.: Eight; 30 P.P.E. to make the enchantment permanent.

This feature is typically used in conjunction with permanent bone gates and doors. The spell enables the bone door, gate and any locking mechanisms built into it (even if the lock itself is not made of bone) to recognize the Necromancer who made it and to respond by opening and closing like a modern door with an electronic eye. It will not open to anybody but the Necromancer. To force open a normal door or gate, meaning it has no special key locks, sliding bolts on the inside or magical locking hands, one needs a combined P.S. of 20 or must break the doorknob/handle (typically 15 S.D.C., or 4 M.D.C. if made of M.D.C. material). Once broken, the door can be pushed open with ease.

If the Necromancer is within 100 feet (30.5 m), he can also command the enchanted bone doors or gates to automatically open and close whenever anybody approaches, but he can verbally rescind that order, effectively closing and locking all doors/gates under this enchantment. All doors under this enchantment will respond to the Necromancer's voice commands.

Recognize the Undead

Range: Self.
Duration: Ten minutes per level of the Necromancer.
Saving Throw: Standard.
P.P.E.: Eight

The spell caster is given the ability to instantly and automatically recognize all types of undead, including zombies, mummies, animated corpses, vampires and Vampire Intelligences, no matter how human or innocent they may appear. This knowledge enables the character to better prepare himself for conflict with these monsters (or to avoid such conflicts).

Level Four (Necro-Magic)

Command Ghouls

Range: Self.
Duration: 15 minutes per level of experience.
Saving Throw: -2
P.P.E.: Ten

This incantation makes 2D4 ghouls per level of the spell caster's experience fear and obey the Necromancer. This spell will affect Grave Ghouls, the Dybbuk and similar creatures, but has no affect on Dimensional Ghouls or ghoulish Demon Lords. Also note that the Dybbuk doesn't appreciate mind control and is likely to seek revenge on the person responsible, unless the mission was an enjoyable one. Grave Ghouls are too timid to consider retribution.



Eyes of the Dead

Range: Self.
Duration: Five minutes per level of experience.
Saving Throw: None for the user. Standard for victims.
P.P.E.: Eight

With this enchantment, the eyes of the Necromancer become black and lifeless. Besides looking creepy and enhancing his already frightening appearance (+2 to Horror Factor), these dark eyes will protect the Necromancer from hypnotic suggestion and any mind control which involves eye contact. The enchantment also enables him to recognize ghouls, animated dead, and the undead. Furthermore, the Necromancer's own gaze will unnerve any who look into it, sending a chill running down his spine and a penalty of -1 to all combat skills for one melee round.

Funeral Dirge

Range: Self or other by touch.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Six

Note: Has no effect unless somebody has died, although it can be played for added effect during a Mock Funeral or as a warning.

Upon recitation of this spell, the Necromancer (or another person, enchanted by touch) can play a recognizable, mournful funeral

dirge/death or funeral march on any type of horn, piano, drum, or string instrument. The music has foreboding and dark undertones and can be heard for one mile (1.6) per level of the spell caster. To ghouls, graverobbers, demons, and other Necromancers and death cultists, it is sweet music that may mark the death of an enemy, and, to those creatures who feed on or use corpses, signals to them that a fresh corpse is available. All living creatures who hear it know that it marks the passing of a living being and may spark a moment of reflection and/or sorrow. Juicers, Crazies and Old Believers will feel so sad that they are -3 on initiative, -3 to strike, parry, and dodge, and -1 attack per melee round. These penalties remain in force while the music is played and for 2D6 minutes after it stops.

Kill Plants

Range: Touch.
Duration: Instant.
Saving Throw: None, unless an intelligent life form, then standard. Millennium Trees are impervious to this spell.
P.P.E.: Ten

This death touch inflicts 1D4x10 S.D.C./Hit Point damage to plants per level of the spell caster's experience. The killing touch is usually performed as an act of vandalism, vindictiveness, or cruelty.

Maggots (Insects)

Range: Touch.
Duration: Two days unless killed.
Saving Throw: Standard.
P.P.E.: Twenty

A destroying touch in which the Necromancer can touch food or a dead animal and infest it with maggots and worms that feed on the dead. If people act quickly they can kill the larvae and save 2D4x10% of the food by boiling, deep frying, smoking, microwaving and similar measures to kill the bugs and any possible disease.

Necro-Armor

Range: Self or one other by touch.
Duration: One minute per level of the spell caster.
Saving Throw: None for the user; onlookers must save vs a Horror Factor of 13.
M.D.C. of the Armor: 13 points per level of the spell caster.
P.P.E.: Sixteen

Within seconds, the character is covered with a mass of bones, skeletal fragments and putrid remains. This disgusting coating does not appear sturdy, but is, in fact, a barrier of Mega-Damage protection. Aside from that, the sight of this armor as it envelops its wearer is frightening to watch; roll to save vs Horror Factor 13. The armor also exudes a horrid stench, which will impair anyone within 100 feet (30.5 m) unless they have a separate oxygen supply, no sense of smell, or are supernatural predators. Penalties from the stench are -1 to all combat maneuvers (strike, parry, etc.). At the spell's end, the armor sloughs right off and is quickly reabsorbed into the earth. If cast upon another person, the recipient must roll a successful saving throw vs Horror Factor 13 to fight without impairment. Failure means a penalty of -3 to all combat maneuvers for the duration of the armor.

Summon the Dead

Range: One mile (1.6 km) radius per level of the spell caster.
Duration: 4D6x10 minutes.
Saving Throw: None.
P.P.E.: Ten

This magic is similar to the Animate and Control Dead spell, except that this magic is more limited, because the spell caster doesn't actually control the dead but brings the dead to him. This is especially useful when the Necromancer needs corpses in a hurry, but can't take the time to go out and, um ... dig them up.

1D4 corpses/skeletons, +1 per every other level of experience, will rise from their graves (or wherever) and march on a straight path to their summoner. This can take anywhere from a few minutes to a couple hours, depending on how far away the corpse is. Once the dead makes it over to the Necromancer, it collapses. To animate the thing further, the mage must use the Animate and Control Dead spell. Summon the Dead simply brings the dead to the Death Mage, exactly how he uses them later depends on the character.

Alternately, the mage can elect to summon one specific dead to come to him. For this to work, the Necromancer must either have personally known the deceased or have a personal belonging, or sample of his or her blood, hair, or skin. This is often done to discover what has happened to a missing ally who is feared to be dead, or to desecrate a specific grave. Only one of the specific dead can be summoned in this manner, but the range is doubled. The same limitations as the general summoning still apply.

Level Five (Necro-Magic)

Consume Power & Knowledge

Range: Self.
Duration: Varies.
Saving Throw: Not applicable.
P.P.E.: Twenty per each item.

This repulsive magic requires that the Necromancer remove the tongue, brain or organ of a dead being, boil or cook it while reciting the magic incantation, and breathe the fumes from the prepared meat. Necromancers who are monsters may tear out the organ and eat it raw (or cooked) with the same magic results. The basic concept behind this magic is the belief by many cultures, both human and monster, that eating the organs of one's vanquished enemies will give the eater his courage or abilities. Different organs offer different powers. No powers are gained from animal organs. More than one item (maximum three) can be cooked up with accumulative effect.

Heart: Courage and strength. The mage is +3 to save vs Horror Factor, is not easily unnerved or intimidated, gets an additional 10 S.D.C. and can lift and carry twice as much as normal. Duration: One hour per level of experience.

Liver: Sobriety. No matter how much alcohol is consumed, the character cannot get drunk. Duration: One hour per level of experience.

Kidneys: Impervious to poisons and +2 to save vs non-lethal drugs. Duration: One hour per level of experience.

Intestines: Breathing the fumes provides physical nourishment. The character does not need to eat nor does he feel hungry for 48 hours.

Tongue: Can understand and speak all languages. Duration: Two hours per level of experience.

Eyes: The Necromancer will recognize the people, places and items once known by the deceased. He will also know basic things about those people, places or items. For example, the Necromancer will recognize the deceased's friends, parents, family, lover, wife, enemy, murderer, home, favorite tavern, car, gun, clothes, etc. Duration: One hour per level of experience.

Brains: Provides the mage with all of that person's skills at 60% proficiency. Duration: One hour per level of experience.

Death Mask

Range: Self.
Duration: Four minutes per level of experience.
Saving Throw: All who see the Death Mask must roll to save vs Horror Factor of 13.
P.P.E.: Twelve

The spell creates a frightening looking death mask that completely covers the spell caster's face. The mask provides the following:

- Disguises the character's normal facial features.
- Frightening visage evokes fear equal to a Horror Factor of 13.
- Wearer is impervious to all normal disease, poisons, and magic sicknesses and curses.
- Prowl at 55%.



Divining Tombs & Graves

Range: Self.
Duration: 5 minutes per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Ten or Thirty-Five.

This magic requires the use of a wishbone from a large bird. The bone is held in both hands, vibrates and pulls the character in the direction of graves or tombs. When a grave has been located the wishbone stops vibrating. For the cost of an extra 25 P.P.E., the divining spell can locate a specific grave or tomb from among many.

Fragile Bone to Stone

Bone Magic
Range: Touch or within 60 feet (18.3 m).
Duration: One hour per level of the spell caster.
Saving Throw: Not applicable, enchantment is used on the bones of the dead.
P.P.E.: Ten points; 60 P.P.E. to make the transformation permanent.

The Death Mage can turn the equivalent of one human-sized skeleton, or equivalent pile of bones (roughly 40 lbs/18 kg), from ordinary bone to the consistency of stone. The "stone" bones are twice as strong (double S.D.C.) and twice as heavy. Both ordinary bone and bones already permanently turned to wood (including those turned into weapons, furniture, doors, fences, and other items) can also be turned into stone. Real wood cannot. Additional P.P.E. will need to be expended to make larger bone items into stone.

The Necromancer can also temporarily turn the bones of animated dead into stone, temporarily doubling their S.D.C. (roughly equivalent to two M.D.C.) and punch damage (becomes 2D6 S.D.C.), but weight is also doubled (approx. 80-100 lbs/36-45 kg depending on the size of the skeleton) and speed is reduced to 4 (See animated dead under Special O.C.C. Powers in *Rifts Africa* or *Mytic Russia* for details on animated skeletons). **Note:** Bones cannot be bent or shaped by the Shape Bone spell once they are turned into stone. Bones are made permanent for long term use.

Grip of Death

Range: A 10 foot (3 m) diameter up to 100 feet (30.5 m) away.
Duration: Two minutes per level of experience.
Saving Throw: Horror Factor of 13 and dodge of 16.
P.P.E.: Thirteen

This magic causes 1D4+1 hands and arms of skeletons and corpses to erupt from the ground to grab and ensnare everybody in the radius of influence. First, each character in the area of effect must make a successful saving throw vs Horror Factor 13.

A failed save will inhibit the character's ability to dodge and is automatically ensnared by 1D4+1 of the hands risen from the grave (plus the usual penalties).

Those who successfully save vs Horror Factor can attempt to dodge in order to escape the clutches of the flailing hands of the dead. The character must make two consecutive dodges of 16 or higher (uses up two melee attacks) to get out of the area of effect. If even one dodge is missed, the character is ensnared by 1D4+1 of the hands.

Those ensnared are shook and pulled down on their knees, so they cannot simply ignore the clutching hands in an attempt to launch attacks at those outside the area of affect. Such attacks can be attempted but are done without benefit of any attribute, skill or combat bonuses — straight, unmodified die rolls. The same applies for trying to parry or dodge attacks leveled at them while in the Grip of Death! This penalty remains in effect the entire time the characters are trapped by this magic.

Only a strength of 35 or higher (or supernatural P.S. of 20 or higher) can pull free of the hands, but one melee action is burned up for each hand that has a hold. Others can help in the effort, but they may also become ensnared by the hands from the grave as well. Chopping or blasting the grasping hand off at the base of the arm is another possibility but each arm has 13 M.D.C. and will use up the character's melee attacks (the hand vanishes once destroyed). In either case, the character must then roll two consecutive dodges of 16 or higher in order to escape other hands of the dead trying to grab victims. **Note:** Negate Magic and Dispel Magic Barrier may offer a means to eradicate the entire magic spell. Anti-Magic Cloud automatically dispels it.

Locking Hand

Range: Touch or within 60 feet (18.3 m); not applicable when permanent.
Duration: One hour per level of experience or permanent.
Saving Throw: Not applicable, enchantment is used on the bones of the dead.
P.P.E.: Ten points per each locking hand; 30 P.P.E. per each to make the enchantment permanent.

The hand of a corpse or skeleton can be made to grab and hold tight with an equivalent P.S. of 24 (a P.S. of 25 or higher is needed to pry it open). This feature is typically used in conjunction with permanent bone gates and doors to be used as a locking mechanism or defense. As a lock, the hand automatically clenches onto a parallel bar or handhold as a tight, grasping fist to effectively lock/hold a door, gate, or grille shut. Anybody trying to pry the hand open will be clawed (2D6 S.D.C. damage) or grabbed and held until the Necromancer arrives. The hand

opens when the mage who created it arrives, unless it is holding an intruder in its grasp, then it lets go only upon the command of the mage.

When used strictly for defense, the hand (typically several hands or hands connected to a moveable forearm for an extended reach or leverage) will grab the intruder and hold him tight. If there are several hands, they will try to grab and hold each of the person's arms and legs to prevent escape, and/or try to grab anybody who tries to free its captive or press forward with trying to open the door. Victims who have their hands/arms grabbed are helpless to pull free or perform any skills unless they have a P.S. of 25 or higher. Kicking and using the legs for leverage is of minimal value. If all appendages are held, the character is completely helpless. This locking feature can also be incorporated into chairs, thrones, beds, prison manacles, torture tables or sacrificial altars to hold victims in place and similar.

Note: This enchantment can be used on skeletal hands that have been transformed into wood, stone or M.D.C. materials, provided the hand was once made of genuine bone.

- P.S. of each hand is 24.
- Magically Enhanced S.D.C.: Bone: 24, Wood: 48, Stone: 75, M.D.C.: 30.

Level Six (Necro-Magic)

Poison Touch

Range: Self or one other by touch.
Duration: One minute per level of the spell caster.
Saving Throw: 12 or higher, but victims are -2 to save.
P.P.E.: Fifteen

This spell enables the touch of the Death Mage to secrete a dangerous poison that is transmitted by touch. Each touch requires a separate saving throw, and damage is accumulative. Bare skin must be available. Each touch inflicts 4D6 Hit Point/S.D.C. damage, unless the victim makes a successful save vs poison. A successful save means he suffers only 1D6 H.P. damage. A failed roll to save means the 4D6 damage plus the victim feels feverish, dizzy and nauseous (-1 on initiative, and reduce speed and skill performance by 30%; penalties linger for 1D6 minutes per each poisonous touch). The effects are immediate and cumulative.

The magic Negate Poisons spell or potion will negate the symptoms and penalties, but not the damage inflicted. Those who are impervious to poison are not affected. Mega-Damage creatures only suffer one point of damage and -1 on initiative as they feel a little light-headed, and suffer no effects on a successful save.

Wear the Face of Another

Range: Self.
Duration: One hour per level of the spell caster.
Saving Throw: Not applicable, victim is dead.
P.P.E.: Fifteen

This grotesque magic enables the Necromancer to quickly (30 seconds/two melee rounds) remove the skin from the face or entire head (including hair) from the skull of a corpse and magically adhere it to his own. The face of the dead man appears completely natural and alive, as if it were the mage's real face. It can make for a completely undetectable physical disguise, unless somebody knows the deceased is dead. Of course the voice, memories, and body remain those of the Necromancer. **Note:** The corpse cannot have been dead for more than 24 hours.

Level Seven (Necro-Magic)

Chicken Bone

Bone Magic (new)
Range: Touch.
Duration: One hour per level of the spell caster.
Saving Throw: None, requires willing participants.
P.P.E.: Twenty

This is an odd spell that can be used in one of two different ways.

Wishbone & Luck: The ends of a dried, "U" shaped chicken wishbone (found near the breast bone) are held by two different people (never the Necromancer) while the mage casts the spell. When he says, "luck" both parties gives the bone a quick tug to break it in half. Whoever gets the bigger of the two pieces (even if only slightly bigger) enjoys good luck for the next several hours. Being the reward of dark Necro-Magic, there is a catch. The other participant suffers *bad luck* for the same period of time. In both cases, the good fortune and penalties are minor, and typically the participants are well aware of the consequences.

Good Luck: +2 on initiative, +5% to skill performance, +2 to save vs Horror Factor, poison and disease.

Bad Luck: -2 on initiative, -5% to skill performance, -2 to save vs Horror Factor, poison and disease.

Chicken Soup: The Necromancer can brew a cauldron or large pot of tasty, nourishing chicken broth from a single chicken bone. There is no meat in the soup, but it tastes wonderful and makes for a nourishing meal. Adding vegetables and other ingredients is optional. Cooks up in about 20 minutes and is ready to eat shortly after the water comes to a boil.

Curse: Death Wish

Range: Touch or 10 feet (3 m) per level of the Necromancer.
Duration: One hour per level of the spell caster.
Saving Throw: Standard, unless a willing subject, Juicer or Crazy, in which case the character is -3 to save.
P.P.E.: Twenty
Limitations: One victim per spell casting.

This instills the recipient with no fear of death and suicidal tendencies that result in foolish, death-defying risk-taking, fights to the death, and unthinking courage. Unbeatable odds and overpowering opponents will not give them the least bit of hesitation. In fact, the victim will go out of his way to take unnecessary risks or challenge others to the point of making Juicers and Crazies look like sane and reasonable people. Speaking of Juicers and Crazies, their natural tendencies make them especially susceptible to this magic and are -3 to save.

The enchantment gives those affected a bonus of +5 to save vs Horror Factor, +4 to save vs possession and mind control, and +2 on initiative, but it also gives them a penalty of -3 to parry, -6 to dodge, -6 to disarm, and -6 to roll with punch, fall or impact and have no bonuses to save vs coma/death. In fact, the victim rarely even attempts to dodge attacks, preferring to stand his ground against his opponents and fight like a man who doesn't care whether he lives or dies.

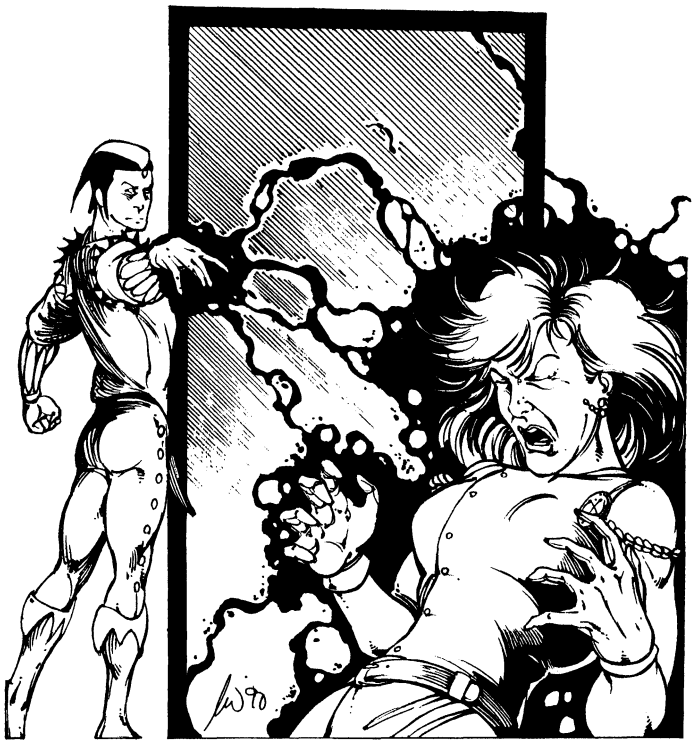
Mend Living Bone

Bone Magic (new)
Range: Touch or 10 feet (3 m) and line of sight of the Necromancer.
Duration: Permanent.
Saving Throw: Not applicable.
P.P.E.: Twenty for mortal bones, One Hundred to mend M.D.C. bone.
Limitations: One target per spell casting.

One of the few curative powers of the Necromancer, this spell enables the mage to magically set and mend broken bones, making them as good as new (restoring 1D6 Hit Points in the process). Fractured and broken bones are instantly put back into place and mended, allowing the injured to walk again without lasting pain or impairment. However, this magic mends only the bone, not damage done to injured or torn muscles or tissue/skin. Thus, other wounds attributed to the injury (cuts, abrasions, the bone puncturing the muscle or skin) will require medical treatment and/or other types of magic or psionic healing.

Despite the spell's name, it can also be used to mend old bones that have been broken, to piece together a whole, complete bone (up to half a human skeleton per spell) as if magically glued together, and with no sign of the bone having ever been broken.

Level Eight (Necro-Magic)



Death Bolt

Range: 200 feet (61 m) +20 feet (6 m) per level of the Necromancer.

Duration: Instant, plus effects linger for one minute per level of the spell caster.

Damage: 1D6 damage direct to Hit Points per level of experience! If the opponent is supernatural or some other Mega-Damage creature, it suffers 1D6 M.D. per level of experience of the spell caster.

Saving Throw: Special; potential victims are -2 to save, but cyborgs are +4 to save. Those who save take one third damage and suffer no penalties.

P.P.E.: Thirty

This magic unleashes a multi-tendrilled bolt of black lightning that erupts from the Death Mage's palm and completely bypasses body armor (or natural A.R.) to inflict damage direct to the target. Damage is S.D.C. or M.D. depending on the nature of the victim. In addition, unless the victim rolls a successful save vs magic, he will suffer from the following penalties: -4 to initiative, -1 to parry and dodge, and Spd. is reduced by 25% for one minute/four melee rounds. The bolt can pass through full environmental body armor and even light power armor, but not heavy power armor, medium to heavy cyborg armor, walls, or heavy vehicles. It has no effect on robots or machines.

Against undead creatures, the bolt has an energizing effect. Vampires, Dybbuk, Zombies, and all other sorts of undead will find their Hit Points or M.D.C. increased (or restored if injured) by 4D6 points the instant the bolt the strikes them. Used repeatedly, a Necromancer can increase an undead's Hit Points or M.D.C. by a maximum of 60 points. The duration of the increased durability is two minutes per level of the spell caster, or until additional damage reduces it.

Death Strike

Range: Self; melee attack directed at others.

Duration: One minute (four melee rounds) per level of experience.

Saving Throw: Opponents are -1 to save.

P.P.E.: Twenty-Five

Every punch, kick, or strike inflicted by bare hands/feet or by hand-held weapons such as a club or sword (excluding guns) inflicts double damage. Furthermore, if the opponent is a Mega-Damage being the doubled damage is Mega-Damage!

Fragile Bone to M.D.C. Bone

Bone Magic

Range: Touch or within 60 feet (18.3 m).

Duration: 30 minutes per level of experience.

Saving Throw: Not applicable; the enchantment is used on the bones of the dead.

P.P.E.: Forty points; 160 P.P.E. to make the transformation permanent.

The Death Mage can turn one human-sized skeleton, or equivalent pile of bones, from fragile bone (or permanent wood bone) to Mega-Damage materials! If the bone had 15 S.D.C., it now has 15 M.D.C., if it is an entire animated skeleton, the thing is now an M.D.C. skeleton (S.D.C. converted to M.D.C.). See animated dead under Special O.C.C. Powers in *Rifts Africa* or *Mystic Russia* for details on animated skeletons. Necromancers sometimes make a suit of armor, weapons, furnishings or decorations out of bone and then permanently transform them into Mega-Damage Structures — has the light weight of bone, but Mega-Damage resilience.

22 M.D.C. for armor that covers the chest and shoulders only (weighs 15 lbs/6.8 kg), 22 M.D.C. for skull helmet (weighs 5-8 lbs/2.3 to 3.6 kg), 45 M.D.C. for a half-suit and helmet that protects the upper body, arms and head (weighs 22 lbs/10 kg), and 80 M.D.C. for a full body suit made predominately from bones and/or the exoskeleton of alien beings. The full suit may incorporate padding and other, non-bone materials. Average weight is 40 lbs (18 kg). Note: Additional P.P.E. may be needed to make M.D.C. armor or to turn larger quantities of bone into M.D.C. material. One or more blood sacrifices are often needed to acquire the necessary amount of P.P.E. Bones cannot be bent or shaped by the Shape Bone spell once they are turned into M.D.C. material, and this magic can only be used on ordinary bone or bone transformed to wood, not stone.

Mock Funeral (curse)

Range: Line of vision.

Duration: 24 hours +12 hours per level of the Necromancer, starting with level two.

Saving Throw: 16 +1 per every three levels of the Necromancer's experience, so if the Death Mage is 3rd level, potential victims must roll a 17, if 6th level they need 18, at 9th level they need 19, and if 12th level or higher they need to roll either a natural 20 or 21 or higher with bonuses.

Limitation: Only one curse can be placed on an individual at a time.

P.P.E.: Forty for one individual, +20 for each additional member of a group or family included in the curse.

A powerful method of unnerving (sometimes frightening away) an enemy by placing a "death curse" on the individual and leaving a coffin with his effigy as a warning. This ritual magic involves making an ef-

figy (often a scarecrow) of the character to be cursed and the participants (Necromancer and at least one other person) wailing, mocking, cursing, laughing and scoffing at the individual, group or family characterized by the effigy. In the case of cursing an entire group or family (six people maximum), the effigy is the head of the family or group with small rag dolls laid in the coffin with him or her to signify each family or group member.

The person(s) being "laid to rest" in effigy must, at some point, see himself in the coffin for the magic curse to work. To this end, the coffin is left in some obvious, often unavoidable place, like an entranceway, doorway, front room, bedroom, in or on top of a vehicle, etc. If the coffin is spied from a distance, the character(s) is inexorably drawn to it to see who is inside. The coffin can be elaborate and fancy or a simple wooden box (typically the latter).

Note: This death curse is especially dangerous and effective, because the Necromancer who inflicted it knows exactly what his victim's (temporary) fears and weaknesses are, and will exploit them. So if the character is vulnerable to poison or fire, the mage or his henchmen will use that against him. Likewise, if vulnerable to a particular creature, like a water spirit, fire demon, dragon, etc., the villain will try to pit one or more against the character. These curses are designed specifically to intimidate, terrify and undermine the Necromancer's enemies.

Types of Mock Funerals & their Curses:

- If the coffin is filled with dirt, the cursed individual will feel trapped, pressed upon, buried by responsibility and worry. All skills are performed at -20% and initiative is -2.
- If the effigy is torn or chopped apart, the cursed character will feel lost and confused. Sense of direction/Land Navigation and Navigation skills are -70%, all other skills are -10%; becomes easily lost even in familiar surroundings.
- If the effigy is holding a dagger & blood stains run down from the mouth/lips, the cursed character suffers from a Death Wish, same as the spell described under 7th level Necro-Magic, only for the longer duration that comes from a Mock Funeral ritual curse.
- If burned, the cursed individual will suffer double damage from fire.
- If a metal spike is driven into the chest, the cursed individual will suffer double damage from lightning and electricity.
- If laid upon or wrapped in a banner of one of the Warlords, Sovietski, or other power, the individual will be hounded by members of that group — wanted dead or alive for crimes he may or may not have committed. The latter will require the Necromancer having false accusations made against the individual or frame him for something he didn't do.
- If filled with snakes, the cursed individual cannot save vs poison and suffers double damage from poison, plus he is -1 to save vs magic cast by dragons.
- If filled with rats or mice (dead or alive), the cursed individual cannot save vs disease and suffers double damage from illness.
- If drowned (the casket is either filled with water or dumped in water — river, lake, pond, pool, etc.), the cursed character forgets how to swim, making him vulnerable to drowning, and water based attacks by water demons, water spirits and Water Elementals do double damage.
- If the casket is overturned and the effigy is dumped onto the ground, the cursed individual cannot save vs punch, fall or impact and takes full damage from such attacks, including explosions. Furthermore, the character is -50% on the skills Climb, Acrobatics and Gymnastics.
- If left on a doorstep, or wherever the character is currently living or an establishment he/she frequents, it is a warning that the individual or family is marked (usually by a Necromancer or his friends or associates), and that the individual or family member must cease his activities against them or be destroyed. Often a note will be attached to the effigy to clarify exactly who should be left alone.

Level Nine (Necro-Magic)

Curse of Hunger

Range: Touch or 10 feet (3 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Fifty

This magic instills an unreasoning feeling of hunger in its victim, similar to the Starvation Touch of the Horseman of the Apocalypse, Famine. The feeling of hunger is so strong that even when stuffed to the gills, the victim will think of nothing but eating. While hungry, the victim is -2 on initiative and all combat abilities. After eating, he will be fine for the next 2D6 minutes, but will quickly become hungry again. If he eats again when he's already full, he will become extremely sick and vomit 1D4 times in the next twenty minutes. Penalties are the same as when hungry, except that vomiting will fully impair the victim for one melee round (15 seconds); this means only one melee action and no combat bonuses (the act of vomiting takes up all other melee actions that round). Supernatural creatures and creatures of magic are immune to the effects of the spell.

Death's Embrace

Range: Touch or up to 30 feet (9.1 m) per level of experience; line of sight.
Duration: Effects last for 1D6 minutes per level of the spell caster.
Damage: Special.
Saving Throw: Standard saving throw vs magic, however, psychics with sensitive powers are -2 to save.
P.P.E.: Thirty-Five

A powerful force of arcane energies is summoned and directed toward one particular living target. The energies take the form of a black, ghostly apparition that swirls around and embraces the victim. For the duration of the spell, the apparition softly weeps and moans. The effect is that the character embraced by the thing feels defeated and lost to the point that he simply stands or sits, unable to take any initiative whatsoever. The victim will not attack, perform skills, or even shout a warning to a friend. The only action he can take is in self-defense. Once gone or dispelled, the character instantly snaps out of his stupor and takes action. **Note:** This debilitating energy can be dispelled by sorcerers via Negate Magic, Dispel Magic Barrier, and Reality Flux.

Funeral Pyre

Range: 20 foot (6.1 m) radius per level of the spell caster.
Duration: 1D4 minutes.
Saving Throw: None.
P.P.E.: Thirty-Five

This spell causes all corpses and dead bodies within range to burst into flame, and only those quickly doused with a vial of holy water or embraced (held) by the living will not be consumed. After 1D4 minutes, the remains will be burnt down to a pile of bones. This is very useful for cleaning up after a big battle or destroying evidence of a slaughter, although the surviving skeletons will raise questions.

Note: This spell has no affect on animated dead, mummies, zombies, or the undead.

Greater Animated Dead

Range: 800 feet (244 m); line of vision.
Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifty



Virtually identical to the Animate and Control Dead spell, except the range and duration are all doubled (as noted above), the number of dead one can animate is doubled (4), and the animated dead are twice as fast (Spd 14). They are also stronger (P.S. 20; inflicting 2D6+5 S.D.C./H.P. damage), have 50% more S.D.C. (75-210 depending on size) and each has four attacks per melee round (instead of two).

Shadows of Death

Range: Self or 20 feet (6 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard; none when cast on self.
P.P.E.: Forty-Five

This spell creates strange and monstrous shadows but has two different applications. If cast on himself, the Necromancer's own shadow will seem to have a life of its own, move independent of the mage, make sudden or threatening movements, and generally look frightening and unnatural. This adds +2 to the Horror Factor of the mage and makes opponents -2 on all combat bonuses because the movements of the shadow are startling and distracting.

Alternately, the Shadows of Death can be cast on others. In this case, the spell is considered a curse. Victims have a constant feeling that they are being watched and/or in danger. They constantly catch glimpses of movement and strange shadows from the corners of their eyes. This makes the character paranoid and jumpy, plus they have trouble sleeping. **Penalties:** Tired from lack of sleep and constantly being on edge, reduce speed and endurance/fatigue levels by 20% and all combat bonuses are -1.

Shadow of Doom (curse)

Range: Touch or 20 feet (6 m).
Duration: 48 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Forty-Five

This spell should be considered a magic curse. The cursed character is depressed and feels like the sword of doom is about to drop on him. **Penalties:**-2 on initiative, -1 on all other combat bonuses and -20% on all skill proficiencies.

Level Ten (Necro-Magic)

Command Vampires

Range: Self and 50 feet (15.2 m) per level of experience.
Duration: One hour per level of experience or less.
Saving Throw: Special.
P.P.E.: One Hundred

This spell imbues the spell caster with the ability to impose his will over vampires as if he were a Master Vampire of the same level of experience. Effects are identical to the Mind Control: Vampire over Vampire ability listed in the pages of **Rifts® World Book One: Vampire Kingdoms**, except that only one vampire per level of experience can be controlled this way. Only Wild and young Secondary Vampires are affected. Masters, Ancient Secondary Vampires, and, of course, the Vampire Intelligences, are immune.

As stated in **Vampire Kingdoms**, a Secondary Vampire that fails to resist will remain under control for 1D4 hours. A Wild Vampire will remain subservient for 2D6 hours. After the time period elapses, the vampire can try again to resist the mind control. Should a vampire manage to resist or otherwise break free of the mind control, it can attack the Death Mage, but may not necessarily. Vampires are evil creatures who like doing evil, so they may enjoy the tasks that are asked of them while under the Necromancer's influence. They may even volunteer to assist the Necromancer in his evil tasks after the spell elapses (this won't happen if the mage abuses or tortures the creatures or fellow undead). Otherwise, the mage can keep trying to enforce his will over vampires for one hour per level of his experience or until an hour before sunrise. Vampires do need their sleep, after all.

Curse of Wasting

Range: Touch or 10 feet (3 m).
Duration: 24 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Eighty

No matter how much the victim eats, his body begins to waste away as if he hasn't eaten in days. After 24 hours the victim's eyes are sunken and gray, the body unnaturally thin and sickly looking and the character feels tired and weak. P.S., P.P., Spd. and attacks per melee round are all reduced to half (also reduce any attribute bonuses appropriately). In addition, skill performance is -20%.

The character gets thinner and weaker with each passing day, reduce the following every 24 hours: -1 on all combat maneuvers (initiative, strike, parry, etc.), -1 on all saving throws, -10% on skill performance, -1 on Spd.; all penalties are cumulative.

Supernatural creatures and creatures of magic can also be affected by the curse, but only for two hours per level of the spell caster's experience (so only the initial penalties appear after one hour). Vampires and other undead are not affected.

Strength of the Dead

Range: Self, must touch the dead creature.
Duration: Two minutes per level of experience.
Saving Throw: None.
P.P.E.: Sixty

Temporarily draws and gives to the Necromancer half the S.D.C. and Hit Points (or M.D.C. if a Mega-Damage creature!) that the creature had while it was alive!

Summon Insect Swarm

Range: 1000 miles (1600 km).
Duration: 12 hours per level of experience.
Saving Throw: None.
P.P.E.: Eighty

This ritual magic will cause 1000 flying insects (per each level of experience of the summoner) to amass in a gigantic, blinding cloud. The swarm covers a 100 foot (30.5 m) radius per level of the Necromancer.

Blinding cloud of flying insects: Thousands of flying insects fill the air as a massive, living cloud. The swarm interferes with accurate radar readings, creating false readings, and reduces visibility to about 10 feet (3 m). The bugs are also very distracting, noisy and annoying, covering or splattering themselves on windshields and visors, impairing vision even more. The insect swarm may also clog engines, air intake valves, vents, and joints of 'bots, 'borgs and vehicles, causing varying damage and problems, such as engines overheating, cutting off air supplies, etc.

Characters not protected inside environmental body armor, power armor or a vehicle will be pelted and covered by the bugs. Even though most of the insects in this swarm are harmless, they will crawl in the ears and nose, fly into the mouth and eyes, crawl under clothes and so on. The overall sensation is disgusting and debilitating. Penalties: Characters caught in the cloud lose half of their melee actions, can barely see or hear, completely lose initiative and all combat bonuses, and speed is reduced by half.

Level Eleven (Necro-Magic)

Bone of Invisibility

Bone Magic

Range: Wearer or holder; must be worn or held in one's hand to be effective.

Duration: 15 minutes. The bone is so empowered until it is destroyed.

Saving Throw: As per spell.

P.P.E.: One Hundred Eighty; creates a permanent magic item.

Note: Requires one single, small bone from a rat.

Typically a small enchanted bone that fits in the palm of the hand or worn as a simple necklace. This bone can turn the holder/wearer invisible as often as six times per 24 hours. To activate its magic, the user must close his hand around it and say, "make me invisible." This magic item has 30 M.D.C. (on S.D.C. worlds it has 300 S.D.C.), but only suffers damage when an adversary deliberately tries to destroy it by directing his attacks at it only.

Bone Scepter

Bone Magic

Range: As per spell or as melee weapon.

Duration: As per spell (3rd level potency) or until destroyed.

Saving Throw: As per spell.

P.P.E.: One Hundred Sixty points; creates a permanent magic item.

Typically a scepter or rod made entirely of bone and which ends with a skull, skeletal jaw with teeth, or hand, claw or taloned foot (bird-like). The permanent enchantment turns it into a low-powered magic weapon with the powers to cast three different spells once each per 24 hours: Select three from the following: Repel Animals, Negate Poison, Turn Dead, Fear, Spoil, and Sickness.

It is considered a magic weapon with 50 M.D.C. (on S.D.C. worlds it has 500 S.D.C.). The weapon suffers damage only when an adversary deliberately tries to destroy it by direct attacks at the weapon only. When used as a blunt weapon it inflicts 3D6 H.P./S.D.C. damage to mortal S.D.C. beings and 2D6 M.D. to demons and other Mega-Damage creatures, including those clad in full M.D.C. body armor, cyborgs and robots.

Summon Vampire

Range: 1,000 miles (1,600 km).

Duration: 24 hours per level of experience.

Saving Throw: None.

P.P.E.: One Hundred Fifty

This ritual magic will cause 1D4 vampires within a 1000 mile (1600 km) radius to come to the Necromancer within 12 hours (at night, of course). If there are no vampires in the area, none will come. Only Wild Vampires and/or Secondary Vampires must heed the mystic summons. The Master Vampire and old Secondary Vampires are not affected.

Most vampire(s) see the Necromancer as a kindred spirit and a potential ally, so they will gladly work with the death mage. The magic requires the undead to stay for 24 hours per level of experience of the summoner. However, they can decide to stay longer if that is what they desire, the only difference is the vampire is no longer obligated to obey the Necromancer. This means a free vampire may continue to work with the sorcerer, especially if there is a lot of bloodshed or if the creature likes the mage's scheme. Otherwise, the vampire is free to do as he pleases.



Transfer Life Force

Range: 10 feet (3 m) per level of experience.

Duration: 24 hours per level of the spell caster.

Saving Throw: None.

P.P.E.: One Hundred Fifty

This spell enables the Necromancer's life essence to inhabit and animate skeletons, corpses, mummies, zombies and even puppets, like a robot. The possessed dead thing has all the mental and physical powers of the Necromancer, however magic spells and psionic powers cannot be used, because the corpse has no P.P.E. or I.S.P.!

The body is dead so it is impervious to pain, hunger, thirst, fatigue, disease, drugs, poisons, gases, heat and cold. However, the sense of smell is lost and the sense of touch is about half of normal. Vision and hearing are provided by mystic means. If the body is destroyed, it is no big deal, the spell caster simply returns to his real living body and can always inhabit another dead body if so desired. The spell can be used as an offensive measure or a subtle means to spy or confuse. The spell caster can disguise himself completely by inhabiting a recently deceased individual or conceal his identity by inhabiting a corpse or skeleton. **Note:** The dead body looks ... well ... dead and continues to discolor and decay. After a while, the dead body will smell pretty terrible and parts may drop off.

Level Twelve (Necro-Magic)

Bone Staff

Bone Magic

Range: As per spell or as melee weapon.

Duration: As per spell (3rd level potency) or until destroyed.

Saving Throw: As per spell.

P.P.E.: Two Hundred Ten points; creates a permanent magic item.

A staff made entirely of bones. It may have a skeletal jaw with teeth, one or more skulls, hands, claws, taloned foot, horns, giant teeth, or feathers at the top or on each end. The permanent enchantment turns it into a low-powered magic weapon with the powers to turn the dead (equal to a 3rd level spell), hold vampires at bay as if it were a holy symbol and inflicts double damage to animated dead — corpses, skeletons, and crawling hands (but not the undead or zombies). It is considered a magic weapon with 80 M.D.C. (on S.D.C. worlds it has 800 S.D.C.). The weapon suffers damage only when an adversary deliberately tries to destroy it by directing his attacks at the weapon only.

When used as a blunt weapon it inflicts 4D6 H.P./S.D.C. damage to mortal S.D.C. beings and 3D6 M.D. to demons and other Mega-Damage creatures, including those clad in full M.D.C. body armor, cyborgs and robots.

Necklace of Bat Skulls

Range: Wearer; must be worn to be effective. Can be worn as a necklace or bracelet.
Duration: The necklace is so empowered until it is destroyed.
Saving Throw: As per spell.
P.P.E.: Two Hundred Ninety; creates a permanent magic item.

Note: Must have at least four skulls.

An amulet that gives the wearer perfect hearing (+1 on initiative) and enables him to see in non-magical darkness (nightvision 200 feet/61 m) as long as the item is worn. The amulet is considered a magic item with 50 M.D.C. (on S.D.C. worlds it has 500 S.D.C.), but only suffers damage when an adversary deliberately tries to destroy it by directing his attacks at it only.

Necklace of Bird Skulls

Range: Wearer; must be worn to be effective. Can be worn as a necklace or bracelet.
Duration: The necklace is so empowered until it is destroyed.
Saving Throw: As per spell.
P.P.E.: Two Hundred Ninety; creates a permanent magic item.

Note: Must have at least four skulls.

An amulet of clear sight that gives the wearer perfect 20/20 vision (no need for eyeglasses) and exceptional long-distance vision, plus enables him to see into the ultraviolet spectrum of light as long as the item is worn. The amulet is considered a magic item with 50 M.D.C. (on S.D.C. worlds it has 500 S.D.C.), but only suffers damage when an adversary deliberately tries to destroy it by directing his attacks at it only.

Necklace of Dragon Teeth

Range: Wearer; must be worn to be effective. Can be worn as a necklace or bracelet.
Duration: The necklace is so empowered until it is destroyed.
Saving Throw: As per spell.
P.P.E.: Three Hundred Twenty; creates a permanent magic item.

Note: Must have at least three teeth.

An amulet of clear sight that gives the wearer the ability to see the invisible as long as it is worn or held in one's closed hand. The amulet is considered a magic item with 80 M.D.C. (on S.D.C. worlds it has 800 S.D.C.), but only suffers damage when an adversary deliberately tries to destroy it by directing his attacks at it only.

Necklace of Snake Skulls

Range: Wearer; must be worn to be effective. Can be worn as a necklace or bracelet.
Duration: The necklace is so empowered until it is destroyed.
Saving Throw: As per spell.
P.P.E.: Three Hundred; creates a permanent magic item.

Note: Must have at least four skulls.

An amulet of healing and protective magic that makes the wearer impervious to disease that causes fever, snake bites, and poison, plus provides a +2 bonus to save vs all types of magical illnesses. The amulet is considered a magic item with 50 M.D.C. (on S.D.C. worlds it has 500 S.D.C.), but only suffers damage when an adversary deliberately tries to destroy it by directing his attacks at it only.

Summon Worms of Taut

Range: Not applicable.
Duration: 24 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Two Hundred Ten

This ritual plucks one or more demonic Worms of Taut from its native dimension and magically places it before the summoning Necromancer. The creature is automatically under the spell caster's control and will obey him without question.

Not all Worms can be summoned, only the Nippers, Fire Worms and Tomb Worms. As many as one per level of experience can be summoned.

The problem with this spell is that after the duration time has elapsed, the Necromancer's control over the Worms is gone but they remain. All Worms of Taut are extremely aggressive and dangerous predators. See *Rifts Conversion Book* or *Palladium's Monsters & Animals* for descriptions.

Level Thirteen (Necro-Magic)

Necklace of Goblin Skulls

Range: Wearer; must be worn to be effective. Can be worn as a necklace or bracelet.
Duration: The necklace is so empowered until it is destroyed.
Saving Throw: As per spell.
P.P.E.: Three Hundred Forty; creates a permanent magic item.

Note: Must have at least two skulls.

A macabre amulet that gives the wearer the ability to understand and speak Gobblely and Faerie Speak, as well as nightvision (100 feet/30.5 m) as long as the item is worn. The amulet is considered a magic item with 50 M.D.C. (on S.D.C. worlds it has 500 S.D.C.), but only suffers damage when an adversary deliberately tries to destroy it by directing his attacks at it only.

Skull with Flaming Eyes

Range: 300 feet (91 m) as a lantern, or by touch.
Duration: Will function indefinitely or until destroyed.
Saving Throw: As per spell.
P.P.E.: Three Hundred points; creates a permanent magic item.

A magical creation that permanently enchants the skull of a human or other intelligent creature with the powers of light, warmth and fire. It is considered a magic item with 100 M.D.C. (on S.D.C. worlds it has 1000 S.D.C.). The skull suffers damage only when an adversary deliberately tries to destroy it by directing his attacks at it only.

- Flaming eyes that provide light like a lantern and which can fire beams of light like a high-powered flashlight or lantern; 300 foot (91.5 m) range.
- The light from the eyes magically extinguishes during the day and in brightly lit rooms, and automatically appears with the coming of dusk or in darkness.
- The flaming eye sockets burn like hot coals and can be used to light wicks or branches to build a fire by placing one end of the item into the glowing eye socket. Putting a finger into the eye socket will burn, inflicting 3D6 H.P./S.D.C. damage and setting any flammable



items (like gloves) on fire; 1D6 M.D. to angels/Spirits of Light, Faerie Folk, Elementals and spirits.

- Provides warmth equal to a large campfire or fireplace.
- Skull can fire Bolts of Fire six times per 24 hours: 5D6 M.D., double damage to angels/Spirits of Light, Faerie Folk, Elementals and spirits; range: 300 feet (91 m).

Skull of Knowledge

Range: As per spell; range of vision is 1000 feet (305 m).
Duration: As per spell (3rd level potency) or until destroyed.
Saving Throw: As per spell.
P.P.E.: Three Hundred Twenty points; creates a permanent magic item.

Each of the following magic spells or abilities can be performed once per 24 hours and the skull relates/speaks about what it has seen or learned. All spells are equal to 3rd level in potency and duration, non-magical abilities are limited to 30 minutes.

- See the Invisible
- See Aura
- Second Sight
- Eyes of Thoth
- Cipher: Count & perform basic mathematical calculations 98%
- Identify plants and fruit 98%.
- Translate for one particular language 90%.

Note: The skull itself can understand and speak all languages at all times at 90% proficiency, and responds in the language by which it was addressed. The skull never speaks or does its magic without being addressed with the opening words, "O Skull of Knowledge, tell me ..." and whatever – "what invisible beings you spy," "what words you read," "what of my future can you see," etc.

Summon Magot (monster)

Range: Not applicable.
Duration: 12 hours per level of experience.
Saving Throw: Standard.
P.P.E.: Three Hundred Twenty

This impressive ritual actually plucks one hideous Magot demon from its native dimension and magically places it before the summoning necromancer to do his bidding. The Magot is automatically under the spell caster's control and will obey him without question. The creature's time on Earth is limited and it warps out after the duration time of the summoning magic elapses, or when the summoner bids it to leave, or when it is slain.

The Average Magot:

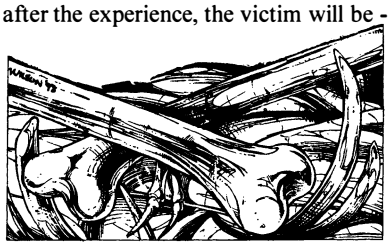
- M.D.C.: 1D4x1000
- Horror Factor: 13
- Attacks per Melee Round: 8
- Damage: 4D6 M.D. swat with eye stalk, 6D6 M.D. punch, or 2D6x10 M.D. bite. Each of the three eye stalks fires a beam that causes temporary petrification for 3D6+2 minutes. • Victims need a 13 or higher to save.
- Magic & Psionics: None
- Average I.Q. 5, P.S. 43, Spd. 90, 20 feet (6 m) tall. See **Rifts® Dark Conversions**, pages 21 & 22, for complete details.

Curse: To Hell & Back

Range: Touch or up to 10 feet (3 m).
Duration: One melee round (15 seconds) for the initial voyage to Hell, but the effects linger for one hour per level of the spell caster.
Saving Throw: -1 to save vs magic.
P.P.E.: One Hundred Eighty

Unless the targeted individual rolls a successful save vs magic, this spell sends him on a mental and emotional trip through the darkest corners of his mind. In a span of only a few seconds, the victim will re-experience every loss he has ever felt and every injury he has ever inflicted. During this mental assault, the character is oblivious to everything around him and cannot take any action. The experience is humbling to even the strongest spirit and shattering to all others. After this moment of torture, vestiges of the experience will continue to haunt the victim for up to one hour per level of the spell caster. The effects are half for those with an M.E. attribute of 20 or higher.

For the duration of this haunting, the victim is obviously shaken and emotionally feeble. During this period, the character is distracted and despondent. If nothing demands his immediate attention, the character will want to curl up into the fetal position and be left alone. The victim suffers from emotional shell-shock with the following *penalties*: -6 to initiative, -4 to parry and dodge, -6 to save vs Horror Factor, and -4 to save vs mind control. In addition, the speed attribute, skill performance, and attacks per melee are reduced by half, and only one offensive move can be taken per round, all others are defensive only. Even 1D4 days after the experience, the victim will be -1 on initiative.



Shape Bone

Range: Self (and the bone one is working with).
Duration: Five minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: Eighty

This spell enables the Necromancer to squeeze, bend, and shape bone as if it were made out of clay or soft rubber. Using this spell he can shape the bone into a dagger, sword, or club, or make parts for a bone staff or body armor (bonding the pieces together using other magic), or make tools such as sewing needles, hooks, eating utensils and so on. The only limitation is that he can only work with *one* complete bone per spell casting whether it be tiny or large like a leg bone or skull.

Level Fourteen (Necro-Magic)

Return from the Grave

Range: Self only.
Duration: Special.
Saving Throw: None.
P.P.E.: Special; a total of 60 P.P.E. and 24 Hit Points are permanently spent.

This magic is less of a ritual and more like a full-time commitment. One evening, once a week, before going to rest, the Necromancer must conduct a ritual which requires reciting a series of arcane verses, ceremonial bloodletting (human or large animal sacrifice), and the temporary expenditure of 25 P.P.E. by the mage. Furthermore, an involved ritual must be conducted every full moon, during which the mage permanently sacrifices three P.P.E. and two Hit Points. After a full year of conducting both rituals, the magic is complete and the Necromancer must only recite a mantra every night.

The purpose of the magic is not obvious at first. But when its effects are realized, they are very apparent. If the year-long ritual is done properly, without missing any of the nightly rituals (if so, P.P.E. and H.P. expended are lost; start again), it will enable the Death Mage to "return from the grave" as a member of the undead. The willing subject of this magic will forever walk the Earth as a vampire, at least until someone destroys him. He is very powerful, thoroughly evil, and even more dedicated to death than before. This magic is one of the only ways for someone to become a member of the undead (equal to a Master Vampire) without being reliant on some other source of power, such as a Vampire Intelligence. **Note:** Supernatural creatures and creatures of magic, like dragons, cannot use this magic, but mortals and D-Bees can.

The basic powers and weaknesses of this creature are as follows:

- Hit Points are equal to twice the amount of the Necromancer's base P.P.E. at the time of his death. They do not increase with further experience as an undead, since it is locked at the highest level he had attained before death.
- P.S. attribute is increased to 26 or +4, whichever is higher, and is considered to be supernatural.
- P.P. and Spd. are identical to what the mage had during his life.
- P.E. is no longer applicable as the creature never tires and is immune to poisons, disease, cold and many forms of magic.
- P.B. attribute is reduced to 1D6.
- All mental attributes are reduced by -1D4.
- Horror Factor is 3, plus one per level of experience achieved in life.
- Attacks per melee are four, plus one for every four levels of experience in life.
- New combat bonuses are +3 to initiative, +4 to strike and parry, +2 to dodge, +3 to roll with punch/impact, +1 to entangle, and +2 to disarm, in addition to any P.S. or P.P. attribute bonuses.
- The powers of Necromancy remain, but in a diminished capacity. All Special Abilities & Powers of the Necromancer O.C.C. remain intact, but O.C.C. bonuses do not apply.

Furthermore, the Death Mage's usual P.P.E. level is reduced by half, making spell casting limited. Moreover, reborn as a vampire, the character only turns to magic when it amuses him or when desperate, otherwise the character relies on his vampiric abilities.

Half the O.C.C., O.C.C. Related and Secondary skills the mage knew in life are retained, the others are forgotten. All skills that remain are permanently frozen at the level they were at the time of death.

Summary of natural Vampire combat abilities (as they apply to undead created by this sorcery):

- The undead creature is no longer vulnerable to normal weapons. Only magic, psionics, wood or silver weapons and physical attacks or strikes from a supernatural creature (or creature of magic) will inflict damage to the undead. In addition, weapons made of or plated with silver (the bane of all undead) inflict double damage.
- Damage is regenerated at the rate of 1D6 Hit Points per melee round. The undead creature can function even if reduced to -20 Hit Points, albeit at half speed. Even when reduced to -40 Hit Points, he will be immobile/comatose, but will survive, recover 1D6 H.P. per melee round, regaining consciousness at zero.
- Otherwise, the Undead Necromancer has all the basic abilities, bloodlust and desires of a classic vampire (see **Rifts® World Book One: Vampire Kingdoms** for details). The only way to permanently destroy the creature is the same way as to kill a vampire.

Spell Magic "Invocations" Also Available to the Necromancer

Being a practitioner of magic, the Necromancer can learn any "common" spell (or Invocation). Except for those listed as follows, however, the P.P.E. cost to perform an Invocation is two times the normal amount. For example, the Armor of Ithan spell normally costs 10 P.P.E., but will cost the Necromancer 20. The spell Befuddle normally costs three P.P.E. to cast, but it costs the Necromancer six. Most Necromancers focus on spells that are directly applicable to Necromancy and don't learn a wide range of many other spells.

Level One
Death Trance (1)
Globe of Daylight (2)
Lantern Light (1)
Sense Evil (2)
Sense Magic (4)

Level Two
Cloak of Darkness (6)
Concealment (6)
Detect Concealment (6)
Fear (5)
Turn Dead (6)

Level Three
Breathe Without Air (5)
Fuel Flame (5)
Ignite Fire (6)
Life Source (2+)

Level Four
Fireblast (8)
Ley Line Transmission (30)
Magic Net (7)
Repel Animals (7)
Shadow Meld (10)
Trance (10)

Level Five
Aura of Death (12)
Circle of Flame (10)
Death Curse (special)
Horrific Illusion (10)
Horror (10)

Level Six
Fire Ball (10)
Mask of Deceit (15)
Tongues (12)

Level Seven
Constrain Being (20)
Life Drain (25)

Level Eight
Commune with Spirits (25)
Exorcism (30)
Luck Curse (40)
Minor Curse (35)
Sickness (50)
Spoil (30)
World Bizarre (40)

Level Nine
Aura of Doom (40)
Desiccate the Supernatural (50)
Protection Circle: Simple (45)
Purge Self (70)

Level Ten
Armorbane (100)
Banishment (65)
Control/Enslave Entity (80)
Deathword (70)
Ley Line Ghost (40 or 120)
Restore Limb (80)

Level Eleven
Create Mummy (160)
See in Magic Darkness (125)

Level Twelve
Create Zombie (250)
Ensorcel (400)
Soultwist (170)

Level Thirteen
Sanctum (390)
Shadow Wall (400)

Level Fourteen
Restoration (750)

Level Fifteen
Ley Line Resurrection (1000)
Transformation (2000)

Necro-Magic Common Components

Brains
Brain: Cyclops — 500,000+ credits
Brain: Dragon — 750,000+ credits
Brain: Operator — 45,000+ credits
Brain: Scholar — 25,000+ credits
Brain: Scientist — 35,000+ credits
Brain: Warrior — 35,000+ credits
Brain: Practitioner of Magic — 200,000+ credits

Claws
Claw: Animal — 1D6x100 credits
Claw: Bird (large) — 1D4x100 credits
Claw: Creature of Magic (sphinx, etc.) — 250,000+ credits
Claw: Dragon Hatchling — 200,000+ credits
Claw: Dragon Adult — 600,000 to a million credits
Claw: Lesser Supernatural Being/Demon — 50,000 to 100,000 credits
Claw: Greater Supernatural Being — 200,000 to 500,000 credits
Claw: Ogre, Troll, Giant — 2D6x100 credits

Eyes
Eye: Dragon — 50,000+ credits
Eye: Humanoid — 2,000+ credits
Eye: Supernatural Being — 40,000+ credits

Horns
Horn: Animal — 2D4x100 credits
Horn: Supernatural Being — 2D4x1000 credits
Horn: Dragon — 30,000+ credits
Horn: Ki-Lin — 20,000+ credits
Horn: Unicorn — 40,000+ credits

Hooves
Hooves: Animal — 1D4x100 credits
Hooves: Ki-Lin — 30,000 credits
Hooves: Unicorn — 50,000 credits

Tails
Tail: Dragon — 70,000+ credits
Tail: Manticore — 18,000 credits
Tail: Malignous — 45,000 credits
Tail: Monkey — 1D4x100 credits

Tongues
Tongue: Supernatural Creatures — 150,000+ credits
Tongue: Dragon — 500,000+ credits
Tongue: Faerie Folk — 50,000 credits
Tongue: Humanoids (D-Bees, Elves, etc.) — 2D6x100 credits

Wings
Wings: Animal (Gryphon, Dragondactyl, etc.) — 1D6x1000 credits
Wings: Bird (large) — 1D6x100 credits
Wings: Creatures of Magic (Sphinx, etc.) — 275,000+ credits
Wings: Dragon Hatchling — 200,000+ credits
Wings: Dragon Adult — 850,000 to 1D6 million credits
Wings: Lesser Supernatural Beings — 250,000 to 800,000 credits
Wings: Greater Supernatural Beings — 500,000 to 1D6 million credits.

Note: The cost can be as much as four times greater depending on the demand, situation and exactly who the deceased was.

The costs to Necromancers are usually 50% higher because the component has greater value to the character and shop owners take advantage of that. However, charging more than 50% above common market value is rare for fear of retribution from the sorcerer.

Selling such items to a magic shop is likely only to command 10% of the average selling price.

Ocean Magic



This specialized school of magic is the province of those arcanists who live and roam in the oceans of the world. This special breed of mage goes by a variety of names and monikers, but they are all bound by a single common thread: the art of Ocean Magic, a mystic discipline that makes them as much masters of the Deep as anything can claim to be. Ocean Magic, and the O.C.C.s that practice it, are fully described in **World Book Seven: Rifts® Underseas.**

Notes about Magic Underwater. Ocean magic does require the spoken word or a series of sounds suitable for use by dolphins, whales and aquatic D-Bees who can speak or communicate through clicks, groans, and whistles.

Humans and creatures like humans who normally use the spoken word to cast magic may find it difficult to cast spells underwater, but not impossible. Surface dweller characters clad in environmental suits or power armor, can speak via radio and/or loudspeaker to cast magic as usual. Likewise, aquatic D-Bees and cetaceans who can speak underwater, and those magically endowed with the ability to speak underwater, can also cast spoken magic without difficulty.

Characters who cannot speak aloud can concentrate very deeply, saying the incantation in their mind, but can only cast one spell per melee round and it counts as three melee actions. The spoken word is really a means of focus and delivery, the magic energy is present in the spell caster no matter what the environment may be.

Spell casters inside vehicles can only cast spells that work inside the vehicle. Only ranged or area effect spells can be cast outside the confines of the underwater vessel, but only if the spell caster has a window or portal from which he can see his target; line of vision, view screens don't count.

Some surface magic may be limited by or useless in an underwater environment, such as most fire spells, air spells, flight magic and others. These spells are not suitable for use underwater, while others like Sense Magic, Fear, Chameleon, See the Invisible, Magic Net, etc., work perfectly well.

Ocean Magic, by Level

Level One
Float on Water (3)
Sense Direction Underwater (4)
Water Pulse (2)

Level Two
Black Water (5)
Float Underwater (5)

Level Three
Breathe Air (Without Gills) (5)
Flying Fish (8)

Level Four
Impervious to Cold (10)
Sonar Hearing (10)
Speak Underwater (10)
Water Envelope (10)
Weed Snare (8)

Level Five
Communicate with Sea Creature (10)
Ride the Waves (10)
Water Nourishment (10)
Water Spout (12)
Water Rush (15)
Water Seal (10)

Level Six
Air Swim (15)
Armor of Neptune (20)
Change Current (15)
Healing Waters (15)
Mystic Sea Horse (15)
Senses of the Shark (15)

Level Seven
Abilities of a Snail (20)
Coral Armor (10 or 45)
Impervious to Electricity (20)
Sound Sponge (30)
Strength of the Whale (20)
Transmute Water (15 or 25)
Water Wall (10 or 25)

Level Eight
Grow Tentacles (30)
Summon Sea Friend (40)
Travel Above Water (30)
Walk Like a Humanoid (30)

Level Nine
Metamorphosis: Fish (50)
Whirlpool (50)

Level Ten
Impervious to Ocean Depths (75)

Level Eleven
Calm Waters (150)
Metamorphosis: Crustacean (60 or 120)

Level Twelve
Metamorphosis: Shark (90 or 160)

Note: Also see Korallyte Shaping, Dolphin Magic and Whale Songs.

Level One (Ocean Magic)

Float on Water

Range: Self or two others (can be cast on others up to 30 feet/9.1 m away).
Duration: 30 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Three

This spell makes the enchanted person so buoyant that he rises to the surface and floats on the waves like a stick of wood. This spell does not endow the ability to swim, although those who can swim can alter their direction, try to swim against the current, and swim on the surface at their maximum speed at half the normal exhaustion rate.

Sense Direction Underwater

Range: Self.
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None.
P.P.E.: Four

This enchantment provides the character with a flawless sense of direction (north, south, east, west, up, down, etc.), the direction of ocean currents, changes in the current, approximate current speed, and an accurate idea of depth, even in total darkness.

Water Pulse

Range: 100 feet (30.5 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Two

A powerful blast of water that inflicts minor damage (2D6 S.D.C.) and knocks human-sized and smaller targets/items back/away 1D4x10 yards/meters. The blast can be used to startle an opponent, scatter fish, push away sand, knock a weapon or tool out of a character's hand (requires a called shot), and similar.

Level Two (Ocean Magic)

Black Water

Range: Can be cast up to 100 feet (30.5 m) plus 10 feet (3.0 m) per level of experience.
Duration: One minute per level of the spell caster's experience.
Saving Throw: Standard (fish and dumb animals need an 18 or higher to save). A successful saving throw means the water seems less threatening and the disorienting magic has no effect.
P.P.E.: Five

This spell turns an area of water into an ominous looking black color. Fish and animals, including sharks and other predators, will avoid the black water, preferring to swim around it rather than through it. Intelligent humanoids, dolphins and other life forms will also find the black waters to be unnatural and tend to avoid it. Those entering the black waters will be temporarily blinded (cannot see in the blackened area) and become disoriented, unable to tell what is up, down or any direction or depth while in the black water and for 1D4 melee rounds after leaving it. The disorientation also causes a sense of panic, so the victim has no initiative, and attacks per melee, combat bonuses and skill performance are all reduced by half.

Float Underwater

Range: Self or two others.
Duration: 15 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Five

Characters affected by this spell become buoyant enough to float underwater but not so much as to rise completely to the surface. Those

affected simply float along with the current without sinking any lower than 1000 feet (305 m). Characters who can swim can alter their direction and swim at their maximum speed at half the normal exhaustion rate.

Level Three (Ocean Magic)

Breathe Air (Without Gills)

Range: Self or two others.
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Five

An enchantment that enables fish and gilled creatures to breathe air like mammals. This is especially helpful when on dry land.

Flying Fish

Range: Self or two others by touch.
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient resists the magic.
P.P.E.: Eight

This spell enables the character, whether a humanoid, dolphin, whale or other type of creature, to dive in and out of the water at great speeds and glide through the air similar to a flying fish or a flat stone skipping across the water. When airborne, the character can soar up to 20 feet (6.1 m) above the waves at a speed of approximately 40 mph (64 km), for a distance of 100 feet (30.5 m) per level of the spell caster. Thus, a second level spell enables the character to glide 200 feet (61 m) before dropping back into the water. 1D4 seconds later, the character leaps back out and glides another 200 feet (61 m), and so on until the spell's duration elapses. An 8th level spell means the character can glide 800 feet (244 m), 9th level 900 feet (274 m), 10th level 1000 feet (305 m) and so on. Rate of speed is roughly 40 miles per hour (64 km).

Level Four (Ocean Magic)

Impervious to Cold

Range: Self or one other by touch.
Duration: 20 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Ten

Those affected by this magic are impervious to cold, including the freezing temperatures at great depths.

Sonar Hearing

Range: Self or two others by touch. The range of sonar hearing is 300 feet (91.5 m) plus 100 feet (30.5 m) per level of experience.
Duration: Two minutes per level of the spell caster.
Saving Throw: None.
P.P.E.: Ten

This spell provides the character with the ability to "see" underwater even if blinded or in muddy water via sonar and sound pulses. Like a bat, the character can determine the size and shapes of objects, their distance, direction of movement, approximate speed and location by bouncing sound waves off of them and hearing their reflection. This ability is not as precise or complex as the dolphin and whale, so creatures used to seeing with their eyes are -1 on initiative, -1 to strike and -2 to parry and dodge when completely blind and relying on sonar hearing.

Speak Underwater

Range: Self or two others by touch.
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, but only if the recipient resists.
P.P.E.: Ten

This spell enables surface dwellers to speak underwater with the same relative ease as they do in the air. Their words can be heard at a range of 100 feet (30.5 m) +10 feet (3.0 m) per level of the spell caster.



Water Envelope

Range: Self or two others by touch.
Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Ten

Creates a magic enclosure or envelope of water around aquatic beings and animals who need water to survive when out of the water. The magic creates a force field-like envelope that holds circulating fresh or salt water. Creatures such as dolphins who need to breathe air are able to do so as part of the magic. The field can take 20 M.D.C. before collapsing and releasing all the water. A water envelope cannot be cast around humans or other surface dwelling life forms!

Weed Snare

Range: Can be cast up to 100 feet (30.5 m) away.
Duration: Two melee rounds per level of experience.
Saving Throw: Roll to save by managing to pull out of the weed snare.
P.P.E.: Eight

This magic animates seaweed to clutch, entangle and hold onto a character. The weeds are S.D.C. material but so dense and ensnaring that even Mega-Damage beings and 'bots will lose two melee attacks/actions struggling to get free or trying to shred the weeds.

S.D.C. creatures, including normal humans and dolphins, roll to save against the attack by ripping or wiggling out of the tangle of weeds. A successful save means they slip the snare within 1D4 melee rounds. A failed roll means they are stuck until the spell is canceled or

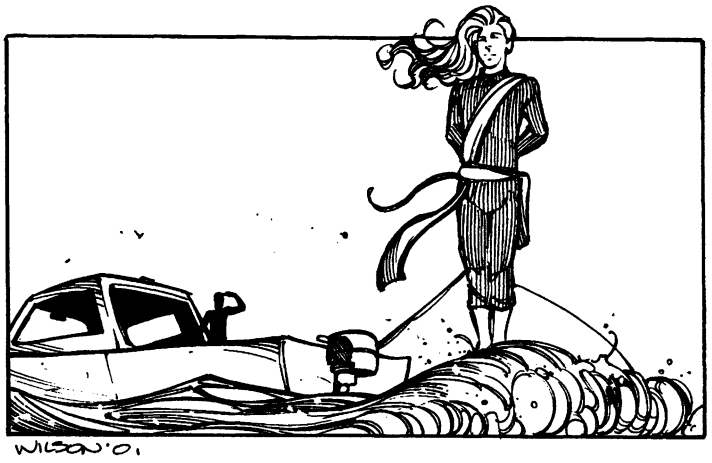
elapses. While ensnared, the captive can fire weapons, try to fight and use psionics or magic, but is -2 to strike, -4 to parry, -6 to dodge. and cannot move more than a few feet from the spot where the weeds have grabbed him. The spell can also be used to capture fish and small sea animals. Real seaweed must be in the area for this spell to work. One spell affects one person/captive.

Level Five (Ocean Magic)

Communicate with Sea Creature

Range: 100 feet (30.5 m).
Duration: Ten minutes per level of experience.
Saving Throw: None.
P.P.E.: Ten

Allows the characters to speak telepathically with any sea creature, including fish and sea mammals, and many aquatic predators from other worlds, but not with underwater plants, invertebrates or intelligent beings. This ability to have a dialogue exchange does not mean the sea creature will obey, cooperate, or provide accurate information.



Ride the Waves

Range: Self and/or two others.
Speed: Up to 40 mph (64 km) maximum.
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None.
P.P.E.: Ten

The spell caster creates a magical wave on the surface of the water and rides it (standing, kneeling, or laying prone) like a surfer, but without a surfboard. This spell can be cast on others. but only the spell caster can control its speed and direction. Likewise, the magic wave can be used to carry a raft, lifeboat or other type of small boat and all occupants on board, but at half the normal speed (20 mph/32 km).

Water Nourishment

Range: Touch or up to 3 feet (0.9 m) away.
Duration: Instant.
Saving Throw: None.
P.P.E.: Ten

Converts eight fluid ounces of salt or fresh water into a healthy nectar that provides enough nourishment to sustain a person or man-sized sea animal for one day.

Water Spout

Range: 100 feet (30.5 m) +10 feet (3.0 m) above the waves.
Duration: Two minutes per level of experience.
Saving Throw: None. **P.P.E.:** Twelve

A magic spell that creates a tower or spout of water shooting into the air. It can be used to signal vessels and flyers, to carry the spell caster into the air (standing at the top of the spout; great vantage point and/or opportunity to attack opponents on the water's surface or in the air), or to rock or capsize boats: 01-50% chance of tipping over a small boat or raft, 01-30% chance against a medium-sized vessel, 01-10% against a large vessel, no chance against carrier-sized ships.

Water Rush

Range: 100 feet (30.5 m).
Duration: Instant.
Saving Throw: None.
P.P.E.: Fifteen

A powerful jet or stream of underwater currents magically appears to sweep away anything in its path, similar to the Wind Rush spell. Victims caught in this powerful current are swept 30 feet (9.1 m) away per level of the spell caster and must roll a sort of parry (needs a 15 or higher) to hang onto all of their possessions. A failed roll means the character either drops something from one of his hands or 1D4 items fall from his belt, holster, backpack, etc. — they slowly sink to the ocean floor (it takes 2D4 melee rounds to retrieve them).

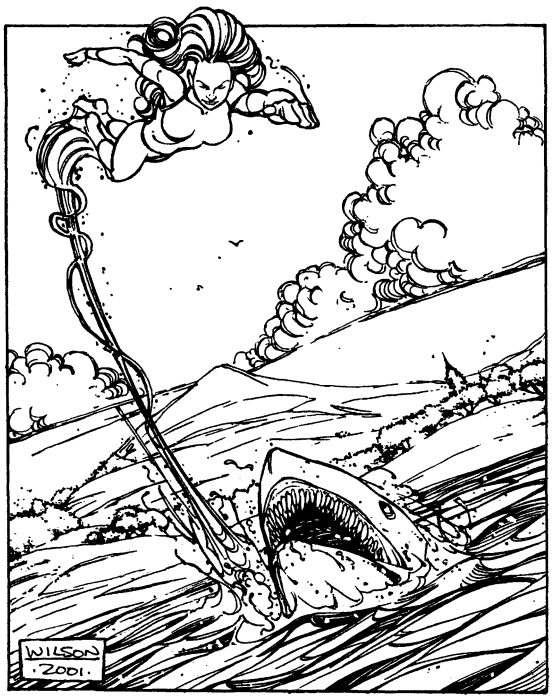
The Water rush can be directed at one, specific target, or fired in a 20 foot (6.1 m) swath.

Water Seal

Range: Touch or up to 3 feet (0.9 m) away.
Duration: One hour per level of experience; triple for Sea Druids.
Saving Throw: None.
P.P.E.: Ten

Allows the character to make any container, regardless of the material it is made from (paper bag, cardboard box, plastic, wood, metal, etc.), completely airtight and water resistant, keeping whatever is inside perfectly dry until the spell expires or the container is opened. The spell can cover up to two cubic feet (0.6 m) per level of experience. This spell can also be used to seal leaking doors, hatches and portholes.

Level Six (Ocean Magic)



Air Swim

Range: Self or one other by touch.

Duration: 10 minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

This magic lets the character swim through the air as if it were water; same speed and agility as underwater! The spell can be especially useful in fleeing an underwater foe who cannot fly, breathe air or survive out of water. Maximum height is 10 feet (3 m) above the water's surface per level of experience. Characters, like dolphins, who need to stay wet can dive in and out of the water to stay wet, although they will begin to feel ill and dehydrate after more than 20 minutes out of the water.

Armor of Neptune

Range: Self or another person by touch.
Duration: Three minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Twenty

Magically provides the wearer with air to breathe (as long as the magic lasts), makes him impervious to cold (magical cold attacks do half damage), impervious to great depths/pressure (no limit to depth), and provides an invisible armor with 15 M.D.C. per level of the spell caster's experience!

Change Current

Range: Current nearest the spell caster; affects 1000 foot (305 m) radius per level of experience.
Duration: Five minutes per level of the spell caster's experience.
Saving Throw: None.
P.P.E.: Fifteen

The character can reverse or redirect the ocean current in an isolated area, at least for a short period. This can be used to send ships and wreckage that is adrift in a particular direction, push away pollution or toxins, confuse fish and sailors, and so on.

Healing Waters

Range: 3 feet (0.9 m) per level of experience.
Duration: Two minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

Instantly changes a three foot (0.9 m) radius of water, per level of experience, into a warm bath water which soothes all aches, pains, and burns, and heals 1D6 points of damage (S.D.C. or M.D.C. depending on the creature) per minute. Once the healing effect dissipates, the water returns to normal.

Mystic Sea Horse

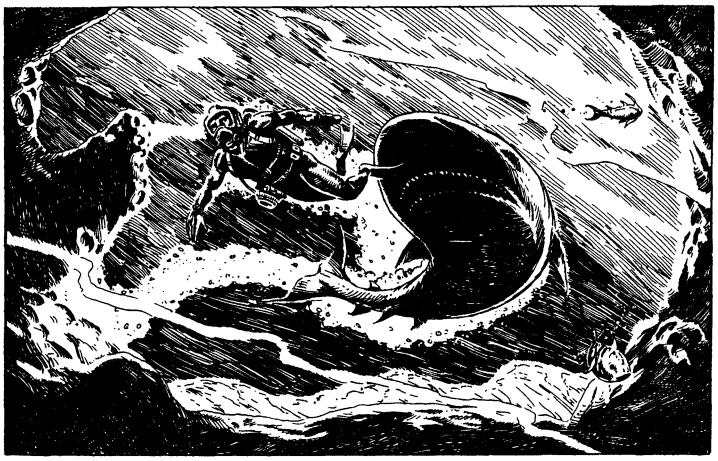
Range: Immediate area.
Speed: Up to 40 mph (64 km) maximum.
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None.
P.P.E.: Fifteen

The spell creates a giant, magical sea horse that humanoids can ride and other creatures can hold onto, or be swept up by and carried away. The creature is really a Minor Water Elemental composed entirely of water and has a head and body shape resembling a sea horse. The mount has a low intelligence and serves only as a riding/pulling animal. Can travel up to 4 miles (6.4 km) deep. which is probably much deeper than its riders can survive.

Senses of the Shark

Range: Self.
Duration: Ten minutes per level of the spell caster's experience.
Saving Throw: None.
P.P.E.: Fifteen

Basic Senses and Bonuses: Taste blood up to two miles (3.2 km) away. Track the blood scent/trail to its source (01-80%). See and follow electrical impulses and energy released by the earth (electromagnetic), machines, electrical cable/conduit, and muscle movement (no blindness penalty to strike, parry or dodge even in absolute darkness; range 200 feet/61 m plus 10 feet/3.0 m per level of experience). Nightvision 500 feet (152 m), +1 to save vs Horror Factor and +1 on initiative. All abilities are applicable only when underwater!



Penalties: The primitive, predatory senses of the shark makes the character -20% to perform all skills and there is a chance that the taste of blood (automatically tastes any blood in the water) will send the character into a fighting frenzy: Compels the character to fight against overwhelming odds, fight to the death, fight without mercy and strike to kill! While in the frenzy, the character may (01-50%) accidentally strike at a friend or ally before he recognizes his friend and stops. Roll to determine (or maintain) a fighting frenzy for every minute of exposure to blood. The odds of falling into such a frenzy are 01-15% from small amounts of blood, 01-45% from large amounts of blood, and 01-80% if engulfed/bathed in blood.

Level Seven (Ocean Magic)

Abilities of a Snail

Range: Self or another person by touch.
Duration: Two minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Twenty

This powerful enchantment causes a pair of magical antennae to grow out of the character's forehead and instills the following abilities common to snails:

- Adhesion: Can stick to/cling on, and climb on all surfaces, including metal, glass and other smooth surfaces, and even submarines and vessels traveling at speeds of up to 100 mph (160 km)! HOWEVER, the character's running and climbing/crawling speed is reduced by 60%, and by 80% when crawling along a moving object.
- Sensor Antennae: Can determine precise water temperature, direction of current, smell/taste blood and foreign chemicals in the water up to a half mile (.8 km) away, and sense movement within a 20 foot (6.1 m) radius (+1 to dodge). The antennae can also be used as feelers in absolute darkness (reduce blindness penalties by 75%).
- Carry two times its own body weight without fatigue.
- Survive depths of up to 1000 feet (305 m).
- +10% to Prowl skill.

Coral Armor

Range: Self.
Duration: Five minutes per level of spell caster.
Saving Throw: None.
P.P.E.: Ten for S.D.C. armor or 45 for M.D.C. armor.

A spell that creates a lightweight, noiseless, full suit of armor from living coral that not only protects the character, but its spikes are so sharp that opponents cannot touch it without cutting themselves (2D4 S.D.C. damage). The armor has 15 S.D.C. or M.D.C. per level of experience. Lightning, cold, and water based attacks do one-third damage. Note that Coral Armor is not air- or water-tight and has no environmental features.

Impervious to Electricity

Range: Self or one other by touch.
Duration: 15 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Twenty

Those enchanted with this magic are impervious to natural electricity and lightning: no damage. Magic lightning and electricity does half damage.

Sound Sponge

Range: Can be cast up to 500 feet (153 m) away.
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Thirty

Creates a bubble 20 feet (6.1 m) in diameter per level of experience that absorbs all sound, including the sonar signals and sonic probes used by some marine creatures, ships and submarines. The area will appear as a void spot — suggesting something may be concealed but is unable to be "seen" by sonar and sonic probes. At great depths where there is no light, some other means of detection will be necessary to investigate the cloaked area. The spell is like an expanded version of Globe of Silence.

Strength of the Whale

Range: Self.
Duration: Five minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Twenty

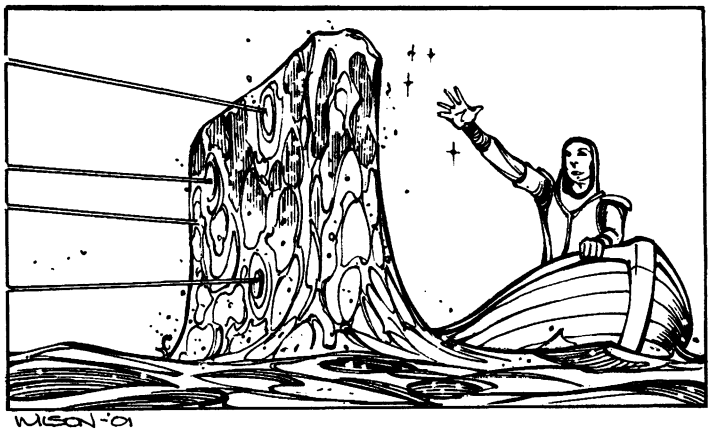
This magic instills the following powers:

- Doubles the character's normal strength and is the equivalent of supernatural P.S. (punches inflict M.D.).
- Doubles the maximum depth tolerance of surface dwellers. For humans, such an increase would be approximately 500 feet (152 m).
- Doubles the character's S.D.C. (if a Mega-Damage being, increases M.D.C. by 50%).
- Fatigues at half normal rate.
- Can leap out of the water up to 20 feet (6.1 m) into the air.

Transmute Water

Range: Touch or up to 3 feet (0.9 m) away per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Fifteen to change from one to the other, 25 to completely purify.

This spell enables the character to transform 10 gallons of water per level of experience from salt water to fresh water, or vice versa. An additional 10 P.P.E. enables the spell caster to remove all harmful toxins, poisons, pollution, bacteria, etc., from the water. This spell is especially useful on dry land and when a water creature needs either salt water or fresh water to survive.



Water Wall

Range: 100 feet (30.5 m) plus 10 feet (3 m) per level of experience.
Duration: One minute per level of the spell caster's experience.
Saving Throw: None per se; dodge only.
P.P.E.: Ten for an S.D.C. wall or 25 for an M.D.C. wall.

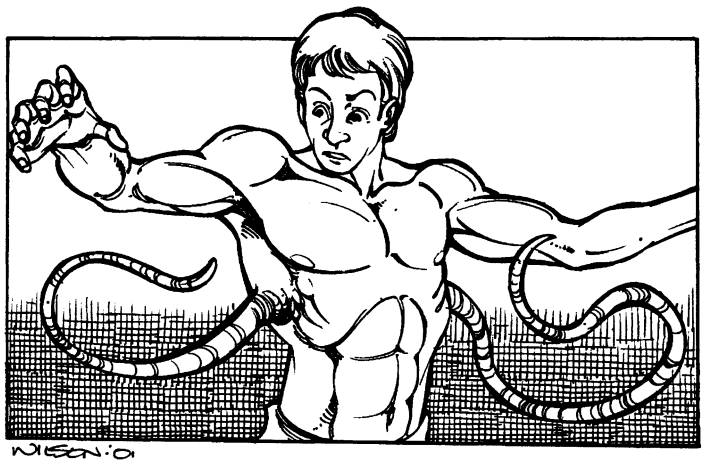
A wall of water five feet (1.5 m) tall and 10 feet (3.0 m) long per level of experience, rises from the water and hangs suspended in the air. Hitting an S.D.C. wall does 1D6x10 S.D.C. damage and temporarily reduces speed by one-third. Hitting an M.D.C. wall inflicts 1D6x10 M.D.C. and temporarily reduces speed by half.

The wall will also stop S.D.C. or M.D.C. bullets, projectiles, and energy blasts, per each respective wall type, and deflect laser beams and large missiles, knocking them off course (-5 to strike). Of course, Mega-Damage weapons will punch right through an S.D.C. wall.

The wall is drawn from the ocean itself and is constantly renewing itself. Thus, after a vessel crashes through it, there is no evidence of its passage (it's like passing through a waterfall). Consequently, neither wall has any sort of damage capacity and cannot be destroyed. Instead, the wall melts back into the ocean once the spell is canceled or the duration has elapsed.

A Water Wall can be created underwater but does half damage and has half the duration.

Level Eight (Ocean Magic)



Grow Tentacles

Range: Self or one person by touch.
Duration: Two minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient resists the magic.
P.P.E.: Thirty

A pair of tentacles magically appears as part of the character's body. Each pair adds one attack per melee round, a bonus of +1 to strike and parry and +1 on initiative. Each tentacle has 60 M.D.C. The spell can be used repeatedly to add as many as three pair (six tentacles); all bonuses are cumulative.



Summon Sea Friend

Range: One mile (1.6 km) radius.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Forty

Summons any one of the following animals who are friendly and helpful to humans, humanoids and Whale Singers:

01-20%: dolphin

21-30%: killer whale

31-50%: sea otter

51-70%: gray seal

71-80%: manta ray

81-00%: sea turtle; no sea monsters or sharks.

The summoning call will make the creature aware that character is injured, or in need of assistance and will allow the summoner to pet them, ride on their backs, be pulled along or be taken to the surface or to a specific place or vessel, retrieve an item, and so on. They will obey simple commands that are not aggressive or hostile in nature, or puts them in serious danger. All communication is telepathic. If the sea creature ever goes beyond the one mile radius (1.6 km), the spell is broken.

Travel Above Water

Range: Self and 100 lbs (45 kg).
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Thirty

This spell is rarely taken by aquatic beings but can be very useful for surface dwellers. It allows the character to travel one to twelve inches (spell caster's discretion) above the waves at a speed equal to the character's normal ground speed. The humanoid can run or walk with or against the current (no penalty) as if he were walking on dry land. He can also drift with the current, laying on his stomach, side or back, hovering a few inches above the waves. The amazing part is that the spell caster and his possessions will remain completely dry from the ocean mist and spray, and can ride the highest waves and barely feel the motion. The character can carry up to 100 lbs (45 kg).

Note: The spell caster can be dragged under the water by a combined strength of 30 or more. However, the spell will still be in effect and the magic buoyancy of the spell will attempt to cause the character to surface. If forced underwater, all his possessions will get wet.

Walk Like a Humanoid

Range: Self or one creature by touch.
Duration: 20 minutes per level of the spell caster's experience.
Saving Throw: Standard if the recipient of the magic tries to resist.
P.P.E.: Thirty

A sort of modified or partial metamorphosis spell that gives the spell caster or an aquatic creature including dolphins and other sea mammals, a pair of functioning, magic legs that enables it to walk and run on dry land. Speed is 4D6. Of course, other physiological concerns may need to be addressed, such as dehydration, the ability to breathe air, food, etc.

Level Nine (Ocean Magic)

Metamorphosis: Fish

Range: Self or one person (can be cast up to 30 feet/9.1 m away).
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Fifty

A transformation spell that turns the spell caster into any type of large- to medium-sized fish. Abilities are fundamentally the same as the fish selected. Does not include jellyfish or starfish, both of which are NOT in the fish family; their names are misnomers. Likewise, sea mammals such as dolphins, whales and sea lions, are not possible. While in this animal form, the character retains his own I.Q., memory, knowledge, Hit Points and S.D.C./M.D.C.; however, the performance of human skills is impossible. Likewise, speaking and casting magic is impossible in this form. The metamorphosis can be canceled at will.

The following are the average abilities common to most fish:

- Breathe underwater via gills.
- Swim at a speed of 15 miles per hour (24 km).
- Swim in short bursts that last 1D6 minutes at speeds of 40 mph (64 km).
- Two attacks per melee round by bite (1D4 S.D.C. points for medium-sized fish while large ones do 2D4 S.D.C., 2D6 from barracuda) or tail slap (1D6 S.D.C. for medium-sized fish, while large swordfish or marlin-sized fish do 2D6).
- +1 on initiative and +2 to dodge.
- Survive depths of up to two miles (3.2 km).

Whirlpool

Range: 120 foot (36.5 m) radius; can be cast up to 500 feet (153 m) away.
Duration: One minute per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Fifty

This powerful spell conjures forth a great, spinning whirlpool in an ocean, sea or large lake. The watery funnel pulls and sucks all objects on the water into its whirling center, crushing and dragging them down into the depths.

Objects caught in the outer edge will be drawn toward the center in a spiraling circle, at the rate of ten feet (3.0 m) per melee round. Victims on boats will become dizzy and disoriented; 30% will get seasick. Individuals in the water are helpless to escape and drown (50% chance in 2D4 minutes) unless they are thrown a line or otherwise rescued (air pick ups are the safest). Most medium to large ships and submersibles can pull out of the outer edge and escape. Small vessels and life rafts only have a 50% chance of escape. The outer whirlpool has a 120 foot (36.5 m) radius.

The center of the whirlpool is 20 feel (6.1 m) in diameter and does 1D4x10 M.D. each melee round to any small object in its grip. Large ships, subs and 'bots suffer 2D6x10 M.D. and will be pulled underwater when the vessel hits dead center (usually takes 1D4 melee rounds). Getting pulled down the whirlpool inflicts 1D6x10 M.D. to small items/people and 2D6x100 M.D. to large vessels, plus a 90% chance that any vessel that rides the surface of the water is sunk and 90% of its crew drowns! 50% chance of rupture, sinking and drowning submersibles. **Note:** A Dispel Magic Barriers spell will destroy a magic Whirlpool instantly.

Level Ten (Ocean Magic)

Impervious to Ocean Depths

Range: Self or two others by touch.
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Seventy-Five

This enchantment makes the character impervious to the deadly pressures of the ocean's depths. This means he can travel to the bottom of the deepest ocean trench without ill effect. Note, however, that if the spell wears off while at great depths, the character will be crushed and die instantly! For humans without deep sea armor, that would be any depth over 250 feet (76.2 m)!!

Level Eleven (Ocean Magic)

Calm Waters

Range: One mile (1.6 m) radius per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: One Hundred Fifty

Similar to the Calm Storms spell, this allows the character to calm any body of water and make it completely still. The water is not frozen or altered in any way. Water currently in the process of falling from a waterfall will continue to fall, and waves gently roll across the ocean, but the water is comparatively calm and slow moving. This spell affects water spouts/tsunamis, underwater explosions and earthquakes, and will even cause an angry Water Elemental to become calm and passive (the Water Elemental will still defend itself if attacked, but immediately becomes passive once the attackers are killed or retreat).

The center of this spell is from where the spell caster is standing, although once cast, he can move out of the area and the spell still remains in effect. Beyond the radius of the spell, any turbulence continues unabated.

Metamorphosis: Crustacean

Range: Self or one person (can be cast up to 30 feet/9 m away).
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient tries to resist.
P.P.E.: Sixty, or One Hundred Twenty for a monster crustacean.

The mage can transform himself into any variety of crab, lobster, or shrimp that is no smaller than a half inch (12.7 mm) and no longer than three feet (0.9 m). This is an excellent means of disguise, although the character may be vulnerable to attack from fish and other natural predators.

While in this animal form, the character retains his own I.Q., memory, knowledge, Hit Points and S.D.C./M.D.C.; however, the performance of human skills is impossible. Likewise, speaking and casting magic is impossible in this form. The metamorphosis can be canceled at will.

The following are some of the abilities common to these creatures:

- Run at a maximum speed of three mph (4.8 km).
- Swim at a speed of one mile per hour (1.6 km).
- Swim in short bursts that last 1D4 minutes at speeds of 20 mph (32 km).
- Breathe and function underwater and on dry land.
- Dig and bury self under loose sand and rocks.
- Climb skill: 80%/70%.
- Prowl skill: 75%.
- Carry three times its own body weight.
- Two attacks per melee round with pincer/claw. Tiny and small crustaceans do one S.D.C. point while large ones do 1D4 S.D.C.
- Survive depths of up to 1000 feet (30 m).

The metamorphosis into a monster crustacean transforms the mage into a giant and frightening looking crab or lobster-like beast. As always, the character retains his own I.Q., memory, knowledge, Hit Points and S.D.C./M.D.C. (plus monster bonuses and abilities); however, the performance of human skills is impossible. Likewise, speaking and casting magic is impossible in this form. The metamorphosis can be canceled at will.

The following abilities apply to monsters:

- Horror Factor 13
- M.D.C. bonus of 15 per level of experience.
- Running speed of 22 (15 mph/24 km).
- Swim at a speed of five miles per hour (8 km).
- Swim in short bursts that last 1D4 minutes at speeds of 50 mph (80 km)
- Breathe and function underwater and on dry land.
- Dig and bury self under loose sand and rocks.
- Climb skill: 80%/70%.
- Prowl skill: 35%.
- Carry three tons.
- Four attacks per melee round with pincer/claw. Inflicts 3D6 M.D. while a body block or stomp does 1D6 M.D.
- Survive depths of up to 3000 feet (914 m).

Level Twelve (Ocean Magic)

Metamorphosis: Shark

Range: Self or one person (can be cast up to 30 feet/9 m away).
Duration: 10 minutes per level of the spell caster's experience.
Saving Throw: Standard, if the recipient desires to resist.
P.P.E.: Ninety, or 160 for a monster shark.

The character is transformed into a large shark! While in this animal form, the character retains his own I.Q., memory, knowledge, Hit Points and S.D.C./M.D.C.; however, the performance of human skills, speaking and spell casting is impossible while in this form. The metamorphosis can be canceled at will. Note: There are 350 types of sharks, all members of the strap-gilled fish family, known as elasmobranch, with a different physiology than most other fish.

The following are the average abilities common to most sharks:

- Horror Factor 12 (16 if monster shark)
- Breathe underwater via gills.
- Swim at a speed of 20 miles per hour (32 km).
- Swim in short bursts that last 1D6 minutes at speeds of 50 mph (80 km).

- Can make incredibly sharp, 180 degree turns and can twist its body into a "U" shape.
- Can see the electrical impulses of muscle movement and electricity in machines and conduit.
- Blood scent: smell blood up to two miles (3.2 km) away and track the scent to the source 80%.
- Nightvision 500 feet (152 m).
- Three attacks per melee round: bite does 4D6 S.D.C., power bite (and rip) does 1D6x10 S.D.C. but counts as two melee attacks, or tail slap doing 2D6 S.D.C. (M.D.C. damage if a monster shark).
- +2 on initiative, +2 to strike, +2 to dodge, and +4 to save vs Horror Factor.
- +3D6x10 bonus S.D.C. (M.D.C. if a monster shark).
- Survive depths of up to three miles (4.8 km).

Additional Spell Magic for Ocean Wizards

The following Invocations common to surface dwellers are also counted among ocean magic and can be learned by Ocean Wizards, Whale Pneuma-Biforms and any others who can practice ocean magic:

Animate/Control Dead (20)
Anti-Magic Cloud (140)
Astral Projection (10)
Banishment (65)
Blind (6)
Breathe Without Air (5)
Calm Storms (200)
Chameleon (6)
Close Rift (200+)
Concealment (6)
Death Trance (1)
Escape (8)
Fool's Gold (10)
Globe of Daylight (2)
Heal Wounds (10)
Impervious to Poison (5)
Invisibility: Simple (6)
Invisibility: Superior (20)
Ley Line Storm Defense (180)
Ley Line Transmission (30)
Magic Net (7)
Mask of Deceit (15)
Metamorphosis: (Sea) Animal (25)
Mystic Portal (60)
Negate Poison/Toxin (5)
Repel Animals (including Sea Animals; 7)
Restoration (750)
Sanctum (390)
See the Invisible (4)
Sickness (50)
Speed of the Snail (50)
Summon & Control Storm (300)
Summon Ley Line Storm (500)
Summon Fog (140)
Tongues (12)
Transformation (2000)
Turn Dead (6)
Water to Wine (40)

Rift & Ley Line Magic

The Invocations known as *Rift & Ley Line Magic* are most commonly known by the *Ley Line Walker O.C.C., Mystic O.C.C., Temporal Magic O.C.C.s (any)*, and *Shifter O.C.C.* but are also available to those practitioners of magic who can make selections from wizard spells or common magic; i.e. those listed under *Invocations* in this book. Spells under the heading of Rift & Ley Line Magic appeared for the first time in **Coalition Wars® One: Siege on Tolkeen™**, June, 2000. Those spells have been included and described in the spell section on *Invocations.*

Some Ley Line Walkers choose to "specialize" in *Ley Line Magic*. There are two schools of thoughts on this. One is the typical Line Walker, those mages who feel Ley Line Magic is useful, but no more important or significant than any other spell invocation. And the smaller camp who feel Ley Line Magic is of significant and overriding value. This second camp tends to be a silent minority, for they consider themselves to be elitists with unique and keen insights and whose focus make them special. This sub-group of *Ley Line Walkers* often call themselves **Ley Line Rifters**.

In truth, other than their *own* perceived elite station among other practitioners of magic, Ley Line Rifters are *Ley Line Walkers* in every way. The only thing that makes them different is their selection of Invocations. Ley Line Rifters, by their very orientation, try to learn and know *all* or most Rift & Ley Line Magic spells and are drawn to any Invocations involving ley lines, dimensional magic and Rifting. This means they also try to learn at least a few Temporal Magic spells. This focus on ley lines and dimension magic makes them, in effect, specialists in *Rift and Ley Line Magic.* A mastery of magic and knowledge that these Ley Line Rifters see as a strength and that most Ley Line Walkers and other practitioners of magic regard as short-sighted and limiting. Most true Ley Line Walkers consider themselves to be well-rounded "masters" of wizard or Invocation magic, while the so-called Ley Line Rifters are limited, shortchanging themselves by focusing too much on any one subset of mystic abilities. Meanwhile, it is the Temporal Raider and Temporal Wizard who are the true experts on dimensional magic and travel. **Note:** Only about 5-7% of Ley Line Walkers choose to become *Ley Line Rifters.* Also see the section on the *Shifter O.C.C. Redefined.*

For the convenience of players and G.M.s who might want to play a *Ley Line Rifter*, here are the spells most commonly considered *Ley Line Magic.* In addition, the Ley Line Rifter can learn any Invocation (common/wizard/Ley Line Walker spells as per the Line Walker O.C.C. which is what they are), and most usually know a few low level Temporal Magic spells. **Note:** The spell descriptions of certain invocations will indicate if the P.P.E. cost is less for any specific O.C.C. Ley Line Walkers, Shifters, Temporal Raiders and sometimes Necromancers can cast a particular Ley Line Magic spell for half the usual cost. Those listed with an asterisk first appeared in *Coalition Wars® One.*

Rift & Ley Line Magic by Alphabetical List

Astral Projection (10)
Calling (8)
Call Lightning (15)
Chameleon (6)
Close Rift (200+)
Concealment (6)
Detect Concealment (6)
Dimensional Portal (1000)
Dispel Magic Barriers (20)
Energy Disruption (12)
Escape (8)
* Ley Line Fade (20)
* Ley Line Ghost (80 or 240)
* Ley Line Phantom (40)
* Ley Line Restoration (800+)
* Ley Line Resurrection (2000+)
* Ley Line Shutdown (3000)
* Ley Line Storm Defense (180)
* Ley Line Tendril Bolts (26)
* Ley Line Time Capsule (15)
* Ley Line Time Flux (80)
* Ley Line Transmission (30)
Locate (30)
Mystic Portal (60)
Negate Magic (30)
* Rift to Limbo (160)
*Rift Teleportation (200)
* Rift Triangular Defense System (840)
Shadow Meld (10)
* Summon Ley Line Storm (500)
* Swallowing Rift (300)
Teleport: Lesser (15)
Teleport: Superior (600)
Time Hole (210)
Time Slip (20)

Remember, a Ley Line Rifter learns and selects magic the same as the Ley Line Walker O.C.C. and can learn any spell available to that O.C.C.

Shamanistic Magic



Rifts® World Book 17: Spirit West™ & other sources

Shamans around the world differ from one another as well as traditional spell casters. However, the one thing all Shamans share is a bond and spirituality with *nature*. Most Shamans are also tribal and/or aboriginal. The wise men, priests, medicine men, healers and spiritual guides to nature, the elements and the spirit world. Each is different based on the aboriginal culture, people, and history of the region. Shamans also differ from the true masters of the mystic arts such as the Ley Line Walker because the Shaman's area of expertise is not spell casting per se, but society, nature and how humanoids fit into the world. Thus, they are more sages than mages, and as a result, usually possess a limited range of spell casting abilities. Another common practice among many Shamans is the ability to make charms, talismans, fetishes and other magic items that bestow protection or magical powers upon the user. **Note:** Such magic items are found in the section toward the back of this book which delves into *Magic Weapons and Devices*.

Druids, Millennium Druids, the African Medicine Man, Priest and *Rainmaker*, the *Australian Shaman/Priest*, the Russian *Old Believer, Inuit Shaman* and other *Native American Shamans*, among others, all engage (as the title of "Shaman" often suggests) in *Shamanistic practices and magic.* The *Herbologist* of England and Europe, the *Biomancer* of South America and others border on the Shamanistic, but take a step or two beyond into the mastery of an entirely new or different type of mystic art. Ironically, despite their kinship to elemental beings and forces, *Warlocks* are NOT Shamanistic.

The Shaman O.C.C. and additional details about Shamanistic Magic appear in **World Book 17: Spirit West™**; Inuit magic in **World Book 20: Rifts® Canada**, Russian Nature and Spoiling magic and the Old Believer O.C.C. in **World Book 19: Mystic Russia™**, and the Herbologist and Millennium Druid in **World Book 4: Rifts® England**. Also see **Rifts® Africa** and **Australia: Dreamtime Magic** for other *aboriginal* cultures and magic.

Native American Shamanistic Magic

The following section deals only with Shaman *spell magic*. The making of Fetishes, charms, talismans and magic weapons is addressed in the *Magic Weapons & Items* section elsewhere in this book. Note that in addition to communing with spirits and making magic items, many Shamans can draw upon a handful of *Invocation spells* or a special range of regional and cultural magic (like those presented here and elsewhere; i.e. African spell magic, Russian Nature Magic and so on). In addition to spells, most Shaman O.C.C.s have *special Shamanistic Powers and Abilities* that reflect their culture, beliefs and lifestyle. Likewise, certain Elemental Magic spells *may* be available to some Shaman O.C.C.s. In the case of the Native American *Paradox Shaman*, the character may use Temporal spells as described in the *Temporal Magic* section of this book (and in *Rifts® England*) as well as those listed here.

Note: Shamanistic spells and powers are exclusive to each particular Shaman O.C.C./culture and are NOT available to other magic O.C.C.s.



Spirit Spells

This aspect of Native American Shamanism deals with the *spirit world*, the realm beyond the mere physical.

Shamanistic Spirit Spells

Level Two
Contact Spirits (8)
Spirit Quest (5)

Level Three
Call Totem Animal (25)

Level Four
Create Arrows (25)
Spirit Paint (20)

Level Eleven
Call Totem Spirit (175)

Level Twelve
Spirit Fence (200)

Level Thirteen
Call Totem (750)

Level Two: Contact Spirits

Range: Self or others by touch.
Duration: One question or one minute of conversation per level.
Saving Throw: None, but contacted spirits can refuse to talk to the spell caster.
P.P.E.: Eight

When this spell is cast, the Shaman enters into a partially detached, dream-like state in which he can hear voices around him. The voices are those of the spirits in the Astral Realm of the Gods. The general type of spirit to be contacted is decided when the spell is cast, and includes animal, plant, or ancestor spirits, Nunnehi or another specific spirit race, greater spirits, or the gods themselves. Once the spell is successfully cast, the Shaman can ask one question or converse with the spirit for one minute per level of experience. The spirit can tell only what it knows and may be unable to answer certain questions. Furthermore, the spirit will usually answer with a story, fable or parable and may speak in riddles, generalities, be vague, or give a somewhat convoluted answer (i.e. a long-winded answer to a simple question). Likewise, it may warn a character that the answer may be unpleasant or that he may not understand or want to know the answer. In this case, the Shaman must prod the spirit to continue, and greater spirits and gods may refuse to answer.

Secrets, privileged information, and spell knowledge can not be gained from the use of this spell; a Spirit Quest is necessary in those cases. The Contact Spirits spell is used to get general information or specific knowledge about common things such as farming, building a canoe, hunting or trapping a particular animal, and relatively common information (past and present) about places, people, and events, or to get a story or piece of Native American history, law, beliefs or culture from the spirits. The spirits can *not* reveal the future, read minds, teach spells, or speak of things they do not know about. While they seem to prefer to tell stories and talk about the past, their stories often contain hints, clues, omens and advice about the present and immediate future.

When in contact with the spirit world, the character is oblivious to things occurring around him and can not fight, cast magic, or defend himself without breaking contact with the spirits. Contact can be broken when the entranced Shaman is attacked (or he can ignore the attack and continue his talk with the spirits), or whenever he chooses. Only the character in contact with the spirits can hear them and ask them questions.

Success Ratio: The chance of successfully casting this spell depends on the Shaman's level and the type of spirit he desires to speak with. The following percentages are used just like skill ratings to determine the Shaman's knowledge and familiarity with the spell and the spirits.

- Animal, plant, and ancestor spirits: 50% +5% per level. Nunnehi and other lesser spirits: 35% +5% per level.
- Greater Spirits: 30% +3% per level of experience.
- Great Elemental Spirits: 20% +3% per level (Elemental Shamans who acquire this spell are at +10% to contact the elemental spirits).
- The gods (lesser and greater): 12% +3% per level of experience.

Note: There are specific fetishes made to augment this spell. They are considered Level Two Fetishes for Creation and other purposes, and they add +15% to the percentages for casting the spell.

Level Two: Spirit Quest

Range: Self or other within 20 feet (6 m).
Duration: Until canceled or the quest is fulfilled.
Saving Throw: None. Spell only works on willing targets.
P.P.E.: Five

The Spirit Quest spell is a kind of minor Astral Projection that enables the Shaman to journey to the doorstep of the Spirit Realm of the Native American gods and spirits in order to seek new spell knowledge or the answers to questions. If a Shaman does not have this spell, he will have to physically journey to a sacred *spirit cave* to physically en-

ter the Spirit Realm each time he achieves a new level of experience in order to gain his new spells.

The spell can be cast on other people, even non-Shamans and non-Indians. This way, the entire group can participate in an Astral Quest for whatever reason. The spirits will welcome the group's eagerness to work together, and will use the opportunity to start molding them into heroes. The actual quests changes from visit to visit, and commonly requires the Shaman to trek through the woods to a remote location where an elder awaits with the spell knowledge he requires. Higher level spells or quests for lost or important information may require numerous tests and obstacles to challenge the quester, or he may be required to visit several elders, each in a more remote location than the last. A separate quest is not required for each new spell to be learned by the Shaman, but the quest will likely contain elements of the spells sought (i.e., searching for the knowledge of a Fear spell might place the Shaman in a frightening situation or require him to do or confront something he is afraid of, while a quest for a healing spell will definitely require attending to an injured character or animal). Once the quest is complete, the spirits bestow the spell knowledge upon the Shaman.

The G.M. can use this opportunity to run the wildest dream adventures he can think of, or they can seem as normal as any adventure the characters might have in the real world. One thing is always the same: Time flows differently in the realm of the gods. A character who spends three days on an Astral Quest will return to find that only three minutes or so have passed in his reality. It is rare, but the effect can also work in reverse. In that case, three minutes in the quest could be three hours or days in the real world (a useful game device for advancing a story-line or creating tension).

Level Three: Call Totem Animal

Range: Varies.
Duration: Four hours per level of the spell caster's experience.
Saving Throw: Standard.
P.P.E.: Twenty-Five

This spell simply summons a single, ordinary animal that is representative of the character's animal Totem. The animal will arrive within 4D6x10 minutes (double or half the time depending on the environment and the probability of the animal species living there; i.e. it will take a long time for a bear to find its way into a city, but only a short time when summoned in a forest). The animal will be friendly and helpful, but unless the summoning Shaman has the Animal Speech spell, it will be little more than a highly trained animal; i.e. will understand such commands as attack, run, stop, guard, carry, come, stay, follow the trail (applicable only to predatory animals who can track by scent or sight), etc. The animal will react as a normal, although loyal, animal in respects to risking its life and/or fighting the supernatural or magic. If the duration of the spell exceeds 24 hours, and the animal is well treated during its stay, it may remain with the spell caster for some period (a few hours to several days, but not indefinitely) after the spell duration has elapsed (G.M.'s option).

Level Four: Create Arrows

Range: Touch.
Duration: Indefinite.
Saving Throw: Not applicable.
P.P.E.: Ten, or 25 for Superior Fetish Arrows.

The casting of this spell makes 1D4+1 arrows per level of the spell caster to magically appear! These are normal, S.D.C. arrows. The spell can alternately create one Fetish Arrow per level of the Shaman. Fetish Arrows inflict one point of M.D. Shamans of eighth level or higher can elect to create one additional Fetish Arrow for each level beyond seventh (i.e. two arrows at 8th level, three at 9th, four at 10th, etc.); each doing one M.D. However, an 8th level (or higher) Shaman can elect to create one *Superior Fetish Arrow* that inflicts 1D4 M.D., but *each* superior arrow costs 25 P.P.E. to create (300 P.P.E. for a dozen).

Level Four: Spirit Paint

Range: Touch.
Duration: Two days per level of the spell caster's experience.
Saving Throw: None.
P.P.E.: Ten for hunting, or 20 for war.

There are two versions of this spell, a minor one normally applied for hunting, and a more powerful one for war. The spell is cast on normal pigments used to adorn the face and body, making them into a kind of Minor Fetish of limited duration. Paint already applied to the body lasts for two days per level of the spell caster.

Spirit Paint of Hunting costs 10 P.P.E. to cast and gives the wearer +1 to strike and dodge, plus a +5% bonus to the skills Track Animals and Prowl. *Spirit Paint of War* costs 20 P.P.E. and provides the bonuses of +2 to initiative, strike, pull punch, roll with impact, and save vs Horror Factor.

Level 11: Call Totem Spirit

Range: Not applicable.
Duration: 24 hours, no longer.
Saving Throw: None.
P.P.E.: One Hundred Seventy-Five

This spell summons a single, ordinary-looking animal that appears to be an animal that represents the character's totem, but it is actually an *Animal Spirit*. The animal has a human intelligence, but speaks only in its animal tongue. Full communication with it requires the Animal Speech spell, psionic powers or other suitable magic. Otherwise, it responds the same as the animal summoned with the Call Totem Animal spell, except it can understand and follow complex requests and tasks. The Totem Spirit Animal will serve the Shaman who called it forth completely and faithfully. It will do everything it can to carry out its given tasks, even fighting to the death to save the life of the Shaman or innocent people.

Summoned Animal Totem Spirits have the following base stats, modified by the *bonuses and powers* listed in the Totems section under the specific animal type (see pages 96-105 of **Spirit West™**).

- Attributes: All attributes are 12 or higher; modified by the animal species' natural bonuses. M.D.C.: 20
- Attacks: Three per melee round.
- Damage: One M.D. point plus any additional damage from super strength and/or claws.
- Bonuses: +1 on initiative, +2 to strike, parry, and dodge, +4 vs magic and psionics, +5 vs Horror Factor, and immune to mind control. All are in addition to the bonuses and powers of the Animal Totem for its type.

Level 12: Spirit Fence

Range: 100 square miles (259 sq. km) per level.
Duration: Two days per level of experience.
Saving Throw: Standard (see below).
P.P.E.: Two Hundred

This powerful spell creates an invisible, magical wall of energy that encloses the area of effect as desired by the caster; i.e. it can meander along the bank of a river and wind back to form an irregular shape, or it can form a precise geometric shape. The wall is 40 feet (12 m) high and is invisible and undetectable unless a creature can detect magic or see the invisible. The wall is also insubstantial and allows all creatures to pass unhindered, but when they do so, the true effect of the wall is activated. Rather than contain, as the name implies, the Spirit Fence is a kind of security and warning device. Each creature that passes through it is subject to the following spells: *See Aura, See the Invisible, Sense Evil,* and *Sense Magic*. The spell caster instantly knows that the wall/fence has been breached, and receives the above information on every creature that passes through it. Only if a group or herd of a dozen or more creatures pass through at the same time or quickly, one after another, will the information be sketchy and incomplete, but the maker

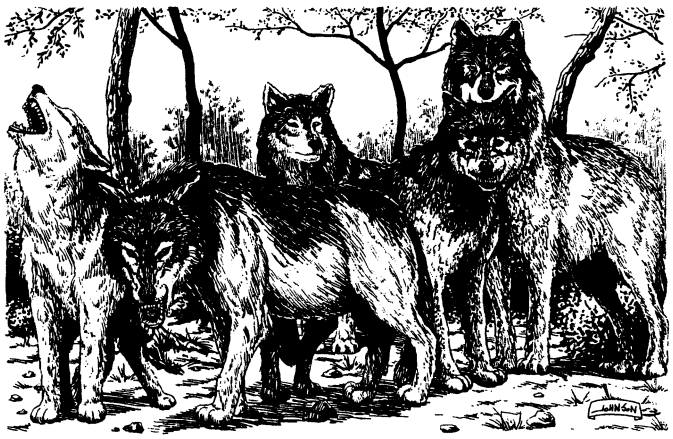
of the Spirit Fence will still know that numerous creatures passed through, and whether or not there was a presence(s) of magic and evil or hurtful intent.

For example, an evil, invisible, 9th level dragon in human form passes through the fence. The Shaman that cast it will immediately know (unless the dragon had a Mind Block in effect) that an evil, invisible, high level, nonhuman creature possessing magic and psionic abilities with lots of P.P.E. has just entered or left his Spirit Fence. **Note:** The Shaman must be within the area *enclosed* by the spell to receive this information. Normal animals trigger the fence and send weak signals, but if the Shaman concentrates (using all melee actions for that round), he can sense the movements of normal animals across the range of the magical fence – it is chiefly designed to detect intelligent, supernatural, evil and magical life forms.

Level 13: Call Totem

Range: 60 feet (18.3 m).
Duration: One minute per level or until a specific task is completed.
Saving Throw: None.
P.P.E.: Seven Hundred Fifty

This spell actually summons the Shaman's Greater Animal Totem Spirit! The species specific protector will arrive at the ritual site within 1D6 minutes. Once summoned, the Totem Spirit can be asked to engage in combat for one minute per level of the Shaman, or it can be asked to perform one task. The request must be truly needed and worth the attention of such a powerful being, plus it must further the circle of life and the ways of Native Americans. The spirit can refuse to accept the task if the request is not worth its attention, but it can not leave until the duration of the spell elapses. The statistics and description for the *Greater Animal Totem Spirit* are found on page 158 of **World Book 15: Spirit West™**.



Shamanistic Animal Spells

Animal Shamans have access to all animal or animal-affecting spells.

Animal Spells by Level

Level One
Nose of the Wolf (4)

Level Two
Animal Speech (5)

Level Three
Animal Companion (20)

Level Four
Ears of the Wolf (10)
Shared Spirits (7)

Level Five
Metamorphosis: Totem Animal (18)
Totem Gift (12)

Level Seven
Spirit's Blessing (Animal; 20)

Level Eight
Summon Game Animals (30)

Level Twelve
Metamorphosis: Totem (250)

Level One: Nose of the Wolf

Range: Self or two others by touch.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Four

This spell gives the recipient the wolf's incredible sense of smell. He can recognize and identify odors at 70%, track by smell alone at 60%, and recognize a specific person's scent at 50%, but that person must be very well known to the character. The spell can also be used to add +5% to the scent tracking abilities of a normal animal or mutant Dog Boy.

Level Two: Animal Speech

Range: Self; extent of voice and hearing, about 250 feet (75 m).
Duration: 5 minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Five

This spell allows the Shaman to converse with ordinary animals. He simply speaks, and the animal understands as if he had barked, chirped, growled, in the animal's own tongue. Likewise, the spell caster can understand the animal as if it had spoken his language. Conversations are limited to the knowledge and intelligence of the animal, and the spell does not confer any kind of control over or cooperation from the animal, unless other magicks are used (such as Call Totem Animal and Animal Companion). The spell only works on normal animals, or supernatural beings in an animal form. Only one animal per level of experience can be spoken to with this magic, and only the spell caster can so communicate. This spell cannot be cast upon others.

Level Three: Animal Companion

Range: Varies.
Duration: Indefinite.
Saving Throw: Standard.
P.P.E.: Twenty

The spell summons an animal of the desired species to the Shaman; typically canines, felines, horses and similar. When the animal arrives, it will act as if it were a devoted, life-long companion to the spell caster. Unlike the Familiar Link spell, there is no mental or magical bond other than the friendship. The animal summoned is normal in every way, and it will act accordingly (for stats on various animals, check out the **Monsters & Animals** sourcebook, or some of the key animals presented in **Spirit West**). Giant animals like buffalo, elephants, large dinosaurs, etc., and Mega-Damage creatures with more than 50 M.D.C. can not be summoned.

If the animal is treated well, it will remain with the spell caster indefinitely (minimum of 1D4 weeks), and may even risk its life for him. The animal is considered intelligent for its breed and arrives with a sense of friendship and devotion toward the Shaman, but the spell caster must nurture that trust and devotion or it will fade. The spell can be cast repeatedly, but only once per month, or when the Shaman has two or fewer animals companions.

Level Four: Ears of the Wolf

Range: Self or others by touch.
Duration: One minute (4 melees) per level of experience.
Saving Throw: None.
P.P.E.: Ten

This spell magically gives the recipient the sensitive hearing of a canine. Can hear into a higher range of sound and can register sounds of 35,000 vibrations per second compared to 20,000 in humans and 25,000 in cats (can hear dog whistles and other high-pitched sounds). They can also shut off their inner ear to filter the general din of noise to zero in on the sound they want to concentrate on. It also allows the recipient to recognize voices he has heard before, even if they are disguised (01-40% chance). **Bonuses:** +2 to initiative and +1 to dodge and parry.

Level Four: Shared Spirits

Range: Self or two others by touch.
Duration: Five minutes (20 melees) per level of experience.
Saving Throw: None.
P.P.E.: Seven

When a Shaman casts this spell on himself or someone else, it causes animals to regard that person as if he was a fellow animal of their species. This lets humans walk among animals without cause for alarm or reason to attack. The subject of this spell is not invisible, nor is the animal charmed into being docile or friendly, just into thinking of him or her as one of its own kind. Thus, a herd of caribou or horses will not be spooked by the enchanted individual and a wolf pack will not feel threatened and attack (or flee) unless the individual tries to take a dominant position in the pack. Even though the character is regarded as another of their kind, the animals may try to impose dominance and/or a pecking order on the "new" animal(s) and will flee or fight if this "new animal" is aggressive or threatening. Depending on the animal(s) involved and how the character(s) conducts himself, the individual could be in just as much trouble as he would be without this magical disguise. However, Shamans understand animals and should know how to act among them..

Level Five: Metamorphosis: Totem Animal

Range: Self.
Duration: 30 minutes per level of experience.
Saving Throw: None.
P.P.E.: Eighteen

This is a specialized metamorphosis spell that allows the Shaman to turn into one specific animal as represented by his *animal totem.* So if the Shaman's animal totem is a crow, he can only turn into a crow, not a hawk, dog, horse or any other type of animal. Other than that restriction, it is identical to the level seven spell invocation: Metamorphosis: Animal. Note that a Shaman in animal form will not be affected by a Spirit's Blessing spell, but can still benefit from the Totem Gift spell.

Level Five: Totem Gift

Range: Self.
Duration: Two melee rounds per level of experience.
Saving Throw: None.
P.P.E.: Twelve

When a Shaman casts this spell, he infuses himself with the *power* of his totem animal. The spell caster does not change into the totem animal, but he is granted the Totem Animal *bonuses* and *powers* for the duration of the spell. The character does *not* become a supernatural, M.D.C. creature, and all bonuses are S.D.C. unless some other form of magical augmentation is in effect. For example, if a Shaman of the Hummingbird Totem casts Totem Gift on himself, he would add +2 attacks per melee round, +4 to P.P., +6 to Spd., +3 to strike, +2 to dodge (+4 in flight), and damage from physical attacks would be reduced by 1D6. All of the bonuses are applied, even though he does not turn into a bird and can not fly! Special abilities like digging and tunneling can be performed if the totem animal has them, but the human hands are not well suited for such tasks so their speed is reduced by half.

Level Seven: Spirit's Blessing (Animal)

Range: One by Touch.
Duration: Two minutes (8 melee rounds) per level of experience.
Saving Throw: None.
P.P.E.: Twenty

Spirit's Blessing can only be cast upon a normal (S.D.C.) animal, and when it is, it fills the animal with magical strength. The creature, be it a dog, cat, horse, pet bird, etc., is given limited M.D.C., increased speed, Supernatural P.S., and immunity to Horror Factor. It is best applied to loyal and controllable animals. An animal protected by this spell willingly fights for the spell caster or its owner if it is so inclined, either by spell or friendship, but the animal will not fight any more than it would normally. When the spell wears off, half of any M.D.C. damage taken is transferred to the animal's S.D.C. and Hit Points, but the rest is negated. This is a great spell to augment a horse or canine companion during M.D. combat, or when they have to face combat vehicles or supernatural menaces.

Bonuses from the spell:

- M.D.C.: Equal to the animal's total S.D.C. and Hit Points plus 30%.
- Supernatural Strength: The animal does 2D6 M.D. damage from bites and claw attacks.
- Supernatural Speed: Double the animal's natural speed. That's up to 70 mph (112 km) for wolves and as much as 80 mph (128 km) for horses!
- Immunities: Impervious to Horror Factor, fatigue and poison while magically enchanted.

Level Eight: Summon Game Animals

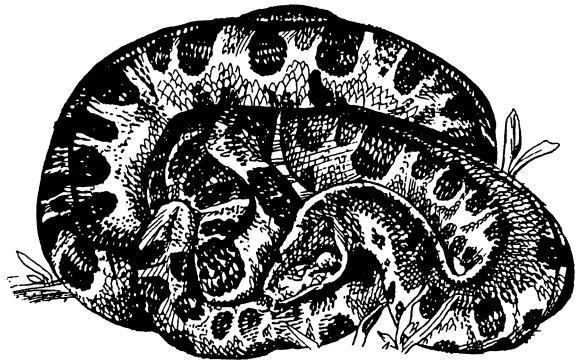
Range: Varies.
Duration: Special.
Saving Throw: Standard.
P.P.E.: Thirty

The casting of this spell magically brings one large or 2D4 small game animals into the Shaman's immediate area. Its purpose is to provide a hungry spell caster and his companions with food. However, they must take advantage of the opportunity by catching and killing the animal(s) or it will run away. The magic only *brings* animals into hunting range and confers no control over them, so they react as they would to any human and flee at the first hint of danger. The advantage of the spell is that it allows the spell caster to be prepared for the animal's arrival and to be on the lookout, ready to strike. Small game animals include most fowl (ducks, quail, pheasants, etc.), rabbits, raccoons, squirrels, and similar critters, while large game animals include all types of deer, elk, moose, wild pigs, and buffalo.

Level 12: Metamorphosis: Totem

Range: Self.
Duration: 20 minutes per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred Fifty

Like the other metamorphosis spells, this one changes the human into something else. In this case, a supernatural animal of his totem type. The character becomes his Totem Animal, but 150% bigger and with Supernatural P.S. and attributes. While the character is under the change, use the Totem *bonuses and powers* listed in the Totems section under the Shaman's Totem Animal (the Shaman does not gain the Totem Warrior's O.C.C. abilities nor any of that class's skills or other bonuses, just the animal form bonuses and abilities). Like the other metamorphosis spells, the mage leaves behind all of his clothes and equipment and will be naked when he returns to human form.





Shamanistic Magic: Plant Spells

Plant Shamans have access to all plant spells in the Rifts series, including Biomancer spells and Nature Magic spells.

Plant Spells by Level

Level One
Dowsing (6)

Level Three
Thornwall (10)

Level Five
Animate the Forest Floor (15)
Spirit's Blessing (Plant; 15)

Level Six
Magic Stick (20)
Nourish Plants (15)
Plant Travel (25)

Level Seven
Animate Tree (25)
Plant Growth (25)

Level Nine
Spirit Walk (65)

Level Eleven
Call Forest Guardian (160)

Level One: Dowsing

Range: 100 feet (30.5 m) +20 feet (6 m) per level of experience.
Duration: One minute (4 melees) per level of experience.
Saving Throw: Not applicable.
P.P.E.: Six

This magic guides the spell caster to any body of water within the range of the spell, even if the water is below the ground. The spell is cast upon a small, supple stick that gently tugs the caster in the direction of the nearest water supply and points to it when he reaches the exact location. If the water is out of sight, the spell caster will have an excellent idea where it is (underground, in a cave, covered/concealed, etc.). The spell does not bring the water to the Shaman.

Level Three: Thornwall

Range: 60 feet (18.3 m) +10 feet (3 m) per level of experience.
Duration: One hour per level of experience.
Saving Throw: None.
P.P.E.: Ten

This spell creates a thick wall of sturdy thorn branches that rises up before the Shaman. The mass of thorns appears as a cube or square that is 10x10x10 feet (3 m) per level of the spell caster's experience. Each cube can be strung together to create a long wall; straight, weaving or curved, but not a complete circle. In the alternative, a single cube can be increased in size (20 feet/6 m, 30 feet/9 m, 40 feet/12.2 m, etc.). In this case, the spell caster can either be on the other side of the cube, or located in a small area in the center.

The depth and mass of tightly woven thorn branches is thick enough to completely stop a normal vehicle going less than 60 mph (96.5 km). Vehicles going at faster speeds will have their momentum reduced by half as they plunge into the mass, and suffer 3D6x5 S.D.C. damage. The chance of punching through 10 feet (3 m) of the thorny mass is 10% per every 10 mph (16 km) above 50 mph (80 km) for small vehicles (cars, hovercycles, power armor, fast running cyborgs, etc.), while giant robots and large or armored vehicles (big trucks, tanks, APCs, bulldozers, etc.) are +40% at any speed. The branches are S.D.C. and can be cut, chopped or smashed through, but unarmored people take 3D6 S.D.C. damage per melee round as they force their way through. It requires four melee rounds to cut through each 10 feet (3 m) of thickness. Charging or fast moving opponents who suddenly find a wall of thorns in front of them can roll a dodge of 16 or higher to stop in time to avoid a collision. A failed roll results in 6D6 S.D.C. of damage. *Characters in M.D.C. body armor* can not be injured by the S.D.C. thorns, but the mass of thickly woven, thorny branches still requires them to cut and chop their way through with the same speed impediment noted previously. Man-size to twice man-size power armor, cyborgs, robots and supernatural beings are likewise impervious to S.D.C. damage and their superhuman strength enables them to push or punch through the obstacle at a rate of 10 feet (3 m) per melee round (15 seconds), provided all their energy and attacks per melee round go to this task. **Note:** The thorn cube can be augmented with the Spirit Blessing spell, making it twice as dense and requiring twice as much time.

Level Five: Animate the Forest Floor

Range: Affects a 35 foot (10.4 m) radius per level of the spell caster and can be cast up to a 50 foot (15.2 m) distance per level.
Duration: Two minutes (8 melees) per level of the spell caster.
Saving Throw: Special.
P.P.E.: Fifteen

This spell has an effect similar to the Carpet of Adhesion spell, but instead of a magical adhesion, it causes vegetation to animate and grab hold of the targets. The spell is limited by the need for adequate vegetation to effectively immobilize the target, so it can not be cast in a desert, indoors, and so on, but can be cast on the prairies, forests and jungles. It works best in woodlands with tree roots, vines, and undergrowth. A 35 foot (10.4 m) radius is affected by the spell. Creatures caught in the spell are held until the duration elapses or the Shaman cancels the effect. It takes a P.S. of 25 or greater and 1D4+2 melee actions to pull free, but as long as the character remains in the radius of effect and on the ground, he will be instantly ensnared again. Note that it is the feet that are entangled (hands only if the captive puts his hands below his knees or touches the ground), so the character can still use

his arms and hands to fire weapons, and can cast spells and use psionics.

Saving Throw: If a saving throw is successfully made, the character must constantly keep moving (never stopping for more than a second or two) and it still takes 1D4 melee rounds per level of the spell caster who animated the plants to fight his way out of the zone of animated plants. Those failing saving throws are held fast for the duration of the spell, or may pull free for an instant, only to become stuck again. The effectiveness of this spell is based on the strength of the vegetation it uses. The potential victims suffer the following penalties when faced with the following types of vegetation:

- Sage Brush and Scrub: -2 to save
- Light Forest or dense, tall grassland: -1 to save
- Deciduous, Coniferous or Mixed Forest: -2 to save
- Rain Forest/Jungle: -4 to save

These saving throw penalties are not applicable to M.D. creatures or supernatural beings, including dragons.

Level Five: Spirit's Blessing (Plant)

Range: 75 feet (22.5 m).

Duration: Varies with the different magical effects; some permanent, others temporary. The doubled S.D.C. lasts only five minutes (20 melees) per level of experience.

Saving Throw: None.

P.P.E.: Fifteen

This spell can only be used on one plant at a time, whether it is a small house plant or an ancient tree. This blessing will instantly rid the plant of any disease, blight or poison, restore it to its normal full strength/health, and temporarily double its S.D.C. This spell can not be cast on intelligent vegetation aliens, plant spirits or plants that are Mega-Damage creatures. Nor can it be used to animate the forest floor because multiple plants are involved. However, it can be cast upon a *single* Animated Tree or the Thornwall because both are one plant.

Level Six: Magic Stick

Range: Single club-sized stick.

Duration: Until all M.D. strikes are used up or 12 hours, whichever comes first.

Magic Effect & Limitation: One Mega-Damage strike per level of the spell caster. Thus, a 4th level Shaman can charge a wood branch suitable for use as a club/cudgel, walking stick or staff with four strikes that inflict M.D. when a successful strike is made (no damage is inflicted when the weapon is successfully parried or dodged, nor is the magic M.D. energy discharged). This spell can only be cast twice on the same item. When all magical strikes are used up, the weapon becomes an ordinary S.D.C. item again. Can not be cast upon branches from a Millennium Tree or finished, hand-carved wooden weapons.

Damage: Generally such simple weapons do 1D6, 2D4, or 2D6 damage.

Saving Throw: None.

P.P.E.: Twenty

The Magic Stick spell must be cast upon a branch, not a manmade club or pole, that is either cut from a tree or found on the ground. The branch can be the size of a club or as long as a staff, but cudgel-types are most common. The item will serve as an S.D.C. weapon of its type (club, staff, etc.) until the Magic Stick spell is cast upon it. When enchanted, each successful strike of the "magic stick" (wood weapon) does M.D.C. instead of S.D.C. damage! Thus, a cudgel or club-styled weapon that normally does 2D4 S.D.C. now inflicts 2D4 M.D. under the Magic Stick spell. Remember that Shamans rarely cast their spells for others. A plant Shaman would not hand out enchanted Magic Sticks to his super-strong Spirit Warrior buddies unless the group were truly in trouble, and will never enchant a weapon held by somebody he does not trust. An attack with a magic stick can be parried by an S.D.C. item.

Level Six: Nourish Plants

Range: Area of Affect: 60 feet (18.3 m) diameter sphere.

Duration: Permanent.

Saving Throw: None.

P.P.E.: Fifteen

Provides plants (including trees) within the area of effect with all of the required nutrients and equivalent sunlight for an entire day. In addition, the spell will continue to provide the plants with the same nourishment for one day per level of the spell caster. It does not actually create the sunlight, but magically provides the nourishment it would normally get from the sun and water. Consequently, it can even be cast on plants indoors or in total darkness. Sickly or undernourished plants (from lack of sufficient sunlight, drought or poor soil) will return to full health within 24 hours. Physical breaks or cuts are not healed by this spell, but it will make the plant healthy enough to heal itself.

Level Six: Plant Travel

Range: Self or two others by touch.

Duration: One hour per level of experience.

Saving Throw: Standard, but only for unwilling targets.

P.P.E.: Twenty-Five

When this spell is used, it causes the plants around the spell caster to bear him aloft and move him along by passing him from plant to plant (not unlike "crowd surfing at a concert). Whether it is hundreds of blades of grass or a single tree, the spell caster is passed from one to the next, in the direction he desires at a constant speed of approximately 6 mph (9.6 km). The speed may not seem impressive, but when one considers that the Shaman can travel without stopping, nearly 150 miles (240 km) can be covered in 24 hours, provided the character has the necessary amount of P.P.E.! He can sleep while being transported, and the soft rippling of the hundreds of leaves provides enough massaging action to prevent sore muscles. Eating can also be done while moving by this method. **Note:** The only real drawbacks are the slow speed, obvious means of travel, and the need for vegetation. It will not function in the desert, and travel across grasslands/prairies is halved (3 mph/4.8 km), but *jungle travel* speed is nearly doubled (10 mph/16 km).

The spell can also be used in an offensive manner. If it is cast upon a target who fails its saving throw, the character can be carried off in any direction determined by the spell caster. The victim of this effect is allowed an additional saving throw every 30 minutes. A successful save means the spell is broken. Likewise, levitating or flying above the plant-life renders the magic useless.

Level Seven: Animate Tree

Range: 120 feet (36 m).

Duration: One minute (4 melees) per level of experience.

Saving Throw: None.

P.P.E.: Twenty-Five

The magic animates tree branches and gives life-like qualities to a normal tree. The tree can not walk or talk, but it can move its branches and limbs like arms to lift, hold, attack, or entangle. The spell caster can affect approximately a 10 foot (3 m) section of tree per level of experience. The Game Master should apply this as an overall height restriction and not a general length. Thus, a fourth level caster could animate a 40 toot (12.2 m) tall tree, or two 20 foot (6 m) tall saplings, or the lower 40 foot (12.2 m) section of a taller tree.

The spell does not turn the tree(s) into a supernatural or M.D.C. structure, but old, large trees can inflict Mega-Damage. For each 10 feet (3 m) of height (or width), a tree will have the following statistics: The equivalent of three points of Supernatural P.S. for damage determination and 4 points for lifting, 100 S.D.C. (one M.D.), two attacks per melee round, and +1 to A.R. (begins with an A.R. 6, not applicable against M.D. attacks). This means trees of 40 feet (12.2 m) tall have a supernatural P.S. of 12, 4 attacks per melee round, 400 S.D.C. (or 4 M.D.), and an A.R. of 10! Trees 50 feet (15.2 m) tall (or wide) or larger

entangle with the same capabilities and effect as the Animate the Forest spell. Characters under attack by an animated tree are -1 to all combat bonuses per each 10 feet of the tree's height beyond 50 feet (15.2 m). Attacks can be directed at one or two opponents or divided among several different ones (typically in pairs; i.e., two attacks against Bob the Cyber-Knight, two against Shining Eagle the Shaman, and so on). The maximum reach of the tree is typically half that of its overall height.

Level Seven: Plant Growth

Range: 60 feet (18.3 m).
Duration: Permanent.
Saving Throw: Standard, but at -4.
P.P.E.: Twenty-Five

The casting of this spell instantly ages a plant by 3D6 months per level of the caster (the mage can stop the age/growth period at any point he desires). It can be used to grow a barrier of vegetation, to cover tracks, to produce fruit out of season, or to replace damaged woodlands. The spell caster can either age the plant to the extent of the spell or state a specific period of aging, such as one season. The spell caster has no control over the growth of the plant, so it will spread and/or branch upward or outward in its natural manner (i.e., vines will cling and climb, not grow straight up into a net or barrier, but if the Shaman had time, he could weave them into such upon the spell's completion). Casting this spell does not subject the plant to normal weather, pests, and/or disease, and it will grow fuller and healthier than normal. Plants will not die off in this manner, unless it is part of their life cycle (like plants which grow from a bulb, such as day lilies).

Level Nine: Spirit Walk

Range: Self or two others by touch.
Duration: Indefinite.
Saving Throw: None.
P.P.E.: Sixty-Five

The Spirit Walk spell is a form of *specialized Mystic Portal* that allows a Shaman to form a dimensional connection between the P.P.E. of a large tree and the *Realm of the Gods*. Once this is done, he seems to walk into the tree and is gone. In actuality, he has created an invisible, one-way portal on the tree that disappears behind him. The spell is cast as the Shaman walks into the tree, and does not have a set duration. The *Gods* section of the **Spirit West** sourcebook details the Spirit Realm and gives information on its defenses and deities. If the Shaman overcomes these defenses, usually by gaining permission to enter the Realm through the use of a Call Spirits spell, he can remain within the Realm until he wishes to leave or is asked to go. Unlike the second level Spirit Quest, this spell actually transports the spell caster's physical body to the Astral Plane (no silver cord).

Level Eleven: Call Forest Guardian

Range: Distance is not applicable, but this spell only works in forested or jungle areas.
Duration: 24 hours.
Saving Throw: None.
P.P.E.: One Hundred Sixty

This spell calls to the service of the Shaman a powerful spirit of the woods. The spirit arrives within 1D6 minutes and will aid the Shaman for 24 hours. It can answer questions, perform tasks, and/or engage in combat. The Forest Guardian has all of the Shaman's O.C.C. abilities and knows all Plant Spells (all its plant spells are cast at 6th level strength). It appears as a dark skinned, mysterious Native American covered with fetishes and green tattoos. Most of them carry staffs, but all have wooden weapons that are charged with Magic Stick spells.

The Forest Guardian has the following stats:

- Attributes: All physical attributes are 22 and supernatural. Other attributes are 12.
- P.P.E.: 4D6x10+100
- M.D.C.: 90
- Attacks Per Melee: Four physical or two by magic. Damage: 2D6 M.D. normal punch or kick, 4D6 M.D. for a power punch (counts as two attacks).
- Bonuses (includes attribute bonuses): +1 on initiative, +4 to strike, parry, dodge and entangle, +4 vs magic and psionics, +5 vs Horror Factor, and +6 vs mind control of any kind.

Paradox/Temporal Spells

The following magic is typically known only by Paradox Shamans. *Temporal Raiders* and *Temporal Wizards* may also learn these spells, but it is fairly uncommon for them to do so as they usually stick to mastering their own Temporal Magic.

Shamanistic Paradox/Temporal Spells

Level Eight
Will of the Earth (80)

Level Nine
Universal Balance (100)

Level Ten
Absolute Darkness (120)
Sphere of Negation (120)

Level Eleven
Little Force (135)

Level Eight: Will of the Earth

Range: Varies.
Duration: Two minutes (8 melee rounds) per level of experience.
Area of Effect: Either a specific target (person or object) or an area that has a spherical radius of 10 feet (3 m). If the spell is cast on a person or item, only that character or item is affected. If cast on an area, all who enter the area are subject to its effects.
Saving Throw: None if cast on an inanimate object, area or self. Standard if targeting an unwilling victim.
P.P.E.: Eighty

This spell allows the spell caster to manipulate the forces of gravity. The spell can reduce, increase, or cancel gravity in a given area of effect. The Shaman player must announce which aspect of the spell he will be employing before it is cast. When a character enters into an area of effect, he must save or suffer the magical effects. A successful save means the magic has no effect.

Reduced Gravity is used to lighten the weight of an object or person. It can be cast up to 140 feet (42.6 m) away and will affect one object per casting. If cast on an item, its weight is divided by 50. Most cars will weigh 40 to 100 pounds (18-45 kg) under this magic, motorcycles will weigh a mere 4 to 12 pounds (1.8 to 5.4 kg), and a 150 pound (67.5 kg) person a mere three pounds (1.4 kg)! If the spell is cast upon a living being, he is +2 to dodge and can leap three feet (0.9 m) for each P.S. point possessed by that character.

Increased Gravity is used to make items or people heavier (actually the weight is not increased, but gravitational pull is). The weight of a person or item can be increased by up to 30 times. If a person is not strong enough to support his increased weight, he is immobilized. Speed is reduced by five points for every 200 pounds (90 kg) of weight.

Canceling Gravity totally negates the effects of gravity within a 10 foot (3 m) radius. Anything not held down or secured, including people and wildlife, will suddenly find themselves floating around in the spherical area of effect. To get out, they must be tethered and pulled out. While weightless, all characters are -3 on all combat rolls and -1 melee action/attack as they float, bob, and spin 6-10 feet (1.8 to 3 m) above the ground.

Level Nine: Universal Balance

Range: 90 feet (27 m).

Duration: One melee action (roughly 3 seconds) per level of experience.

Saving Throw: Standard.

P.P.E.: One Hundred

This powerful spell causes the innate magical energies of supernatural creatures to warp and ebb, changing them into S.D.C. creatures! The target retains use of all natural abilities and spells, but the physical structure is momentarily shifted to S.D.C.! Any creature affected by this spell will instantly know what has happened and is likely to flee (if not in fear, at least through wisdom). The duration is very short, but a creature that suddenly becomes S.D.C. in the middle of an M.D.C. battle is not going to last long if it stays to fight. The victim still has magical energies coursing through its veins, and its total M.D.C./S.D.C. is not reduced, i.e. a 200 M.D.C. dragon would still have the equivalent in S.D.C., a whopping 20,000 (one M.D.C. is equal to 100 S.D.C.)! But now it can be damaged by S.D.C. weaponry!

Level Ten: Absolute Darkness

Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience.

Area of Effect: 5-20 foot (1.5 to 6 m) spherical radius.

Duration: One minute (4 melees) per level of experience.

Saving Throw: None.

P.P.E.: One Hundred Twenty

This spell is the exact opposite of the Globe of Daylight spell. It creates a comparable globe of complete darkness. Only radar, keen olfactory and hearing abilities, feelers, and supernatural sight will work; nightvision, passive light amplification, infrared and thermal vision are useless. Those inside the globe of darkness cannot see at all (as if blind, -10 on all combat maneuvers, likely to stumble, trip, and fall, no sense of direction, etc.); even vampires are blinded by the unnatural darkness but those with the spell to See in Darkness suffer only half the penalties (-5). Those outside the area of effect can not see anything inside the magical blackness. Any shots into or out from the sphere are shooting wild.

Level Ten: Sphere of Negation

Range: Self.

Duration: One minute (4 melees) per level of experience, or disappears the moment the spell caster steps out of the sphere, whichever comes first.

Saving Throw: None.

P.P.E.: One Hundred Twenty

The pinnacle of the Paradox Shaman's mastery over the forces of balance, this spell brings all of the forces acting on a given object or energy into complete balance, negating any effect it might have. This action/reaction nullification causes bullets to drop from the air, energy beams to disperse, and falling objects to float gently down to earth. The sphere is roughly eight feet (2.4 m) in diameter and protects the spell caster, although two people can huddle against his sides and also be protected. The sphere simply negates any object or attack, even punches and claw attacks that pass through it. It likewise prevents the effects of magical spells from affecting those inside the sphere.

The sphere works both ways, however, making the character(s) inside unable to attack, use magic items, cast spells or sense magic while inside it. Even psionics are affected. Psionics directed into the sphere, and those who use psychic powers while in the sphere, use them at half their usual potency (half range, duration, damage, etc.). The spell is defensive and is often used in instances where hostile parties must be negotiated with.

Level Eleven: Little Force

Range: Self.

Duration: One melee round (15 seconds) per level of experience.

Saving Throw: None. **P.P.E.:** One Hundred Thirty-Five

The name is actually misleading. This impressive spell creates an aura around the spell caster that redirects non-magical force and energy directed at it, and returns it in the direction it came at double its original force! This includes punches, kicks and strikes with weapons (the force of the attacker's blow is instantly sent back at him; no chance to dodge or parry), as well as energy blasts from lasers to particle beams. Likewise, bullets and rail gun rounds are sent rocketing back from whence they came.

Magical spells (including magical lightning, fire balls, etc.) and magical weapons cut through the aura as if it wasn't there. Psionic attacks are also unaffected by this magic.

Meanwhile, the spell caster's own physical attacks do half their normal damage, unless it is a magic or psionic attack, which do full damage and effect.

Inuit Magic

World Book 20: Rifts® Canada

The Inuit Shaman knows about, recognizes and protects against shapechangers and supernatural evil. To that end, this wise man can call upon the Tornaq, and create charms and talismans as well as commune with spirits, cast some magic invocations and wield limited psionic powers.

Specific Inuit Amulets & Talismans are found in the Magic Weapons & Items section toward the back of this book.



Spoiling Magic

Rifts® World Book 19: Mystic Russia

Russian Spoiling Magic is loosely considered to be Shamanistic as it deals with nature, but is really a separate type of spell magic in its own right, used by Russian Witches and evil practitioners of magic. One of the most impressive and terrible powers of the *Night Witch* is the ability to "spoil." It is always a harmful magic transmitted through touch, pinch, kiss or spell, as well as through enchanted food, drink and objects such as goblets, glasses, spoons and forks (i.e. utensils used to convey food or drink). Magic that can be done through staring and concentration is considered part of the Night Witch's "Evil Eye" power. **Note:** Spoiling Magic is exclusive to the various Witch O.C.C.s and no other. The Night Witch possesses all these spells and rituals, the Pact Witch may only select them as part of a *Gift of Magic* (any Spoiling Magic can be substituted for the more traditional magic spells).

Spoiling Magic by Level

Level One
Curdle Milk (3)
Sense Bad Food & Drink (4)
Sense Poison (3)
Spoil Water (3)

Level Two
Spoil Eggs (6)
Spoil Wine (6)

Level Three
Spoil Sleep (8)
Use Poison Flawlessly (6)

Level Four
Cursed Bread (10)
Dry Mother's Milk (13)

Level Five
Impervious to Disease (13)
Spoil & Taint Food (15)

Level Six
Spoil Concentration (15)
Track Thy Enemy (15)

Level Seven
Spoil Memory (20)

Level Eight
Spoil the Mind with Numbing Madness (25)
Wither Thy Enemies (30 or 60)

Level Ten
Demon Charms (75 or 200)

Level One (Spoiling)

Curdle Milk

Range: Touch or within 40 feet (12.2 m).
Duration: Permanent.
Saving Throw: -4 to save because the target is not a living creature. A successful save means the magic fails and has no effect.
P.P.E.: Three

The Night Witch can spoil and cause milk (any kind) to curdle by either dipping her finger into the milk, or by staring at it for one full melee round (15 seconds). As much as five gallons (19 liters) per level of the witch can be affected. The milk is sour and foul smelling, and impossible to drink. This power can also be used to ruin fruit juices, cottage cheese, cream, ice cream and butter.

Sense Bad Food & Drink

Range: Touch or within 12 feet (3.6 m); line of sight. Can be performed on oneself or two others by touch.
Duration: The sensing ability lasts for five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Four

The character can sense if food or drink is spoiled or magically tainted even if it appears to be perfectly fine. The sense is so acute that those enchanted can pinpoint the specific tainted food or drink out of a banquet table full of food.

Sense Poison

Range: Touch or within 12 feet (3.6 m); line of sight. Can be performed on oneself or two others by touch.
Duration: The sensing ability lasts for five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Three

The character can sense if the food has been poisoned, even if it appears to be perfectly fine. Moreover, he or she knows exactly what the poison is and the level of danger it represents.

Spoil Water

Range: Touch or within 40 feet (12.2 m).
Duration: Permanent.
Saving Throw: -4 to save because the target is not a living creature. As much as ten gallons (38 liters) per level of the witch can be affected. A successful save means the magic fails and has no effect.
P.P.E.: Three

The witch spoils the water or any type of drink by spitting into it. The water is discolored, has a slight odor, and tastes so bitter or acidic that it is impossible to drink. Water blessed by a priest or Old Believer, as well as holy water and alcohol, are impervious to this magic.

Level Two (Spoiling)

Spoil Eggs

Range: Touch or within 40 feet (12.2 m).
Duration: Permanent.
Saving Throw: -4 to save because the target is not a living creature. A successful save means the magic fails and has no effect.
P.P.E.: Six

The Night Witch can rot fresh eggs (any kind) still in their shell or eggs prepared for eating by touching them (affecting as many as she can hold in her arms) or by staring at them for one full melee round (15 seconds). As much as two dozen per level of the witch can be affected. The moment the egg is cracked open there is a foul smell, indicating the egg is no good, and the yoke is gray with specks of blood.

Spoil Wine

Range: Touch or within 40 feet (12.2 m).
Duration: Permanent.
Saving Throw: -4 to save because the target is not a living creature. A successful save means the magic fails and has no effect.
P.P.E.: Six

In much the same way that the Night Witch can spoil milk (any kind) by dipping her finger into the liquid, or by staring at it for one full

melee round (15 seconds), she can turn wine to vinegar. As much as two gallons (7.6 liters) per level of the witch can be affected.

Level Three (Spoiling)

Spoil Sleep

Range: Touch or up to 60 feet (18.3 m) away; line of sight.
Duration: Eight hours per level of the spell caster.
Damage: Superficial, but those deprived of sleep will be tired, irritable and function in a reduced capacity; reduce initiative by half, Spd. by 30% and skill performance by 30%.
Saving Throw: Standard.
P.P.E.: Eight

Causes the bed to become infested with bedbugs, fleas, spiders, cockroaches, mice and similar small but disgusting biting and squirming creatures. No matter what is done, the bed remains infested with the creatures, making sleep even in the same room impossible. The witch can cancel the magic at any time, or the bed can be "cleansed" through Dispel Magic, Remove Curse, or Circle of Protection: Superior.

Use Poison Flawlessly

Range: Self or as many as two others by touch.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Six

When this spell is cast, the witch can use poisonous, toxic, and acidic substances without fear of infecting herself, spilling a pinch, or misuse. All brews, concoctions and applications are mixed or applied perfectly.

Level Four (Spoiling)

Cursed Bread

Range: The cursed bread affects all who eat it.
Duration: Symptoms and penalties last two hours per level of the witch.
Saving Throw: For those eating the bread the save is standard. A successful save means the magic has no ill effect.
P.P.E.: Ten

Note: Can curse two loaves of bread per level of experience.

Those who eat the cursed bread suffer from bloating, stomach pain and 1D6 points of damage direct to Hit Points. Penalties last for two hours per level of the witch: -2 on initiative, - 1 to on all combat maneuvers, and reduce speed and skill performance by 10%. The magic Negate Poison spell will negate the symptoms and penalties, but not the damage inflicted. Those who are impervious to poison are not affected. Mega-Damage creatures only suffer one point of damage and -1 on initiative as they feel a little light-headed.

Dry Mother's Milk

Range: Touch or within 60 feet (18.3 m).
Duration: 24 hours per level of the spell caster.
Saving Throw: -1 to save because the target is typically an animal. A successful save means the magic fails and has no effect.
P.P.E.: Thirteen

By tying a knot in a milking animal's tail, that animal can no longer give milk until the knot is undone or cut out, and a successful Remove Curse is performed, or the spell duration lapses. It causes the afflicted cow, goat or similar milk giving animal to go dry; incapable of giving milk.

The Night Witch can stop the curse at any time. It also stops when the witch is slain. This magic can also afflict human mothers trying to breast feed; same basic process but with the witch pinching a breast. The milk from animals such as cows and goats is usually very important to farmers and peasants. The purpose of this cruel magic is to prevent proper nourishment and confound farmers and herdsmen. In some cases, depriving an entire village or farmstead.

Level Five (Spoiling)

Impervious to Disease

Range: Self or as many as two others by touch.
Duration: 30 minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: Thirteen

The individual(s) protected by this magic is immune to all normal and magical diseases, no matter how potent, deadly or debilitating.



Spoil & Taint Food

Range: Touch and sprinkle of component.
Duration: Permanent.
Saving Throw: -4 to save because the target is not a living creature. The base save is 12, but a successful save means the magic fails and has no effect. People who eat spoiled food must make a save vs non-lethal poison (16 or higher), although the damage inflicted may be deadly to children, the sick and elderly.
P.P.E.: Fifteen

A spell that requires the symbolic sprinkling of a pinch of living or powdered insects (typically fly larvae/maggots) or other poisonous or repulsive substance. Affects up to 20 pounds (9 kg) of food per level of the witch. She can affect any food from grains to processed meats and canned foods. Every item touched even by a single grain of the sprinkled substance is spoiled. In each case, 1D6x10% of the food +2% per level of experience is obviously spoiled, but the rest can be salvaged. However, the salvaging of edible food may be too time intensive to make it practical to save much if any of it.

The cause of the spoiling is one of the following: Spoiled by insect infestation; mold and mildew; rot and bacteria; vermin and/or their waste (mice, rats, etc.).

Note: Eating spoiled food results in food poisoning that inflicts 3D6 points of damage direct to Hit Points, unless the victim makes a successful save vs poison. A successful save means no damage and all penalties are reduced to half.

A failed roll to save means the character suffers the 3D6 damage to Hit Points, plus feels feverish, dizzy and nauseous (no initiative, -2 on all combat maneuvers, and reduce speed and skill performance by 25%). Symptoms and penalties linger for 1D4 days.

The magic Negate Poison spell will negate the symptoms and penalties, but not the damage inflicted. Those who are impervious to poison are not affected. Mega-Damage creatures only suffer one point of damage and -1 on initiative as they feel a little light-headed.

Level Six (Spoiling)

Spoil Concentration

Range: Touch or within 60 feet (18.3 m); line of vision.
Duration: One hour per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Fifteen

The victim is easily distracted and not very alert or focused, missing even many obvious things. Reduce skill performance by 10%, initiative by half, and -1 melee attacks/actions.

Remove Curse and Restoration spells will restore the concentration and negate any skill penalties. Psionic probes will reveal a magical mental block but only the psionic powers of Hypnotic Suggestion (used in this case, to remove the magical block) and Mind Bond, or the Mind Bleeder's power of Mental Block Removal can destroy the magic and restore spoiled concentration.

Track Thy Enemy

Range: Self or other by touch; line of sight up to 40 feet (12 m) away.
Duration: One hour per level of the spell caster, or until the soil is spilled or put down.
Saving Throw: 16, standard for rituals. A failed roll means the victim can be easily followed wherever he goes. A successful save means the magic fails. New components must be gathered to attempt the magic again.
P.P.E.: Fifteen

The witch gathers the soil around the footprint of the character she intends to track. The soil is put in a small bag or pouch and either hung around the neck or held in hand. The tracking ability can be transferred to one of her demon minions or human henchmen by touch while the spell is being cast. Whomever the tracker may be, it is that individual who must hold onto the soil. As long as that character wears or holds the soil, he can track that one person (or animal) flawlessly (98%). The moment the small bag of soil is put down or spilled, the magic is broken. Those magically pursued in this fashion can not successfully cover or hide their trail from this enchanted tracker, not even by climbing a tree or walking through water. Flying disrupts the tracking enchantment, but even then, the tracker will have a genuine idea of what direction the character has traveled, and can pick up the trail at a later time where the pursued sets his feet back to Earth.

Level Seven (Spoiling)

Spoil Memory

Range: Touch or within 60 feet (18.3 m); line of vision.
Duration: One hour per level of the spell caster.
Saving Throw: -2 to save.
P.P.E.: Twenty

The victim can either be made to have trouble remembering things in general (the performance of all skills are -20% and they take 25% longer to perform), or to forget one small, specific thing, such as having seen the witch or one of her associates, the date and/or time of an appointment, the name of a particular person, the location of a particular item, and so on. In the alternative, one entire skill, fighting ability, spell, or memory of a specific person or event can be temporarily spoiled and forgotten, but it will return as soon as the spell duration lapses or the witch is slain. Of course, the witch can remove the spell at any time.

Remove Curse and Restoration spells will restore the memory and negate any skill penalties. Psionic probes will reveal a magical mental block but only the psionic powers of Hypnotic Suggestion (used in this case, to remove the magical block) and Mind Bond, or the Mind Bleeder's power of Mental Block Removal, can destroy the magic and restore spoiled memory.



Level Eight (Spoiling)

Spoil the Mind with Numbing Madness

Range: Touch or within 60 feet (18.3 m); line of vision.
Duration: Three minutes per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Twenty-Five

The afflicted individual stares out blindly, reacting only to attacks specifically directed at him. During this period, the victim froths at the mouth and is incapable of performing skills, taking action (other than

self-defense), speaking or thinking. While under the enchantment, he or she can be led by the hand, pushed or dragged, and similarly manipulated, provided the manipulator has no ill intent on the individual. However, the afflicted character will instantly recognize the evil mage who has ruined his mind. All other people are barely noticed. If he should slay the Night Witch, the magic is instantly broken and all others cursed by the witch are restored to normal.

Wither Thy Enemies

Range: 10 miles (16 km) per level of the spell caster. This is a ritual requiring the enchantment of components. The victim must be within the range of the spell to be affected.

Duration: Until the victim dies or the magic spell is broken.

Saving Throw: Special; see below.

Damage: See penalties and wasting below. Can result in death.

Saving Throw: -2

P.P.E.: Thirty against mortals, 60 against Mega-Damage beings who are not supernatural or creatures of magic (they are immune).

This spoiling magic makes its victim sick and waste away. It requires bits of the intended victim's hair or that person's footprint to cast harmful magic upon him. In the latter case, the witch gathers the soil around the footprint and puts it in a bag or pouch and attaches it to a tree or chimney.

As the hair or earth dries, so too does the victim of the enchantment wither away. The victim suffers from an unquenchable thirst, feels feverish and hot. With each passing day the victim looks more worn out and gaunt, regardless of how much rest, food or water he might get. Suffers the following penalties and deterioration with each passing day: -1 point from S.D.C. and Hit Points, -1 from Spd. attribute, -5% to skill performance, and healing potions and magic have no effect. After the tenth day, the victim also sees his attacks/actions per melee round reduced by half and any combat bonuses reduced to zero. He continues to wither and waste away until down to six Hit Points. At this point the character gets to try to save vs magic. If that roll fails, the character will lapse into a coma and die in six days!

The witch can break the spell at any time. The spell can also be instantly broken by finding the bag with the soil or hair, removing it from its perch in a tree or on a chimney and spilling the contents on the ground, or by killing the witch responsible. A successful Remove Curse can also break the spell.

Moving out of range of the magic only offers conditional relief; the disease stops progressing, but the victim does not recover any Hit Points or S.D.C. by any means. Furthermore, the ailment continues the moment he reenters the enchanted area around the sack.

Level Ten (Spoiling)

Demon Charms

Range: Touch or within 60 feet (18.3 m); line of vision.

Duration: The toxic magic on the enchanted object lasts for 15 minutes per level of the spell caster, and poisons every bit of food or drink it touches. The venomous curse on the object can be made permanent as well.

Saving Throw: Standard.

P.P.E.: Seventy-Five for a temporary cursed item, 200 to make the item permanently cursed. Permanently enchanted items have 50 M.D.C. but can be destroyed. Furthermore, all such cursed items become inert and return to the ordinary the instant the evil witch dies.

These cursed "charms" are not pieces of jewelry but utensils used in the preparation, serving or eating of food and drinks. The Night Witch has the power to enchant one particular object such as a fork, spoon, ladle, pot, pan, pitcher, goblet, glass, etc., cursed with spoilage. Any food it touches (or in the case of pots, pans and other containers, any food or drink placed inside it) becomes magically, but imperceptibly spoiled/poisoned. In this particular case, the food or drink is not obviously tainted and tastes good. However, all who eat the bad food get seriously ill.

Eating the bad food inflicts 6D6 points of damage directly to Hit Points, unless the victim makes a successful save vs lethal poison. A successful save means no damage and all penalties from illness are reduced to half. Duration is also halved.

A failed roll to save means the character takes 6D6 points of damage directly to Hit Points, plus suffers from high fever, dizziness, headache and nausea. Penalties: No initiative, reduce combat bonuses, attacks per melee round, speed and skill performance by 50%! Symptoms and penalties linger for 1D4+2 days. Victims also continue to suffer 1D6 points of damage, directly to Hit Points, every day that they are ill! Vile witches can make entire communities sick, and kill scores of people (children and the elderly being the most susceptible) by using one such item. Just imagine the harm that could be done by serving stew or soup with a cursed Demon Charmed ladle at a church or social function — each scoop of food is sickness and potential death.

The magic Negate Poison spell will prevent further physical damage but the symptoms and penalties persist unabated. Only the witch who made the cursed item(s) or a successful Remove Curse spell can negate the penalties and illness. **Note:** Those who are impervious to poison are not affected. Mega-Damage creatures only suffer 2D6 M.D. and 1D4 M.D. per each subsequent day, and all penalties are half of those previously noted.





Stone Magic

The Stone Master O.C.C.

By Kevin Siembieda & Steve Sheiring

Note: Although the origin of this magic is ancient Atlantis, modern characters of any race can become a Stone Master. However, it is a rediscovered form of magic and is not very well known beyond the continent of Atlantis or by races other than True Atlanteans, the Chiang-Ku and the Splugorth.

Atlantean Architects and Sorcerers

Stone Masters are practitioners of magic with a special gift: the talent to mend, shape, sculpt, transport, and commune with stone, rock, and gems. It is as if the rock were a living substance psionically linked to the Stone Master. They are said to be so attuned to the earth that they can mentally manipulate stone, causing the rocks to move as if by levitation or telekinesis. In addition, they can draw magic from gemstones, and detect underground water and supernatural beings (including Earth Elementals).

It was the Stone Masters who created the Atlantean pyramids with incredible precision and without the benefit of machines. Stone Masters have been known to build structurally solid tunnels straight through mountains and erect a 300 foot (91 m) tall pyramid in a matter of months. It makes no difference to the Stone Master whether he works

above ground or underground, his work is always strong and dependable. Unlike Warlocks, Stone Masters are linked to the Earth itself and not an Elemental entity in another dimension. They cannot communicate with Elementals nor manipulate Elemental forces. However, their link to the Earth also links them to the ley lines. This enables them to control ley lines through the creation of stone pyramids.

They see the Earth as a giant, natural rock garden filled with sculptures and crowned with rolling hills and magnificent mountains. They also see themselves as the privileged sculptors who are allowed to work in the garden, reshaping its contour and adding to the sculptures. A Stone Master sees beauty in a boulder and the curves of a hill. They have no greater loyalty other than to protect and promote the beauty of the land. To a Stone Master, a sculpture of a Splugorth is as beautiful as the sculpture of a woman. It is the craftsmanship and love put into creating the work that they see, not just the image itself. The same applies to buildings. As long as the building blends into and/or complements the natural surroundings of an area, the Stone Master is satisfied. In old Atlantis, the cities all grew up around a giant pyramid five times larger than those of Egypt. The pyramid usually sat on a ley line nexus to harness its power. That power was used to build the rest of the city. Often the nexus pyramid was the heart of the city and a place of healing and power. In ancient Atlantis, this pyramid towered a thousand feet (305 m) high and frequently served as a hospital and/or place of science.

Attribute Requirements: I.Q. 12 or higher, M.E. 14 or higher, P.E. 16 or higher; applicable to all races.

Alignment: Any, typically good.

O.C.C. Skills (applicable to all races):

Languages & Literacy: Dragonese/Elf and American.
Languages: Speaks three additional languages of choice (+15%).
Basic Math (+40%)
Advanced Math (+20%)
Astronomy (+15%)
Lore: Demons & Monsters (+10%)
Land Navigation (+10%)
Swimming (+5%)
W.P. of Choice (2)
Hand to Hand: Basic

Hand to Hand: Basic can be changed to Hand to Hand: Expert at a cost of one "O.C.C. Related" skill or Martial Arts (or assassin if an evil alignment) for the cost of two.

O.C.C. Related Skills: Select a total of ten other skills. Plus two additional skills at levels three, seven, eleven and fifteen. All new skills start at level one proficiency.

Communications: Any (+5%)
Domestic: Any (+10%)
Electrical: Any
Espionage: Wilderness Survival only (+10%).
Mechanical: Any (+5%)
Medical: First Aid, Paramedic or Holistic only.
Military: Any (+5%)
Physical: Any, except Acrobatics, Gymnastics, and Wrestling.
Pilot: Any (+5%)
Pilot Related: Any (+5%)
Rogue: None
Science: Any (+10%)
Technical: Any (+10%)
Weapon Proficiencies: Any
Wilderness: Any (+10%)

Secondary Skills: The character also gets to select four secondary skills from the previous list. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level. Also, skills are limited (any, only, none) as previously indicated in that list.

Standard Equipment: Two weapons related to his or her W.P. skills, pocket knife, a survival knife, a cross of some kind, backpack, sunglasses and goggles, air filter, gas mask, 100 feet (30.5 m) of rope, pocket tool kit, carrying case of sculpting tools, 1D4 large chisels, mallet, hammer, hand pick, shovel, putty knife, magnifying glass, gem cutter's glass and tools, pocket mirror, utility belt, sleeping bag, flashlight, and light Mega-Damage body armor, usually similar to the Huntsman or Explorer armors, covered by a robe or traveling cloak. Some rely entirely on magic for protection.

The vehicle can be any non-military type of ground vehicle. Often a hovercycle or truck or other vehicle for traveling over rough terrain. Many prefer a living, riding animal.

Magic Tattoos: None for non-Atlanteans. The average Stone Master will rarely have more than the Marks of Heritage, as these men of magic are dedicated to their specialized craft of manipulating and drawing power from stones. They fear that the use of magic tattoos will distract them from their focus on the Earth and stones.

Money: 6D6x1000 in precious gems. Stone Masters have a much greater aptitude for accumulating fortunes, prestige and power. They are also the most sedentary of the True Atlanteans, often settling in one particular area of a world and living there for centuries. A Stone Master can earn money as an adventurer, artisan, builder, prospector, water diviner, advisor to kings, court magician, and some even become the rulers of their own kingdoms.

Cybernetics: None. If cybernetics are required at a later date, the character will strive to get bio-systems, because mechanical limbs and implants will weaken their magic.

Insanity: Most Atlanteans have a high mental endurance and are used to strange and horrifying experiences during their dimensional travels. Thus, they start the O.C.C. without any form of insanity. All Atlanteans have a disdain for vampires and supernatural monsters.

Non-Atlanteans also start with no insanities. This magic does not cause mental aberrations, although many Stone Masters have been known to become power crazy.

The Powers & Magic of the Stone Masters
Special Abilities & Characteristics
as they apply to the True Atlantean Stone Master.

1. Magic tattoos denote heritage. All **True Atlanteans** bear the "Marks of Heritage," a pair of magic tattoos. The marks are always the same, a tattoo of a heart impaled by a wooden stake (no blood) on the right wrist, for protection from vampires, and a flaming sword tattoo to create a magic M.D.C. weapon on the left wrist.

2. Increased S.D.C. from magic tattoos. A Stone Master will typically have two tattoos for a total of 20 additional S.D.C. points.

3. Increased P.P.E. from magic tattoos: The two magic tattoos add six P.P.E. points each, 12 total, to the mage's permanent base amount.

4. Increased P.P.E. Recovery: True Atlanteans replenish P.P.E. at the rate of 10 points for every hour of rest or sleep, twice as fast as normal humans; 15 P.P.E. an hour if using meditation. The Stone Master can double even this impressive rate of recovery when resting inside a pyramid; see pyramid technology.

5. Cannot be physically transformed by any means, including but not limited to the following: metamorphosis potions and spells, the transformation ritual, vampire transformation, petrification, turn to mist, growth/reduction spells/potions/pyramids, curses, crystals, wishes, or any other form of magic or supernatural transformation spell or enchantment.

6. Continue to grow as adults. After reaching full maturity at about age 25, True Atlanteans continue to grow about an inch every century or so, which gives older characters an average height of six feet and six inches to about seven feet (1.95 to 2.1 meters).

7. Sense vampires. Can sense the presence of vampires and vampire intelligences within a 1000 foot radius (305 m), but cannot pinpoint the exact source/person responsible for the sensation. Recognize vampires by appearance: 10% per level of experience.

8. Operate dimensional pyramids. Stone Masters can operate every facet of the pyramids, from healing to weather control and dimen-

sional teleportation. Base skill is 40%+5% per level of experience. They also know exactly how Stone Magic works and how to build pyramids.

9. Sense ley lines and ley line nexuses. Same as the Line Walker. See **Rifts,** page 83.

10. Sense Rifts. Same as the Line Walker.

11. Ley line Phasing. Same as the Line Walker.

12. Other Bonuses: +2 to save vs magic of all kinds (in addition to P.E. bonuses), +6 to save vs Horror Factor, +5% to sense ley lines and ley line nexuses.

Stone Magic

All Stone Masters possess the following knowledge and abilities whether they are True Atlanteans or not.

1. Mold stone. A Stone Master can mold solid granite or any type of stone/rock with his bare hands as if it were clay. This power does not transform the rock to clay! Anybody touching a work in progress will find the substance to be rock hard, even though the sorcerer molds it like soft clay! This enables Stone Masters to sculpt weapons like stone clubs, and make fabulous statues without any apparent seams or tool marks. **Base Sculpting Skill:** 25% +5% per level of experience. Add 15% to characters with a skill in art.

The power to mold stone enables the character to create bricks and blocks of stone from squashing together pebbles or cutting them out of boulders (using his hands), as well as smooth out chips and cracks, add rock to a stone structure, remold statues, and so on. **P.P.E. Cost:** 20 per hour. Molding concrete or plaster (artificial stone) costs twice as much P.P.E. per hour. Asphalt and processed metals are not considered to be a stone.

Note: A Stone Master can NOT create stone out of thin air, nor can he turn clay or any other object into stone. Likewise, he cannot cause stone to crumble or rupture.

2. Push stone. The character can dig through any form of rock similar to molding stone. In an inexplicable way, he can push, scoop, and remove areas of stone to create an indentation or hole in or through a stone structure. By pushing rock out of the way there is no debris or evidence of construction. The character can simply push the rock away like a wall of soft clay. This process can be used to create a peephole, portal, doorway, or other opening through a stone wall, make a tunnel through a mountain, and so forth. Much like molding stone, the process requires physical exertion and activity by the Stone Master — an opening does not magically appear nor does the stone magically disappear. Working quickly, the sorcerer can push or dig through 500 pounds (225 kg) of rock per minute.

The Stone Master can use this power to pull or push stone up from a stone wall or floor to create a solid rock mound or appendage to block or shut a door behind him. Appendages that jut out from the floor or wall are easy to break by using force (4D6 S.D.C.). Pushing a mound or ridge of rock from a stone floor is a strong impediment, requiring that the door be removed from its hinges or destroyed to get through. Making a mound from the floor takes one full melee (15 seconds); an appendage, two melee actions/attacks. **P.P.E. Cost:** One P.P.E. per minute. Digging or pushing through concrete or plaster (artificial stone) costs twice as much P.P.E. per minute. It is not possible to dig through asphalt or metal.

3. Pick up and carry incredible weights of stone without exhaustion. The character can pick up and carry massive amounts of weight in stone, including all varieties of rock, shale, and gems. Weight equal to 1000 times his P.S. attribute. So a character with a strength of 9 could pick up and carry 9000 pounds (4050 kg) or four and a half tons of rock. A character with a P.S. of 24 could carry 24,000 pounds (10,800 kg) or 12 tons(!), but only of rock. Other substances, like wood, cloth, steel, plastic, people, or anything other than rock/stone have the normal weight, encumbrance and fatigue elements. **P.P.E. Cost:** One P.P.E. per minute.

4. Move stone mentally. This power is typically used for transporting rocks and building. The Stone Master can pull rocks out of the ground and/or cause stones to roll along the ground toward him or to a particular area within 1000 feet (305 m). He can move the stones to create a design/picture on the ground, a pile, or a wall of piled rock. **Limitations:** Earth-bound — rolls along the ground at a speed of 11 (seven and a half mph/12 km). The character can move up to 500 pounds (225 kg) per level of experience per minute. Range and Area of effect: 1000 feet (305 m).

Note: Rolling rocks as an attack is not very efficient. The slow speed means that a living target can easily move or dodge out of harm's way. Furthermore, the target of a rolling rock attack will see and hear the boulder or pile of rocks rolling toward him well in advance of the rocks reaching him. Rolling rock attacks are always -4 to strike.

However, this method of moving rocks can cause a landslide, under the right conditions. Better yet, a floor or area can be covered with pebbles or small rocks and then they could be magically made to roll/move around. This makes the surface of that area difficult to walk on, like a floor of rolling marbles. Victims of this trick lose two melee actions/attacks, bonuses to strike, parry and dodge are -2, and their speed is reduced by half. **P.P.E. Cost:** Two P.P.E. per minute.

5. Levitation and telekinesis of stone. The mage can also mentally levitate rock straight up or down and slowly move them through the air side to side as if by telekinesis. Levitation and telekinesis of rock is usually used for building and stacking and moving bricks, blocks, and materials. The stone mage can levitate or move a rock platform through the air with somebody riding on top of it, but the passenger's weight counts as part of the rock's total weight and the rock must be big enough and strong enough to support that weight. **Limitations:** Up to 500 pounds (225 kg) per level of experience per minute can be moved in this manner. The range of movement up, down or sideways is limited to 30 feet (9 m) per level of experience.

Note: The rocks move at a ponderous speed of five, about three and a half miles per hour (5.6 km). So they do not make very good vehicles or weapons. However, dropping rocks on people can be an effective attack if they don't notice a boulder or pile of rocks floating in the air above their heads. Such attacks also require excellent timing. **Rock drop attacks:** Always -3 to strike no matter what. Damage: 1D6 S.D.C damage for under 15 lbs (6.7 kg), 2D6+2 S.D.C. damage for 16 to 50 lbs (5 kg to 22.6 kg), 4D6+6 S.D.C. damage for 51 to 100 lbs (23 to 45 kg) and 1D4x10+10 S.D.C. per each additional 100 lbs (45 kg). A rock weighing 200 pounds (90 kg) will inflict the equivalent of one M.D. point. Add one M.D. point of damage for each additional 350 pounds (157.5 kg). **P.P.E. Cost:** Four P.P.E. per minute.

6. Sense Water. The Stone Master can sense the location of water above and below ground, including surface lakes and ponds, underground streams and rivers, and underground pockets of water, sewers, and pipelines. The level of accuracy is 35%+5% per level of experience. **Limitations:** Sensing range is one mile (1.6 km) per level of experience. The mage can sense water underground as deep as 200 feet (61 m) per level of experience. **P.P.E. Cost:** Four per ten minutes.

7. Sense supernatural beings under the earth. Similar to sensing water, except the mage can sense the presence of supernatural beings such as Ghouls, Nymphs, and Elementals within the earth, but not above ground. The level of accuracy is 30%+5% per level of experience. **Limitations:** Sensing range is half a mile (0.8 km) per level of experience. The mage can sense underground beings as deep as 200 feet (61 m) per level of experience. **P.P.E. Cost:** Four per ten minutes.

8. Locate Secret Passages. The Stone Master can sense the location of secret compartments built into stone structures or under the earth, including pyramids. Base skill is 20% +5% per level of experience. Not applicable to wood or other types of material. Range is 5feet (1.5m) per level of experience.

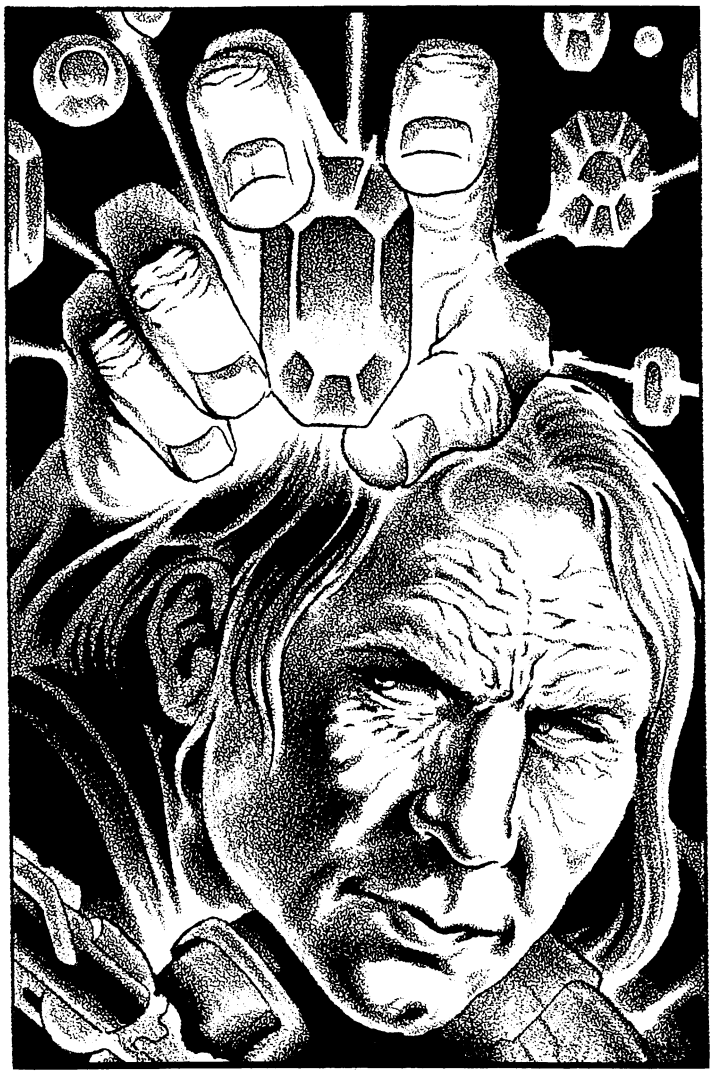
9. P.P.E.: Like all men of magic, the Stone Master is a living battery of mystic energy that he can draw on to create magic. Unlike the

other magic O.C.C.s, the Stone Master can store and draw on vast amounts of P.P.E. through stone pyramids (explained in the section entitled Pyramid Technology). **Permanent Base P.P.E. for Atlanteans:** The P.E. attribute times three, plus the usual bonus for Atlanteans and from magic tattoos. Add 2D6 P.P.E per each additional level of experience. Of course the mage can draw on energy from ley lines, nexus points, gemstones and pyramids, but not from other living beings. **P.P.E. Recovery:** 10 per hour or 15 through meditation.

Base P.P.E. for Non-Atlantean Stone Masters: The P.E. attribute times two plus 30 points. Add 2D6 P.P.E per additional level of experience. Also the mage can draw on energy from ley lines, nexus points, gemstones and pyramids, but not from other living beings. **P.P.E. Recovery:** 5 per hour or 10 if meditating.

Gem Powers

Another area of Stone Magic known to the Stone Masters (Atlantean or not) is gem magic, which allows the sorcerer to draw upon powers and abilities from gems, as well as reshape them. "Gems" include most semiprecious and precious stones, quartz, and crystals but not glass.



Gem Shaping

The character can mentally shape a gemstone as if it had been cut and polished by a professional, adding facets and accents as desired. The Stone Master must be holding the gem and requires several minutes of concentration to "shape" a gem. Elegant and intricate designs can be accomplished and are especially desirable for earrings, rings and necklaces. This power enables the character to cut rough stones into jewelry quality gems, or to disguise stolen gems, changing their original appearance. These gems are usually of a superior quality and will often sell at a higher percentage of the current market value (typically 50% to 75%). **Note:** All cuts and changes are permanent.

Base skill at stonecutting/shaping: 8% for every level of experience. Drawing on mystic energy can boost the skill percentage. Add a skill bonus of one percent per each P.P.E. point up to a maximum of 10%. A failed roll means the stone is ruined — worthless.

Drawing Power from Stones

Stone Masters can draw magic and psionic powers from certain precious and semiprecious stones, particularly crystals. The powers listed are identical to the psionic or magic spell of the same name.

Requirements: All stones must be free of any serious flaw and must be cut and polished to have a faceted/crystal appearance. Chips and slivers cannot be used, only whole stones with a crystal cut. Only one type of power can be focused and released from a particular gem at a time. The stones may be made into rings and other types of jewelry.

Limitations: Power can be drawn from small gems three times and large gems six times. After the third or sixth usage, the gem crumbles and turns to dust. Even after the first use, the gem will become flawed or discolored (worth half normal value).

Range: Touch; the user must hold or have the gem on his/her person and mentally concentrate on using the gem(s). If the power gem is dropped or lost, that particular power instantly stops, but that usage is still used up.

Damage and Abilities: Varies with the gem; can activate one gem power per melee and can combine up to three different powers/gems.

Duration: One minute/four melees per level of experience. All bonuses and power are temporary. Attribute bonuses from super abilities are NOT applicable.

P.P.E. Cost to Activate: 5 P.P.E. to activate worthless stones like salt and sulfur, 10 P.P.E. to activate a semiprecious gem or crystal like quartz, agate, or amethyst, and 20 P.P.E. to activate a precious gemstone like a zircon, aquamarine, ruby, or emerald.

Penalty: Remaining focused on the use of the power gem(s) means the user is -2 on initiative and dodging.

Note: Only the Stone Master can use the magic from the stones, it cannot be transferred or given to others.

Index of the Powers Available from Stones:

Bio-Manipulation — Star Sapphire
Cloud of Smoke — Sulfur Crystals
Cure Illness — Rose Quartz
Detect Concealment — Amber
Detect Psionics — Amethyst
Empathy — Garnet
Empathic Transfer — Most Sapphires
Energy Disruption — Ruby Quartz
Escape — Clear Zircon
Eyes of the Wolf — Alexandrite
Fire Ball — Red Ruby
Fire Bolt — Red Zircon
Float in Air — Clear Zircon
Fool's Gold — Yellow or Brown Zircon
Fly as the Eagle — Diamond
Globe of Daylight — Clear Quartz
Heal Wounds — Agate
Impervious to Fire — Smoky Quartz
Impervious to Energy — Red Zircon
Invisibility (Superior) — Emerald
Invulnerability — Diamond
Mask of Deceit — Yellow or Brown Zircon
Mind Block — Black Tourmaline
Negate Poison — Topaz
P.P.E. Battery — Diamond & Emerald

Protection From Faeries — Salt Crystals
Shadow Meld — Black Sapphire
Swim as a Fish — Aquamarine
Wisps of Confusion — Blue Ruby

The Powers of the Stones

Agate (red-orange): Heal Wounds (same as the spell; see **Rifts Ultimate Edition**, page 208). Average cost: 3D4x10 credits per small stone (double for large stones).

Amber: Detect Concealment (same as spell; **Rifts Ultimate Edition**, page 200). Average cost: 2D6x100 credits per small stone (triple for large stones).

Alexandrite: Eyes of the Wolf (same as the spell; see **Rifts Ultimate Edition**, page 214). Average cost: 1D6x1000 credits per small stone (triple for large stones).

Amethyst Crystal: Any of the following psionic powers can be drawn from this crystal: Detect Psionics, Hypnotic Suggestion, and Meditation. Average cost: 2D4x100 credits persmall stone (triple for large stones).

Aquamarine: Swim as the Fish: Superior (same as the spell; see page 109). Average cost: 1D4x1000 credits per small stone (triple for large stones).

Diamond: Invulnerability or Fly as the Eagle (same as the spells; see page 116, and see **Rifts Ultimate Edition**, page 212). Average cost for a small, nicely cut diamond: 1D6x1000 credits. Large diamonds cost 15,000 credits per carat. The diamond must be at least one carat to use the power of Invulnerability (counts as a large gem).

Diamonds and emeralds can also be used to store P.P.E. energy. The gem must be at least one carat and can hold as much as 25 P.P.E. points. To charge the gem with energy, the mage must meditate at a ley line nexus or stone pyramid and channel some of its energy into the gem. The entire process takes about 10 minutes. Gems used as P.P.E. storage batteries can be used only as a battery (cannot be drawn upon for magic powers). The energy can be drawn on at any time by the Stone Master as long as it is in his possession. The gem can be charged up to six times before crumbling.

Emerald (green): Invisibility: Superior (same as the spell; see **Rifts Ultimate Ed.**, page 212). Average cost for a small, nicely cut emerald: 1D6x1000 credits. Large emeralds cost 16,000 credits per carat.

Garnet: Empathy (same as the psionic power). Average cost for a small, nicely cut garnet: 4D4x100 credits. Large garnets cost 1,000 credits per carat.

Quartz (clear): Globe of Daylight (same as the spell; see **Rifts Ultimate Edition**, page 198). Average cost: 3D4x10 credits per small stone (triple for large stones).

Quartz (rose): Cure Illness (same as the spell; see **Rifts Ultimate Edition**, page 210). Average cost: 5D6x10 credits per small stone (quadruple for large stones).

Quartz (ruby): Energy Disruption (same as the spell; see **Rifts Ultimate Edition**, page 207). Average cost: 6D6x10 credits per small stone (quadruple for large stones).

Quartz (smoky): Impervious to Fire (same as the spell; see **Rifts Ultimate Edition**, page 202). Average cost: 5D6x10 credits per small stone (triple for large stones).

Ruby (deep red): Fire Ball (same as the spell; see **Rifts Ultimate Edition**, page 210). Average cost for a small, nicely cut ruby: 1D6x1000 credits. Large rubies cost 19,000 credits per carat.

Ruby (blue): Wisps of Confusion (same as the spell; see **Rifts Ultimate Edition**, page 217). Average cost for a small, nicely cut ruby: 1D6x1000 credits. Large rubies cost 18,000 credits per carat.

Sapphire (black): Shadow Meld (same as the spell; see **Rifts Ultimate Edition**, page 206). Average cost for a small, nicely cut saphire: 2D4x1000 credits. Large saphires cost 20,000 credits per carat.

Star Sapphire: Bio-Manipulation (same as the Super Psionic power). Average cost for a small, nicely cut star sapphire: 2D4x1000 credits. Large star sapphires cost 20,000 credits per carat.

Sapphire (most other colors): Empathic Transmission (same as the Super Psionic power). Average cost for a small, nicely cut sapphire: 1D6x1000 credits. Large sapphires cost 16,000 credits per carat.

Salt Crystals (off-white color): Protection from Faeries, +2 to save vs Faerie Magic and Faeries will not come closer than six feet (1.8 m) from the protected character.

Sulfur Crystals (yellow in color): Cloud of Smoke (same as the spell; see **Rifts Ultimate Edition**, page 198). Average cost for a small crystal: 2D4x10 credits (triple for large crystals).

Topaz (yellow or brown): Negate Poison (same as the spell; see **Rifts Ultimate Edition**, page 203). Average cost for a small crystal: 1D4x100 credits (triple for large crystals).

Tourmaline (black): Mind Block (same as the psionic power). Average cost: 2D6x10 credits per small stone (double for large stones).

Zircon (clear): Float in Air or Escape (same as the spells; see **Rifts Ultimate Ed.**, pages 202 and 208). Average cost for a small, nicely cut zircon: 4D6x100 credits. Large zircon cost 3500 credits per carat.

Zircon (red): Impervious to Energy or shoot Fire Bolt (same as spells; **Rifts Ultimate**, pages 210 & 205). Average cost for a small, nicely cut zircon: 3D4x100 credits. Large zircon cost 2000 credits per carat.

Zircon (yellow, brown or gold): Fool's Gold or Mask of Deceit (same as the spells; see **Rifts Ult. Ed.**, p. 205 and 210). Average cost for a small, nicely cut zircon: 4D4x100 credits. Large zircons cost 300 credits per carat.

Note about precious gems: Precious gemstones tend to cost much more in the world of **Rifts** than in our modern Earth, because they are far less accessible. Gems are typically found only in certain places in the world and may be very difficult to acquire. Rubies and sapphires of all kinds are especially rare in North and South America and Europe. The are found primarily in Burma, Thailand and Sri Lanka (they are typically 40% less expensive at those geographic locations). Emeralds are found mainly in Columbia (South America), Egypt, and South Africa. Aquamarine is found in Brazil, Columbia, Siberia and the Urals (Russia). Diamonds are most abundant in South Africa, Brazil, Venezuela, and found to a lesser degree, in all of Africa and parts of Columbia, Mongolia, Siberia and the Urals (Russia). Synthetic diamonds and synthetic zircon (man-made) do not work for magic.

Pyramid Technology

Stone Magic is a very specific type of magic that does not involve spell casting. Instead, all the sorcerer's powers and abilities are derived from rock and gemstones. The manipulation of the stones instills the sorcerer with great power. Placing those stones into the shape of a giant pyramid instills the sorcerer with even greater power and control.

One of the central elements of Stone Magic is the power of the stone pyramid. For reasons unknown to even the Stone Masters, the pyramids provide human beings and the Stone Masters in particular, with increased magic power and control over potential psychic energy (P.P.E.), magic, ley lines and Rifts. Using a stone pyramid, the sorcerer can increase his powers, eliminate Ley Line Storms, Control the Weather, Teleport, and Open Rifts.

The True Atlanteans and the Splugorth use stone pyramids as a means to erect entire cities using magic. After a large portion of the city has been built, the pyramid typically becomes a critical place within the city and is used for healing, science, magic, and dimensional travel. One minor pyramid can be placed on the same ley line every five miles (8 km). Placing more pyramids on the same line does nothing to increase or control the ley line energy and these late additions have NO mystic powers!

Only one pyramid can be placed on a ley line nexus. These are the most powerful and coveted locations for a stone pyramid. ALL the ma-

jor Splugorthian cities are built around a gigantic pyramid on top of a nexus.



The Powers of Stone Pyramids

Note: A pyramid built out of any other material has no special properties.

1. Slow aging process. Sleeping overnight inside a stone pyramid removes stress and fatigue, renewing the body of any creature within its confines. True Atlanteans are physically rejuvenated to such a degree that they remain youthful in appearance, and they actually increase their life span; add one year for every 365 days of sleep in a pyramid located at a nexus, or every 730 days in a pyramid located on a ley line. **P.P.E. Cost**: Negligible — effectively none.

2. Healing. Laying or resting inside a stone pyramid for 24 hours will completely remove stress and fatigue and increases healing. Stone Masters heal three times faster than normal and P.P.E. is restored at twice the normal rate. True Atlanteans, humans, Ogres and Dragons will heal twice as fast and P.P.E. recovery is 20 points per half hour.

Other races will heal at one and a half times faster than usual. P.P.E. recovery is the same as being at a ley line or nexus.

Increased healing occurs at stone pyramids located on ley lines and nexuses. **P.P.E. Cost**: Negligible — effectively none.

3. Stasis sleep. The Stone Master can place himself into a state of suspended animation that can last days, years or decades. All the mage must do is go inside the pyramid, relax and meditate, focusing on the amount of time he wishes to remain in stasis. During stasis, the character ages one week for every ten years, requires no food or water, is unaffected by changes in temperature, and is completely healed of any wounds or minor illness.

The character will be woken from stasis if he or the pyramid is attacked. There is no means of protection like a force field. Special arrangements must be made to have some sort of guardian. **Note:** If the Stone Master was one of the pyramid's builders, he will have his own, personal, secret chamber. These chambers are typically the size of a large bedroom or den and are always -20% to be located.

Stasis sleep is possible at all stone pyramids whether it is located on a ley line or a nexus. **P.P.E. Cost**: Negligible — effectively none.

4. The focus and control of available P.P.E. The stone pyramids might be thought of as mystic dams used to harness, control, and direct ley line energy. This means that the energy and bonuses of increased power normally available from untapped ley lines is *not* available from ley lines or nexuses with a pyramid on them. These normal bonuses are available only when actually on or inside the controlling pyramid. Only the Stone Masters enjoy super increased abilities and even they cannot tap that energy unless they actually stand on or inside the pyramid.

To free a ley line or nexus of the pyramid's control, it must be destroyed! Unfortunately, all stone pyramids are Mega-Damage structures. Even a small pyramid is typically the equivalent to a five to ten story building (never any smaller).

Small pyramid (100 to 200 feet tall): 2D4x1000 M.D.C.

Medium (300 to 500 feet tall): 1D4x10,000

Large (600 to 1000 feet tall): 2D6x10,000

Huge (1100 feet/335 m or taller): 2D4x100,000

5. Harmonious affect on Ley Line Storms & Random Rifts. The construction of a stone pyramid directly on a ley line nexus enables the builder to control that nexus and has a calming affect on the connecting ley lines. This calming affect reduces the number of Ley Line Storms by 70% and virtually eliminates the possibilities of a Rift randomly appearing (1% chance of an annual occurrence along a ley line or 4% at a ley line nexus).

When a Ley Line Storm does occur, the Stone Master can change its direction and has a 5% chance per level of experience of stopping it within 1D4 minutes.

The Stone Master can also close a Dimensional Rift that has randomly opened within 2D4 melees (30 to 120 seconds), but must expend 500 P.P.E. to do so!

6. Increases the power of stone magic. Stone Masters inside or on a stone pyramid at a nexus enjoy a dramatic increase in power. Traditionally the increased power was used by True Atlanteans for constructing other buildings and entire cities around the pyramid, and controlling the weather and random Rifting.

At nexus: Quadruples the duration, range, area of influence, amount of stone/weight one can affect, damage, and power of *stone magic* and triples the powers and effects drawn from *gems/crystals*.

A stone pyramid built on a ley line, but not at a nexus, will triple the power of Stone Magic and double powers drawn from gems and crystals.

Note: Other practitioners of magic do not enjoy the usual increase of power and the additional availability of P.P.E. as they normally would at a ley line or nexus, *unless* they are actually on or inside the pyramid.

7. Storage of Potential Psychic Energy (P.P.E.). All stone pyramids are constantly using P.P.E. energy to maintain a constant flow of energy used for other magic effects as previously listed. Even so, the pyramid becomes charged with a reservoir of energy. The amount of P.P.E. has a natural ebb and flow so that there is never a consistent amount of energy.

The range of available P.P.E. at any six hour interval is 5D6x100 (that's 500 to 3000 points) from pyramids located on a ley line nexus. 2D4x100 from stone pyramids located on a ley line, but away from a nexus.

When the energy reserve is depleted, six hours is required for the stone pyramid to renew itself with P.P.E. (roll the dice previously indicated). However, none of that new energy is available until the full six hours have passed.

Depletion of the reserve will not negate or lessen the basic effects (numbers 1-6) of stone pyramids. Insufficient P.P.E. may make teleportation or Rifting impossible.

8. Create and control a Ley Line Storm. The Stone Master can discharge ALL the pyramid's energy reserve to instantly create a Ley Line Storm. The mage can then control and direct the storm's movement (limited to traveling along connecting ley lines) and all of the storm's effects/powers/damage (can turn them on and off, select specific effects, and direct energy blasts at specific targets/individuals or area).

The storm will last one minute for every 100 P.P.E. points spent to create it. The storm's creator can stop it at any one place or make it disappear at any time. If the creator is killed or knocked unconscious, the storm runs wild for the maximum possible duration plus 2D4 minutes. **P.P.E. Cost (drawn from the pyramid's reserves)**: All!

9. Control the weather around the pyramid. The Stone Master can use the power of the ley lines to influence the local weather. Traditionally this was done to protect and help the cities and communities around the pyramid by creating rain for crops and water during droughts, preventing damaging storms, and for general protection. Weather controlling abilities are identical to the following spells, except the range, area of affect and duration are increased by four times. **Spells include:** Calm Storm, Summon Fog, Summon Rain, and Extinguish Fire. **P.P.E. Cost (drawn from the pyramid's reserves)**: 200 to simultaneously use all the spells.

10. Pyramid communication. A True Atlantean or Stone Master can magically communicate with people at other pyramids. A holographic-like image will appear to a specific individual or to everybody present if a general call/message is sent. The person making the transmission can see and hear the person at the other pyramid if the message is sent to a specific person. The lines of communication can remain open for five minutes per every 50 P.P.E. expended. There is no range limit other than being on the same planet. A two-way transmission between dimensions is also possible, but at a cost of 100 P.P.E. per every two minutes.

The character making a transmission to another pyramid can also leave a recorded message. The message plays the moment the intended recipient arrives at the pyramid (messages will be stored for 100 years or until received by the intended person, whichever comes first). P.P.E. cost is 100 points per five minutes or 200 points for two minutes when sending to another dimension. **P.P.E. Cost (drawn from the pyramid's reserves):** Varies as described above.

11. Teleportation via pyramids. Stone pyramids built on ley lines or on nexus junctions are connected by an invisible grid of magic energy. This means an individual can teleport from one pyramid to another on the same grid. The only requirements are that the pyramid be in the same dimension, on the same planet, and the person teleporting must know the location of the other pyramid. The process takes about three seconds regardless of distance. To travel to a different dimension, a Rift must be opened, which is also possible with a stone pyramid.

All True Atlanteans know how to teleport using stone pyramids. The teleportation process is so exact that the individual can teleport himself, even if standing in a crowd, or take as many as two dozen people, or 50 tons, along with him.

Teleportation can be conducted inside or outside of a pyramid. There is no particular chamber or location required to perform a teleport, as long as the teleporter is standing completely on or inside the pyramid. Standing at the base of a stone pyramid is not sufficient. **P.P.E. Cost (drawn from the pyramid's reserves):** 100

12. Dimensional teleportation via pyramids. The concept is identical to the conventional teleport described in number eleven, except on a dimensional scale. The same type of mystic grid connects all the nexus pyramids in otherdimensions. If the character knows the location of one of these other dimensional pyramids he can momentarily open a dimensional Rift and teleport from one dimensional plane to another. Typically, a character can find any dimension he has visited or knows about and which has a stone pyramid located at a ley line nexus.

An experienced Stone Master can open the Rift, instantly link up to all the available pyramids, and mentally sense and scan/search the dimensions for pyramids connected to a desired dimension without having ever been to the dimension or having any prior knowledge about it. The searching process takes about 60 seconds.

The opening of a dimensional Rift to another pyramid takes 30 seconds (two melee rounds). Once opened, the character simply steps through and the dimensional doorway instantly closes. This is a very safe way to travel the dimensions, because there is no risk of opening the Rift to the wrong dimension or letting some undesirable monster into or out of the world you are leaving. Why? Because the pyramids are linked on a cosmic grid of ley line energy. The activation of the dimensional Rift instantly activates that link to stone pyramids in other dimensions and makes them available to D-travelers.

All True Atlanteans understand dimensional teleportation using stone pyramids. The big difference is that to dimensional teleport, the person must enter into the Rift. Vehicles and multiple individuals can enter if the Rift is held open longer than a few seconds. The average True Atlantean can hold the portal open for a maximum of 15 seconds (one melee round), but a Stone Master of any race can hold the portal open for 15 seconds per level of experience!

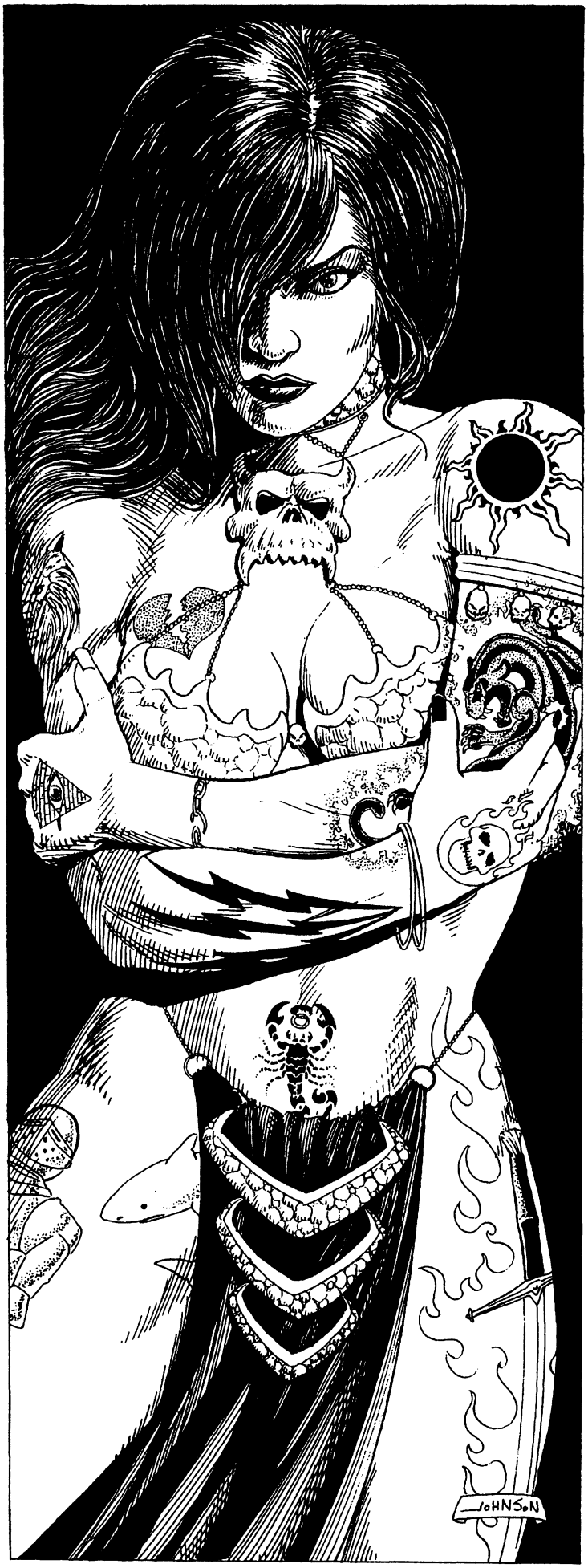
Dimensional teleportation can be conducted inside or outside of a pyramid, but only at the very top of the structure (usually an open platform outside). **P.P.E. Cost (drawn from the pyramid's reserves)**: 500 each time a Rift is opened regardless of how long it is held open; seconds or minutes.

13. Dimensional Portal/Rift. This is your classic dimensional Rift, a two-way door to another dimension that is NOT linked to any pyramids. The portal can be opened to a specific world or random dimension. All the usual dangers and difficulties of creating a Rift apply.

The Rift will remain open for 60 seconds per level of the portal opener. However, there is a 1-40% chance that the doorway will get stuck, staying open for 3D4 minutes longer than the character desires. There is also a 1-53% chance that a being from another dimension may usurp control of the dimensional portal if the portal connects to the beings *home* dimension or plane of existence. This is especially true of powerful alien intelligence(s) like the Splugorth, vampires, and so-called demons and gods. Having a Rift usurped means that the character who originally opened the portal has completely lost all control over it. The alien intelligence who dominates that world controls the portal and can instantly close it, or keep it open and/or send its minions into the Rift and into the world connected by the portal.

Note: All conventional Rifts can only connect two worlds at a time. Multi-dimensional Rifts connecting three or more worlds simultaneously are not possible. The few attempts to link several worlds by using one Rift have been unique experiments and have always resulted in disaster (see Ancient Atlantis). **P.P.E. Cost (drawn from the pyramid's reserves):** 1000 each time a Rift is opened regardless of how long it is held open; seconds or minutes. Creating a dimensional portal is not possible at pyramids located on ley lines unless at peak power level (800 P.P.E.) and even then the mage will be required to use his own energy and possibly additional P.P.E. to get the 1000 P.P.E. points necessary to create the Rift.

Note Number Two: Stone Masters cannot summon specific beings to them, like the Shifter can.



Tattoo Magic

Rifts® World Book Two: Atlantis™

The sinister Splugorth aliens of Atlantis hold the secrets to previously unknown and bizarre forms of magic and technology. *Magic tattoos* and the creation of *Tattooed Minions* is one example of their strange mystic knowledge.

Magic tattoos can only be created by the Splugorth, the Splugorth High Lords (a combination priest and alchemist), Atlantean Alchemists (descendants of the first human Atlanteans), and the occasional ancient dragon. However, it was a breed of dragon known as the *Chiang-Ku*, believed to be extinct (or nearly so), who are credited for the creation of tattoo magic.

Although the tattoos can be instruments of great power, the acquisition of the tattoo is incredibly painful, causing physical and emotional damage, and can lead to insanity. It is interesting to note that the tattoos are known to work on only a few races: Humans, Ogres (further supporting the apparent biological similarity between humans and the giant Ogres), True Atlanteans (humans), and, to a lesser degree, Elves. The magic also works on its inventors, the Chiang-Ku dragons. The tattoos do not instill magic powers or cause the usual amount of pain when applied to members of any other race. Humans are uniquely suited for this magic and may indicate that the origin of the magic, and possibly the Chiang-Ku, is ancient Earth.

The Minions of Splugorth. The Splugorth have selected humans as the primary subjects for Tattoo Magic, because they are plentiful, easy to acquire/capture and are considered to be expendable. The average *Tattooed Man*, or "T-Man" as they are frequently called, is given as many as one to two dozen tattoos. However, the elite *Maxi-Men* will have 18 to 48 tattoos depending on the level of experience and the degree of loyal service they have given their masters. Sometimes the tattoos cover the entire body.

The magic tattoos transform the recipient into a *superhuman* who serves as a warrior slave, forced to protect and obey his inhuman masters. The Splugorth use T-Men as guards, protectors, spies, assassins and warriors. They are also sold to other non-human beings on Earth and in other dimensions for similar purposes.

To the Splugorth's chagrin, the human spirit is strong and rebellion among the Tattooed Men is far more frequent than they'd like. Only the Maxi-Men exhibit strong loyalty to their Splugorth Masters. Despite the dangerous and unpredictable nature of these enchanted humans, or perhaps because of it, they are in big demand as slaves! Most buyers view them in much the same way as humans once viewed pit bulls, Doberman pinschers and other varieties of attack dogs, as being powerful, cunning, mean and extremely dangerous — that's what they are paying for, so they will take the risk. The element of danger only makes the T-Men all the more attractive.

A typical Tattooed Man will command 100,000 to 300,000 credits. Seasoned warriors (8th level and higher) can get twice as much! Most are males, because they are physically more imposing, even though the female T-Man will often have a bit higher amount of P.P.E. A young Maxi-Man, 16 or 17 years old and only second level, will get a price of 1D4+2 million credits depending on the current market and availability. A mid-level Maxi-Man, fifth through eighth level experience, will garner 2D4+4 million credits, while an experienced (9th level and higher) Maxi-Man with a history of loyalty can get 1D4x10 million credits. The Splugorth cannot create enough Maxi-Men to satisfy more than 15% of the market demand.

Activation of the Tattoos. To activate any of the tattoos, the Tattooed Man touches the desired image and concentrates, focusing his P.P.E. to bring the item to life. Sometimes a simple chant is used to help with the focusing process. At seventh level and higher, the Tattooed Men are so skilled that they can activate any tattoo by concentra-

tion alone and do not need to touch it in order to activate it; an important factor when one's hands are bound.

Each type of tattoo requires different amounts of Potential Psychic Energy (P.P.E.) for activation. However, the time spent to activate any of the tattoos is a matter of two or three seconds — counting as one melee action/attack. Thus, the activation of six tattoos is likely to use up all the melee attacks for one entire melee.

All tattoos are permanent and can be used endlessly. The only restriction is that each specific tattoo can create only one of whatever the tattoo depicts. If the item or creature is currently in use, an identical article cannot be created by activating the same tattoo again. Likewise, each tattoo must be different — no duplicates, thus it is impossible to create two Gryphons or two magic axes, etc.

Tattoo Magic by Type

Note: Space limitations prevent us from completely reprinting the various Tattooed Man O.C.C.s or how the Tattoo Magic works. For complete details see **Rifts® World Book Two: Atlantis**. Besides, Atlantis is filled with all kinds of cool magic, rune weapons, Bio-Wizardry, D-Bees, and alien technology, so check it out.

We limit our presentation on Tattoo Magic to the tattoos themselves, including new artist depictions of how they look.

Animals
Small animals (less than 12 Hit Points): 10 P.P.E.
Medium-size animals (less than 30 Hit Points): 15 P.P.E.
Medium-size animals (less than 50 Hit Points): 20 P.P.E.
Large animals (over 50 Hit Points): 30 P.P.E.

Monsters
Minor monsters (less than 50 M.D.C.): 50 P.P.E.
Major monsters (51 to 150 M.D.C.): 80 P.P.E.
Super monsters (over 151 M.D.C.): 100 P.P.E.

Simple Weapons
Simple Weapons (2)
S.D.C. Shield (4)

Magic Weapons
Flaming Shield (15)
Two Weapons Crossed (5)
Weapon Covered in Flames (10)
Weapon Covered in Flames and a Coiled Snake/Serpent (20)
Weapon Dripping Blood (5)
Weapon Smashing or Impaling a Heart: Anti-P.P.E. (20 or 30)
Weapon Smashing or Impaling a Skull: Anti-I.S.P. (10 or 20)
Weapon with Wings (+5, +10, +20 or +30)

Power Arrows
(Exclusive to the T-Archer O.C.C.; *World Book 21: Splynn Dimensional Market*™, page 108)
Alarm Arrow (15)
Death Arrows (30)
Energy Disruption Arrow (30)
Fire Arrows (20)
Force Arrows (15)
Lightning Arrows (30)
Psi-Arrows (30)
Shadow Arrows (35)
Sight-Stealers (25)
Vampire Arrows (15)
Water Bomb Arrows (20)

Powers
Beautiful Dancer (15)
Black Sun (40)
Bleeding Heart (20)
Chain Encircling a Skull or Brain (25)
Chain with a Broken Link (30)
Chain Wrapped Around a Cloud (50)
Cracked or Broken Skull (25)
Cross (15)
Eye with a Dagger In It (25)
Eye of Knowledge (15)
Eye of Mystic Knowledge (20)
Eye with Tears (15)
Eyes: Three (20)
Flaming Eye (20)
Heart Encircled by Chains (40)
Heart with Large Wings (20)
Heart Pierced by a Wooden Stake (15)
Heart of Steel (25)
Heart with Tiny Wings (10)
Heart in Two Pieces (30)
Heart Wrapped in Thorns (35)
Knight in Full Body Armor (25)
Lightning Bolts (30)
Phoenix Rising from the Flames (124)
Rose and Thorny Stem and Dripping Blood (30)
Shark or Dolphin (20)
Skeleton in Chains (20)
Skull with Bat Wings (30)
Skull Coiled with Thorns (40)
Skull Engulfed in Flames (45)
Thorns or Ball of Thorns (15)
Wolf's Head with Glowing Eyes (30)

Animal Tattoos

Animal tattoos have the magic ability to come to life, leap off the body, becoming full size, and fight for their maker. The animals (in this case, including insects and arachnids) are completely obedient to their creator and will fight to the death. They respond to verbal commands. Like the weapons, the user of the animal tattoos can cancel the magic at any time with a mere thought. The tattoo animal continues to exist even when its creator is rendered unconscious, possessed, or mind controlled.

In the case of possession or mind control, the controlling outside force can *not* activate any new tattoos nor cancel any already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration or the animal is slain/depleted of S.D.C. points. Only the Tattooed Man who created the animal can command it.

None of the animal's powers can be transferred or extended to the T-Man or other living beings. As many as six tattoos can be activated at any one time. All effects and abilities are cumulative.

To activate an animal tattoo, the T-Man merely touches the desired tattoo, focuses his concentration (counts as one melee action/attack), the tattoo glows, disappears from his skin, and reappears as a dull gray, life size animal protector. **Note:** The animals aren't actually alive, but composed of a magic, ectoplasm-like substance.

P.P.E.: Small animals (less than 12 Hit Points): 10 P.P.E. Medium-size animals (less than 30 Hit Points): 15 P.P.E. Medium-size animals (less than 50 Hit Points): 20 P.P.E. Large animals (over 50 Hit Points): 30 P.P.E.

Duration: One hour per each level of the Tattooed Man's experience, or until slain by depleting its S.D.C. and Hit Points, or the magic is canceled. When canceled or destroyed, the creature glows, disappears, and reappears as a tattoo.

The tattoo is instantly reusable if the magic was canceled or the duration time has expired. However, if the animal was destroyed, meaning all of its S.D.C. was depleted, the T-Man must spend twice the number of P.P.E. points to re-create it or wait four hours.

Destroying the tattoo animal as a living entity causes its owner to suffer 3D6 points of damage direct to Hit Points and is cumulative for the destruction of each living tattoo. The damage will heal as normal or can be restored by mystic or psionic means.

S.D.C.: Magic animals are S.D.C. and Hit Point creations. No tattoo animal is a Mega-Damage creature. Also see animal descriptions.

Animal characteristics: The magic animals act like the animals illustrated in the tattoo in every way and have all the abilities that the real animal would possess. Birds fly and claw, canines bite and run, felines climb and stalk, bulls charge and ram, snakes slither and bite, and so on. Damage: Animals are S.D.C. creations and inflict only S.D.C. damage. **Note:** Animals created by tattoo magic are typically intended for use in combat (attack and defense) or as a pack or riding animal. They do not function like a wizard's familiar but as a trained pet. The T-Man is not mentally linked to the creature and does not see, hear or know what the creature is experiencing other than suffering Hit Point damage at the moment of its destruction.



Animal Tattoo Descriptions

A great resource for animal information is the **Monsters & Animals** sourcebook for the **Palladium Fantasy RPG**. This book contains around 200 different animals and can be a terrific sourcebook for any Palladium RPG. Using this reference book will enable one to use/play specific animals using their correct abilities and appropriate stats. The animal stats in **Monsters & Animals** do not include S.D.C. points but list typical Hit Points. The magic animals have the maximum amount of Hit Points possible. As for S.D.C., small animals have no S.D.C., medium animals have 10 S.D.C., large animals (100 to 500 lbs/45 to 225 kg)) have 40 S.D.C. and very large animals (501 lbs/225.5 kg or more) have 80 S.D.C. in addition to the Hit Points. Also give the animals from Monsters & Animals one additional attack per melee.

You do not need **Monsters & Animals** to play a T-Man in **Rifts®**, however. If you don't have the book, you should be able to wing it using common sense and the basic, general data that follows. Since animal tattoos are used primarily as a fighting ally, all one typically needs to know is how much damage the creature can endure and what kind of damage it inflicts.

Ape: Chimpanzee: The same size and behavior as the real animal. 48 Hit Points and 40 S.D.C. Bite inflicts 2D4 S.D.C. damage, slashing and tearing hands do 2D4+3 damage. Three attacks per melee. +3 to strike, +2 to parry and dodge, and can use simple weapons such as clubs, knives, swords, etc. Average Spd. is 10. Nightvision 15 feet (4.6 m), climb 60%, leap up to 10 feet (3 m).

Ape: Gorilla: The same size and behavior as the real animal. 80 Hit Points and 80 S.D.C. Bite inflicts 2D4 S.D.C. damage, slashing and tearing hands do 2D6+ 6 damage. Four attacks per melee. +3 to strike, +3 to parry, +1 to dodge, and can use simple weapons such as clubs, knives, swords, etc. Average Spd. is 12. Nightvision 15 feet (4.6 m), climb 40%, and prowl 40%.

Baboon: The same size and behavior as the real animal. 48 Hit Points and 10 S.D.C. Bite inflicts 2D6+3 S.D.C. damage, slashing and tearing hands do 2D4+2 damage. Three attacks per melee. +3 to strike, +2 to parry and dodge. Average Spd. is 12. Nightvision 40 feet (12.2 m), exceptional vision and hearing, track by smell 45%.

Badger & Wolverine: The same size and behavior as the real animals. 30 Hit Points and 10 S.D.C. Bite or slashing claws do 1D6+2 S.D.C. damage. Three attacks per melee. +1 to strike and parry, and +3 to dodge. Average Spd. is 12. Nightvision 50 feet (15.2 m), track by smell 65%, and dig 5 feet (1.5 m) per minute.

Bear: Black and Brown: The same size and behavior as a real bear. 66 Hit Points, 80 S.D.C. Bite does 1D8+2 S.D.C. damage, slashing claws 2D6+6 damage, pouncing/ram does 1D6+4 and has a 1-50% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +2 to strike and parry, +1 to dodge. Average Spd. is 22 but can run in bursts of speed at 30 mph (48 km) for up to 15 minutes.

Bear: Grizzly: The same size and behavior as a real bear. 120 Hit Points, 80 S.D.C. Bite does 1D8+6 S.D.C. damage, slashing claws 2D6+8 damage, pouncing/ram does 2D6+4 and has a 1-62% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Four attacks per melee. +2 to strike and parry, +1 to dodge. Average Spd. is 16 but can run in bursts of speed up to 20 mph (32 km) for up to 15 minutes.

Bird: Hawk or Falcon: The same size and behavior as the real animals. 16 Hit Points and no S.D.C. Bite 1D6 S.D.C. damage, slashing claws inflict 1D4+2 damage, and a diving claw attack 2D4+2 damage, but counts as two attacks. Three attacks per melee, +2 to strike and parry and +3 to dodge. Average speed flying is 50, about 35 mph (56 km). Nightvision 300 feet (91.5 m), exceptional vision and hearing, and track by smell 65%.

Bird: Eagle: The same size and behavior as the real animal. 24 Hit Points and 10 S.D.C. Bite 2D4 S.D.C. damage, slashing claws inflict 2D6+4 damage, and a diving claw attack 4D6+4 damage, but counts as two attacks. Four attacks per melee, +2 to strike and parry and +3 to dodge. Average speed flying is 50, about 35 mph (56 km), but can attain a speed of 75 mph (120 km) and maintain that speed for an hour. Nightvision 400 feet (122 m), exceptional vision and hearing, and track by smell 46%.

Boar or Wild Pig: The same size and behavior as the real animals. 40 Hit Points and 40 S.D.C. Bite/slashing tusks does 1D8+2 S.D.C. damage, head butt does 1D6+2, ram does 2D6+4 and has a 1-55% chance of knocking its opponent down (victim loses initiative and one melee attack), but counts as two attacks. Three attacks per melee. +1 to

strike, and +2 to dodge. Average Spd. is 22 but can run in bursts of speed at 35 mph (56 km) for up to 30 minutes.

Canine: Fox, Coyote, Jackal, or Small Dogs: The same size and behavior as the real animals. 24 Hit Points, 10 S.D.C. Bite does 1D6+4 S.D.C. damage, slashing claws 1D4 damage Three attacks per melee. +1 to strike and parry, +4 to dodge. Average Spd. is 50, about 35 mph (56 km) and can run at that speed for 1D6 hours. Track by smell 60%, swim 50%, keen vision and hearing.

Canine: Wolf or Large Dogs: The same size and behavior as the real animals. 48 Hit Points, 40 S.D.C. Bite does 2D6+8 S.D.C. damage, slashing claws 1D4 damage, three attacks per melee. +3 to strike, +1 to parry, +6 to dodge. Average Spd. is 50, about 35 mph (56 km), and can run at that speed for 2D4 hours. Track by smell 85%, swim 65%, prowl 50%, keen vision and hearing, and nightvision 30 feet (9 m).

Elephant: The same size and behavior as the real animal. It can be ridden by the Tattooed Man who created it. 90 Hit Points and 80 S.D.C. Three attacks per melee, tusk inflicts 2D6+6 S.D.C. damage, strike from trunk 1D6, leg kick/stomp 3D6+6 damage, head butt does 3D6+6, and a ramming charge and trample inflicts 6D6+6 damage and has an 80% likelihood of knocking opponents weighing less than 1000 lbs (450 kg) to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average Spd. is 10, about five mph (8 km), but can run as fast as 35 mph (56 km) for 30 minutes. Keen hearing and sense of smell, good vision, nightvision 40 feet (12.2 m), swim 90% and has prehensile trunk.

Feline: African Lion: The same size and behavior as the real animal. 52 Hit Points, 80 S.D.C. Bite does 2D4 S.D.C. damage, slashing claws 2D6+6 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average Spd. is 22, about 15 mph (24 km), but can run in bursts at a speed of 25 mph (40 km) for 1D4 minutes. Track by smell 70%, swim 50%, prowl 70%, climb 30%, leap up to 15 feet high (4.6 m) and 20 feet long (6 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Feline: Bobcat, Lynx, Mountain Lion: The same size and behavior as the real animals. 42 Hit Points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+3 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average Spd. is 22, about 15 mph (24 km), but can run in bursts at a speed of 30 mph (48 km) for 1D4 minutes. Swim 44%, prowl 86%, climb 90%, leap up to 20 feet high (6 m) and 20 feet long (6 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Feline: Cheetah: The same size and behavior as the real animal. 48 Hit Points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+6 damage, four attacks per melee. +4 to strike and parry, +6 to dodge. Average Spd. is 22, about 15 mph (24 km), but can run in bursts of incredible speed — 80 mph (128 km) for 1D4 minutes. Track by smell 50%, swim 55%, prowl 50%, climb 45%, leap up to 10 feet high (3 m) and 15 feet across (4.6 m), keen vision and hearing, and nightvision 30 feet (9 m).

Feline: Leopard & Panther: The same size and behavior as the real animals. 48 Hit Points, 40 S.D.C. Bite does 1D6 S.D.C. damage, slashing claws 2D4+3 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average Spd. is 22, about 15 mph (24 km), but can run in bursts at a speed of 35 mph (56 km) for 1D4 minutes. Track by smell 50%, swim 80%, prowl 90%, climb 75%, leap up to 20 feet high (6 m) and 40 feet across (12.2 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Feline: Tiger: The same size and behavior as the real animal. 68 Hit Points, 80 S.D.C. Bite does 2D6 S.D.C. damage, slashing claws 2D6+8 damage, four attacks per melee. +3 to strike and parry, +4 to dodge. Average Spd. is 22, about 15 mph (24 km), but can run in bursts at a speed of 35 mph (56 km) for 1D4 minutes. Track by smell 50%, swim 80%, prowl 70%, climb 50%, leap up to 20 feet high (6 m) and 25 feet long (7.6 m), keen vision and hearing, and nightvision 60 feet (18.3 m).

Ferret, Mink, or Marten: The same size and behavior as the real animals. 12 Hit Points and no S.D.C. Bite and slashing claws inflict 1D4 S.D.C. damage. Three attacks per melee, +1 to strike and parry and +4 to dodge. Average Spd. is 10. Nightvision 40 feet (12.2 m), exceptional vision and hearing, track by smell 65%, climb 50%, prowl 65%, and swim 70%.

Horse: The same size and behavior as the real animal. It can be ridden by the Tattooed Man who created it. 48 Hit Points and 80 S.D.C. Three attacks per melee, bite inflicts 1D4 S.D.C. damage, front leg kick 2D6 damage, hind leg kick 4D6 damage, charging head butt does 2D4+10 and has an 80% likelihood of knocking opponents weighing less than 300 lbs (135 kg) to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average Spd. is 33, about 22 mph (35 km), but can run as fast as 45 mph (72 km) for 1D4 hours. Can also leap up to six feet high (1.8 m) and 12 feet long (3.6 m), keen hearing, and swim 50%.

Monkey: The same size and behavior as the real animal. 32 Hit Points and 10 S.D.C. Bite and slashing/tearing hands inflict 1D6+1 S.D.C. damage. Three attacks per melee, +3 to strike and parry and + 5 to dodge. Average Spd. is 12. Nightvision 25 feet (7.6 m), exceptional vision and hearing, climb 95%, acrobatics 95%, leap 8 feet high (2.4 m) and 20 feet (6 m) across in trees, prehensile tail.

Rhinoceros: The same size and behavior as the real animal. It can be ridden by the Tattooed Man who created it. 84 Hit Points and 80 S.D.C. Two attacks per melee, jab with horn inflicts 2D6+4 S.D.C. damage, leg kick/stomp 3D6+4 damage, head butt with horn does 3D6 +4, and a ramming charge and trample inflicts 4D6+6 damage and has an 80% likelihood of knocking opponents weighing less than 1000 lbs (450kg) to the ground, causing them to lose one melee attack and initiative (counts as two attacks). Average Spd. is 14, about seven mph (11 km), but can run as fast as 30 mph (48 km) for 12 minutes. Keen hearing and sense of smell, poor vision, and swim 40%.

Scorpion: The same size as a common scorpion, it behaves as a living scorpion would, its sting is poisonous. Three attacks per melee, +2 to strike and dodge, Spd. 8, and can climb most surfaces except glass or highly polished metal.

Spider (non-poisonous): One to three inches (76 mm maximum) in diameter. Bite does one point of damage. Two attacks per melee, Spd. 10, and can climb most surfaces except glass or highly polished metal.

Spider (poisonous): Three inches (76 mm) in diameter. Bite does one point of damage plus 4D6 damage (roll to save vs poison — a successful save means no damage). Three attacks per melee, Spd. 12, and can climb most surfaces except glass or highly polished metal.

Snake (poisonous): About four to six feet long (1.2 to 1.8 m). Moves and behaves as a normal snake. Bite inflicts 1D4 S.D.C. damage and releases a poison that causes an additional 4D6 damage (roll to save vs poison — no damage if save is good). Two attacks per melee. +3 to strike and dodge.

Wasp or Bee: The same size as the common insect, it behaves as a living bee or wasp. Its sting is painful, causing one S.D.C. point of damage per every two stings. Two attacks per melee, +2 to strike and dodge, Spd. walking 8, Spd. flying 37 (25 mph/40 km) and can climb most surfaces except glass or highly polished metal.

Monster Tattoos

Monster tattoos function very similarly to animal tattoos. The main difference is that the monster is a Mega-Damage creature and inflicts Mega-Damage. Only animal-like predatory monsters, such as the Fury Beetle, Rhino-Buffalo, Chimera, Dragonsaurus, Gryphon, Harpy, Leatherwing, Peryton, Yazhing Multipede, and Worms of Taut, can be created. Intelligent monsters like dragons, werebeasts, demons, Elementals, etc., are not possible.

To activate a monster tattoo, the T-Man merely touches the desired tattoo, focuses his concentration (counts as one melee action/attack),

the tattoo glows, disappears from his skin, and reappears as a dull gray, life-size monster. **Note:** The monsters are not actually alive, but composed of a magic, ectoplasm-like substance.

P.P.E.: Minor monsters (less than 50 M.D.C.): 50 P.P.E. Major monsters (51 to 150 M.D.C.): 80 P.P.E. Super monsters (over 151 M.D.C.): 100 P.P.E.

Duration: 30 minutes per each level of the Tattooed Man's experience, or until slain by depleting its M.D.C., or the magic is canceled. When canceled or destroyed, the creature glows, disappears, and reappears as a tattoo. The tattoo is instantly reusable if the magic was canceled or the duration time has expired. However, if the creature was destroyed, meaning all of its M.D.C. was depleted, the T-Man must spend twice the number of P.P.E. points to re-create it or wait eight hours. Destroying the tattoo monster as a living entity causes its owner to suffer 5D6 points of damage direct to Hit Points and the damage is cumulative for the destruction of each living tattoo. The damage will heal as normal or can be restored by mystic or psionic means.

M.D.C.: Magic tattoo monsters are M.D.C. creations. No monster is an S.D.C. creature. The magic monsters have the maximum amount of M.D.C. possible for that particular type of creature.

Monster characteristics: The magic monster acts like the real monster would in every way and has all the abilities of that creature. Only its creator can command or ride it.

Damage: Monsters are M.D.C. creations and inflict Mega-Damage the same as they would in real life. **Note:** The monsters created by tattoo magic are designed for combat and assassination; attack and defense. They do not function like a familiar. The Tattooed Man does not see, hear or know what the creature is experiencing other than suffering Hit Point damage the moment the thing is destroyed.

Monster Descriptions: Just pick an animalistic monster from a world or sourcebook and assume the Monster Tattoo that is brought to life is basically that creature. **Rifts® Conversion Book 1 & 3, Vampire Kingdoms, New West, Sourcebooks 3 & 4**, among others, offer a variety of suitable monsters.

Monster-Shaping Tattoo Magic

Originally found in South America One, p. 101

Monster-Shaping tattoos are a special category of super-rare tattoos that seemingly transform the user into a member of any monster race! These tattoos do not grant "true" shape shifting abilities, but an ectoplasm-like substance that surrounds the character's true body disguising his appearance.

True Atlanteans can not be transformed by any means, magical or technological, but the magical Monster-Shaping tattoos do NOT physically transform the character. Instead they creates a magical *false body around him*. One might consider the monster shapes created by the tattoos to be a mystic monster *costume* or exoskeleton with elements of illusion thrown in. The monster shape adds to the Tattooed Man's M.D.C. and physical P.S., P.P. and P.E., but does NOT grant the user any of the special powers of the monster race he or she is disguised as (although they *may* be able to simulate their power through other means).

Note: These tattoos are rarely used by any of the Tattooed Men other than the *Undead Slayer O.C.C.* (**Rifts® World Book Two: Atlantis**, p. 97) or the Atlantean *Monster Hunter O.C.C.* (**Rifts® World Book Six: South America One**, p. 99). Both use the Monster-Shaping tattoos to get close to their monstrous prey or evil organizations of monsters without being noticed.

Only members of Clan Skellian and a few Chiang-Ku dragons know the secrets of Monster Shaping tattoos (the Chiang-Ku helped the Skellian Alchemists develop the shapeshifting magic). Player characters must be affiliated with either Clan Skellian or the Chiang-Ku who hold its secrets to have access to Monster Shaping. **Note:** The Splugorth are beginning to suspect that a new category of tattoo has come into existence. Once they find proof of it, they will spare no efforts to capture and study any tattooed men with it.

Shapeshifting Powers

To activate a shapeshifting tattoo, the T-Man merely touches the tattoo and focuses his concentration on it (counts as one melee action/attack). The tattoo glows with a blinding aura that completely covers the character. When the aura dissipates, the T-Man has a new monstrous shape – actually, he or she is surrounded by a magical shell that has the desired shape.

P.P.E. needed to activate the shapeshifting tattoo:
Beings with less than 1000 S.D.C. and/or Hit Points: 30 P.P.E.
M.D.C. races with less than 60 M.D.C. Points: 60 P.P.E.
M.D.C. races with 61 to 200 M.D.C.: 90 P.P.E.
M.D.C. races with 201 to 1000 M.D.C.: 120 P.P.E.
M.D.C. races with 1001 to 3000 M.D.C.: 200 P.P.E. (the limit).

Duration: 30 minutes per each level of the Tattooed Man's experience. If the S.D.C. or M.D.C. of the shell is destroyed, the power will be cancelled and the T-Man's true shape will be revealed. If the T-Man is slain while in the fake form, his remains will return back to his natural shape. The false shape will continue to exist even if the creator is rendered unconscious, possessed, or is mind controlled.

Physical Attributes: The monster form has the maximum P.S., P.P., and P.E. attributes of a member from that race or the Tattooed Man's own, whichever is *higher*.

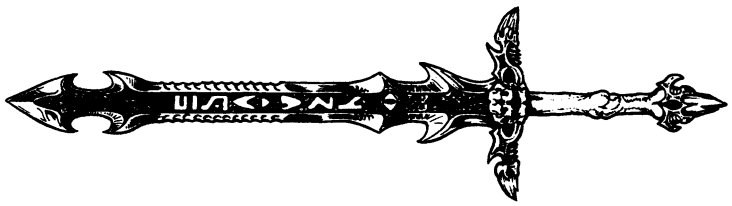
Attacks Per Melee and Combat: The character also gains any natural hand to hand attacks his new shape has, such as tail strikes or bite and claw attacks. The shape, however, does NOT grant the tattoo user any of the creature's natural racial abilities, including special senses, flight, regeneration, natural shapeshifting abilities, breath or energy attacks, magic, psionics, and so on.

Natural Body Armor: The false shape provides the character with M.D.C. or S.D.C. protection and can be treated as a suit of body armor. When its structural capacity is depleted, the shell/shape is destroyed, its armor protection gone, and the character's true identity is revealed. The maximum Mega-Damage value of the false shape can not exceed 800 M.D.C or twice the character's natural M.D.C. total, whichever is *less*. In other words, a tattoo user could take the shape of an adult dragon, but he would only have a maximum of 800 M.D.C., instead of the 2,000+ M.D.C. possessed by most adult dragons.

Limitations: The magic shape changing tattoos only give the character the general shape, size and features of a particular race and can not be used to assume the features of a specific individual or god. Thus, the True Atlantean may look like a typical Troll or large demon, but not the leader of a particular tribe or any other specific individual.

When a shapeshifting tattoo is activated, the wielder takes the shape of a member of the race depicted in the tattoo. The racial disguise desired must be larger than the Tattooed Man (T-Man). Since most Atlanteans are over six feet (1.8 m) tall, only larger than human races can be imitated with tattoo magic. Ogres, Trolls, Wolfen, Brodkil, Gargoyles, giant races and large monsters like dragons, sphinxes and others are ideal for this type of disguise.

Even transformed, the magic tattoos *remain visible* on the character's false hide, skin or scales. They can be covered under clothing or armor, but doing so will restrict access to them. Since most non-human races can not use tattoo magic, people may assume these tattoos are decorative markings or paintings, or the presence of tattoos *may* make others suspect the character is an impostor and spy! While in the magic disguise, the character can use his other tattoos as usual. Power tattoos or other forms of magic can be used to simulate the abilities of the false shape.



Simple Weapon Tattoos

Simple weapons are magic tattoos that create a seemingly real, physical weapon out of thin air. The type of weapon is limited to those used in hand to hand combat, like the axe, boomerang, ball and chain, club, mace, war hammer, knife, sword, spear, and bow and arrow. Any of the weapons typically listed in Palladium RPGs as "ancient weapons" can be a magic tattoo. The weapon inflicts the normal amount of S.D.C. damage for that specific type. However, the weapon is lightweight, perfectly balanced, and never dulls nor breaks.

Note: All types of ancient weapons used in hand to hand combat can be made into a magic tattoo, including exotic weapons like tiger claws and shurikens. Although a good list of basic ancient weapons are described in **Rifts** and other Palladium RPGs, players and Game Masters might want to take a look at Palladium's **Weapons & Armor** historical reference book, which features over 700 kinds of ancient weapons.

Simple Weapon

P.P.E. to Activate: All Simple Weapons require only 2 P.P.E. to activate.

Duration: 30 minutes per level of experience or until canceled.

Power: Creates the weapon illustrated in the tattoo out of thin air. The weapon is lightweight, perfectly balanced, and indestructible. Vanishes when the magic is canceled or the duration ends.

Modern weapons, revolvers, rifles, automatic and energy weapons are not possible.

W.P. skills and bonuses are applicable, but such weapon skills must be selected separately.

The size of the weapon is always proportional to the size of the T-Man. **Note:** The user of the tattoo can cancel the magic at any time with a mere thought and the weapon disappears. The tattoo weapon continues to exist even when the user is rendered unconscious, possessed, or mind controlled. In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos nor cancel any already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration. Anybody can pick up and use a tattoo weapon as long as the T-Man allows it. Remember, the T-Man can cancel the magic in the twinkle of an eye, leaving the person suddenly weaponless.

None of the weapon's powers can be transferred or extended to living beings or modern weapons. Remember, as many as six tattoos can be activated at any one time. All effects and abilities are cumulative.

S.D.C. Shield

P.P.E. to Activate: 4

Duration: 30 minutes per level of experience or until canceled.

Power: Creates the shield illustrated in the tattoo out of thin air. The shield is lightweight, perfectly balanced, and has 200 S.D.C. and an A.R. of 13. Vanishes when the S.D.C. is depleted or the magic is canceled or the duration ends.

The size of the shield is always proportional to the size of the T-Man. **Bonus:** +1 to parry in addition to any W.P. skill or P.P. bonuses. Note: The user of the tattoo can cancel the magic at any time with a mere thought and the shield disappears. The shield continues to exist even when the user is rendered unconscious, possessed, or mind controlled.

Magic Weapon Tattoos

Magic weapons are magic tattoos that create a seemingly real, physical weapon out of thin air. The magic weapon is indestructible and has special powers or properties. Like the simple weapons, the type of weapon is limited to those used in hand to hand combat like the mace, knife, sword, bow and arrow, etc. A magic weapon may have more than one magic feature. For example, a flaming axe with wings means the weapon inflicts Mega-Damage, has triple the normal range when thrown and magically returns when thrown.

Modern weapons, revolvers, rifles, automatic and energy weapons are not possible.

W.P. skills and bonuses are applicable, but such weapon skills must be selected separately.

The size of the weapon is always proportional to the size of the T-Man. Note: The user of the tattoo can cancel the magic at any time with a mere thought and the weapon disappears. The tattoo weapon continues to exist even when the user is rendered unconscious, possessed, or mind controlled. In the case of possession or mind control, the controlling outside force can *not* activate any new tattoos nor cancel any already activated. Tattoos that were activated at the moment that control was initiated remain in place until the end of their duration. Anybody can pick up and use a tattoo weapon as long as the T-Man allows it. Remember, the T-Man can cancel the magic in the twinkle of an eye, leaving the person suddenly weaponless.

None of the weapon's powers can be transferred or extended to living beings or modern weapons.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative.

Flaming Shield

P.P.E. to Activate: 15

Duration: 15 minutes per level of experience or until canceled.

Power: Creates the shield illustrated in the tattoo out of thin air. The shield is lightweight, perfectly balanced, and completely indestructible! Vanishes when the magic is canceled or the duration ends.

The size of the shield is always proportional to the size of the T-Man. **Bonus:** +2 to parry in addition to any W.P. skill or P.P. bonuses. **Note:** The user of the tattoo can cancel the magic at any time with a mere thought and the shield disappears. The tattoo shield continues to exist even when the user is rendered unconscious, possessed, or mind controlled.

Two Weapons Crossed

P.P.E. to Activate: 5

Duration: 15 minutes per level of experience or until canceled.

Power: The T-Man is +1 to strike and +2 to parry with any type of weapon that falls into that category, whether it be one of his tattoo weapons or a normal weapon. The bonuses are in addition to any combat or W.P. skills. Crossbows and bows and arrows are NOT included with this particular type of tattoo.

Weapon Covered in Flames

P.P.E. to Activate: 10

Duration: 15 minutes per level of experience or until canceled.

Power: The weapon, whether it be a dagger, sword, club, arrow or whatever, inflicts the Mega-Damage equivalent of the usual S.D.C. damage. That is to say that if a normal short sword inflicts 1D6 S.D.C., a magic short sword, created by the tattoo, would inflict 1D6 Mega-Damage.

Weapon Covered in Flames and a Coiled Snake/Serpent

P.P.E. to Activate: 20

Duration: 15 minutes per level of experience or until canceled.

Power: The weapon, whether it be an arrow, dagger, sword, or whatever, inflicts three times the normal amount of Mega-Damage

when used against dragons, sea serpents, dinosaurs, giant reptiles, and supernatural reptilians (like the Dybbuk, Sowki and Gargoyles). If the weapon normally inflicts 2D6 S.D.C., the weapon will inflict 2D6 M.D. and it will inflict 6D6 M.D. against a dragon or dinosaur.

Weapon Dripping Blood

P.P.E. to Activate: 5

Duration: 15 minutes per level of experience or until canceled.

Power: The weapon, whether it be an arrow, dagger, sword, club, or whatever, inflicts double the usual amount of S.D.C. damage for that particular weapon.

Weapon Smashing or Impaling a Heart (Anti-P.P.E.)

P.P.E. to Activate: 20, 30 if combined with the wing feature.

Duration: 15 minutes per level of experience or until canceled.

Powers: Instead of physical damage, this weapon inflicts damage to the target's P.P.E. base! Only affects living creatures.

Damage is equal to the normal S.D.C. damage for that weapon, except this amount is subtracted from the victim's P.P.E. For example, a tattoo of a knife which would normally inflict 1D6 S.D.C. would instead take 1D6 P.P.E. from its victim. The attack can be parried or dodged as usual, and a successful saving throw vs magic of 14 or higher will resist the attack (no P.P.E. loss). Cannot be combined with the dripping blood or covered in flame tattoo effects.

The magical tattoo weapon can also be used against magic force fields and barriers. S.D.C. damage does the equal damage in M.D. against the barrier. Only defenses composed entirely of magic energy (P.P.E.), such as Armor of Ithan and Energy Field, can be damaged in this way. Bio-Wizard or Techno-Wizard enchanted armor, magically hardened steel, Millennium Tree armor, and similar items will not be harmed by this magic weapon.



Weapon Smashing or Impaling a Skull (Anti-I.S.P.)

P.P.E. to Activate: 10; 20 if combined with the wing feature.

Duration: 15 minutes per level of experience or until canceled.

Powers: This weapon inflicts no physical damage. Instead, it inflicts damage to the target's I.S.P. base.

Damage is equal to the S.D.C. normal damage for that weapon, except this amount is subtracted from the victim's I.S.P.

For example, a tattoo of a sword which would normally inflict 2D4 S.D.C. would instead take 2D4 I.S.P. from its victim. The attack can be parried or dodged as usual or a saving throw vs magic at 14 or higher is possible against successful strikes. Cannot be combined with the dripping blood or covered in flame tattoo effects. Only affects living creatures.

The weapon can also inflict damage equal to its S.D.C. damage as M.D. to defenses composed entirely of psionic energy, such as the Telekinetic Force Field and Psi-Shield. This does not include physical matter which has been strengthened through the use of psionic powers, like the stone weapons of the South American Pucara Giants.

Weapon with Wings Additional P.P.E. to activate the wing feature: Five if a simple weapon (S.D.C. damage), 10 if dripping blood (double S.D.C. damage), 20 if flame covered (M.D. weapon), 30 if flame and serpent covered (M.D. weapon that does triple damage against reptiles).

Duration: 15 minutes per level of experience or until canceled.

Power: The weapon can be thrown, or arrows fired, three times farther than the usual effective range and it automatically returns to the Tattooed Man immediately afterwards! Typically four arrows in the tattoo; one of any other type of weapon.

Power Arrow Tattoos

Power Arrows

Exclusive to the T-Archer O.C.C.

Most Power Arrow tattoos appear as four arrows pointing out from each other as if the tails were connected with the source tattoo covering it.

Most (not all) Power Arrows can be combined with the "wings" feature, but the T-Archer must have the weapon tattoo that shows four arrows with wings on them. To activate this **Weapon with Wings** tattoo costs an additional 20 P.P.E., but arrows enchanted with the winged weapon tattoo fly three times farther than normal (roughly 2000 feet/610 m), and immediately return to the T-Archer, effectively giving him an unlimited payload for the full duration of the magic! Normal range varies with the bow type used to fire them, typically 600 to 700 feet (183 to 213 m).

The Splugorth have struggled for millennia to create new magic tattoos. Until recently, there were only a handful of tattoos attributed to the Splugorth, including the Death Touch and the Poison Touch. Now, the Splugorth have finally managed to create a new type of Tattoo Magic which merges Power Tattoos with Magic Weapon Tattoos. The result is tattoos that create magically powered arrows.

Power Arrows are exclusive to the *Tattooed Archer* or *T-Archer O.C.C.* The Tattooed Archer is described in **Rifts® World Book 21: Splynn Dimensional Market**.

Alarm Arrow

Source Tattoo: A Single Arrow with a Screaming Mouth for its Head.

P.P.E. to Activate: 15

Powers: Creates a single arrow that when fired up into the air, unleashes a screaming, siren-like shriek that fills the air for five full minutes. This noise can be heard up to one mile (1.6 km) away (up to 3 miles/4.8 km at sea or in the wilderness where it is very quiet). It is designed for sounding an alarm or alert and as a signal to allies. However, it does have the side effect of startling those who hear when it first goes off. A save vs a Horror Factor of 13 is required. Failure to save means those startled lose one melee attack and initiative for the first melee round that the alarm sounds. This arrow can not be used with the Winged Weapon tattoo and will not return to be reused, it disappears into the sky.

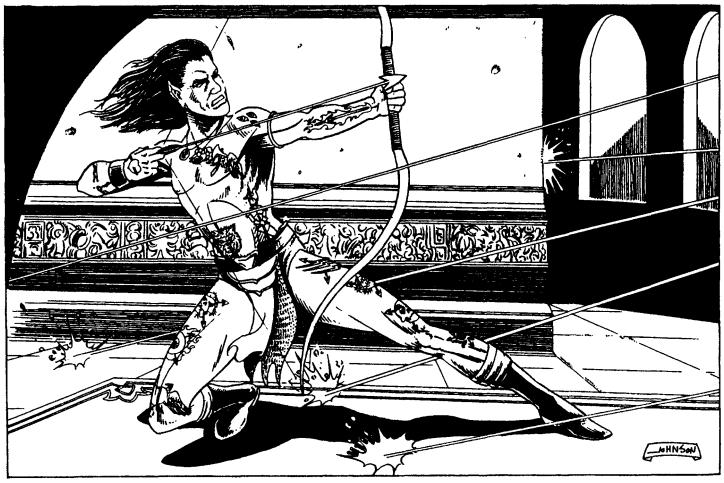
Death Arrows

Source Tattoo: Skull Coiled in Thorns with a broken arrow.

P.P.E. to Activate: 30

Powers: Creates four magic arrows that strike with the power of the Death Touch: 1D6 points of damage straight to Hit Points when used against mortal creatures (bypasses physical S.D.C.), or 3D6 M.D. to Mega-Damage creatures. **Note:** The damage passes right through *body armor*, but not power armor, robots or vehicles. Those

struck by the arrow may roll a saving throw vs magic to avoid suffering *any* damage.



Energy Disruption Arrow

Source Tattoo: Four Arrows Crackling with Energy.

P.P.E. to Activate: 30

Powers: The arrow only does one point of damage to the target it strikes but sticks into it and begins to *disrupt energy* in the same way as the Energy Disruption spell (see **Rifts® Ultimate Edition,** page 207). Duration is three minutes per level of the T-Archer or until the arrow is physically removed. However, removing the arrow before its magic ends will cause an explosion that does 1D6 M.D. per level of the T-Archer, whether he wants it to or not. Note that combining this arrow with the Winged Weapon arrow will triple the possible range, but the arrow does not return to the shooter, even after being removed (it explodes) nor at the end of its magical effect (because it is used up and vanishes afterwards).

Fire Arrows

Source Tattoo: Skull Engulfed in Flames or a Flaming Eye.

P.P.E. to Activate: 20

Powers: Creates four arrows that transform into fire bolts upon leaving the bow. They inflict 2D6 M.D. and an additional +1 M.D. per level of the T-Archer's experience (i.e. the arrow from a 3rd level T-Archer does 2D6+3 M.D., a 6th level T-Archer 2D6+6, and so on).

Force Arrows

Source Tattoo: Bleeding Heart with an Arrow Through It.

P.P.E. to Activate: 15

Powers: Creates four arrows that, when launched, strike with the force of a supernaturally strong punch. Damage is equal to the T-Archer's P.S. attribute, but at supernatural levels (typically 3D6 to 5D6 M.D.).

Lightning Arrows

Source Tattoo: Lightning Bolts radiating from an arrow or an arrow with a lightning bolt for its head.

P.P.E. to Activate: 30

Powers: Creates four arrows that transform into mini-lightning bolts upon leaving the bow. They inflict 1D6 M.D. per level of the T-Archer's experience. **Note:** Lightning Arrows augmented by the Winged Weapon tattoo do NOT return after being fired, this magic is used up after the arrow strikes.

Psi-Arrows

Source Tattoo: Cracked or Broken Skull.

P.P.E. to Activate: 30

Powers: Creates four arrows that cause their target to be overcome with mind-splitting pain. The effects are identical to that of the Cracked Skull Power tattoo. Those struck by the arrow may roll a saving throw vs magic of 14 or higher to avoid any damage.

Shadow Arrows

Source Tattoo: An Arrow Piercing a Black Sun.

P.P.E. to Activate: 35

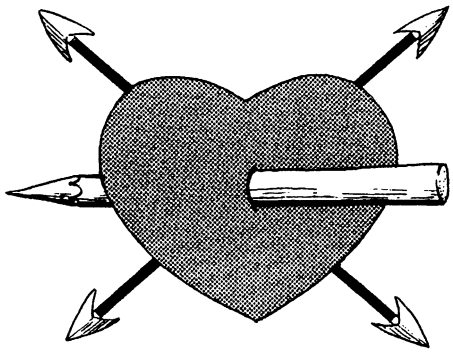
Powers: Creates four magic arrows that inflict 2D6 M.D. to most targets, but double damage to Shadow Beasts, Silhouettes, and other beings linked to shadows and the night, including many Russian Demons (as well as Nightlords, Night Princes and the Nightbane). Even mortal mages using the Shadow Meld or Cloak of Darkness spell suffer double damage while hiding in the darkness. In addition, when using Shadow Arrows the T-Archer suffers half the usual penalty to strike these beings while they are hiding in the shadows, even though he may not actually be able to see them.

Sight-Stealers

Source Tattoo: Eye With a Dagger or Arrow In It.

P.P.E. to Activate: 25

Powers: Creates four magic arrows that blind their targets. Effects are identical to the Blind spell, but the duration is only one melee round per level of the T-Archer. Those struck by the arrow may roll a saving throw vs magic to avoid any damage.



Vampire Arrows

Source Tattoo: Heart Pierced by a Wooden Stake.

P.P.E. to Activate: 15

Powers: Creates four arrows that inflict 2D6 S.D.C. to most creatures and 4D6 points of damage direct to Hit Points when used against vampires. Moreover, the arrow can immobilize the vampire, if struck directly in the heart, as if it were made of real wood.

Water Bomb Arrows

Source Tattoo: An Arrow From Which Rain Falls.

P.P.E. to Activate: 20

Powers: Creates four arrows that when they strike, hit as one gallon (3.8 liters) of water. It does no damage to humans and most creatures (other than drenching them in water), but does 3D4x10 damage to vampires and 3D6 M.D. to Elementals and other supernatural beings and creatures of magic composed of fire. Furthermore, if fired into an ordinary fire each arrow will successfully douse a 10 foot (3 m) radius of fire, instantly! Even more impressive, if all four Water Bomb Arrows are fired straight up into the sky in rapid succession (and all within one melee round), there is a 30% +3% chance per level of the T-Archer's level of experience, that it will cause a sudden rain burst, even during a drought! The rain is slight but steady (not enough to put out a raging fire, but enough to bring some momentary relief) and lasts for two minutes per level of the T-Archer. **Note:** When used to douse a fire or to cause rain, the arrows are used up and will not return even if they have been combined with the Winged Weapon Tattoo. In addition to their obvious use in combat, they can also be good for practical jokes and cheap shots at rivals and enemies.

Power Tattoos

Power Tattoos bestow upon the Tattooed Man "magic powers." Some are utilitarian, some defensive, and others offensive in nature. Like the weapons and animals, the user of the tattoo can cancel the magic at any time with a mere thought.

The effects of the tattoo magic continue even when the user is rendered unconscious, possessed, or mind controlled. In the case of possession or mind control, the controlling outside force can NOT activate any new tattoos or cancel tattoos that were activated at the moment that control was initiated. Active tattoos remain in place until the end of their duration.

None of the powers can be transferred or extended to other people.

Opponents trying to save versus tattoo magic such as the Death Touch, Empathic Transmission, etc., must roll a 16 or higher.

Remember, as many as six (6) tattoos can be activated at any one time. All effects and abilities are cumulative.

Beautiful Dancer (Hypnotic Gaze)

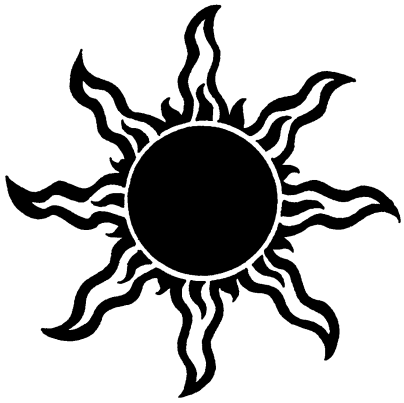
P.P.E. to Activate: 15

Duration: Duration of the effects varies with the command. The T-Man retains the ability for two minutes per level of experience.

Range: 12 feet (3.65 m) and eye contact.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: Hypnotic Suggestion, equal to the Super-Psionic power of the same name.



Black Sun (Darkness Powers)

P.P.E. to Activate: 40

Duration: Five minutes per level of experience.

Range: Self or a 5 foot (1.5 m) radius per level of experience

Number of Attacks: Equal to the number of hand to hand attacks per melee

Powers: Offers the T-Man the following (limited) darkness powers:

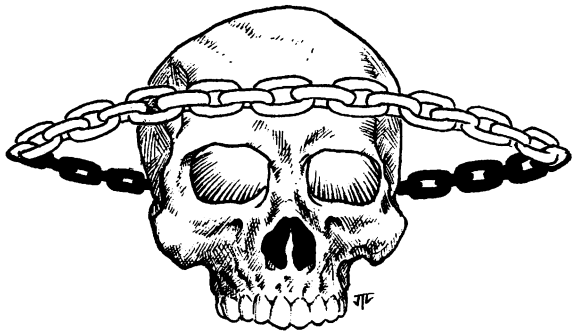
- Nightvision 600 feet (182.9 m), see in magic darkness, and the ability to recognize Shadow Beasts and other shadow-linked creatures, even when melded into the shadows.
- Shadow Meld; same as the spell.
- Cloak of Darkness; same as the spell

Bleeding Heart (Power Punch)

P.P.E. to Activate: 20

Duration: Two minutes per level of experience or until canceled.

Powers: Enables the user to inflict Mega-Damage with his "bare" hands as if his P.S. attribute was supernatural. Note that lifting and carrying abilities are not affected by this magic, nor is the P.S. attribute number increased. Its sole purpose is to allow the T-Man to inflict Mega-Damage with his fists. The tattoo user may also parry Mega-Damage attacks with his bare hands, but no bonus applies for attempting to parry energy blasts and projectile attacks and he is -10 to parry them.



Chain Encircling a Skull or Brain (psionic save)

P.P.E. to Activate: 25

Duration: One minute per level of experience or until canceled.

Power: Impervious to mind control of all types and +3 to save vs psionic attacks of any kind.

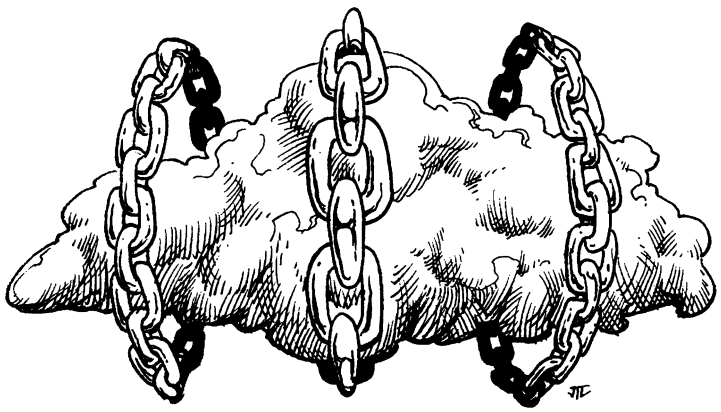


Chain with a Broken Link (strength)

P.P.E. to Activate: 30

Duration: Five minutes per level of experience or until canceled.

Power: Instills supernatural strength which means Mega-Damage is inflicted from hand to hand attacks equal to that of supernatural creatures. Furthermore, the character's P.S. attribute is temporarily increased by six points.



Chain Wrapped Around a Cloud (air powers)

P.P.E. to Activate: 50

Duration: One minute per level of experience or until canceled.

Power: Influence the elemental forces of air.

- See the Invisible, the same as the spell.
- Float in the Air, same as the spell.
- Wind Rush, same as the spell.
- Call Lightning once per melee round/every 15 seconds; same as the Invocation of the same name.
- Calm Storms, same as the spell.
- See Air Elementals.
- Communicate with Air Elementals.

Cracked or Broken Skull (Mental Attack)

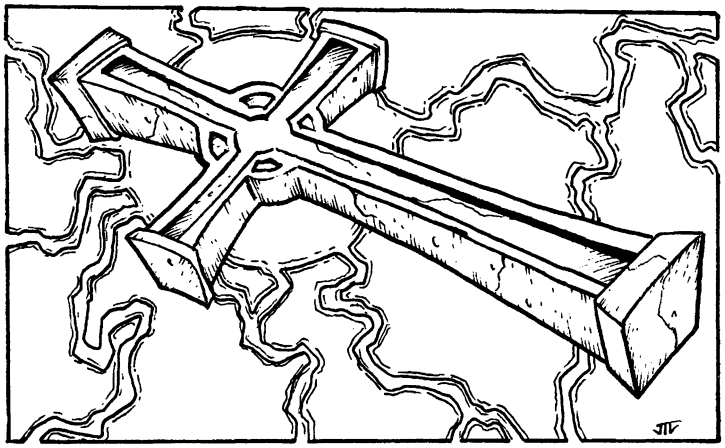
P.P.E. to Activate: 25

Duration: Victims suffer the effects for one melee round and the T-Man retains the ability for one minute per level of experience.

Range: Touch.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: The T-Man using this magic can cause a victim to be overcome with a mind-splitting headache pain with a mere touch. The effects are similar to the Agony spell, except that the attack is clearly targeted at the head/brain. Potential victims may roll a saving throw vs magic of 14 or higher. A successful save means the attack fails and no penalties are inflicted. A failed saving throw means the victim has his attacks per melee and speed reduced in half, suffers a penalty of -2 to all combat bonuses, is -25% on most skills, and skills that require a great deal of concentration, such as Sniper and Cardsharp, are impossible.

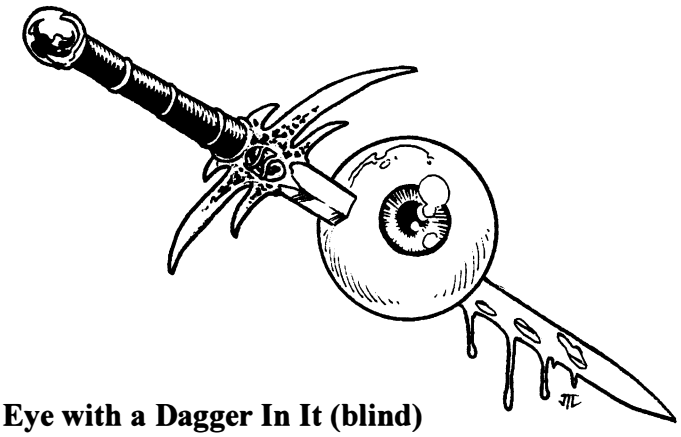


Cross (turn dead)

P.P.E. to Activate: 15

Duration: One minute per level of experience or until canceled.

Power: Turn Dead, equal to the Invocation of the same name.



Eye with a Dagger In It (blind)

P.P.E. to Activate: 25

Duration: Victims are blinded for one melee per level of the T-Man's experience. The effect is instant. The T-Man possesses the power to blind by touch for one melee (15 seconds) per each level of experience.

Power: Blinds an opponent by activating the tattoo and touching the intended victim. Identical to the magic spell called "Blind" (see Rifts, page 172).

Note: Victim can roll to save vs magic, 16 or higher.



Eye of Knowledge (language)

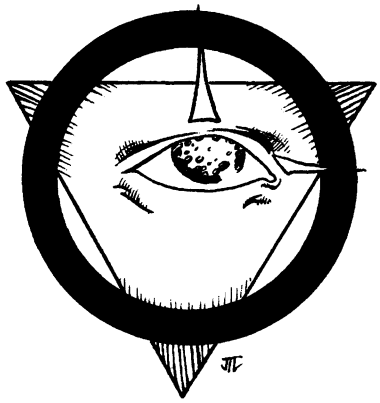
P.P.E. to Activate: 15

Duration: 15 minutes per level of experience or until canceled.

Power: Understands and speaks all languages equal to a skill of 96%.

Literate equal to a skill of 82% — can read and understand most written languages, but does not include magic symbols, runes, wards or circles.

Note: The tattoo is an eye with three equal length lines. One line is directly centered over the eye and points up, the other two radiate horizontally from each side of the eye.



Eye of Mystic Knowledge (magic)

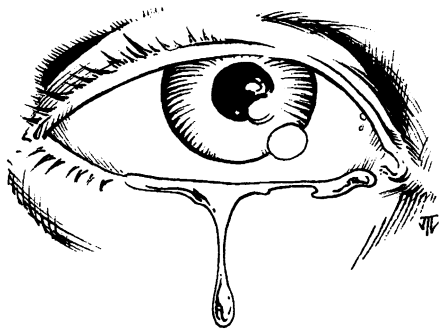
P.P.E. to Activate: 20

Duration: 10 minutes per level of experience or until canceled.

Power: Can recognize magic circles, symbols, wards, and runes as being genuine articles involved in magic. 86% skill in reading and using magic scrolls, 74% skill in recognizing enchantment and possession, 62% skill of being able to read/identify specific wards and magic symbols. 50% skill in correctly identifying magic circles. 40% skill in accurately reading runes. 30% chance of correctly identifying a magic item, including weapons and artifacts.

This knowledge does not enable the character to cast spells, perform rituals or operate circles.

Note: The tattoo is an eye in a circle with two equal length lines. One line is directly centered over the eye and points up, the other one radiates horizontally from the tear duct part of the eye. In many cases the eye may be inside a pyramid. A pyramid with its point up means the mystic knowledge only works when used for good. A pyramid with its point facing downward means it works only when used for purposes of evil. The pyramid will often indicate the Tattooed Man's alignment (at least at the time he received the tattoo) and/or be designed to restrict the warrior slave's use of the knowledge as intended by his master/tattoo creator. The magic will not work when contrary to its alignment (will not work for selfish motives either).

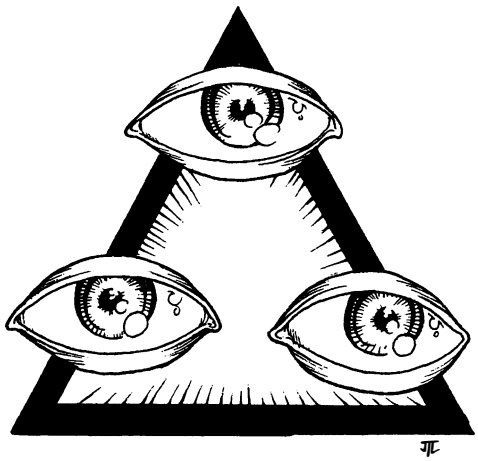


Eye With Tears (empathy & transmission)

P.P.E. to Activate: 15

Duration: Two minutes per level of experience.

Power: Empathy equal to the psionic power and can perform one Empathic Transmission as often as once per melee (see Rifts, page 121 and 124, for descriptions of both powers).



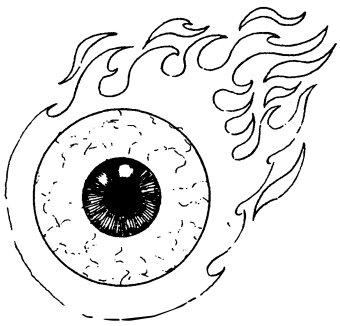
Eyes: Three (supernatural vision)

P.P.E. to Activate: 20

Duration: Ten minutes per level of experience.

Power: Perfect vision plus...

- Nightvision: 1200 feet (366 m) in total darkness.
- See the invisible, including the supernatural.
- See Aura (same as psionic power; see Rifts® RPG, page 122).
- Bonuses: +1 to strike and +1 on initiative.



Flaming Eye (Fire Projection and Thermo-Imaging)

P.P.E. to Activate: 20

Duration: Five minutes per level of experience.

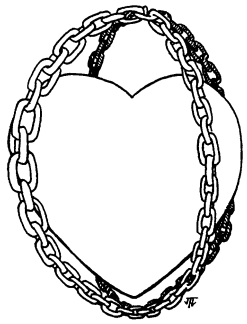
Range: 100 feet (30.5 m), plus 50 feet (15.2 m) per level of experience for the flame attack.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Damage: 1D4 M.D. per level of experience.

Bonuses: +2 to strike, but no other bonuses apply.

Powers: Provides the T-Man with the ability to see infrared radiation (heat waves) equal to a thermo-imager with a range of 600 feet (183 m) and the power to project flame from his eyes, damage is 1D4 M.D. per level of the T-Man's experience.



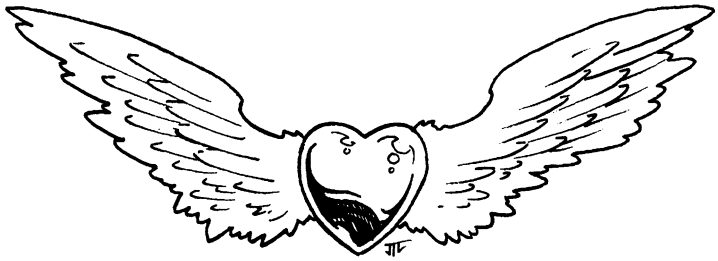
Heart Encircled by Chains (invulnerability)

P.P.E. to Activate: 40

Duration: 10 minutes per level of experience or until the total number of M.D.C. is depleted. The user of the tattoo can cancel the magic at will. The effects of the magic continue even when the user is rendered unconscious or mind controlled.

Power: Limited Invulnerability: The body can withstand 75 M.D. per level of experience. A magic aura that glows a faint light blue color, encircles the character, protecting him and everything on his body. The aura provides protection from most forms of physical attack, including Mega-Damage weapons, damage from explosions and falls, poison, and drugs.

Note: The character is still vulnerable to psionic and magic attacks and can be immobilized and entangled in a variety of ways.



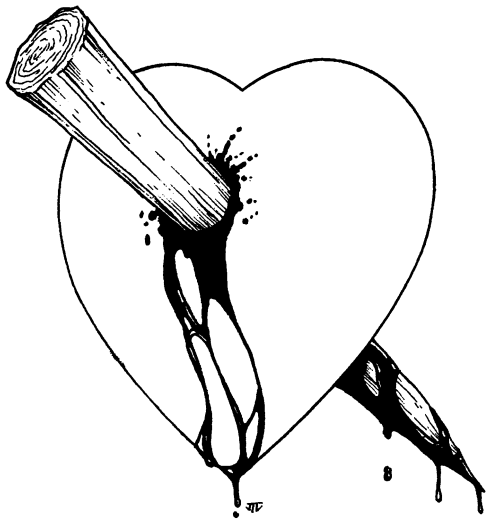
Heart with Large Wings (fly)

P.P.E. to Activate: 20

Duration: 30 minutes per level of experience or until canceled by the user of the tattoo. The effects of the magic continue even when the user is rendered unconscious or mind controlled, which means he will float 2D6 feet above the ground and float in the direction of the wind at a rate of about five miles (8 km) an hour.

Power: Flight: The tattoo user can fly at a speed of 50 mph (80 km) plus 10 mph (16 km) per level of experience. Maximum height is limited to 4000 feet (1219 m) above the ground.

Bonuses: +1 to strike and dodge (when flying) at levels four, eight and twelve, +3 to S.D.C. damage from hand to hand attacks due to height and speed advantage.



Heart Pierced by a Wooden Stake (protection)

P.P.E. to Activate: 15

Duration: One hour per level of experience or until canceled.

Power: The character is impervious to the bite (cannot be turned into a vampire or enslaved), and mind control powers of vampires and related species of undead.

Note: Although greatly protected, the vampire can hurt and even kill the T-Man by using a killing bite attack, the brute force of punches, claws, etc., and/or weapons.

Heart of Steel (Courage)

P.P.E. to Activate: 25

Duration: Five minutes per level of experience.

Range: Self.

Powers: Provides the T-Man with resistance to fear and the following abilities.

+4 to save vs Horror Factor and all fear inducing attacks.

+2 to save vs illusions and mind control.

+5 to save vs possession.



Heart with Tiny Wings (Run)

P.P.E. to Activate: 10

Duration: 30 minutes per level of experience or until canceled by the user of the tattoo. The magic is not canceled when the user is rendered unconscious or mind controlled, but an unconscious person can not run.

Power: Run at Superhuman Speed: The character can run at a speed of 30 mph (48 km) plus 10 mph (16 km) per level of experience. He can also leap up to 20 feet (6 m) high or 30 feet (9 m) lengthwise from a running start and at a speed of at least 30 mph.

Bonuses: +1 to dodge (when running) at levels four, eight and twelve, +2 to S.D.C. damage from hand to hand attacks due to speed advantage.

Heart in Two Pieces (Strength Drain)

P.P.E. to Activate: 30

Duration: Victims suffer the effects for one melee round per level of the T-Man's experience. The Tattooed Man retains the ability for one minute per level of experience.

Range: Touch.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: At first, the victim of this attack feels nothing but a simple touch or the strength of a punch. But when he attempts to return the blow, its effects are apparent. Unless the victim makes a successful saving throw vs magic of 14 or higher, he will find his P.S. attribute temporarily reduced in half! Reduce all damage stats appropriately and even lesser supernatural creatures and creatures of magic will suffer from the strength loss. Greater creatures, such as demon lords, godlings, demigods, gods, the undead and adult dragons, are immune to its effects.

Heart Wrapped in Thorns (Poison Touch)

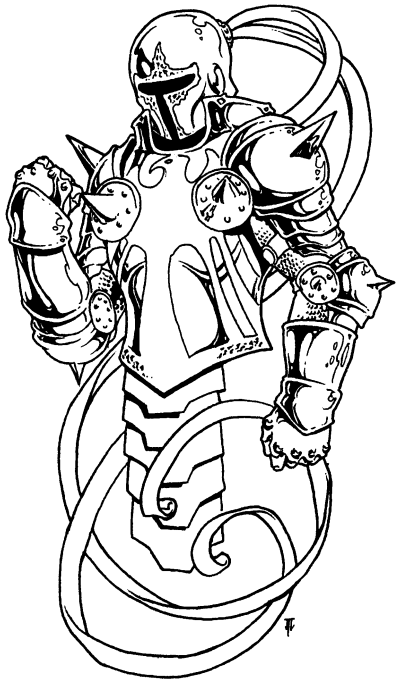
P.P.E. to Activate: 35

Duration: Effects last one minute per level of the T-Man's experience. The T-Man retains the ability for two minutes per level of experience.

Range: Touch.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: The T-Man using this magic can cause a victim to feel as if he has been poisoned. Potential victims may roll a saving throw vs magic of 14 or higher. A successful save means the attack fails and no penalties are inflicted. A failed saving throw means the victim believes he has been poisoned and suffers from the following psychosomatic penalties: Attacks per melee and speed are reduced by half, suffers a penalty of -4 to all combat bonuses, is -4 to save vs real poisons and toxins, is -30% on all skills and feels dizzy, nauseous and ill.



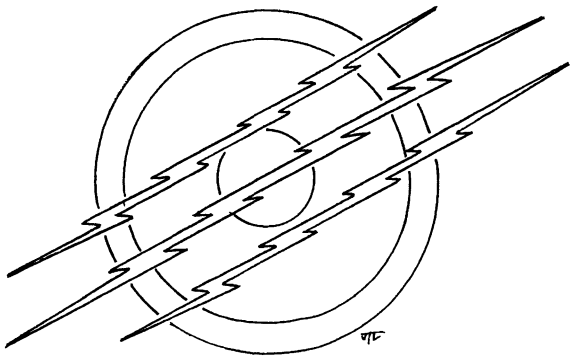
Knight in Full Body Armor

P.P.E. to Activate: 25

Duration: 30 minutes per level of experience, or until M.D.C. is depleted, or until the magic is canceled, or duration time ends.

Power: Magic, Mega-Damage body armor appears on the body of the tattoo user. The armor is transparent so the other tattoos can still be seen. The T-Man's hand can pass right through the armor, like air, in order to touch and activate other tattoos, but to all others the armor is as solid as M.D.C. alloys! The armor is weightless and does not restrict movement in any way.

M.D.C. of the Armor: 20 M.D.C. per level of the T-Man's experience. Note: The armor cannot be placed on any person other than the T-Man. The armor is not like modern environmental suits and does not protect the wearer from toxic air, fumes, gases, or foul smells.



Lightning Bolts (shoot lightning)

P.P.E. to Activate: 30

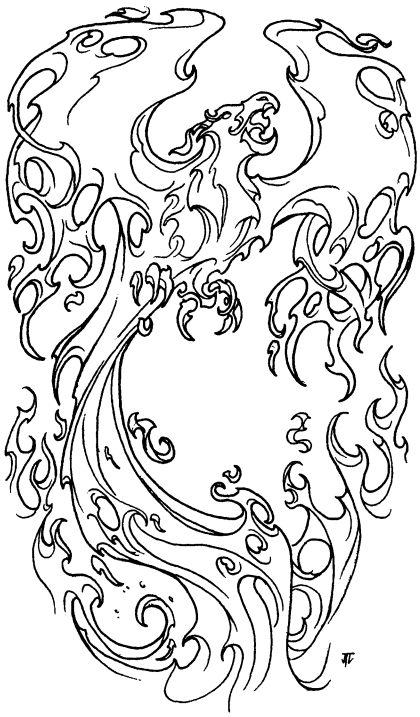
Duration: One minute (4 melee rounds) per level of experience or until canceled.

Power: The tattoo user can fire lightning bolts from his hands. The character simply points and mentally releases the lightning bolt.

Number of Attacks: Equal to the number of hand to hand attacks.

Damage: 2D6 M.D. plus 1D6 M.D. per every two levels of experience; i.e.: 2D6 at first level, 3D6 at second level, 4D6 at fourth level, 5D6 at sixth level and so on. The T-Man can regulate the amount of damage a lightning bolt can inflict in increments of 1D6.

Range: 200 feet (61 m) plus 100 feet (30.5 m) per level of experience. Bonuses: +3 to strike; only bonuses from the P.P. attribute can be added to this strike bonus, hand to hand and W.P. bonuses are not applicable.



Phoenix Rising From the Flames (resurrection)

P.P.E. to Activate: 124 and see note.

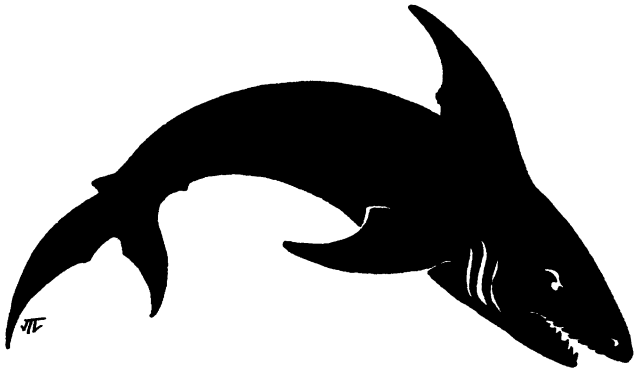
Duration: Instant, with permanent results.

Range: Touch or within 12 feet (3.6 m).

Power: Super healing and resurrection of others. Using the power to super heal will restore up to 50 Hit Points and 50 S.D.C. points, or 100 M.D.C. if the character being healed is a Mega-Damage creature. Furthermore, the super healing will cure all types of common diseases, magic minor disorders, magic sickness, minor curse, and turn a victim of petrification back to flesh. Addiction, forms of insanity and magic insanity are not cured.

Resurrection is possible only if performed within six hours after the moment of death. It will bring the dead person up to three Hit Points, restore/regenerate missing limbs and organs and completely heal all wounds without scarring. Addiction, forms of insanity and magic insanity are not cured.

Note: The cost of performing a resurrection has a lasting affect on the T-Man. The character permanently loses 1D6 Hit Points, 2D6 P.P.E. points, and one P.E. attribute point each time a resurrection is performed. However, he or she permanently gains one M.A. point. There are no such penalties for performing a super healing.



Shark or Dolphin (swim)

P.P.E. to Activate: 20

Duration: 30 minutes per level of experience or until canceled.

Power: Swim as a Fish (superior) and Breathe Without Air equal to the Invocations of the same names.

Skeleton in Chains (Constrain the Undead)

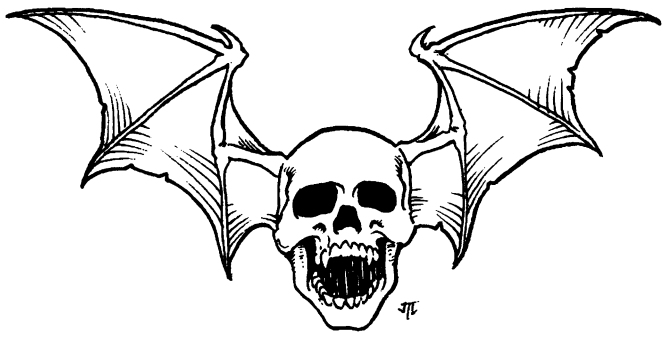
P.P.E. to Activate: 20

Duration: One minute per level of experience.

Range: Touch or up to 200 feet (61 m) away.

Number of Attacks: Equal to the number of hand to hand attacks per melee.

Powers: The T-Man using this power can keep the undead at bay. With the wave of a hand, he can cause any one undead to freeze in its tracks for 1D4 melee rounds. Only one undead can be affected at a time. Mummies, zombies, and similar unintelligent undead have no saving throw against this magic. Most others, like vampires, can attempt to resist the magic and have a saving throw of 14 or higher. Master Vampires and other superior undead are immune to the magic's effects.



Skull with Bat Wings (animate dead)

P.P.E. to Activate: 30

Duration: Five minutes per level of experience or until canceled.

Power: Animate and Control Dead, same as the Invocation of the same name.

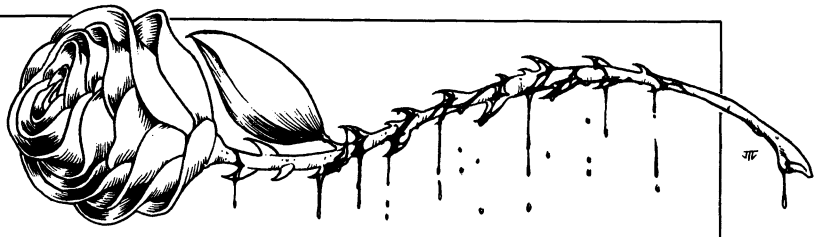
Rose and Thorny Stem & Dripping Blood (heal)

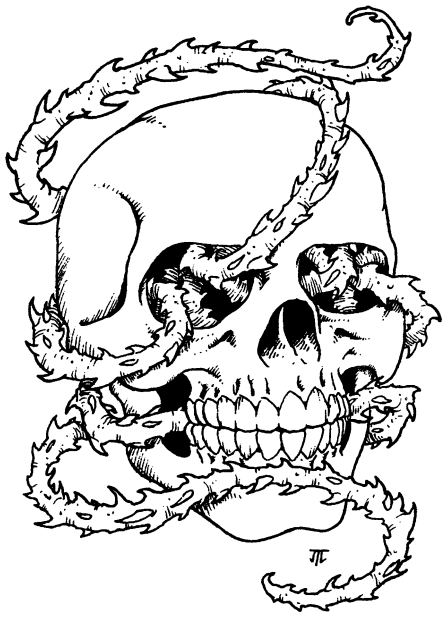
P.P.E. to Activate: 30

Duration: One minute per level of experience or until canceled. As many as three healing touches can be performed in one minute.

Range: Touch.

Power: Heal Wounds equal to the invocation of the same name.





Skull Coiled with Thorns (death touch)

P.P.E. to Activate: 40

Duration: Two minutes per level of experience or until canceled.

Power: Limited power over death (well sort of). The tattoo user is enveloped in an eerie, pale white glow. The aura instills the following: +25% to save vs coma/death, +6 to save vs poison and deadly gases/vapors, +6 to save vs Horror Factor, +1 to save on all other saving throws, one super bio-regeneration (self: restores 1D4x10 S.D.C. and 6D6 Hit Points, or 1D6x10+10 M.D.C. if a Mega-Damage creature), and the death touch.

Death Touch Number of Attacks: Equal to the number of hand to hand attacks.

Damage from Death Touch: Each punch that strikes, or even a gentle touch, inflicts an additional 1D6 points of damage directly to Hit Points or 3D6 M.D. if an M.D.C. creature, like dragons. Potential victims roll to save vs magic. A successful saving throw means NO damage is caused by the death touch — this time. If a character is killed by a death touch (six or more touches that inflict damage) he is -12% to save vs coma/death.

Range: Touch and will penetrate M.D. body armor, but not robot vehicles or power armor.

Bonuses: +1 to strike and parry in addition to normal bonuses.

Note: The death touch will awaken victims who are sleeping and even unconscious characters get an automatic saving throw. Cyber-Knights and characters of good alignment seldom select this power — great for assassins.

Skull Engulfed in Flames (fire powers)

P.P.E. to Activate: 45

Duration: Five minutes per level of experience or until canceled.

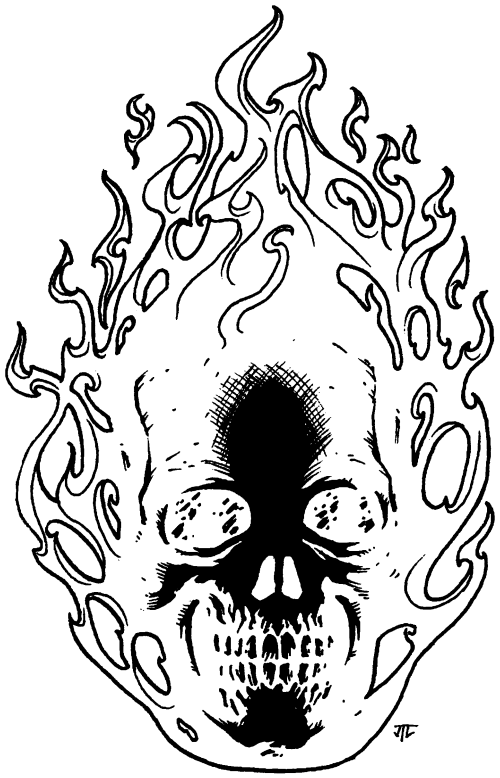
Power: The character is impervious to fire and heat, including magic and Mega-Damage fires (no damage). All other forms of energy do half damage, and the glowing aura provides 60 M.D.C. points of protection.

Note: Damage is subtracted from the 60 M.D.C.; once depleted, the other powers remain but the M.D.C. is gone, making the individual vulnerable to Mega-Damage attacks.

The Tattooed Man can also shoot bolts of fire from his fingertips. He simply points and mentally releases the fiery blast.

The tattoo user is enveloped in an eerie red glow that resembles heat vapors and wisps of fire appear and disappear in a random pattern across the body.

Number of Attacks: Equal to the number of hand to hand attacks.



Damage: 1D4 M.D. per level of experience. The T-Man can regulate the amount of damage a bolt can inflict in increments of 1D4.

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

Bonuses: +2 to strike. Only bonuses from the P.P. attribute can be added to this strike bonus, hand to hand and W.P. bonuses are not applicable.

Thorns or Ball of Thorns (protection: poison)

P.P.E. to Activate: 15

Duration: 10 minutes per level of experience or until canceled.

Power: Impervious to all forms of poison and +2 to save vs all types of drugs, chemicals, and gases.



Wolf's Head with Glowing Eyes (Hunting Prowess)

P.P.E. to Activate: 30

Duration: Five minutes per level of experience.

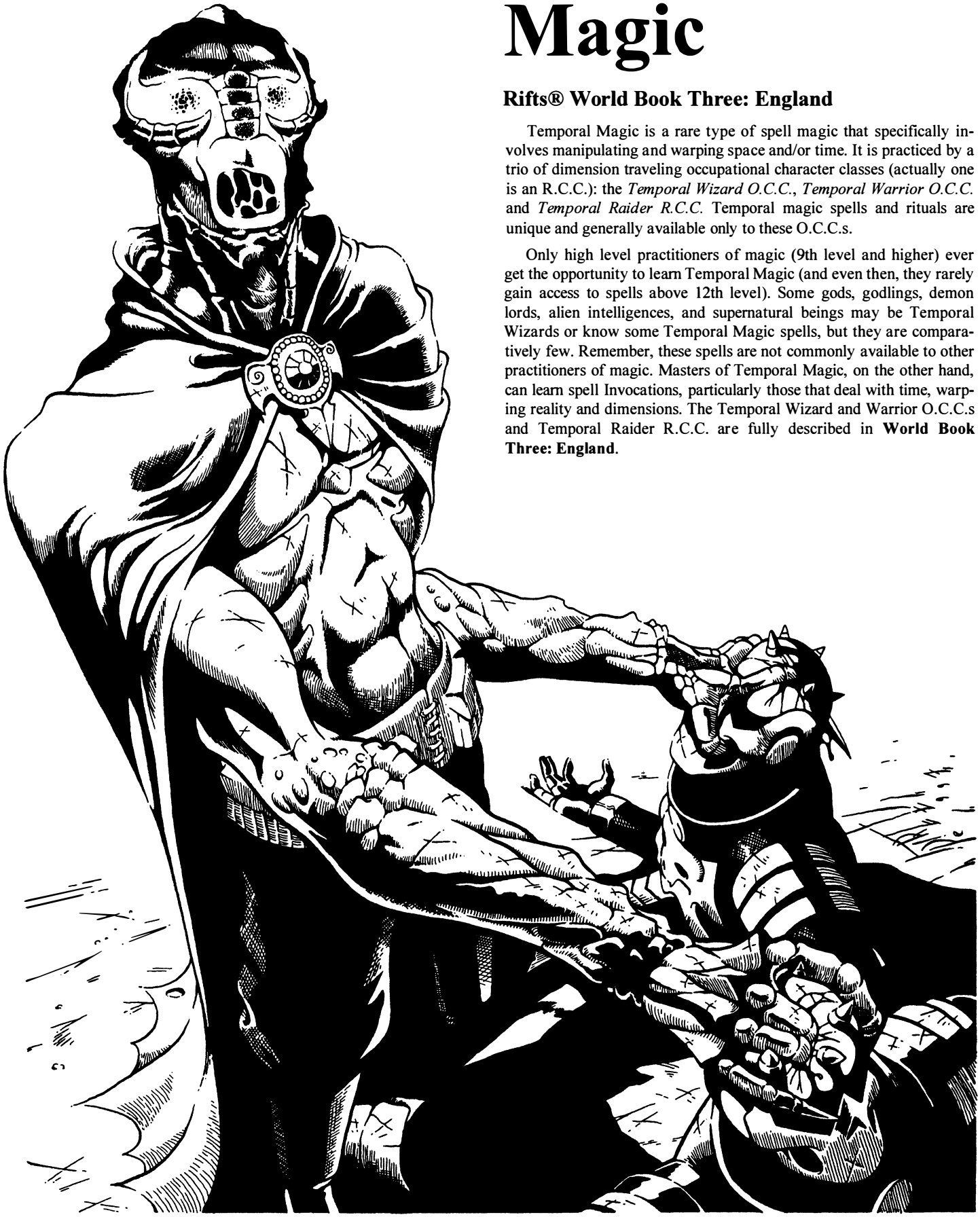
Range: Self.

Bonuses: +1 to initiative.

Powers: Similar to the magic spell, Eyes of the Wolf, but with some modifications.

- Nightvision 100 feet (30.5 m)
- Recognize and track animals by sight: 01-50%
- Identify edible plants, fruits and meat: 01-75%
- Sense traps: 01-35%

Temporal Magic



Rifts® World Book Three: England

Temporal Magic is a rare type of spell magic that specifically involves manipulating and warping space and/or time. It is practiced by a trio of dimension traveling occupational character classes (actually one is an R.C.C.): the *Temporal Wizard O.C.C.*, *Temporal Warrior O.C.C.* and *Temporal Raider R.C.C.* Temporal magic spells and rituals are unique and generally available only to these O.C.C.s.

Only high level practitioners of magic (9th level and higher) ever get the opportunity to learn Temporal Magic (and even then, they rarely gain access to spells above 12th level). Some gods, godlings, demon lords, alien intelligences, and supernatural beings may be Temporal Wizards or know some Temporal Magic spells, but they are comparatively few. Remember, these spells are not commonly available to other practitioners of magic. Masters of Temporal Magic, on the other hand, can learn spell Invocations, particularly those that deal with time, warping reality and dimensions. The Temporal Wizard and Warrior O.C.C.s and Temporal Raider R.C.C. are fully described in **World Book Three: England**.

Temporal Magic by Level

Level Seven
D-Phase (20)
D-Shift Phantom (20)
D-Shift Two Dimensions (25)
Suspended Animation (10 or 30)
T-Dep (20)
Time Warp: Send (25)

Level Eight
Attune Object to Owner (30)
Retro-Viewing (30)
See Dimensional Anomaly (30)
Sense Dimensional Anomaly (30)
Time Capsule (30)
Wink-Out (20-60)

Level Nine
Remote Viewing (45)
S-Dep (50)
Time Warp: Age (45)
Time Warp: Slow Motion (45+)

Level Ten
Dimensional Pockets (20 or 140)
Temporary Time Hole (100)
Time Maelstrom (55)
Time Warp: Fast Forward (70)

Level Eleven
Time Barrier (100)

Level Twelve
Dimensional Envelope (60 or 380)

Level Thirteen
Id Self (400)

Level Fourteen
Fourth Dimension Transformation (350)

Level Fifteen
Time Warp: Space & Time (800)

Level Seven (Temporal Magic)

D-Phase

Range: Self only.
Duration: 15 seconds (one melee round) per level of experience.
Saving Throw: Not applicable.
Limitations: One's speed of movement is reduced by 75% while in phase.
P.P.E.: Twenty

This spell warps and bends the dimensional aspects of reality to allow the spell caster to walk through solid matter, like doors, M.D.C. walls, etc., and requires great concentration. Loss of concentration means a failure to complete phasing through an object, which causes a flash of light and the person goes flying 3D6 feet back from where he started, suffers 2D6 Hit Point damage, feels icy cold to the touch, and is dazed for 1D4 melees (has only one melee attack and has no combat bonuses while dazed). This "pop back" also occurs when the duration



time of the spell elapses when the character is still phasing inside a solid object.

The character may be affected by a lack of air when phasing through a large amount of solid matter, such as thick castle walls, hill or mountain. The character must hold his breath for the period of time it takes to phase through the solid object. If his air supply is used up while in phase, he loses concentration and is "popped back" to where he started with the usual results.

D-Shift Phantom

Range: Self only.
Duration: 15 seconds (one melee round) per level of experience.
Saving Throw: Not applicable.
Limitations: Can not move, speak, use psionics, or cast magic while in this altered state.
P.P.E.: Twenty

This is another spell that allows the spell caster to shift and meld the aspects of different dimensions. In this case, the wizard transforms himself into a stationary phantom. He can see what's happening around him, but cannot hear, speak or move and cannot be touched or harmed while in his ghostly form. Appears to be a three dimensional semitransparent image similar to a holographic projection.

D-Shift Two Dimensions

Range: Self only.
Duration: 15 seconds (one melee round) per level of experience.
Saving Throw: Not applicable.
Limitations: Cannot move, speak, or cast magic while in this altered state, but can use psionic powers that don't require speech or movement.
P.P.E.: Twenty-Five

This is a dimension altering spell that turns the spell caster, anything he is wearing or on his person into a flat, two dimensional image, like a piece of paper or a painting on a wall! As a two dimensional being, the character cannot be detected by thermo-optics, heat, motion and most other sensors. The two dimensional image of the character is also difficult to see or recognize (hide 85%). Furthermore, the character is one-sixteenth his normal weight and mass and can effectively stick himself on the floor, or to the sides of walls, doors, vehicles and large pieces of furniture or have a friend slide him under doors and through cracks.

The two dimensional character is still vulnerable to most forms of physical attack and environmental conditions, including fire, heat, cold, wind, energy blasts, magic and psionics. The character is especially vulnerable to wind and can be blown great distances like a piece of paper caught in a breeze. Physical blows from weapons, punches, and explosions inflict half damage when the character is stuck/braced against a wall, floor or other mass. Gases and fumes also inflict half damage and drugs that must be ingested or injected have no effect.

Unfortunately, the character cannot move, speak, eat, drink, or cast magic in the two dimensional form. One's perspective of the world is also distorted, making the judgment of distances impossible, limiting vision to one narrow direction (no peripheral vision) and time seems to move very slowly.

Suspended Animation/Stasis Field

Range: Self or other by touch.
Duration: Varies; maximum 10 years per level of experience.
Saving Throw: +2 to save vs magic.
P.P.E.: Self: 10, others: 30.

This spell enables the wizard to put himself into a state of suspended animation for a period of time up to 10 years per level of experience. When the character awakens, he is perfectly healthy and refreshed. The character will wake up prematurely if he is attacked while in stasis.

Placing a willing person in a similar state of suspended animation is just as simple — no saving throw. However, if the person is unwilling, the character must be restrained and gets to save vs magic with a bonus of +2 to save.

Any character in suspended animation can be awakened by having the original spell caster cancel the spell, with a Negate Magic spell, or by attacking the person in the stasis field. When the sleeping person has had his or her S.D.C. reduced to 10 or less, the spell is broken and the character awakens.

T-Dep (Time Deprivation)

Range: 90 feet (27.4 m).
Duration: One minute (4 melees) per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Twenty

The T-Dep spell plays havoc with the victim's perception of time. The victim of T-Dep will not know what time it is other than day or night. He will feel tired and confused, believing that he has been busy (fighting, working, etc.) for a much longer time than he really has. The character will forget about any appointments within the hour and misread clocks (including internal clocks), believing it to be much later than it really is.

Confused characters may think it's time to go home from a job, or that it's bedtime, or that it is time to leave for an appointment that is really scheduled for much later. Food will be under-cooked or over-cooked, experiments stopped prematurely, doors locked and alarms set sooner or later than they should, and so on.

While under the influence of this spell the character is -10% on all skills (rushing to get it done in a timely manner) and -60% if the skill requires the measurement of time or the setting of instruments to time (such as Demolitions). The following penalties also apply during combat: -1 to strike, parry, and dodge, - 3 on initiative, and lose one melee action/attack. Coordinated attacks are impossible.

Time Warp: Send

Range: Touch.
Duration: Instant.
Saving Throw: Not applicable.
Limitations: 10 lbs (4.5 kg) per level of experience. 8 hours per level of experience.
P.P.E.: Twenty-Five

This magic enables the spell caster to send an object, or several objects if placed in a single container, forward in time up to eight hours per level of experience. The object(s) disappear from the present and reappear hours later at the exact same location. This is a great spell for sending special messages, hiding stolen items, and so on.

Level Eight

Attune Object to Owner

Range: Touch.
Duration: One year per level of experience or until dispelled by the one who performed the spell.
Saving Throw: Not applicable.
P.P.E.: Thirty

Every being radiates a unique biological energy (B.E.) signature. The B.E. is not to be confused with a person's aura, which is of a psionic nature, though similar. What this spell does is attune a particular object to the owner's B.E. frequency, making it impossible for anyone else to make the object function. The attuning magic can also be used to identify personal belongings and valuables. It is primarily used on rare or unique mechanical or magically powered devices, weapons, and items of great value. Even those with Telemechanics will not be able to activate anything so attuned. For example: a rune sword that contains magical properties can be used as a sword, but none of its special magical abilities can be activated by anybody except its proper owner.

The spell requires the presence of the object, owner, and spell caster. The spell caster places one hand on the object and one on the owner. While casting the spell, a bright, white light will engulf the object and its owner. Although no physical mark will appear on the object, it will register as being magical by those able to sense magic and the owner will see a sort of aura signature around it. All objects attuned to him will have the same unique aura. Objects that contain magic can also be attuned to their owner.

Retro-Viewing

Range: Self only.
Duration: One minute per level of experience.
Saving Throw: Not applicable.
Limitations: The spell caster can only see, not hear, events that occurred in a limited area, such as a specific room, vehicle or area. He can only see as far back into the past as one hour per level of experience, but only sees a few minutes of what actually transpired.
P.P.E.: Thirty

The ability to glimpse a few minutes of past events. There is no sound, only visual images and only the spell caster can see the images. The wizard can look at any specific span of time he desires. For example: It is six in the evening. A third level character can observe what happened in a specific room from only a few minutes ago to three hours ago. Thus, he can cast the spell to watch what occurred between three o'clock and 3:03 or any selection of three minutes between 3:00 and 6:00.

See Dimensional Anomaly

Range: Self.
Duration: Two minutes per level of experience.
Saving Throw: Not applicable.
Limitations: None.
P.P.E.: Thirty

Once the general location of a dimensional anomaly is known, the spell caster can see it by casting this spell. Anomalies such as dimensional envelopes and pockets are suddenly visible, as well as characters transformed into fourth dimensional beings, two dimensional beings, and the invisible energy essence of alien intelligences and entities. It does not reveal time holes.

Sense Dimensional Anomaly

Range: Self.
Duration: Two minutes per level of experience.
Saving Throw: Not applicable.
Limitations: Range limits.
P.P.E.: Thirty

This spell enables the wizard to feel ripples in the space-time continuum. He can often sense the general location of such anomalies. Senses the following:

- The opening, closing and general location of dimensional Rifts within a 50 mile (80 km) area.
- The opening and closing of mystic portals, dimensional teleportation, Ley Line Storms, and time holes within one mile (1.6 km).
- The opening, closing, and general location of dimensional envelopes within 100 feet (30 m).
- The opening, closing and general location of dimensional pockets within 10 feet (3 m).
- Sense when a space warp (teleportation), wink-out, or time warp is occurring within a 100 foot (30 m) radius.
- Sense the presence/essence of Astral beings, two and fourth dimensional beings, entities and alien intelligences within a 100 foot (30 m) radius. Cannot pinpoint their location.

Time Capsule

Range: Touch.
Duration: Varies, up to 50 years per level of experience.
Saving Throw: Not applicable.
Limitations: Can encapsulate 50 lbs (22.5 kg) per level of experience. Effective only on picked plants and non-living materials, including, herbs, fruit, vegetables, grains, other foods, water, alcohol, potions, books, clothing, weapons, machines, etc. Humanoids, animals, and insects cannot be placed in a time capsule; see suspended animation.
P.P.E.: Thirty

Everything placed in the time capsule is perfectly preserved. The equivalent of one minute passes for every year inside the capsule. To create a time capsule, the spell caster must place the items to be preserved into a container of some kind. The container can be a wooden crate, metal trunk, cardboard box, knapsack, bag, or just about anything as long as it can be completely closed. When the container is closed the spell can be cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened the magic remains in effect. The instant it is opened the Time Capsule spell ends. The time capsule can be hidden, buried, or just placed on a shelf. How easy it is to open the capsule depends entirely on the strength of the container.

Wink-Out

Range: Self.
Duration: Varies.
Saving Throw: Unwilling travelers can try to save; standard.
Limitations: The spell only affects the spell caster unless he is fifth level or greater. Experienced wizards can take two people with them but must be touching both at the moment the spell is cast.

The exact spot that the character warped from is the exact location that he reappears.
P.P.E.: 20 for one minute. The spell caster can increase the number of minutes he is "winked-out" at an additional cost of 10 P.P.E. per each minute; five minute maximum (costing 60 P.P.E.).

The character appears to have disappeared or teleported to a different location — it is impossible for an observer to tell which might be the case. In reality, the spell caster has really created and stepped into a very temporary time hole in another dimension.

Time inside the wink-out time hole passes at the rate of 15 seconds per minute; i.e. one minute in the normal world will seem like one melee round (15 seconds) to the character in the time hole, while five minutes will seem like 75 seconds to the time traveler who winked-out.

During the wink-out phase, the character cannot be located by normal, psionic or mystical means, it is as if the spell caster has vanished off the face of the planet (and he has). While winked-out, the character can use his time (15 seconds per each minute that he is winked out) to reload weapons, draw new weapons, prepare to cast a spell, hide any small object on his person, destroy an item, drink a potion, and similar tasks. Note, nothing can be left behind in this unstable dimensional pocket of temporal space.

Level Nine

Remote Viewing

Range: Self; distance of 10 miles (16 km) per level of experience.
Duration: One minute per level of experience.
Saving Throw: Not applicable.
Limitations: The spell caster can only see, not hear, events, places or people that are miles away. The object of viewing must be a specific object, person or place (a specific room, vehicle or area).
P.P.E.: Forty-Five

The Remote Viewing spell enables the conjurer to see what is happening to a specific person, object or place, miles away, at that specific moment, similar to a crystal ball, but without benefit of sound. To use the remote viewing, the character must have intimate knowledge of the person or place he wants to observe, meaning he must have personally met and spent a few minutes time with the person or have visited or lived in a specific room in a particular building. Furthermore, the wizard must have at least a general idea where that person, place or thing is presently located in order to find and watch him/it.

By using remote viewing, a wizard can visually check on a room at his sanctuary/home, a hiding place, prison cell, party, magic item, friend, enemy, and so on, within the range of his abilities. He cannot locate a person or item by using remote viewing, i.e., the character must know that so and so usually eats at a particular restaurant around 7 p.m. every Wednesday, or is supposed to be at a town social, ball, party, meeting place at a specific time, and so on.

S-Dep (Sensory Deprivation)

Range: 90 feet (27.4 m).
Duration: One melee (15 seconds) per level of the spell caster.
Saving Throw: Standard.
P.P.E.: Fifty

A devastating spell that cuts off the sensory perception of the victim to his own body! Sounds are muffled, unclear and distorted and there is no sense of time. The victim also loses the sense of touch (does not feel pain, heat, cold, wind, rain, etc.). While the character can continue to function to some degree without feeling, it dramatically affects his movement, as well as judgment of speed, distance, direction, depth, and own physical strength and movement. He can be seriously wounded or dying and not know it, or trip over his own feet.

Victims of S-Dep are -10 to strike, parry, and dodge, are always the last to attack (no initiative), -5 to save vs illusionary magic, -50% to

perform a skill, have only one melee action per round and speed is reduced to one-third. Events that occurred while under the S-Dep spell are only foggy, dream-like remembrances with a distorted sense of what really happened.

In addition, psionic characters cannot use any psi-powers except Mind Block. While under the influence of this spell, the psionic is impervious to all mind attacks.

Time Warp: Age

Range: 100 feet (30.5 m).
Duration: One minute per level of experience.
Saving Throw: -2 to save.
Limitations: Does not work on creatures of magic or supernatural beings.
P.P.E.: Forty-Five

This spell temporarily warps time around its victim to transform them into a person of considerable age. This debilitating spell takes the victim to the edge of that race's life expectancy, i.e. humans will age to about 100 years old. All physical attributes, melee actions and bonuses are reduced by half, and always last on initiative. S.D.C. is reduced to zero and Hit Points are -10. If a Mega-Damage creature, their M.D.C. is reduced by half. Skills are - 20%. The transformation is also emotionally draining so that the character(s) affected is/are likely to flee or hide, taking only defensive actions, unless pushed to do otherwise.

Time Warp: Slow Motion

Range: Area effect; 30 feet (9.1 m) per level of experience.
Duration: One minute (4 melee rounds) plus.
Saving Throw: None, unless a fellow Temporal being (standard).
P.P.E.: Forty-Five for one minute, add 10 P.P.E. for each additional minute (no limit).

The spell caster affects the space-time continuum of a particular area and slows the time and corresponding speed and movement of all creatures in that area, except himself. This gives him a dramatic edge in combat and sleight of hand skills. The concept behind the spell is that everybody around the spell caster moves slower (although they see their movement as normal), while he moves faster.

Bonuses: During the slow motion time warp, the spell caster is effectively +1 to strike, +3 to parry and to dodge, +4 on initiative, +10% on Pick Pocket, Pick Locks, Palming and Computer Operation, +10 on speed and has one additional melee action/attack.

Level Ten

Dimensional Pockets

Range: Self only.
Duration: Varies. Temporary pockets last up to one hour per level of the spell caster. Long-term pockets can exist for years; six months per level of experience.
Saving Throw: Not applicable.
Limitations: Items must all be small, ideally something that can be picked up and held with one hand. About 30 lbs (13.6 kg) can be stored in a Dimensional Pocket, depending on size.
P.P.E.: Temporary: 20, long-term: 140.

This spell is similar to Dimensional Envelope except that the dimensional pocket/area is much smaller and portable, hence the reference to "pockets." The character can reach into a dimensional "pocket," another limbo dimension, to retrieve items that he has placed there earlier. Items can be just about anything that could fit in a backpack, clothing, handguns, energy clips, diary, bottle of aspirin, etc.

The Dimensional Pocket spell requires a physical orientation, which means the person really does seemingly pull impossibly large or numerous items from his pocket(s), back-pack, bag, box, purse, or sack. Without a physical sack, bag, or pocket the power cannot work! The



character will typically select one favorite pocket or bag as his focus of orientation. To anybody else the pocket is just an ordinary pocket or container that holds the usual amount of stuff.

The ordinary looking pocket/bag will appear to be empty unless the character investigating can see dimensional anomalies. This means that the Temporal Wizard, warrior and raider can see into the pocket and remove items, as well as Shifters, many alien intelligences like the Splugorth, and characters with the spell of See Dimensional Anomalies. Practitioners of magic and the occasional psionic with the ability to focus and concentrate (M.E. 17 or higher) can plunge their hand into the pocket, feel around and remove items, but only if they know that the pocket/bag is magical.

Wizards seldom have more than one or two long-term dimensional pockets themselves and rarely sell "magic" bags with more than three years of life in them. The retail cost for such a bag can range from 90,000 to a million credits, however the maker of the magic bag seldom gets more than 20%. **Note:** See Dimensional Envelope for the sensing abilities of the Temporal Raider and Shifter.

Temporary Time Hole

Range: 50 foot (15.2 m) radius.
Duration: 15 seconds (one melee round) per level of experience.
Saving Throw: None.
Limitations: The strain of instantly teleporting through space and time into the limbo of the time hole and taking others along has some damaging side effects for the spell caster. For the first two melee rounds (30 seconds) the wizard is weak and can only cast one magic spell per each 15 second combat period. Also reduce the character's speed and combat bonuses by half for this 30 second period.
P.P.E.: One Hundred

This is a unique and powerful spell in which the spell caster can temporarily teleport himself and everybody in a 50 foot (15.2 m) radius into a time hole. The sorcerer cannot elect those he'd like to take with him and those he'd like to leave behind, everybody goes. The terrain

inside the time hole is typically a barren landscape of dry earth and the occasional boulder. The sky seems to be an endless ocean of flowing white clouds that move across the sky without the presence of wind. There are no additional people, buildings, vegetation, animals, food or water.

The general purpose of this spell is to temporarily step out of normal time and space, usually to take a dangerous battle away from prying eyes, friends, or so that innocent bystanders are not injured. This spell can be especially deadly when the spell caster and his allies outnumber their opponents.

Unlike the normal time hole, the temporary hole lasts only a few minutes before everybody is returned back from whence they came. Regardless of how long the characters are in the time hole, in real time they will appear to have disappeared and reappear 2D4 seconds later.

Note: Other men of magic and supernatural beings who know Temporal Magic, can Dimensional Teleport or create a Dimensional Rift can use their powers to leave the time hole and return to the location they left.

Time Maelstrom

Range: 100 feet (30.5 m).
Duration: Instant.
Saving Throw: Not applicable.
Limitations: As described.
P.P.E.: Fifty-Five

This spell is cast by one spell caster against another who is attempting any type of time travel, including Time Slip, Time Hole, Temporary Time Hole, Wink-Out, Time Warp: Fast Forward, Time and Space Warp, and similar.

The time maelstrom must be cast within six seconds of the other wizard's activation of a time travel spell. The maelstrom follows and disrupts the flowing currents of the time stream, causing turbulence and dramatic time warps. There is no chance of outrunning a maelstrom, only riding it out. Roll on the Time Maelstrom Distortion Table to see how the storm has affected the time traveler(s). The amount of time and sometimes even the location is often changed by the maelstrom. Even a simple spell like a Wink-Out can suddenly plunge the unwary time traveler hours or days into the future.

The character always reappears in a swirling vortex of wind and flashing lights and is always last on initiative and minus one melee attack/action for one minute (four melee rounds). He is also minus 4D6 P.P.E. (temporarily used up) and suffers 2D6 Hit Points of damage (M.D. if a Mega-Damage creature).

Time Maelstrom Distortion Table:
01-20%: Only 4D4 seconds have passed.
21-40%: 1D6 minutes have passed.
41-45%: 3D6 minutes have passed.
46-50%: 3D6 minutes have passed. Roll for relocation.
51-55%: 6D6 minutes have passed.
56-60%: 6D6 minutes have passed. Roll for relocation.
61-70%: One hour has passed. Roll for relocation.
71-75%: 2D4 hours have passed.
76-80%: 4D4 hours have passed.
81-85%: 6D6 hours have passed. Roll for relocation.
86-90%: 1D4 days have passed. Roll for relocation.
91-00%: Lucked out! Weathered the maelstrom, time travel is exactly as planned.

Time Maelstrom Relocation Table:
01-25%: Reappear at location of departure.
26-50%: Reappear 4D6 yards/meters away from point of departure.
51-75%: Reappear 1D6x10 yards/meters away from point of departure.
76-00%: Reappear 1D6x100 yards/meters away from point of departure.

Time Warp: Fast Forward

Range: Self.
Duration: Varies.
Saving Throw: Unwilling travelers can try to save; standard.
Limitations: The spell only affects the spell caster unless he is fifth level or greater. Experienced wizards can take two people with them but must be touching both at the moment the spell is cast. The exact spot that the character warped from is the exact location that he reappears. One can only travel forward in time, never backwards!
P.P.E.: Seventy

This power is similar to a Teleportation spell only the character is transcending time, not space. Instead of skipping a physical distance of miles/kilometers/space, the character skips through time, projecting himself at some point forward in time. For the time traveler, only three seconds pass. For him, whatever has transpired during the time he skipped is unknown to him nor does it affect him directly, just as the person who teleports from one location to another miles away, does not see the places he would have had he driven a vehicle across those miles.

The period of time "skipped" can be seconds, minutes or hours later.

Remember, only time is being warped, not space, thus the character reappears at the exact same location from which he departed, only at a later time. The "location" must be a fixed position, meaning the character can not make himself appear in the same seat in a moving vehicle. Furthermore, the environment may have changed during the passage of time. While a jail cell may be opened and empty four hours into the future, it may also be jammed full with other (hostile?) prisoners. A space on the street may have a parked car in the location (the character reappears on top of it) or have a gunfight going on or a parade or it could be raining or ... just about anything. Game Masters should just think about what happens at that location under the current circumstances.

The time warp power can be difficult to play for both the Game Master and the player. Game Masters shouldn't feel flustered by a character that has taken himself temporarily out of current play to appear in the future. If the period of time is only a few minutes, things are easy. The other players continue to play with their characters, responding to the situation at hand as it happens. At the right moment, minutes later, the time traveler pops back into the action and can again participate in the action with his teammates.

The player of a Temporal character must realize that this spell takes any character(s) who is/are warping ahead through time temporarily out of play. Time continues to pass for everybody else, which means his character may miss some of the action or even hurt his teammates by his absence. For example, a Temporal Wizard may use a time warp to disappear and reappear five hours later. The rest of the player characters, non-player characters and the rest of the world lives out those five hours. Consequently, a battle may continue to rage until somebody is defeated, surrenders or retreats. When the wizard reappears hours later, the battle may be over, the streets deserted and safe for him, but his comrades may have been captured, slain, escaped and left the town, or any number of other possibilities.

Meanwhile, the other characters may have experienced a variety of adventures and subplots while the time traveler is sitting out until the hours of adventure time have elapsed. The Game Master has no obligation to fast forward the rest of the game events for the sake of one or two players traveling through time. However, the G.M. should not deliberately slow the events of the game out of spite.

Player's Tip: The best time to use the "fast forward" time warp that skips over a long period of time is at the end of a game session or when you know the Game Master is going to move quickly through the next several hours (i.e. everybody is going to sleep for the next six hours, or you have to wait till tomorrow to see somebody). Players who use this power must use it wisely, execute good timing and not become upset if they sit out a large part of the game session because the rest of the group is engaged in an unexpected adventure.

It is wise to establish a means and a place for teammates to leave messages for the time warping character. However, this too can be a weakness, giving an enemy the opportunity to spy or prepare a trap.

Player's Warning: One of the advantages of a time warp is that the character can skip boring or otherwise exhausting periods of time (like waiting for the enemy to attack or waiting to see somebody). By using a time warp the character will blink out and reappear hours later as fresh as a daisy, alert and raring to go. On the other hand, a wizard who is already tired or wounded at the moment of the warp will reappear in the same tired or injured condition, while his teammates or enemies may have had time to recuperate or reorganize. This is a tricky power that requires some forethought and strategy.

G.M. Tip: An antagonist who knows about the powers of the Temporal Wizard and who realizes he is fighting a Temporal Wizard can second-guess his foe. For example, if he suspects the character has used a time warp to skip ahead to the future, the enemy can leave a dozen heavily armed guards to watch the area and capture or slay anybody who suddenly "pops" in. Or he can wait and follow the character when he reappears, leave false information to be found, etc.

Cutting a fast forward warp short: It is possible to change or stop a time warp but with unknown and possibly damaging side effects. Whenever the spell caster tries to change the time period originally selected, roll on the following table.

Time Warp Distortion Table:

01-10%: Only one second has elapsed — it's as if you were never gone but the character loses the initiative.
11-20%: Only 2D6 seconds have passed. The character loses the initiative and one melee attack/action.
21-30%: 1D4x10 seconds have passed.
31-40%: 1D4 minutes have passed.
41-50%: 1D6 minutes have passed.
51-60%: 2D6 minutes have passed.
61-70%: 3D6 minutes have passed.
71-75%: 4D6 minutes have passed.
76-80%: 6D6 minutes have passed.
81-85%: One hour has passed.
86-90%: 1D4 hours have passed.
91-95%: 2D4 hours have passed.
96-00%: 24 hours have passed!

Level Eleven

Time Barrier

Range: 100 foot (30.5 m) radius around the spell caster per level of experience.
Duration: Three minutes per level of experience.
Saving Throw: Not applicable.
P.P.E.: One Hundred

Prevents the entry or exit of any and all time travelers or the use of time warping spells, including Slow Motion, Fast Forward, Send, Time Capsule, etc. When the spell is cast, only the spell caster knows how long he has made the duration. Once cast the spell cannot be removed, even by the caster, and will remain in effect until its time runs out.

Level Twelve

Dimensional Envelope

Range: Self only.
Duration: Varies. Temporary envelopes last up to three hours per level of the spell caster. Long-term envelopes can exist for decades; 20 years per level of experience.
Saving Throw: Not applicable.
P.P.E.: Temporary: 60, long-term: 380.

A dimensional envelope is the creation of a small area of a limbo-like dimension about the size of a walk-in closet. The envelope has an invisible door that only its creator and others with Temporal Magic powers can see and open. The closet/envelope is approximately 10x10x6 feet (3x3x1.8 m) and can store quite a quantity of materials. Likewise, the character can step inside the envelope, provided there is room, and seemingly vanish into thin air (there's enough oxygen in the envelope for one or two people to breathe for about two hours). Time within the envelope passes at the same rate as outside the envelope.

Everything inside the dimensional envelope is physically removed from one dimension and placed inside another. Most means of detection will not reveal the presence of this dimensional anomaly, including Sense Magic, Presence Sense and See Aura. Likewise, the things inside the envelope cannot be detected, heard, smelled or sensed by any means until they are removed from the other dimension.

Only other men of magic with a knowledge of dimensions can see the envelope and step inside. This includes those who can cast the Sense and See Dimensional Aanomaly spells, Temporal Raiders and Shifters. Temporal Raiders are supernatural energy beings who are masters of Temporal Magic and can see dimensional anomalies, such as envelopes, pockets, and Rifts automatically. Shifters can sense dimensional Rifts, including the comparatively tiny envelope and pockets, only the sensing range is limited. A Shifter can sense a dimensional envelope when he is within 50 feet (15.2 m) of it. By concentrating and walking around the area, he can usually see the envelope (30%+5% per level of experience) within 2D6 minutes. As for dimensional pockets, he can sense one within 5 feet (1.5 m) and recognizes it when he sees and looks directly at/into it.

Level Thirteen



Id Self

Range: Self.
Duration: Varies.
Saving Throw: Special.
Limitations: Can summon only one id self per every five levels of experience, starting with fifth level.
P.P.E.: Four Hundred

The spell caster can summon other versions of himself from parallel dimensions. The summoner can sense basic things about his other-dimensional self, like alignment (good or evil), orientation (caring and trustworthy or cruel and dishonest), age, and health. It will take the id self 4D6 hours to really get over the shock of having been plucked from his world and brought to a parallel world. The id self is likely to be trusting and willing to work with his other-dimensional alter ego — after all, he can trust himself, can't he? However, as the id self gets to know his alter ego, conflicts can arise. It is not uncommon for the two to become trusted allies or sworn enemies.

The spell caster can try to send the id self back to his proper home dimension at any time. However, the longer the id self is in this world the more difficult it is for the wizard to send him back. The ability to return an id self is 100% for the first 48 hours. Afterward the percentage of success decreases at a rate of 5% per week. Furthermore, the id self can try to resist the magic and remain, causing the spell caster a penalty of -10%. Conversely, if the id self wishes to be returned, the mage is +20% to succeed. The summoning mage has three tries to send the id back. If all three fail, the id self remains in that world till the day he dies or leaves using Rift magic. Note: The spell caster can try to deliberately summon the same id self at a future date at a proficiency of 8% per level of experience.

The trouble that often arises with an id self is that the character may be different than the person who summoned it. This may make it difficult to control or work with. Even if the id self is very similar, the two may become rivals. Roll on each of the following tables to determine some of the possible differences. Otherwise the characters from the parallel dimensions are identical.

Alignment:
01-10%: Aberrant Evil
11-25%: Anarchist
26-40%: Identical to the summoner.
41-50%: Unprincipled
51-62%: Scrupulous
63-75%: Miscreant
76-88%: Principled
89-00%: Diabolic

Level of Expexpience:
01-10%: Five levels more experienced
11-40%: 1D4 levels less experienced
41-70%: Same level of experience.
71-00%: 1D4 levels more experienced

Age:
01-20%: 1D6 years older
21-40%: 2D6 years older
41-60%: Same age
61-80%: 1D6 years younger
81-00%: 2D6 years younger

Attributes:
01-20%: I.Q. and M.E. 1D4 lower; all others identical.
21-40%: I.Q. and M.E. 1D6 higher; all others identical.
41-60%: All attributes identical.
61-70%: P.S. & P.B. 1D6 higher, S.D.C. +20; all others identical.
71-80%: P.P. 1D4 higher, Spd. 2D4 higher; others identical.
81-90%: P.S. & P.B. 1D6 lower, S.D.C. -10; all others identical.
91-00%: P.P. 1D4 lower, Spd. 1D6 lower; others identical.

Level Fourteen

Fourth Dimension Transformation

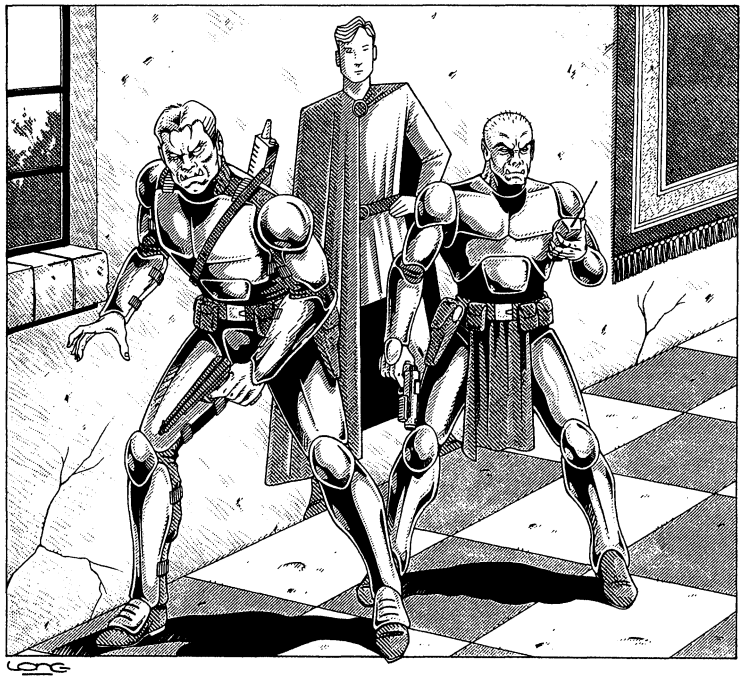
Range: Self only.
Duration: One minute (four melee rounds) per level of experience.
Saving Throw: Not applicable.
Limitations: Distortion of space and time which can result in temporary disorientation and permanent insanity.
P.P.E.: Three Hundred Fifty

This is a powerful and disorienting metamorphosis that turns the character into a four dimensional sub-creature, meaning that he is not a true creature of the fourth dimension, but has many of its powers. As a 4-D sub-being, the character has the following fantastic powers:

• 50 M.D.C.

• All types of attacks do half damage, including magic and energy attacks.

Impervious to illusions, mind control and illusionary magic and psionics and mind controlling drugs.



• Can step in and out of the third dimension at will. When he steps into the third dimension the character is vulnerable to attack, but when he steps out, he can look into and at the three dimensional world, just as we three dimensional beings can look at the two dimensional world, but cannot be seen by the three dimensional beings within that world. This means he can wander through the 3-D world of humans like a ghost, totally unseen and totally undetectable, passing through solid matter and floating in the air. However, to do more than observe the goings on of the third dimension, he must step back into that dimension.

• Omniscient even when stepping into the 3-D world. Aware of virtually everything around him. Can see all spectrums of light, heat, magic energy, radiation and electromagnetism. Can also see through walls, doors, floors and containers as if they were thin air.

• 4-D Psionic powers: Detect Psionics, Clairvoyance, Object Read, Presence Sense, See Aura, Sense Evil, Sense Magic, Sixth Sense, Telepathy, Mind Block Auto-defense, P.P.E. Shield, Telemechanics, Deaden Pain, Psychic Diagnosis, and Psychic Surgery. I.S.P. 1200.

• Combat: Always has the initiative, can never be surprised or attacked from behind, has three additional melee attacks, is +4 to strike, +6 to parry and dodge, +6 to save vs psionics and magic, +6 to save vs poison and drugs, +10 to save vs Horror Factor.

• Teleport: Superior, Time Warp: Fast Forward, Time and Space Warp at will.

Possible Permanent Side Effects: The world seems to be a very different, much smaller, more limited place. The character feels like a goldfish suddenly scooped out of an infinite ocean teeming with life and stuck into a tiny, empty goldfish bowl. The mental and emotional strain is so great that there is a good chance of permanent mental aberrations. Roll once on the following table.

01-15%: No insanity. Roll on the temporary effects table.
16-20%: Phobia: Terrified of tiny enclosures like closets, automobiles, tunnels, and similar.
21-25%: Pacifist. Hates fighting and tries to avoid it whenever possible.
26-32%: The eternal pessimist. Always anticipates the worst outcome and grumbles about it all the time; i.e., "This is a bad idea. We'll never make it. Oh god, what are the odds? How stupid. We're in trouble now. I told ya so!" and so on.
33-38%: Obsession: Power. Wants to be a god and from this day forward strives to attain ultimate power, especially magic power. Will covet mystic knowledge, rune weapons, and other magic items.
39-45%: Hates self. Sees himself as weak, puny, insignificant. Reluctant to take chances, tends to back down to extremely powerful beings, unless augmented with magic.01-50% chance of becoming an alcoholic.
46-51%: Obsession: Timeliness. A fanatic about being punctual and must always know the exact time, day and year (has at least three clocks/watches). Tends to be hyper, nervous and jumpy when running late or afraid of being late.
52-56%: Obsession: Temporal Magic. Loves to use Temporal Magic to overpower, trick or belittle other life forms.
57-61%: Obsession: Transformation. Loves to magically transform and augment himself.
62-67%: Phobia: Terrified of Temporal Raiders and godlike beings. Suspicious of Temporal Wizards and Warriors, and True Atlanteans.
68-72%: Obsession: Danger. Loves it — takes needless risks.
73-80%: Phobia: Terrified of 4-D creatures. 1-50% chance of hysterical blindness whenever the character must face a 4-D being.
81-85%: Obsession: Dimensional beings. Hates and distrusts all monstrous dimensional travelers and suspicious of most others, except for his fellow Temporal O.C.C.s/R.C.C.s. Tries to humiliate, trick, and rob them whenever possible.
86-95%: Phobia: Dimensional transformation. The experience was so traumatic that the character will never again use the 4-D transformation spell and tries to avoid using any of the dimensional phasing spells.
96-00%: Phobia: Random dimensional Rifts. Will avoid them and the creatures that emerge from them.

Temporary Side Effects: If the spell caster is lucky, there are no long-term side effects. Still, the character is emotionally and physically drained. Roll on the following table.

01-25%: Can barely move and react, limbs feel like they are weighted down with lead. Everything is too loud and seems to be moving too fast. The character temporarily has only one melee attack/action, no combat bonuses, cannot muster the concentration to cast magic or use psionics, and is always the last to take action. Skill proficiencies are reduced to 25%. Duration of this condition is 1D4+2 minutes.

26-50%: Confused and disoriented. Attacks per melee, all combat bonuses and speed are reduced by half. Skill proficiencies are also reduced by half. Duration of this condition is 1D4 +4 minutes.

51-75%: Unreasoning anger and anxiety. Wants to be left alone and will fly into an angry tirade, swearing and belittling anybody who bothers him, including loved ones and trusted friends. There is a 1-70% likelihood that he will start to kick, throw and smash things, all the while raving like a lunatic. Those who try to comfort or restrain the character will be pushed, kicked, punched and threatened. If combat ensues for any reason, the character will fight like a demon and without mercy. Combat skills and bonuses are normal, except for a +2 bonus on initiative, +2 to strike, +2 to save vs Horror Factor and psionic attack. However, the frustration and anger changes the performance of skills to only half their usual proficiency level. Duration of this condition is 2D4+2 minutes, after which the character passes out for 1D4 minutes, awakening exhausted and weak.

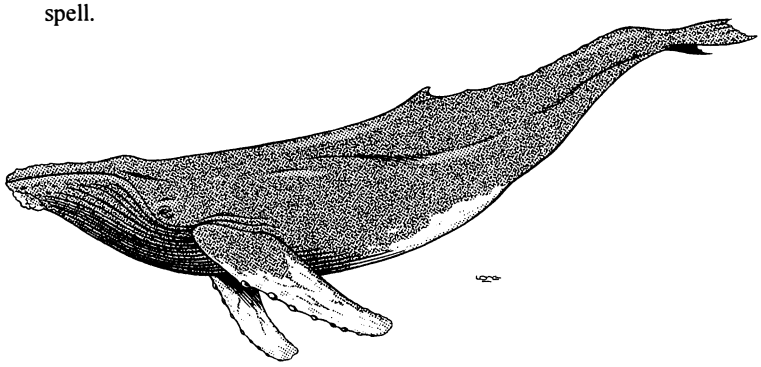
76-00%: Splitting headache, upset stomach and fatigue. Reduce melee attacks by one, speed by half and skill performance by 15%. Duration is 1D6 hours; needs rest or sleep to feel completely recovered.

Level Fifteen

Time Warp: Space & Time

Range: Self.
Duration: Varies.
Saving Throw: Unwilling travelers can try to save; standard.
Limitations: The spell only affects the spell caster unless he is sixth level or greater. Experienced wizards can take two people or up to 1000 lbs (450 kg) with them but must be touching the people or object at the moment the spell is cast. One can only travel forward in time, never backwards!
P.P.E.: Eight Hundred

The warping of space and time is a combination of teleportation and Time Warp: Fast Forward. In this case, not only can the spell caster move forward in time, but to a different location as well! A powerful spell.



Whale Singer Spellsongs

World Book Seven: Rifts® Underseas

Shortly after they rebelled against the Lord of the Deep, a number of Pneuma-Biforms (aquatic, humanoid mutants) discovered that the ancient songs of the cetacean race (whales, dolphins, and porpoises) had magical properties. The blind prophet Current-Rider was the first *Whale Singer* to learn all the known songs and develop many into Spellsongs which could be used by Pneuma-Biforms and cetaceans alike. This unique form of magic is known to all true Whale Singers.

In most cases, humans and surface dwelling D-Bees not adapted to speaking and living underwater, must use Spellsongs only as Ritual Magic (see **Rifts® Ultimate Edition**, page 188), and have only 10% the normal range of the songs. The Whale Song rituals must be performed underwater, and last 1D6x10 minutes, before the spell is activated. Most aquatic D-Bees, unless otherwise noted, can perform Spellsongs, but with half the range of cetaceans and Pneuma-Biforms. At the G.M.'s discretion, other D-Bee races who communicate like whales and dolphins might also be able to learn and cast Spellsongs at half or full range.

The Whale Singer and Pneuma-Biform R.C.C.s, along with the Sea Druid, Ocean Magic and other characters and world data are presented in **World Book Seven: Rifts® Underseas**.

Whale Singer Spellsongs in Alphabetical Order

Song of Calling (20)
Song of Danger (4)
Song of Doubt (6)
Song of Fear (10)
Song of Grief (2)
Song of Joy (4)
Song of Life (750)
Song of Protection (35)
Song of Revenge (400)
Song of Reversal (500)
Song of Sea Sickness (50)
Song of Severing (110)
Song of Sleep (30)
Song of Strength (15)
Song of Summoning (200)
Song of Weaving (150)
Sonic Boom (40)
Sound Blast (10)
Sound Spike (15)
Stormsong (250)
Valorsong (50)

Note: No more than two Whale Songs can be used in the same listening area, with the exception of the Sonic Boom, Sound Blast and Sound Spike (when used against living beings). Any songs started after the first two are nullified and only serve to confuse the magic signals, reducing the range of the first two by half.

Having more than one Whale Singer sing the same Spellsong may be spooky for the listener but does *not* have any cumulative effects — use the power level, duration, etc., of the most experienced and powerful singer. A Spellsinger can not cast other types of magic until he or she is done with the Spellsong. Unless otherwise stated, the magic and effects of most Spellsongs cease the moment the magic song stops.

Song of Calling

Range: 300 miles (480 km) per level of experience.
Duration: Five minutes.
Saving Throw: Standard.
P.P.E.: Twenty

A modified version of the ancient whale songs by which the cetacean community kept in touch over long distances, this ritual allows the song caster to communicate with a friend or ally, hundreds and even thousands of miles away. The caster must know the name of the person he is calling and that person must be willing to "accept the call," or the spell will automatically fail. Two-way communication lasts only five minutes per casting, so only a short conversation is possible.

Song of Danger

Range: 1000 feet (305 m) distance and radius per level of experience; x10 (roughly two miles/3.2 km) for Humpback whales.
Duration: Lasts for as long as the song is sung.
Saving Throw: None.
P.P.E.: Four

This frantic sounding melody warns other whale singers and cetaceans of danger. The song tells whether the danger is immediate, minor or terrible and which direction it is heading. Whale singers can also tell what the danger is; i.e. hunters, D-Bees, monsters, minions of the Lord of the Deep, Reachers and so on.

Song of Doubt

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: Lasts for as long as the song is sung.
Saving Throw: Standard.
P.P.E.: Six

Everybody who hears this haunting melody becomes nervous and uncomfortable. Those affected lack confidence and are likely to want to hang back for a while or take a different route away from the song. They are also -2 on initiative and -20% on all skill performance.

Song of Fear

Range: 1,000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: Lasts for as long as the song is sung.
Saving Throw: Standard.
P.P.E.: Ten

A long, deep moaning that sends shivers up and down the spine of even those who make a successful saving throw.

Characters who fail to save are nervous and will beg their companions or officers to retreat from the dreadful sounds. If attacked by Whale Singers, Pneuma-Biforms, killer whales, whales or frightening looking non-humans, victims of this magic are petrified: No initiative and reduce attacks per melee, combat bonuses, and skill performance by half. Furthermore, their attackers have a Horror Factor of 15 and there is a 01-50% chance that those affected will panic and flee; roll to save again. A successful save at this point means victims have found new courage, stand their ground and suffer only half the penalties previously noted.

Song of Grief

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: Lasts for as long as the song is sung.
Saving Throw: Standard.
P.P.E.: Two

A torture song that sounds like a combination of crying and screaming. All who hear this song, even surface dwellers, know it tells of death or terrible tragedy and the gut-wrenching sorrow of loved ones or survivors. Compassionate characters, even those with selfish or evil alignments, will not trouble these mourning singers and say a quiet prayer for loved ones they have lost in the past. Of course, truly evil and heartless villains will take this opportunity to strike or gain some advantage.

Song of Joy

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: Lasts for as long as the song is sung.
Saving Throw: Standard.
P.P.E.: Four

This cheerful melody evokes feelings of happiness, joyous anticipation, and safety. It is often sung after a triumphant battle, birth, and other joyous occasions, as well as to welcome friends, allies and friendly visitors. It cannot be sung to lure enemies to their doom or when danger, death or sorrow is present. These happy songs may be accompanied by underwater dancing, acrobatics and games, and will repel sharks, entities, ghouls, animated dead, and lesser demons who find such happiness repulsive and go to find less boisterous waters. Minions of the Lord of the Deep are -1 on initiative and all combat moves.

Song of Life

Range: 10 feet (3.0 m).
Duration: The ritual takes 20 minutes to one hour; the restoration is instant.
Saving Throw: None.
P.P.E.: Seven Hundred Fifty

This song is a variation of the mourning chants of the whales. The music is a powerful ritual used to heal all damage and remove the effects of any curse, crippling injury, or disease in any one person, human, D-Bee or cetacean. It can even raise the dead, provided the deceased has not been dead for very long! The base chance for resur-

rection is 40% plus 5% per experience level of the spell caster. Reduce this chance by 5% for every day after the death of the victim.



Song of Protection

Casting Time Required: One melee round.
Range: Self.
Duration: As long as the song is sung and for up to 15 minutes per level of the singer after the song has stopped.
Saving Throw: None.
P.P.E.: Thirty-Five

Originally a short warning call, this song grants the recipient a powerful aura of protection. The aura protects with 60 M.D.C. against all forms of damage. Additionally, the recipient will be invulnerable to deep sea pressure, extreme cold and heat, and any and all environmental hazards short of being in a star's corona!

Song of Revenge

Casting Time Required: 1D6 hours.
Range: Unlimited!
Duration: Permanent.
Saving Throw: 18 or higher on an unmodified, "natural" roll.
P.P.E.: Four Hundred

This is another mourning song, but one with angry and bitter undertones. The song is a powerful curse directed against someone who has committed a grave crime against the Pneuma-Biforms, whales, dolphins, or the sea. The identity of the culprit must be known and he must be, without a doubt, responsible for the crime. The song calls on the spirits of every whale that has ever lived to punish the transgressor.

If the intended victim fails his saving throw, he takes 3D6 damage directly to his Hit Points (6D6 if he is an M.D.C. creature). Furthermore, the victim is marked with a purple blemish in the shape of a whale (usually located on the face, neck or hands where others can see it) and is -1 on all combat rolls, and -5% on all skill rolls until the curse is lifted (usually requires an act of atonement).

The damage and penalties cannot be healed by any scientific, magical or psionic means, nor can the blemish be removed; all will forever haunt the character unless the song caster can be convinced to lift the curse. Many Whale Singers have tried to use this curse on the Lord of the Deep, but he is impervious to it.

Song of Reversal

Range: 10 feet (3.0 m).
Duration: Permanent.
Saving Throw: Special.
P.P.E.: Five Hundred

This powerful transformation ritual will actually change back one of the Lord of the Deep's minions into the original creatures that it was. The song requires at least four singers and 500 P.P.E. The minion resists at +3 to save (in addition to any normal bonuses). On a success, the two or three beings that were fused into one will reappear and swim away. The reversal of the monstrous transformation lasts for one day per level of the chief Spellsinger, with a 1-67% chance of being permanent! Humans will have only faint memories of their experience, although they may acquire one or more insanities due to their ordeal.

The song does not work on Pneuma-Biforms, beings transformed via the Transformation ritual in Rifts, changed by the gods, or natural shapeshifters. However, it can be used to safely separate magic symbiotes from a host body! It is best if the separated symbiote is destroyed or captured before it can find a new host body. This ritual must be performed underwater, although the creature being affected can be floating on the surface of the water.

Song of Sea Sickness

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: While the song is sung and for 2D6 minutes after it has finished.
Saving Throw: Standard
P.P.E.: Fifty

This song has a wide range of sound from a deep, "bloop, bloop," to a high-pitched, throbbing pulse. Both seem to affect the head and stomach of the listener, creating a feeling of sea sickness in anybody who fails to make a saving throw. A failed roll means the victim has a throbbing headache (to the beat of the music), a queasy stomach, and finds it difficult to concentrate. Reduce skill performance by 10%, speed by 30%, and has no initiative; feels like vomiting, especially when moving fast or making sudden movements.

Song of Severing

Casting Time: 1D6+2 melee rounds.
Range: One mile (1.6 km) per level of the spell caster.
Duration: Instant.
Saving Throw: Standard.
P.P.E.: One Hundred Ten

This song is the victory chant of the Sperm whale after a battle with a giant squid, and can be used against the Reachers from the Deep. The spell must be cast while in visual range of one of the Reachers, which means that the spell caster's friends and companions must defend him while he completes the ritual (the G.M. should secretly roll for the time the ritual takes to cast, so the players won't know how long they have to fight the Reacher). If successful, the ritual will destroy the gigantic tentacle and it now requires three times the normal period to regrow. This magic will also inflict 2D6x1000 M.D. on the Lord of the Deep. The ritual was used several times during the ill-fated attack on the alien intelligence, causing injury but not enough damage to destroy it.

Song of Sleep

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: While the song is sung and for 2D6 minutes after it has finished.
Saving Throw: Standard.
P.P.E.: Thirty

A deep, rolling sound that calms the listener and slowly puts him to sleep. Characters who manage to stay awake, or save vs magic are so relaxed that they are -2 on initiative, skill performance is -10% and takes twice as long as usual, and the characters are not very alert or observant.

Those who fail to save vs magic will fall into a deep sleep within 1D4 minutes. Once asleep they can only be roused by being violently shaken. If forced awake, the victims will function in a groggy state, with the following penalties: Reduce attacks per melee, combat bonuses, and skill performance by half, reduce Spd. by 75%, and has no initiative (always last to strike in an attack sequence).

Song of Strength

Range: Self and select others within 1000 feet (305 m).
Duration: Five minutes per level of experience.
Saving Throw: None.
P.P.E.: Fifteen

A drumming and spirit lifting song with a lot of bass and pulses. It increases the physical strength of the singer and one other person per level of experience by 10 points, can lift, carry or pull 10 times their normal weight capacity, plus those enchanted do not suffer from fatigue.

A variation of this song will turn away animated dead, zombies, poltergeists and haunting entities from a 1000 foot (305 m) radius around the singer.

Song of Summoning

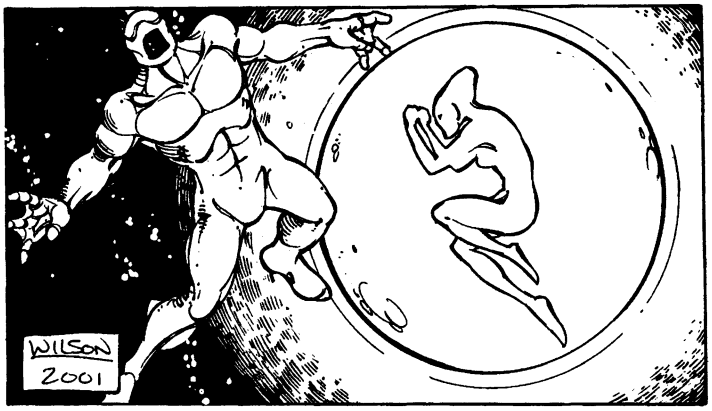
Range: 50 miles (80 km) per level of experience.
Duration: Instant.
Saving Throw: Special.
P.P.E.: Two Hundred

This is a variation on the Song of Calling, but used to teleport the person with whom contact is made to the location of the caller! The spell caster must personally know the character to contact him. If the person is willing to be teleported, it happens in an instant. If the character resists/refuses, he must make a standard saving throw. If one character is an enemy of the other, the one to be teleported is +6 to save vs magic summoning/teleportation. If the save is successful he cannot be summoned again for a week.

Song of Weaving

Range: Touch.
Duration: Permanent.
Saving Throw: None.
P.P.E.: One Hundred Fifty

This ritual creates a set of magically woven kelp that acts as body armor. Furthermore, the armor can be worn both in humanoid and cetacean form, changing shapes to fit the wearer. The suit of magical clothing protects with 90 M.D.C. When the M.D.C. is depleted, it falls away and a new one must be woven.



Sonic Boom

Range: 200 feet (61 m) plus 100 feet (30.5 m) per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Forty

A powerful underwater sonic boom that can be directed against a single target as small as a man. The boom inflicts 1D4x10 M.D.C. plus 10 M.D. per every level of experience to the main target and 4D6 M.D. to everything within a 100 foot (30.5 m) radius around the target. Consequently, the user of this Spellsong must be careful not to injure or damage allies who might be caught in the blast radius. Furthermore, even Mega-Damage creatures and characters in power armor, body armor, or who are bionic suffer from a ringing in the ears and dizziness, with the following penalties: -1 to strike, parry and dodge, -20% to swim, climb, run, or navigate, and reduce speed by 10%, all for 1D6 melee rounds. Subsequent blasts do additional damage and the duration for penalties is cumulative (roll for each blast).

In an air environment, the range is half, the boom only does a total of 5D6 M.D. to the main target and 1D4 M.D. to a 10 foot (3 m) radius around it, and penalties last for 1D4 melee rounds.

Sound Blast

Range: 100 feet (30.5 m) per level of experience.
Duration: Instant.
Saving Throw: None.
P.P.E.: Ten

An ultrasonic blast of sound that hits with the force of a torpedo. A light blast does 1D6x10 S.D.C. and can be fired twice per spell (10 P.P.E. cost). A Mega-Damage blast does 1D6 M.D. per level of the spell caster; only one M.D. blast per Spellsong.

Sound Spike

Range: 100 feet (30.5 m) per level of experience.
Duration: Instant when used against living creatures, two minutes per level of experience when used against electronic equipment.
Saving Throw: Standard.
P.P.E.: Fifteen

An ultrasonic blast of sound that sends a spike of pain into the head. The pain is so severe that the victim screams or groans in pain, loses two melee attacks/actions, loses initiative, and suffers 2D6 points of damage (S.D.C. or M.D.C. depending on the physiology of the victim). Characters who make a successful saving throw, have a bionic sound filtration system, ear plugs or are inside power armor, a robot or vehicle, suffer half damage, lose only one melee attack/action and do not lose initiative.

A humming version of this song can be used to disrupt radio transmissions and electronic equipment, rather than living beings. Radios and television transmitters and receivers are filled with white noise and all intelligible sounds are destroyed for the duration of the song; thus blocking communication. Sonar and echo location systems and any sensors that rely on sound waves are temporarily knocked out of service; white screen, no data until the song stops. Computers, monitors, TV screens and other electronic devices may flicker or buzz, but are otherwise unaffected.

Stormsong

Range: One square mile (2.59 sq. km) per level of experience.
Duration: 30 minutes per level of experience.
Saving Throw: None.
P.P.E.: Two Hundred Fifty

Originally a song of warning against rough weather, this powerful ritual can change the weather conditions over a patch of ocean, turning a sunny day into a raging storm, and vice versa. Waves can swell up to 20 feet (6.1 m) and driving rain can reduce visibility to less than 10 feet (3.0 m). Small boats and life rafts may be capsized, while larger boats and ships will see their speed reduced by 75% and 2D4x10% of the crew will become seasick! Ineffective against underwater opponents deeper than 100 feet (30.5 m) below the surface.

Valorsong

Range: 1000 feet (305 m) distance and radius per level of experience; double for Humpback whales.
Duration: While the song is sung and for 2D6 minutes after it has finished.
Saving Throw: Standard.
P.P.E.: Fifty

Bolsters the morale of all those on the caster's side who hear it, +4 to save vs Horror Factor, +2 to save vs poison or disease, +1 to save vs illusions and mind control.

Magic Weapons & Devices



The following are some of the most notable magic weapons, armor, items and components found on Rifts Earth. Mega-powerful and *rare*, or one of a kind items like those described in **Coalition Wars One: Sedition** (Book of Ten, Poor Yorick, Armorbane and others), are not included. However, we have tried to include all mass produced magic items.

Biomancer Weapons & Armor

Rifts® World Book Six: South America One

Biomancers are adept at creating (growing, actually) a number of magical weapons and armor. The existence of bio-weapons in the Amazon Jungle has resulted in so-called primitive peoples being able to stand their ground against technologically advanced enemies. Maga Island and the Bahia Kingdom are the major sources of bio-weaponry, but several other communities (not only Elven and human, but even Lizard Men) have learned the secrets of Biomancy and have started producing these wondrous weapons. Bio-Weaponry is rarely made available to would-be spoilers of nature, however. This includes most city dwellers, "civilized" characters, pirates, and would-be conquerors like the Splugorth and their minions. Still, some of those products fall into the wrong hands. The Splugorth minions are beginning to study the secrets of Biomancy.

The prices given below are for the markets of Maga Island or the Bahia Kingdom. In other parts of the world they are likely to be extremely rare (if they exist at all) and incredibly expensive. In South America, heroes might be given bio-weapons and/or armor as a reward for a great deed. As always, the availability of this equipment is ultimately left to the Game Master.

Biomancer: Enchanted Weapons

Wood Aura Weapons. These weapons are made of fire-hardened wood and then charged with magical energy, turning them into Mega-Damage structures. The weapons' M.D.C. comes into play only when an attacker is trying to destroy the weapons. Generally speaking, these items can parry Mega-Damage weapons without fear of breaking. Most of the time, these weapons inflict S.D.C. damage, but when the owner *wills* it, they are surrounded by a *bio-energy aura* that inflicts Mega-Damage! Costs 80 P.P.E. to create; ritual.

Duration: The energy aura lasts five minutes (20 melee rounds) per activation. Activating an enchanted wooden weapon takes one melee action of concentration (a couple seconds).

Limitations & Charging with P.P.E.: The weapon's energy aura can be activated up to *six times*; after that, its P.P.E. base (30) must be replenished. This can be done either by placing the weapon at a ley line or nexus, or by having a mage infuse the weapon with 30 P.P.E. When the weapon is charged, it can be used by anybody and is activated by a simple mental command. However, the user of the weapon must know about its power; if he does not actively wish for activation, nothing will happen.

Biomancer Aura Club: M.D.C. of Weapon: 1D4x100. Damage: 1D6 S.D.C. or 2D6 M.D. with magic aura activated. Entirely made of wood.

Biomancer Aura Spear: M.D.C. of Weapon: 1D6x100. Damage: 2D6 S.D.C. or 4D6 M.D. with magic aura activated. A wood spear; no metal or stone for its tip.

Biomancer Aura Wooden Sword: M.D.C. of Weapon: 1D4x100. Damage: 2D4 S.D.C. or 3D6 M.D. with magic aura activated. Entirely made of Wood.

Biomancer Bio-Energy Bow (200 P.P.E. to create). This bow is grown from a living tree and shaped magically. Unlike a normal bow, this weapon has no visible string, yet it is curved in the shape of a strung bow. The bow is armed by a mental command and the gesture of drawing back an imaginary string. The moment the imaginary string is released, an "arrow" of bio-energy is unleashed. Bio-Arrow Damage: 3D6 M.D., doubled against vampires, undead and alien intelligences. Range: 900 feet (274 m). Payload: The bow can fire 40 arrows before needing a recharge of 25 P.P.E. or 40 I.S.P.

Biomancer Bone Blade (500 P.P.E. to create).The blade of this weapon resembles a giant serrated tooth and is supernaturally sharp. M.D.C. of Weapon: 1D6x100 and regenerates 4D6 M.D.C. per melee

round. Damage: Large swords inflict 4D6 M.D., short swords inflict 3D6 M.D. and knives do 2D6 M.D. Can be used by anybody.

Insect Pincers (500 P.P.E. to create). This complex living weapon is worn like a glove. Two pincers protrude from the hand harness. On mental command the pincers snap open and closed like scissors, but are sharp on both sides of the pincer blades. They can be used to stab, cut or slash an opponent. Damage: Stabbing or slashing does 4D6 M.D. and a scissors cut does 6D6 M.D. M.D.C. of Weapon: 1D6x100 and regenerates 4D6 M.D.C. per melee round. **Note:** Destroying one of the two pincer blades reduces the damage to 2D6 M.D. and can not be used like scissors.

Biomancer Body Armor

Biomancer Light Wood Armor: (150 P.P.E to create). The recipient of the armor must be present for the spell casting, as well as one large tree or several medium-sized ones (more for larger humanoids). While the Biomancer chants the ritual (this takes approximately ten minutes), the recipient (this can be the Biomancer himself or another character) stands with his or her back to one of the trees. As the spell progresses, the tree(s) begins to reach out to the recipient with its limbs. The trunk becomes fluid and surrounds the character's body. When the ritual is over, the person is totally encased in wood. For 1D4 minutes he is blind and oblivious to the world. Some find the experience disquieting and those with claustrophobia can not endure the ritual.

After the 1D4 minute period, the trees resume their natural appearance. Meanwhile, the wood around the character continues to change into form-fitting, polished, Mega-Damage wood armor. The specific design of the armor is up to the spell caster, although it usually has an organic look to it. The suit is fully sealed, with a limited oxygen supply of 10 minutes worth of air when buttoned up tight. However, the armor is alive and can purify air. Thus, the character is +3 to save vs toxic gases, airborne poison and impurities. The *living armor* reacts to perceived dangers by sealing itself and extruding thorns as a means of auto-defense. **Weapon Features:** These thorns, usually located on the side of the hand or forearm, knuckles, elbows, shoulders and knees inflict 1D4 M.D. in hand to hand combat. **M.D.C.:** 45. Since the armor is completely form-fitting and incredibly flexible, it has no prowl or movement penalties. This M.D.C. regenerates at the rate of 2D6 M.D.C. points per 24 hours! A Biomancer with the Weave Plant spell can repair the armor even more quickly. **Notes:** If destroyed, the armor "dies" and is lost. Biomancer Armor can NOT be given to somebody else because it has been *bonded* to one specific individual. If its owner dies, the armor will wither away in 1D6 hours. When the owner does not want to wear the armor, the suit liquefies and rolls right off of him, turning into a thorny mound. To put the armor back on, its owner picks it up and it flows back on to him (takes about 10 seconds, less than one melee round).

Biomancer "Superior" Wood Armor (650 P.P.E. to create). The creation process is fundamentally the same, but it is much more powerful. **M.D.C.:** 80 M.D.C., regenerates 1D6 M.D.C. per hour or can be repaired with a Weave Plant spell. Spiked like lesser armor (+4 M.D. from punches). Not only is the armor alive, but it also functions as an exoskeleton, giving its wearer a *Supernatural P.S. of 18.* A restrained punch does 3D6 S.D.C., full strength punch does 1D6+4 M.D. (counting the thorns) and power punch does 2D6+4 M.D. (counts as two attacks). **Bonuses:** +1 to strike and parry and +2 to dodge. Biomancer spells that add armor or weapons to the caster will work on this armor as well.

Biomancer Light Chitin Armor (200 P.P.E. to create). The creation process enchants a group of insects into weaving a chitin-like substance around the subject (who can be either the caster or a willing participant in the ritual). The ritual takes about 20 minutes, and must be in an open forested or swamp area. A swarm of insects will arrive and surround the subject of the spell, completely covering him under a solid, living mass of bugs. The insects are temporarily enchanted and able to secrete a gooey substance over the character. The recipient of the armor must remain as still as possible while immersed in the crawling insects and goo. The G.M. might require characters who are not Biomancers or Jungle Elves to make a save vs a Horror Factor of 10. Failure means the character thrashes around or flees, ruining the spell and the P.P.E. lost.

When the ritual is completed, the cloud of insects withdraw to reveal the character clad in a suit of insect plate armor, complete with a helmet and transparent eye goggles. Its perfect fit gives it excellent mobility (no prowl or movement penalties). **Weapons:** By flexing his muscles, the wearer can extend a set of long claws from the hands (1D6 M.D., +1 to strike). **M.D.C.:** 70 points and is alive and regenerates 4D6 M.D.C. per 24 hour period. This armor can be healed, like any living thing, through use of the Heal Wounds spell, Restoration, or the Biomancer's Healing Touch. If all its M.D.C. is destroyed, the armor is beyond repair and dies. Like all other bio-armor, each suit is custom made for its one owner and can not be worn by anyone else; if the owner dies, so does the armor. **Note:** The armor can be sealed and holds a 20 minute supply of air before needing to be refreshed. The chitin can "breathe" in more air, filtering most gases and substances. Even when temporarily unsealed, the character inside the armor gets a +6 bonus to save vs toxic gases, airborne poisons and disease.

Chitin "Superior" Armor (900 P.P.E. to create). Fundamentally the same as the light chitin armor, except as follows: **M.D.C.:** 110 M.D.C. and regenerates damage at a rate of 2D6 M.D.C. per hour. **Exoskeleton:** Supernatural P.S. 25 and increases wearer's speed by 20%. Restrained punch inflicts 4D6+10 S.D.C., full strength punch does 2D6+6 M.D. (counting the claw damage bonuses), and a power punch inflicts 4D6+6 M.D. **Bonuses:** +2 to strike, parry and dodge. Biomancer spells that add armor or weapons to the caster will work on this armor.

Bio-Wizard Weapons (Splugorth Magic)

Rifts® World Book Two: Atlantis & World Book 21: Splynn Dimensional Market

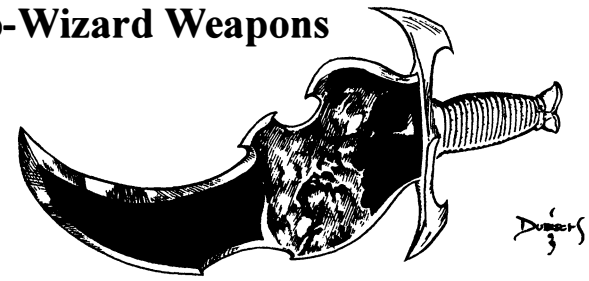
Bio-Wizardry was developed by the Splugorth and its secrets are jealously guarded. Thus, Bio-Wizard weapons are rarely sold to adventurers or other world powers. Instead, they are exclusive to the Minions of Splugorth. In fact, any Bio-Wizard weapon, armor or device in the hands of characters not allied to the Splugorth have been pried from the cold, dead fingers of a Splugorth Minion. If the item was particularly rare or powerful, a *Splugorth Recovery Team* will be dispatched to find it and return it to Atlantis. It also means that whenever a Splugorth Minion comes across an individual not allied to their Splugorth Masters, the monsters feel *obligated* to "reacquire" it and return it to Atlantis. As one might guess, this can lead to surprise attacks, vendettas and bloody conflicts.

All forms of Bio-Wizardry, including Rune Magic, utilize the energy and/or life essence of living beings (or portions of beings). This makes Bio-Wizardry a despicable black art involving torture, slavery and murder. As a result, many characters of a good alignment will *not* use any Bio-Wizard creation or rune weapon. And those who are smart, will never even consider undergoing any Bio-Wizard augmentation or transmutation.

The Splugorth's hoarding of Bio-Wizard items, unwillingness to share the secrets of their creation, active practice of "retrieving" lost items and the repugnant nature of the magic (causing many to shun such items) makes Rune Weapons and other Bio-Wizard items extremely rare on Rifts Earth. Even in Atlantis the most powerful items are exclusive to the Minions of Splugorth.

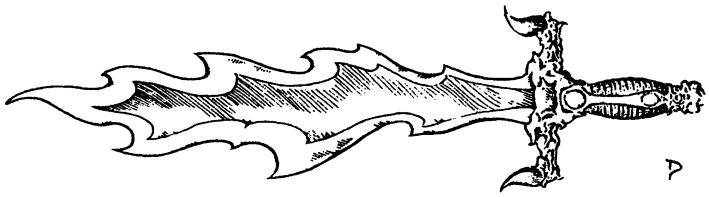
Note: Due to space restrictions, we could not include certain elements of Splugorth Bio-Wizardry. These include Magic Transmutation, Bio-Wizard Reconstruction (Bio-'Borg), Microbes and Micro-Parasites, Parasites (Large), and Symbiotic Organisms. Rather, we have focused only on those elements of Bio-Wizardry that more resemble standard *magic items*. See the earlier section on **Bio-Wizardry** for *some* details about Bio-Wizard augmentation. See **Rifts® Atlantis** for details about the Splugorth, Splugorth Minions, slave races, augmentation and transmutation, rare magic (Bio-Wizardry, Rune, Stone, Tattoos, etc.), and a variety of rune weapons, Bio-Wizard weapons and devices, and Kittani tech-weaponry. The **Splynn Dimensional Market** world book offers background on the city of Splynn, more slave races and a large variety of magic items, Bio-Wizard weapons and devices, symbiotes, parasites, Bio-'Borgs and more.

Bio-Wizard Weapons



Demon Claw Blade

When one looks at this blade at the right angle, it is said that the eyes of an angry demon look back. According to legend, it is created from the claw of a greater demon. It is a pitch-black blade with wicked, jagged edges mounted on an ornately decorated red hilt capable of inflicting incredible damage to creatures of good. It can also be built as an axe, sword, other large bladed weapon, or as a set of claws with the same power and general appearance. Knives are also available, but with half the stats. **Weight:** 7 lbs (3.2 kg). **M.D.C.:** 100, but only takes damage when specifically targeted and regenerates 2D6 M.D.C. per day. **Mega-Damage:** 6D6 M.D., double damage to supernatural creatures of good alignment. **Bonuses:** +1 to strike and parry, in addition to W.P. and other skill bonuses. **Market Cost:** Five to eight million credits.



Dragonfire Sword

An homage to the dragon, this blade does not incorporate any actual dragon parts in its construction. Instead, it uses the bones of fire-based demons and monsters, such as the Baal-Rog or Demon-Dragonmage, to create a sword sheathed in mystic flame. The blade is usually red with a very organic appearance. It is mounted on a jade hilt sculpted with a serpentine design.

Weight: 7 lbs (3.2 kg). **M.D.C.:** 200, but only takes damage when specifically targeted and regenerates 2D6 M.D.C. per day. **Rate of Fire:** Two spell attacks per melee. Physical attacks are the same as the user's hand to hand attacks per melee. **Maximum Effective Range:** Hand to hand range for sword strikes, but 180 feet (54.9 m) for the Fire Gout, a 10 foot (3 m) radius around its user for Circle of Flame, and 100 feet (30.5 m) for Fuel Flame. **Payload:** 60 P.P.E. and regenerates 20 per day or can be completely recharged on a nexus point or stone pyramid.

Saving Throw: Not applicable. **Mega-Damage:** 1D4x10+8 M.D. Double damage to creatures vulnerable to fire. **Magic Powers:** The following spells can be cast at a level equal to a fifth level mage.

1. Fire Gout (20 P.P.E.): 6D6+6 M.D.; same effects as the Invocation.

2. Circle of Flame (10 P.P.E.): 6D6 S.D.C.; same effects as the Invocation.

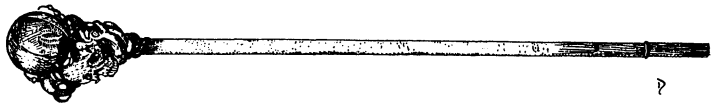
3. Fuel Flame (5 P.P.E.): Same effects as the Invocation.

Market Cost: Two to four million credits.

Entity Bio-Wizard Weapons

Entities, supernatural energy beings, are the living components for these Bio-Wizard weapons. They utilize the psionic powers of these entities for a number of different purposes. Unlike the Faerie weapons, if these creatures are freed from their confinement, they are never traumatized and will wreak havoc in the world around them, probably starting with revenge visited upon their last user.

Unlike other Bio-Wizard weapons, these weapons do not have a self-renewing power source. Instead, they require the theft of P.P.E. or I.S.P. from others. This may seem like a drawback, but is actually an advantage. The weapon is capable of stealing P.P.E. or I.S.P. from other individuals within a 20 foot (6 m) radius (animals and/or humanoids) as well as P.P.E. from ley lines or Faerie Batteries. In the alternative, it can draw 2D6+6 P.P.E. or I.S.P. by touching a specific individual (prisoner, fallen opponent or teammate, etc.). I.S.P. is always stolen and drawn into the weapon before P.P.E. even if the target has a larger base of P.P.E. Stolen I.S.P. is transferred directly to the weapon's battery, while P.P.E. is converted on a one to four basis into I.S.P. This is an especially useful attack on psychics and practitioners of magic. In addition, all entities have their own 20 I.S.P. reserve to draw upon in case of an emergency and can also utilize the I.S.P. and/or P.P.E. of the weapon's wielder, but only if the character is willing to do so. **Note:** Like the Faerie Weapons and most Bio-Wizard devices, weapons, and organisms, these weapons have good availability in Atlantis and other Splugorth markets, and fair availability in the Gargoyle Empire and New Phoenix. Nonexistent elsewhere.



Entity Domination Staff

Containing the trapped essence of a powerful Possessing Entity, this staff enables the user to mentally dominate anyone. Actually, the user of the staff is simply using the trapped Possessing Entity inside it to take possession of someone and then commanding the entity. This means the victim of the possession can perform any physical tasks it is capable of, but knowledge and skills are limited to those known by the entity. Still, it is a powerful means of usurping control of someone and is incredibly dangerous in the wrong hands. The staff is a relatively simple looking shaft with a heavy ball at the top, a skull and a cluster of interwoven tentacles that is meant to represent the Splugorth. **Weight:** 10 lbs (4.5 kg). **M.D.C.:** 100 M.D.C., but it can only be damaged if attacks are directed at the weapon itself; a called shot is required. Destroying the staff will release the Possessing Entity from its bond of servitude and it will probably try to possess its last master for revenge. **Mega-Damage:** 2D6 M.D. as a blunt weapon. **Special Powers:** Possession of others: Four times per day, the staff's user can release the Possessing Entity trapped inside to try to possess anyone of the user's choosing. Same rules apply as normal possession, except the staff's user is in control of the entity and failure to take possession means it returns to the staff for six hours. Note that the entity can only target one individual at a time.

Duration: If possessed, the victim can remain under the control of the Domination Staff's wielder for up to six hours, before the entity must return to the staff. **Saving Throw:** Standard save vs possession. **Payload:** Four attacks are possible per 24 hours. It costs the user one P.P.E. point or four I.S.P. to unleash and command the Possessing En-

tity. Once unleashed, the entity is his to control. **Market Cost:** Between 1-2 million credits. A hot commodity among evil beings, slavers and some practitioners of magic, particularly Shifters, Summoners and Necromancers.

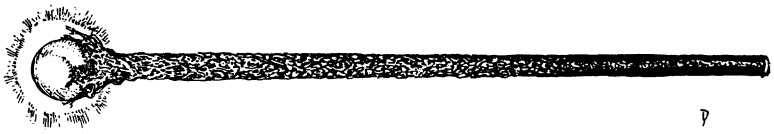
Entity Ectoplasmic Net Launcher

All entities are capable of creating ectoplasm. This weapon takes that ability and channels it into a usable form. The result is a bazooka type weapon that can fire large ectoplasmic nets that are strong and resistant to all forms of damage, except magic and psionics. The common Poltergeist is the entity typically used in this weapon, but any are usable. **Weight:** 20 lbs (9 kg). **M.D.C.:** 60, but it can only be damaged if attacks are directed the weapon itself; a called shot is required. **Mega-Damage:** None, but targets are ensnared by an ectoplasmic net that is stronger than steel. Only a combined supernatural P.S. of 30 or higher is capable of breaking the net within one melee. Otherwise, the net lasts for 4D6 minutes. The net itself has 30 M.D.C. and conventional weapons will only inflict one quarter damage to it. Magic and psionic attacks will do full damage. **Rate of Fire:** Equal to the user's hand to hand attacks per melee. **Maximum Effective Range:** 800 feet (244 m). **Payload:** One per every forty I.S.P. or ten P.P.E. Can store a maximum of five nets. **Market Cost:** 75,000+ credits.

Entity Fear Pistol

Using the power of Empathic Transmission possessed by most entities, this pistol is capable of instilling paralyzing fear in its target. Haunting Entities are the most common to power this weapon, but Poltergeist and Syphon entities can also be used. **Weight:** 3 lbs (1.4 kg).

M.D.C.: 35, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required. **Mega-Damage:** None, but targets have a 01-60% chance of retreating unless a successful save vs psionics is rolled. Those who fail the save, but manage to hold their ground, will be -2 to strike and -4 to parry and dodge for 1D4 minutes. **Rate of Fire:** Equal to the user's hand to hand attacks per melee. **Maximum Effective Range:** 400 feet (122 m). **Payload:** One per every four I.S.P. or one P.P.E. Can store a maximum of ten shots. **Market Cost:** 50,000 credits.



Entity Kinetic Staff

This weapon combines the power of three Tectonic Entities to create potent telekinetic effects. An ornate weapon, this staff is covered with carvings and designs from top to bottom with a glowing orb at the top. The designs on the shaft usually resemble thousands of outstretched arms, a tangle of vines or roots, or anguished faces. **Weight:** 12 lbs (5.4 kg). **Rate of Fire:** Equal to the user's hand to hand attacks per melee. **Maximum Effective Range:** 500 feet (152.4 m) for the telekinetic bolts and equal to a sixth level psionic for the other powers.

Saving Throw: Not applicable. **Payload:** 60 I.S.P., but the staff can draw I.S.P. and P.P.E. from other people as listed previously. I.S.P. regenerates at a rate of 10 per hour. **M.D.C.:** 100 M.D.C., but it can only be damaged if attacks are directed at the weapon itself; a called shot is required. Destroying the staff will release the entities from their bond of servitude and they will probably try to get revenge on their last master. **Mega-Damage:** 2D6 M.D. as a blunt weapon or via the following psionic attacks. **Psionic Powers:** The user of the staff controls and directs the psionic attacks, but the psychic energy comes from within the staff itself.

1. Telekinetic Bolts (2 I.S.P.): Each bolt inflicts 1D4 M.D. and has a range of 500 feet (152.4 m).

2. Telekinesis: Super (10 I.S.P. per 100 lbs or 45 kg being moved): Equal to the super-psionic power at sixth level proficiency.

3. Telekinetic Force Field (30 I.S.P.): Equal to the super-psionic power at sixth level proficiency.

Market Cost: About three million credits, depending on the seller and market conditions.



Entity Paralysis Rifle

This rifle uses the Bio-Manipulation power possessed by Syphon and Possessing Entities to create a beam that will instill paralysis in whoever it strikes. **Weight:** 12 lbs (5.4 kg). **M.D.C.:** 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required. **Mega-Damage:** None, but the target will be paralyzed from head to toe, unless he makes a successful save vs psionics, for 1D4 minutes! **Rate of Fire:** Equal to the user's hand to hand attacks per melee. **Maximum Effective Range:** 600 feet (183 m). **Payload:** One per every eight I.S.P. or two P.P.E. Can store a maximum of ten blasts. **Market Cost:** 100,000+ credits.



Entity Pain Inducer

Similar to the Paralysis Rifle, this weapon also uses the Bio-Manipulation power of certain entities to inflict intense pain in the target. **Weight:** 12 lbs (5.4 kg). **M.D.C.:** 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required.

Mega-Damage: None, but the target will suffer from intense pain, unless a successful save vs psionics is rolled. A failed save means the target will be racked with pain and is -4 to strike, parry and dodge, and -30% to Spd for 1D4 minutes. **Rate of Fire:** Equal to the user's hand to hand attacks per melee. **Maximum Effective Range:** 600 feet (183 m). **Payload:** One per every eight I.S.P. or two P.P.E. Can store a maximum of ten blasts. **Market Cost:** 120,000+ credits (evil beings seem to prefer a weapon that delivers pain and suffering).



Entity TK Rifle

Similar to the Techno-Wizard TK Machine-gun, this rifle fires telekinetic bolts at incredible speed. It requires a Tectonic Entity as its power source. **Weight:** 10 lbs (4.5 kg). **M.D.C.:** 60, but it can only be damaged if attacks are directed at the weapon itself; a called shot is required. **Mega-Damage:** 4D6 M.D. per blast. **Rate of Fire:** Equal to the user's hand to hand attacks per melee round. Each blast counts as one attack. **Maximum Effective Range:** 2000 feet (610 m). **Payload:** Two per every four I.S.P. or one P.P.E. Can store a maximum of 25 shots.

Targeting Bonus: +1 to strike on an aimed shot. **Market Cost:** 150,000 credits and up.

Eye of Eylor Weapons & Devices

Eyes of Eylor – A living Bio-Wizard component. The Eyes of Eylor are said to be from the legendary living planet and possess incredible sensory and magic powers. The eyes are used as power sources in Bio-Wizard devices and for their optical and other abilities. **Alignment:** Not generally applicable, however, the eyes can be programmed to be a particular alignment when used in Bio-Wizardry; typically evil or anarchist. **Appearance:** Look like giant human eyes. **Average Life Span:** Unknown; estimated 50,000 years, may be effectively eternal.



Attributes: Not applicable. Show an amazing degree of memory and Total Recall, but function like a blank computer that is able to hold and use knowledge in a programmed way but NEVER really think or act on their own — perfect for bio-technology. **Hit Points:** Mega-Damage creatures that don't seem to need any kind of nourishment, they just exist and can exist in any environment, including the vacuum of space. **M.D.C.:** 40 for baseball size eyes, 60 for basketball size eyes, 100 for those twice the size of a basketball and 120 M.D.C. for eyes as big as a 50 gallon (190 liter) drum. **Regeneration:** All eyes can regenerate 1D4x10 M. D. C. per minute and can instantly create an Armor of Ithan force field around them (this field is sometimes expanded to include a larger bio-Wizard body or area and therefore weakens the protection of the eyes themselves, as is the case of the Splugorth Slave Barge). They may also be encased in an M.D.C. containment mechanism/housing. **Weight:** Approximately 2 lbs for small eyes (0.9 kg) to 350 lbs (157.5 kg) for the largest; have a lot of mass. **Bonuses:** Impervious to Horror Factor, gases, poisons, and drugs. +3 to save vs magic and psionic attacks. **Magic & P.P.E.:** 150 P.P.E. for small eyes, 250 for medium and 400 for the large eyes. The magic powers of small to medium eyes are the equivalent of an 8th level mage, large eyes can be the equal of an 8th or 12th level wizard. Small and medium-sized eyes can be programmed to perform as many as eleven (11) different spells as often as two times each. Large eyes can be programmed to perform as many as twenty (20) spells as often as three times each. The eyes can be programmed with any magic spells (Invocations, not Warlock magic, etc.) from levels one through eight. **Psionic Powers:** 1D6x10+40 I.S.P. Equivalent to a minor psionic. Abilities are limited to Empathy, Telepathy (mainly a receiver and serves as a mental link when used in Bio-Wizardry), See Aura, See the Invisible, Sense Evil, Sense Magic, and Total Recall. **Other Abilities:** Prowl 70%, track (humanoids) 70%. Maximum speed flying or floating is 35 mph/56 km (Spd 50) and can attain a height of 400 feet (122 m). Also functions perfectly underwater, in space and in any environment.

Optics:

1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m)
3. Telescopic vision (6000 feet/18290 m)
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and See P.P.E. Energy, without requiring an additional source of I.S.P. or P.P.E.

Market Cost: Exclusive to Splugorth.

Eylor Assault Staff

This weapon is designed specifically with heavy combat in mind. It uses two of the famous Eyes of Eylor as opposed to one in the Staff of Eylor. Both of the Eyes are programmed with the same spells to give it double the usual payload and P.P.E. of one Eye. Its capabilities are mostly offensive, so it is only issued when heavy combat is anticipated. Usually only special operatives, such as Conservators and Powerlords, are considered for such missions and then only individuals who have proven themselves to be worthy are given one of these. Suffice it to say, the standard users of this powerful weapon are powerful, higher level Minions who are very unlikely to part with the staff without a deadly battle. Like the Staff of Eylor, the weapon is not indestructible and it forms a link with its owner. The staff has 300 M.D.C., but only suffers damage when it is specifically targeted on a "called" shot at a penalty of -2 to strike. For every point of damage the staff endures, its owner also takes five points of Hit Point (or M.D.C.) damage. Unlike the Staff of Eylor, the Eylor Assault Staff does not have its own intelligence and will always respond to the mental commands of the user. **Weight:** 30 lbs (13.5 kg). **M.D.C.:** 300, but only takes damage when deliberately targeted. Recovers 2D4x10 M.D.C. per day.

Mega-Damage: As a blunt weapon, the staff inflicts 4D6 M.D. or 1D4x10+8 when enchanted with the Lightblade spell.



Magic Powers: Each of the following spells can be cast four times a day with the standard amount of P.P.E. drawn from the Staff's reserve. All spells are cast at the power level equal to an eighth level spell caster. Offensive magic attacks are fired from the top of the staff, except for Call Lightning.

1. Thunderclap (5 P.P.E.); same as the Invocation.
2. Fire Ball (10); same as the Invocation.
3. Call Lightning (15); same as the Invocation.
4. Orb of Cold (6); same as the Invocation.
5. Fire Gout (20); same as the Invocation.
6. Power Bolt (20); same as the Invocation.
7. Sub-particle Acceleration (20); same as the Invocation.
8. Lightblade (20); same as the Invocation.
9. Ballistic Fire (25); same as the Invocation.
10. Invincible Armor (30); same as the Invocation.

Rate of Fire: Four spells can be cast per melee. Each casting counts as one melee action.

Maximum Effective Range: Varies with the spell cast.

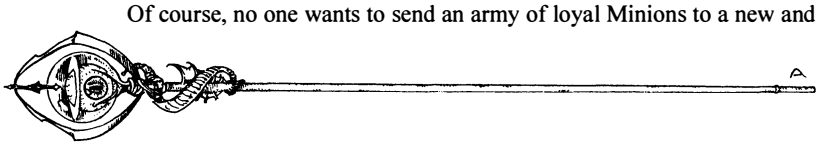
Payload: Each spell can be cast up to four times per 24 hours. Each casting burns up some of the staff's P.P.E. supply. Permanent base is 220 P.P.E. which regenerates at the rate of 40 per hour.

Saving Throw: All spells are cast at the level of an eighth level sorcerer and require a saving throw of 14 or higher when applicable.

Market Cost: Generally not available on the open market, but will sell for 30 to 50 million credits whenever available.

Eylor Exploration Staff

The discovery and exploration of unknown worlds is important to the Splugorth. As masters of interdimensional travel, the Splugorth and their High Lord Shifters magically search the still vastly undiscovered areas of the Megaverse. Not that any of them go out and do the exploration themselves. That is what the lesser Minions and slave races are for. Of course, no one wants to send an army of loyal Minions to a new and



possibly dangerous world without protection. Kydian Overlords and Powerlords use Bio-Wizard armor that can protect them from most environmental dangers and the Kittani always travel in full environmental power armor. However, sometimes a little more protection is desired, and that is when the Eylor Exploration Staff is issued.

Whether the environment is toxic, radioactive, or just downright damaging, this staff can create a defense that will counter it. The staff itself is equal to a rune weapon in power, but is not indestructible. The staff has 150 M.D.C., but only suffers damage when it is specifically targeted on a "called" shot at a penalty of -2 to strike. It forms a link to its owner who suffers ten points of Hit Point (or M.D.C.) damage for every one M.D. the staff takes. The Exploration Staff has its own intelligence and is programmed to do its best to protect its owner. So even if the owner is overcome by the conditions of the environment he is exploring, the staff will create a defense to counter it and help its master recover. **Weight:** 20 lbs (9 kg). **Rate of Fire:** As many as three spells can be activated and cast per melee round. Each casting counts as one melee action, but all effects are accumulative. **Range:** Self only for all spells. **Payload:** Each spell uses up some of the staff's P.P.E. supply. Permanent base P.P.E. is 150 which regenerates at the rate of 20 per hour. **Saving Throw:** All spells are cast at the level of an eighth level sorcerer. Saving throw is not applicable. **M.D.C.:** 150, but only takes damage when deliberately targeted. Recovers 1D4x10 M.D.C. per day. **Mega-Damage:** As a blunt weapon, the staff inflicts 3D6 M.D. plus the user's supernatural P.S. punch damage. **Magic Powers:** Up to 18 spells can be cast per day using P.P.E. drawn from the staff's reserve. All spells are cast at a level equal to an eighth level spell caster.

1. Impervious to Radiation (50 P.P.E.): Duration is 10 minutes per level of experience (80 minutes for the staff). Considered to be a ninth level spell. Renders the caster completely immune to the harmful effects of radiation for the duration.

2. Impervious to Vacuum (80 P.P.E.): Duration is 5 minutes per level of experience (indefinitely for the staff). Considered to be a tenth level spell. Renders the caster immune to effects of the vacuum of planets without atmospheres and outer space.

3. Impervious to Ocean Depths (75 P.P.E.): Duration is 10 minutes per level of experience (unlimited for the staff). Equal to the tenth level Ocean Magic spell. Renders the caster immune to the pressure of the ocean depths, even at the ocean floor.

4. Impervious to Energy (20 P.P.E.): Duration is 2 minutes per level of experience (16 minutes for the staff). Equal to the sixth level wizard spell. Renders the caster impervious to energy.

5. Impervious to Fire (5 P.P.E.): Duration is 5 minutes per level of experience (the staff is automatically impervious). Equal to the third level wizard spell. Renders the caster impervious to fire and heat.

6. Impervious to Cold (10 P.P.E.): Duration is 20 minutes per level of experience (the staff is automatically impervious). Equal to the fourth level Ocean Magic spell. Renders the caster immune to cold.

7. Impervious to Poison (5 P.P.E.): Duration is 5 minutes per level of experience (the staff is automatically impervious). Equal to the third level wizard spell. Renders the caster impervious to poison and toxic gases, including alien atmospheres.

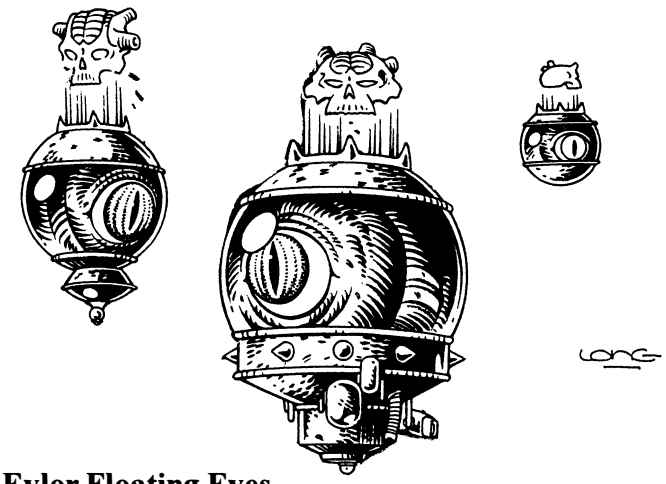
8. Heal Self (20 P.P.E.): Duration is instant. Equal to the seventh level Invocation. Instantly restores 3D6 S.D.C. and 1D6 Hit Points (or 1D4 M.D.C.) to the staff's owner (remember, they are linked).

9. Negate Poison (5 P.P.E.): Duration is instant. Equal to the third level wizard spell. Instantly negates toxins in the body of the staff's owner.

10. Breathe without Air (5 P.P.E.): Duration is 3 minutes per level of experience (the staff is automatically impervious; it does not breathe). Equal to the third level wizard spell and automatically engages whenever necessary.

11. Invincible Armor (30 P.P.E.): Duration is 3 minutes per level of experience (24 minutes for the staff). Equal to the eighth level Invocation. Surrounds the wielder with a suit of magic armor that provides 200 M.D.C. and protection from all environmental effects.

Market Cost: Generally not available on the open market, but will sell for 10 to 20 million credits whenever available.



Eylor Floating Eyes — Observation Spheres/Sensor Probes

Perhaps the most common Bio-Wizard device utilizing the magic eyes are the floating eye or observation balls. Five accompany the infamous slave barge and can be used as single units for the purpose of spying, reconnaissance and observation. These observation spheres resemble glass orbs with a metal top and bottom (as depicted on page 248 of **Rifts® Ultimate Edition**). **Alignment:** Typically not applicable - used as a tool. **Horror Factor:** 14. **M.D.C.:** Sphere is 50 to 100, the eye itself has 60 M.D.C. Optics: As previously described under the Eyes of Eylor.

Other Abilities: Prowl 70%, track (humanoids) 70%, speed flying or floating is 35 mph/56 km (Spd 50) and can attain a height of 400 feet (122 m). **Magic Program:** Typically programmed with the following spells: Blinding Flash, Globe of Daylight, and Chameleon (on self only). The eye can cast each spell twice per 24 hour period. **P.P.E.:** 250. **Combat:** Magic or may have a mini-blaster built into the lower cap.**Optional Jolt Gun, Mini-Blaster.** Primary Purpose: Herd slaves. S.D.C. Damage: Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double damage and range on a ley line). Range: 1,000 feet (305 m). Rate of Fire: Up to four blasts per melee. Payload: Effectively unlimited. **Market Cost:** Exclusive to Splugorth.

Eylor Helm of Omnipotence

This is a large helmet that contains a basketball-sized eye of Eylor in the center and three baseball-sized eyes on each side. It is used by privileged High Lords or other elite minions who have been hand picked by their Splugorth master. The helm instills great magic power to the wearer. **Alignment:** Evil, typically Aberrant. **Horror Factor:** 16. **M.D.C.:** Helmet is 200, the eye itself is 120. **Optics:** As previously described under the Eyes of Eylor. **Other Abilities:** As previously described under the Eyes of Eylor. Plus adds 50 M.D.C. to the wearer. **Psionics:** As previously described under the Eyes of Eylor. **Magic Program:** 30 spells (draws power from the many eyes); 8th level spell strength and a total of 1150 P.P.E.: Eyes of the Wolf, See the Invisible, See Aura, Detect Concealment, Oracle, Breathe Without Air, Invulnerability, Teleport: Lesser, Time Slip, Escape, Shadow Meld, Fly as the Eagle, Negate Magic, Dispel Magic Barrier, Metamorphosis: Human, Mask of Deceit, Heal Wounds, Cure Illness, Exorcism, Constrain Being, Turn Dead, Animate and Control Dead, Domination, Life Drain, Fire Ball, Call Lightning, Wisps of Confusion, Minor Curse, Sickness, and Spoil. The eye can cast each spell three times within a 24 hour period and possesses 400 P.P.E. **Combat:** Attacks per melee are equal to the wearer's normal hand to hand skills plus three magic attacks per

melee. The wearer of the helm can use any variety of weapons with which the character feels comfortable. **Market Cost:** Not available. Exclusive to the Splugorth.

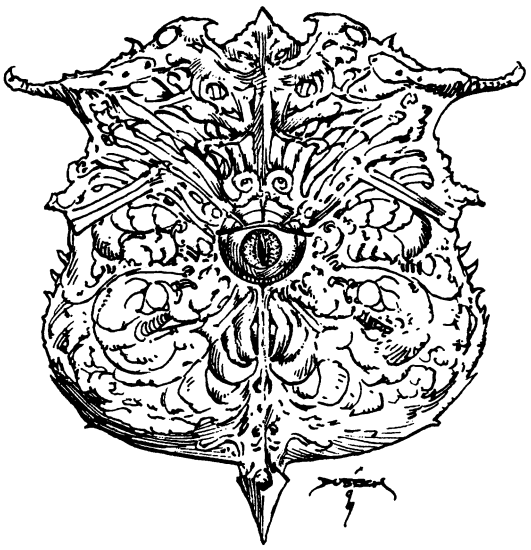
Eylor Seeker-Hunter Eye

This device is very similar to the observation ball in both appearance and abilities. The only differences are its large size (50 gallon drum), increased P.P.E., increased magic, and evil alignment. It is typically used to guard a particular area or to seek and destroy the enemy. **Alignment:** Evil, typically Aberrant evil. **Horror Factor:** 14. **M.D.C.:** Sphere is 200, the eye itself is 120. **Optics:** As previously described under the Eyes of Eylor. **Other Abilities:** As previously described under the Eyes of Eylor. Psionics: As previously described under the Eyes of Eylor. **Magic Program:** Typically programmed with the following 18 spells: Blinding Flash, Globe of Daylight, Globe of Silence, Chameleon (on self only), Eyes of the Wolf, See the Invisible, See Aura, Locate, Turn Dead, Constrain Being, Fuel Flame, Paralysis: Lesser, Telekinesis, Fire Bolt, Fire Ball, Call Lightning, Wisps of Confusion, and Magic Net. The eye can cast each spell three times within a 24 hour period and possesses 400 P.P.E. **Combat:** A total of five melee attacks; three magic attacks per melee plus two additional melee actions/attacks. Tends to rely on magic but may also have a laser and/or plasma blaster built into the lower cap. A butt with its body does 1D4 M.D., a high speed ram does 2D6 M.D.

Optional Laser (a combination of light spells and laser optics): Primary Purpose: Defense. Mega-Damage: Two settings: 2D6 M.D. or 3D6 per blast. Range: 2000 feet (610 m). Rate of Fire: Up to four blasts per melee. Payload: Effectively unlimited.

Optional Plasma Blaster (a combination of fire magic and blaster): Primary Purpose: Assault. Mega-Damage: 5D6 M.D. per blast. Range: 2000 feet (610 m). Rate of Fire: Up to four blasts per melee. Payload: Effectively unlimited.

Market Cost: Not available. Exclusive to the Splugorth.



Eylor Shield of Invincibility

Although not truly indestructible nor able to protect its user from all harm, this shield is very durable and able to regenerate damage rapidly. It also has a number of magic powers that further augment its defensive capabilities. Standard building materials are shells and bone from creatures of magic and parts from other unknown creatures, but the main empowering device is a small Eye of Eylor disguised as the centerpiece of the shield design.

Weight: 10 lbs (4.5 kg).

M.D.C.: 300 and regenerates 10 M.D.C. per minute. This weapon is not linked to its owner, and does not have an intelligence. Nor is damage inflicted to it, passed on to its user.

Mega-Damage: 2D4 M.D. on a shield strike.

Magic Powers: Equal in range and duration to a sixth level spell caster.

1. Speed Weapon (100 P.P.E.): Used in this capacity, the spell allows the shield bearer to attempt to parry all attacks directed at him, including attacks from multiple opponents. Long-range attacks may also be parried without the benefit of combat bonuses (straight roll only), but surprise attacks may not.

2. Targeted Deflection (15 P.P.E.): Same effects as the Invocation of the same name but only works on the shield.

3. Deflect (10 P.P.E.): Same effects as the Invocation of the same name, but only works on the shield, i.e., only the shield can be used to deflect.

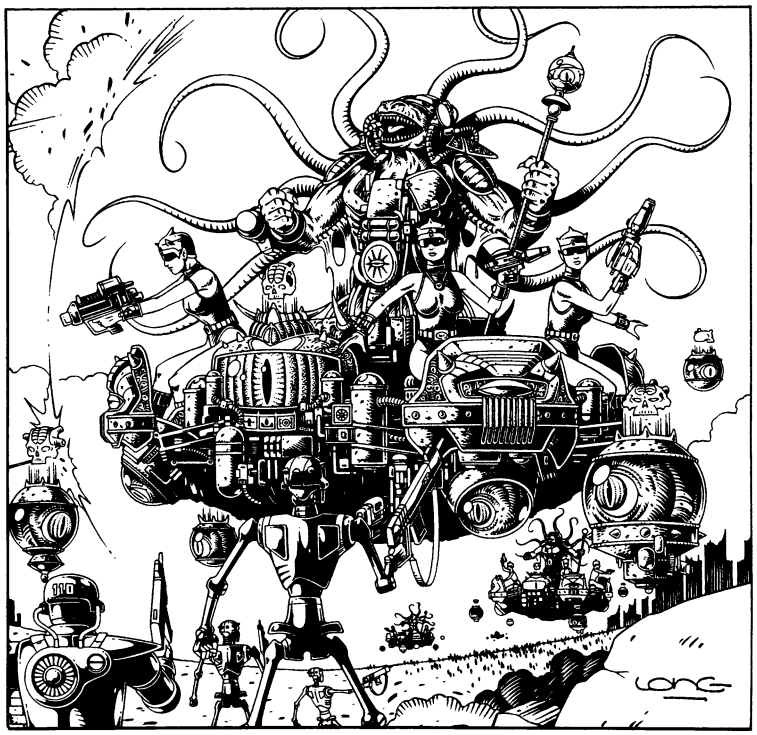
Maximum Effective Range: Hand to hand combat range for physical attacks and 800 feet (244 m) for targeted deflect attacks.

Bonuses: +2 to parry.

Payload: 100 P.P.E. and regenerates 10 per hour or can be completely recharged at a nexus point or Stone Pyramid.

Saving Throw: Not applicable.

Market Cost: Eight to twelve million credits.



Eylor Slave Barge – a.k.a. Slaver's Barge

The infamous Slaver's barge is a symbiotic device that was specifically designed for the Splugorth Slaver. The lone pilot actually becomes a part of the barge, linked to it both physically and mentally. This means the Slaver can never detach himself from his vessel. No other being can pilot the slave barge. **Note:** In addition to the Slaver's own abilities, the barge and its many eyes give the pilot *all* the powers of the Eylor eyes.

Alignment: Same as the pilot. **Horror Factor:** 14.

M.D.C. by Location:

Slave Barge Main Body — 500

Transmutation Slime Containment chamber — 250

Barge Shields (4) — 100 each

Barge eyes (5) — 50 each

Note: The barge and its five eyes die if the Slaver connected to them is slain. The additional observation eyes fly back to Atlantis and the eye-staff must find a new master within 72 hours or it too will die.

Theoretically, a Bio-Wizard or Techno-Wizard could modify the barge to accommodate life forms other than the Splugorth Slaver. However, like the Slaver, the pilot would be permanently attached to the symbiotic machine and would require transmutation fluid in the containment unit. Such a modification has never been performed!

The Magic, Weapons & Special Abilities of the Barge:

1. Force Field (Armor of Ithan): Engages instantly and automatically when attacked or threatened by any means, physical, energy, magic, psionic, etc. (no, there is no chance to blast before the force field is in place). Provides maximum protection and mobility; can fight using tentacles.

2. Optic & Sensory Capabilities from the Eylor Eyes: As previously described under the Eyes of Eylor.

3. Psionic Powers: The barge bestows its pilot with the powers of Mind Block and Telepathy.

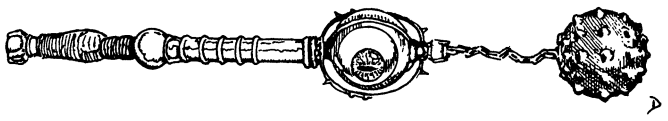
4. Magic Program: Programmed with Blinding Flash, Globe of Daylight, and Chameleon (on barge and its occupants). Each spell can be cast twice per 24 hour period. Total P.P.E.: 1250.

5. Other Abilities: It moves silently, equal to a Prowl skill of 64%. Speed flying or floating is 53 mph (85 km; Spd 77), with an attainable height of 500 feet (153 m). The decorative plate shields (100 M.D.C. Each) offer protective cover for the four blind warrior women that typically serve as the crew.

The Slaver can submerge himself up to the chin in the transmutation slime filled containment unit. The slime chamber is also a healing unit that restores 1D6x10 Hit Points for every 10 minutes of submersion; utilized by the Slaver and his warrior slaves. The barge can also function perfectly underwater and in space.

6. Barge Blasters (2): Located in the lower front and rear of the barge is a gun that resembles a pistol on a mechanical arm. This is an S.D.C. energy blaster that fires energy bolts. Primary Purpose: Defense. S.D.C. Damage: 4D6 S.D.C. per blast (6D6 S.D.C. on a ley line). Range: 2,000 feet (610 m). Rate of Fire: Up to four blasts per melee. Payload: Effectively unlimited. Cost: 50 million (?); has never been available.

Market Cost: Not available. Exclusive to the Splugorth.



Eylor Mace (a.k.a. Mace of Eylor)

This is another purely offensive weapon using the famous Eye of Eylor. Unlike the usual Eylor weapons, the mace has rather limited magic capabilities, but is capable of inflicting massive amounts of damage with smashing attacks. The mace is psionically linked to its owner and has been enchanted to return to its owner after being thrown or when dropped.

Weight: 10 lbs (4.5 kg).

M.D.C.: 250 and the damage inflicted to it does not carry over to the owner, unlike other Eylor weapons. Recovers 1D4x10 M.D.C. per day.

Mega-Damage: The mace inflicts 1D6x10 M.D. with every strike plus the usual damage from the supernatural P.S. of its wielder. P.S. damage is not applied when the mace is thrown.

Magic Powers: Each of the following spells can be cast two times a day with the standard amount of P.P.E. drawn from the mace's reserve. All spells are cast at the power level equal to an eighth level spell caster.

1. Thunderclap (5 P.P.E.); same as the Invocation.
2. Call Lightning (15); same as the Invocation.
3. Wind Rush (20); same as the Invocation.
4. Electric Arc (8); same as the Invocation.
5. Lightning Arc (30); same as the Invocation.

Rate of Fire: Two spells can be cast per melee. Each casting counts as one melee action.

Maximum Effective Range: Varies with the spell cast, or the mace can be thrown up to 500 feet (152 m) and returns after every throw.

Bonus to Strike: The mace is +1 to strike when thrown and in hand to hand combat.

Payload: Each spell can be cast up to two times per 24 hours. Each casting expends some of the mace's P.P.E. supply. Permanent base P.P.E. is 100 which regenerates at the rate of 20 per hour.

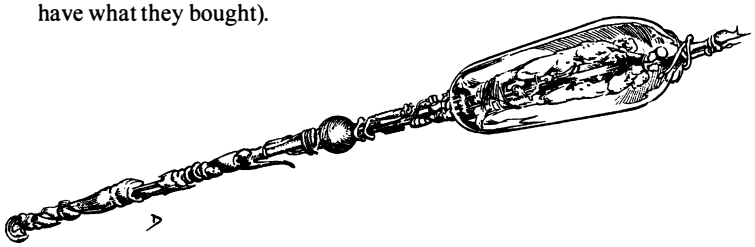
Saving Throw: All spells are cast at the level of an eighth level sorcerer and require a saving throw of 14 or higher when applicable.

Market Cost: Generally not available on the open market, but will sell for 10 to 30 million credits whenever available.

Faerie Bio-Wizard Weapons

The callous Splugorth High Lords have devised a number of weapons that take advantage of the powerful magic of Faerie Folk, among many other creatures of magic, the most famous of which include the Eyes of Eylor and the noble Zembahk. To use the Faerie in Bio-Wizardry, it is first rendered comatose and bound with magic bindings. Then the poor creature is entrapped in a housing similar to that used for the Zembahk devices. From that point it is incorporated into a weapon based on the type of Faerie enslaved. The enslavement of these free-spirited creatures consigns them to a fate worse than death, as is true of most living creatures used as components in Bio-Wizardry. The process leaves them in a dream-like coma in which they experience constant pain. The few who are rescued and reawakened are horribly traumatized. Only time and the comfort of their fellow Faerie Folk can possibly return the freed Faerie to its former fun-loving self. Faerie Weapons would be more commonly available were it not for the fact that most other Faerie Folk fight tooth and nail to free their enslaved brethren. If the holder of a Faerie weapon ever wanders too close to a Faerie Mound, he will be assaulted by the magic of a hundred or even a thousand of the tiny creatures, and even one lone Faerie will do his best to free his kinsman. Remember, Faeries may be small, but they are backed by the strength of magic and great numbers. Undoubtedly, the Faerie weapon wielder will be forced to dance himself into unconsciousness, then wake up to find himself miles away from the Faerie Mound with all of his weapons destroyed and valuables (and maybe body armor and clothing) stripped and gone.

Note: Most characters of a good to unprincipled alignment will NOT use Bio-Wizard weapons that enslave Faerie Folk. Many won't use any Bio-Wizard item that enslaves any living being, even Entities. Cyber-Knights and many other champions of justice destroy them and free the suffering creatures held captive inside whenever possible. Since only the Splugorth and a tiny handful of other beings know the secrets of Bio-Wizardry, these weapons and most Bio-Wizard devices are virtually nonexistent anywhere else in the Megaverse. They are available only from Splugorth markets, the worlds in the Splugorth Empire and from individuals who have made a purchase from the Splugorth (and they don't know how to make the magic item, they only have what they bought).



Faerie: Blizzard Staff

The Blizzard Staff is one of the most powerful of the Faerie based Splugorth weapons. Two Frost Pixies are bound and trapped as the main components of this impressive weapon. Unlike the other Faerie weapons, in this instance the Pixies must be kept alive and "conscious" to power the weapon. Whenever one of the staff's powers is used, the

Pixies are subjected to incredible pain, usually accompanied by incredible screaming. When heard through the transparent housing of the staff, the screams sound like an eerie, shrieking wind. This sound only adds to the staff's mystique and desirability among evil beings. If the Pixies are ever freed, they will be much more traumatized than with any of the other Faerie weapons and may never fully recover; randomly roll for one Psychosis and one Phobia on the insanity tables in **Rifts® Ultimate Edition**. Furthermore, the tiny creatures may be of an evil alignment and will most certainly distrust and dislike all Big Folk.

Weight: 20 lbs (9 kg).

M.D.C.: 60, plus the Faerie containment housing has 30 M.D.C. It can only be damaged if attacks are directed at the weapon itself.

Mega-Damage: As a blunt weapon, it inflicts 2D6 M.D. Double damage to creatures vulnerable to cold. Also see the powers listed below.

Magic Powers:

1. Snowstorm: Equal to the Water Warlock spell at fifth level proficiency (half the true level of the Pixie). Can be cast only once per hour.

2. Encase in Ice: Equal to the Water Warlock spell at fifth level proficiency. Can be cast once per melee.

3. Wall of Ice: Equal to the Water Warlock spell at fifth level proficiency. Can be cast once per melee.

4. Shards of Ice: Equal to the Water Warlock spell at fifth level proficiency. Can be used at a rate equal to the user's number of attacks per melee. Range is only 150 feet (45.7 m) and it inflicts 1D4 M.D. Double damage to creatures vulnerable to ice.

Maximum Effective Range: Varies with the magic spell.

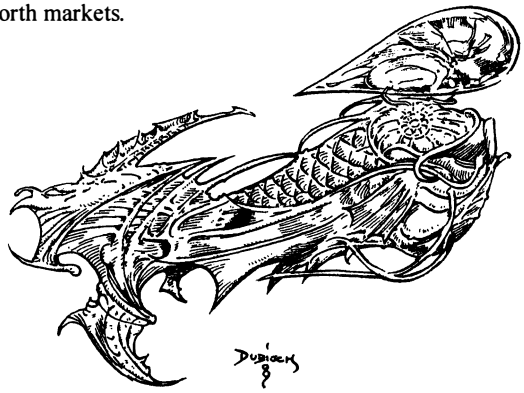
Payload: Unlimited; the weapon draws all its power from the constantly renewing energy of the Faerie.

Market Cost: 10 to 12 million credits. Not often available even in Atlantis and other Splugorth markets. Nonexistent elsewhere.



Faerie: Dark Lightning

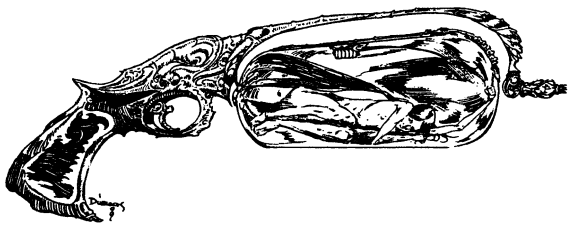
With its ebony appearance and twisted organic design, simply seeing this huge handgun can be frightening. The shooter puts one hand in the back of the gun where the handle and trigger are concealed, and the other is needed to support the weapon to fire accurately (otherwise -3 to strike). Only shooters with a P.S. of 24 or higher can fire it one handed. Once its power is unleashed, it becomes downright horrifying. With the pull of a trigger, a burst of pitch-black energy shaped like an electric arc rips through the air. Those who expect it to strike like a white-hot bolt of lightning are surprised when it surges through them with a painful immobilizing chill. The frame of this weapon is constructed from the skin and bone of the evil Faerie Folk, like Black Faeries, Pucks, and Toad Stools, and it is powered by a Bogie. **Weight:** 50 lbs (22.5 kg). **M.D.C.:** 60; it can only be damaged if attacks are directed at the weapon itself. **Mega-Damage:** 1D4x10, plus the target must save vs magic at 14 or higher or suffer additional damage. A failed save means the target feels as if his heart has been frozen, suffering an additional 4D6 points of damage direct to Hit Points (bypassing body armor) or M.D.C., if a Mega-Damage creature. Additional penalties are -2 to all combat bonuses, -1 attack per melee, and -30% to skill performance for 1D4 minutes. A successful saving throw means no additional damage or penalties are incurred. **Rate of Fire:** Four per melee round. Each shot counts as one melee action. **Maximum Effective Range:** 600 feet (183 m). **Payload:** Unlimited; the weapon draws all of its power from the constantly renewing energy of the Faerie. **Market Cost:** 2-6 million credits. Poor availability even in Atlantis. Nonexistent outside of Splugorth markets.



Faerie: Floodwater Pistol or Rod

This weapon is quickly becoming the official anti-vampire weapon of the Splugorth Empire. Powered by an enslaved Water Sprite, it is capable of shooting powerful streams of water. The weapon usually has a fish-like or aquatic design to it. The Faerie housing is usually shaped like a water drop and located in place of the barrel for pistols or on the top of rods. **Weight:** 4 lbs (1.8 kg). **M.D.C.:** 25 for a pistol, 40 for a staff; it can only be damaged if attacks are directed at the weapon itself, and attackers are -1 to strike due to its small size and the fact that it is likely to be a moving target. **Mega-Damage:** None, but shoots a stream of water that will inflict 6D6 Hit Point damage to vampires and 4D6 M.D. to other creatures vulnerable to water. **Rate of Fire:** Four per melee round. Each shot counts as one melee action.

Maximum Effective Range: 400 feet (122 m). **Payload:** Unlimited; the weapon draws all its power from the constantly renewing energy of the Faerie. **Market Cost:** 120,000 credits. Good availability in Atlantis, the Gargoyle Empire, New Phoenix, and most Splugorth markets. Non-existent everywhere most else. The Splugorth have smuggled a number of these weapons into Mexico, but they have limited popularity because most potential buyers find Bio-Wizardry to be as abhorrent as the vampires they fight.



Faerie: Vinewrapper Pistol or Rod

This weapon requires the containment of a Green Wood Faerie or a Tree Sprite. It tweaks the natural plant-based magic powers of the Faerie or Sprite to create entangling vines. The weapon fires a bright green beam toward its target. Once it strikes, a series of supernaturally strong vines appear from nowhere and suddenly wrap around him. The weapon appears to be a rod or a pistol with a glass jar mounted on top of the rod or replacing the barrel of the pistol. The jar contains an enslaved, unconscious Faerie or Sprite that powers the weapon. **Weight:** 5 lbs (2.25 kg). **M.D.C.:** 25 for a pistol, 40 for a staff; it can only be damaged if attacks are directed at the weapon itself, and attackers are -1 to strike due to its small size and the fact that it is likely to be a moving target. **Mega-Damage:** None, but the vines require a supernatural P.S. of 30 or 5D6 M.D. inflicted to them to break free. Otherwise, the vines will constrain the victim for 2D4 melee rounds. The victim entangled by them cannot use any weapons to break free other than his own strength, but others can use their weapons and brute strength to help. **Rate of Fire:** Four per melee round. Each shot counts as one melee action. **Maximum Effective Range:** 500 feet (152 m). **Payload:** Unlimited; the weapon draws all its power from the constantly renewing

energy of the Faerie. **Market Cost:** 225,000 credits on Atlantis, double to quadruple elsewhere. Good availability in Atlantis, the Gargoyle Empire, New Phoenix, and most Splugorth markets. Non-existent elsewhere.



Faerie: Windstream Pistol or Rod

An enslaved Silver Bell Faerie or a Wind Puff Sprite is the power source for this weapon. It creates a stunning burst of wind that rushes from its barrel. It is especially effective in defending against gas attacks because it will blow the gas away and completely disperse it in half a melee round (7 seconds). It looks nearly identical to the Vinewrapper, except for the Faerie or Sprite it contains, and some design variations. **Weight:** 5 lbs (2.25 kg). M.D.C.: 25 for a pistol, 40 for a staff. It can only be damaged if attacks are directed at the weapon itself, and attackers are -1 to strike due to its small size and the fact that it is likely to be a moving target. **Mega-Damage:** None, but creates a powerful wind that knocks over anything weighing less than 200 lbs (90 kg). Anybody knocked down by the wind loses initiative and one melee action. **Rate of Fire:** Four per melee round. Each shot counts as one melee action. **Maximum Effective Range:** 800 feet (244 m). **Payload:** Unlimited; the weapon draws all its power from the constantly renewing energy of the Faerie. **Market Cost:** 200,000 credits at Atlantis, double most other places. Good availability in Atlantis, the Gargoyle Empire, New Phoenix, and most Splugorth markets. Nonexistent elsewhere.



Faerie P.P.E. Battery

Faerie Folk have a vast amount of constantly renewing P.P.E. This high P.P.E. makes them desirable sacrifices for evil sorcerers. It also makes them useful for the construction of Bio-Wizard P.P.E. batteries. These batteries look very much like the housing for most Faerie weapons, but with a golden cap that resembles that of a conventional battery. **Weight:** The battery weighs only three pounds (1.4 kg). M.D.C.: 35. **Payload:** Provides 2D6+50 P.P.E., but regenerates P.P.E. at the rate of 2D6 per hour. This battery can also be fitted to just about any Techno-Wizard weapon or device to provide it with a nearly limitless power supply. Payload and duration varies with the power demands of the weapon. Most light weapons will be able to fire 100 shots per hour, while heavy weapons may be able to fire 50. Hooking it up to a one-man vehicle that rides the ley lines will enable it to move or fly away from ley lines but only at 20% its normal speed and no other features/abilities will work, even if other batteries are attached.

Cost: 60 million credits and up. Rare even in Atlantis, only because the Splugorth do not want to give their enemies and rivals too much power. Such batteries are most commonly seen being used by the elite Minions of Splugorth.

Other Splugorth Magic Weapons

Fang Dagger

Simply called "The Fang," this is one of the cheapest and most basic Bio-Wizard weapons created by the Splugorth. It appears to be constructed of a lustrous metal, but it feels more like the shell of an insect. The weapon is usually a sword, but can also be shaped as a scythe or pole arm weapon with the same stats. Knives and daggers are also possible, but all stats are reduced by half. Common designs are similar to those of ancient Europe and Asia, but alien designs are common, too. **Weight:** 5 lbs (2.2 kg). **M.D.C.:** 100, but only takes damage when specifically targeted and regenerates 2D6 M.D.C. per day. **Mega-Damage:** 4D6 M.D. **Market Cost:** 200,000 credits.

Living Whip

At a glance, this weapon appears to be a simple baton with its top half fatter and thicker than its handle. But with a flick of the wrist and a mental command from its user, the thick, blunt top of the baton stretches into an eight foot (2.4 m) long whip. Which wriggles with a life of its own, but also moves and twists according to the wishes of its master. It is rumored to be made from the tentacle or tail of some alien creature, but no one knows for certain. The whip can even flay the flesh of supernatural creatures. **Weight:** 2 lbs (0.9 kg). **M.D.C.:** 75, but inflicting 25 M.D. to the whip will sever part of it, which will writhe on the ground like the severed tail of a gecko. Damage is regenerated at the rate of 4D6 M.D.C. per hour, and lost pieces will regenerate in 24 hours. **Mega-Damage:** 3D6 M.D. per strike. **Maximum Effective Range:** Hand to hand combat with a reach of 8 feet (2.4 m). **Combat Bonuses:** +1 to initiative, +1 to strike and entangle, and +2 to disarm. **Market Cost:** 350,000 credits. This weapon is also available as a living Bio-Wizard implant to be used as an extra weapon limb. Such use is typically limited to Bio-'Borgs. The whip-like tentacle, minus the handle, can be implanted at the shoulder or the underside of the forearm. Combat abilities are the same, and while flexible, it is not prehensile enough to pick up and use weapons nor operate devices or carry things. It is strictly a weapon used to lash out at one's opponents. Cost of the implant is one million credits.



Psi-Interrogator

A terrible psionic device that combines a psionic monster with biotechnology. It is designed to extract information from the minds of unwilling subjects and for torture. The device resembles a thorny pod with a short handle. The pod opens up to release four tentacles that encircle the head/face and pull it into the pod. The psionic interrogation or torture begins the instant even one tentacle touches the skin. The device can perform psychic probes, cause fear, pain, and nightmares,

among other things. **Weight:** 6 lbs (2.7 kg). **Rate of Fire:** Four psi-attacks per melee. Different powers can be activated in the same melee round; all effects are cumulative. **Effective Range:** By touch except for Telepathy. **Psionic Saving Throw:** Defenders must save as if they were against a Master Psionic, 15 or higher. **Payload:** 140 I.S.P. and regenerates 10 P.P.E. points per hour. It can completely restore expended I.S.P. at a ley line nexus or magic Stone Pyramid. The device has a life of 70 years before it needs a replacement organism. **Note:** Considered a magic weapon and is indestructible. **Mega-Damage:** Psionic damage only. **Psionic Powers:** All are equal to a 6th level Master Psionic. A roll of 15 or higher is necessary to save.

1. Bio-Manipulation (10 I.S.P., super psionic power).

2. Empathic Transmission (6 I.S.P., super psionic power).

3. Mind Bond (10 I.S.P., identical to the super psionic power, only the data is telepathically relayed to the operator of the psi-interrogator).

4. Mind Wipe (I.S.P. varies, super psionic power).

5. Induce Sleep: (4 I.S.P., healer power).

6. Psychic Diagnosis: (4 I.S.P., healer power).

7. Psychic Surgery: (4 I.S.P., healer power used for torture). The tentacled thing can operate much like a hand and perform psychic surgery, usually to hurt, not heal.

8. Telepathy (4 I.S.P.). Same as the psionic power only half the usual range.

Market Cost: Generally not available on the open market, but when it is, it will sell for anywhere from one to two million credits.



Psionic Rod or Scepter

A creature of magic known as the Zembahk is the prime component for this weapon, as they are for so many Bio-Wizard devices. This time the device is a three foot long (0.9 m) scepter and draws on the creature's psionic power rather than the mystical. The majority of the Zembahk's body is encased in silver or gold metal and the head is enclosed in what looks like a glass bubble filled with fluid. The characteristic large white eye is glossy black and has a dead look to it. A telepathic link is established between the scepter and its user, enabling the character to draw on the psionic powers of the rod with a simple mental command. The psionic scepter is typically used by Splugorth High Lords, Powerlords and the occasional other minion, usually high ranking officers and officials.**Weight:** 7 lbs (3.2 kg). **Rate of Fire:** Four per melee. Different powers can be activated in the same melee, all effects are cumulative. **Effective Range:** Varies with the particular psi-power. **Psionic Saving Throw:** Defenders must save as if they were against a Master Psionic, 15 or higher. **Payload:** 92 I.S.P. and regenerates 10 points per hour or can be completely recharged at a ley line nexus or stone pyramid. This Zembahk will live for 100 years. When it dies a new Zembahk can be installed. **Note:** Considered a magic weapon and is indestructible. **Mega-Damage:** 1D4 M.D. as a blunt weapon, plus the character's P.S. damage bonus. **Psionic Powers:**

1. Psi-Sword (30 I.S.P): The sword blade appears from the head of the scepter. Same as the super psionic power, equal to a 6th level psionic.

2. Telekinetic Force Field (30 I.S.P.): Same as the super psionic power, equal to a 6th level psionic.

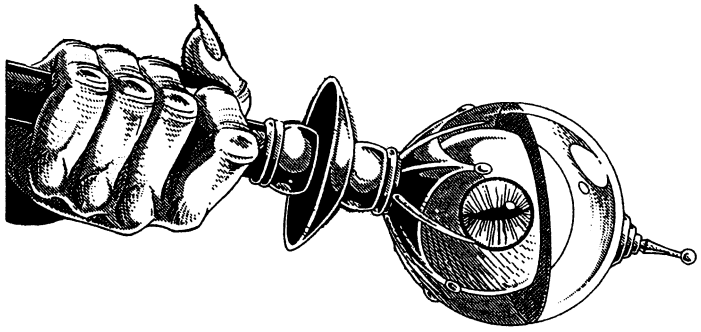
3. Mind Bolt (I.S.P. varies): Same as the super psionic power, equal to a 6th level psionic.

4. Telepathy (4 I.S.P.): Same as the psionic power only twice the usual range. Equal to a 6th level psionic.

5. Minor Sensitive Power (I.S.P. varies): Mind Block, Sense Evil, Sense Magic, and Sixth Sense. All are equal to a 6th level psionic.

6. Minor Physical Powers: (I.S.P. varies): Alter Aura, Ectoplasm, Impervious to Cold, and Impervious to Fire. All are equal to a 6th level psionic.

Market Cost: Generally not available on the open market, but when it is, it will sell for anywhere from two to twelve million credits.



Slaver's Staff – a.k.a. Staff of Eylor

This is a large staff with a soccer ball size eye floating in a transparent sphere. It contains an eye of Eylor, the planet-being, and provides great magic power. Like other staves, a telepathic link is established between the staff and its user. However, this link is a *permanent* psionic and physical connection (symbiotic) that is established within the first 72 hours of having used the staff. To start the bonding, an individual must willingly use the weapon and accept its power. Once the link is made, it can not be broken until the user dies. This means other beings can not use the staff until its owner is slain. **Note:** For every one M.D.C. point of damage the staff suffers, its owner loses 10 Hit Points (M.D. if a Mega-Damage creature)! Thus, destroying the staff could kill its owner as well (a measure to insure that its user takes good care of the staff).

The Staff of Eylor is a variation on a rune weapon and as such has its own intelligence (roll 3D4 +2), a mind of its own and an evil alignment (all programmed by its Splugorth creators). It communicates telepathically only with its owner and may offer suggestions, information, and warnings. It loathes humanoid life, and will not act to help or save humanoids unless commanded to do so by its master. It is always loyal to the Splugorth and Splugorth Slavers, and it can appreciate a fellow evil being. **Comment:** Designed specifically for the Slaver, it is standard issue, but has also become a favorite of many Conservators. **Alignment:** Programmed for compatibility with the intended user; typically evil. **Weight:** 20 lbs (9 kg). **Rate of Fire:** Two different types of magic can be activated per melee, all effects are cumulative. **Effective Range:** Varies with the spell used, generally 10-300 feet (3-91 m). **Magic Saving Throw:** 14 or higher; spell strength is equal to an 8th level wizard. **Payload:** 100 P.P.E. and regenerates 20 points per hour. The staff can be instantly and completely recharged at a ley line nexus or Stone Pyramid. The Eye will live for centuries unless physically destroyed. **Note:** Although a variation of rune magic, the staff is not indestructible. It has a total of 150 M.D.C. and is a difficult target to hit. Attackers must make a "called shot" even in hand to hand combat and are -2 to strike. **Special Powers:** If stolen or lost, it will magically appear within 24 hours, regardless of the number of miles between the two. The Eye-staff can also heal itself, restoring one M.D.C. per 24 hours. **Mega-Damage:** 3D6 M.D. as a blunt weapon, plus the character's P.S. damage bonus. **Magic Powers:** Each of the following can be cast twice a day. All spells and blasts are equal to eighth level spell magic.

1. Extinguish Fire (4 P.P.E.), same as the spell.

2. Repel Animals (7 P.P.E.), same as the spell.

3. Fear (5 P.P.E.), same as the spell.

4. Chameleon (6 P.P.E.), same as the spell.

5. Befuddle (3 P.P.E.), same as the spell.
6. Call Lightning (15 P.P.E.), same as the spell.
7. Energy Disruption (12 P.P.E.), same as the spell.
8. Dispel Magic Barriers (20 P.P.E.), same as the spell.
9. Negate Magic (30 P.P.E.), same as the spell.
10. Tongues (12 P.P.E.), same as the spell.
11. Oracle (30 P.P.E.), same as the spell.

Market Cost: Rare; not available on the open market, but can sell for anywhere from 10 to 40 million credits when it is.

Staff of All Seeing

This utilizes a lobotomized Zembahk with a containment and control unit at the top of the staff. It is the containment unit that stimulates the creature to produce the desired magic. There is a telepathic link between the staff and the staff's user. A simple mental command activates the staff to respond in the most appropriate way. The staff is typically used by *Splugorth High Lords, Overlords, Powerlords, Slavers, Conservators* and the occasional other minions, usually high ranking officers and officials like governors. **Comment:** Designed specifically with the *Overlord* and *High Lord* in mind. **Weight:** 12 lbs (5.4 kg). **Rate of Fire:** Two different types of magic can be activated per melee, all effects are cumulative. **Effective Range:** Only the wielder of the staff is endowed with these powers. **Magic Saving Throw:** 13 or higher; spell strength is equal to a 5th level wizard. **Payload:** 80 P.P.E. which regenerates at a rate of 10 points per hour. The staff can be instantly and completely recharged at a ley line nexus or stone pyramid. The lobotomized Zembahk will live for 150 years. When it dies, a new Zembahk can be installed. **Note:** The staff is indestructible. The housing unit for the zombie Zembahk has 50 M.D.C. and the Zembahk has 70 M.D.C., but the housing unit is so small that attackers must make a "called shot" even in hand to hand combat and is -3 to strike. If the housing unit is destroyed, the magic powers disappear. All that is left is an indestructible staff. The lobotomized Zembahk will live for 1D6 days without a housing unit. **Mega-Damage:** 2D6 M.D. plus the character's P.S. bonus. **Magic Powers:** All spells and blasts are equal to a 5th level spell.

1. Detect Concealment (6 P.P.E.), same as the spell.
2. See Aura (6 P.P.E.), same as the spell.
3. See the Invisible (4 P.P.E.), same as the spell.
4. Eyes of Thoth (8 P.P.E.), same as the spell.
5. Eyes of the Wolf (25 P.P.E.), same as the spell.
6. Oracle (30 P.P.E.), same as the spell.
7. Sense Magic (4 P.P.E.), same as the spell.
8. Sense Evil (2 P.P.E.), same as the spell.
9. Tongues (12 P.P.E.), same as the spell.

Market Cost: Rare; generally not available on the open market, but can sell for anywhere from 6-24 million credits when it is. A new containment unit can only be purchased or stolen from Atlantis and costs 500,000 credits, if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.

Staff of Pacification

The staff is powered by an imprisoned Zembahk. The housing at the top of the staff is the containment and life support capsule for the creature. The Bio-Wizardry used to create the staff transforms the Zembahk into a powerful magic battery. Unfortunately, it also turns the creature into a mindless zombie. The creature instantly links with the staff user by means of Telepathy and responds to the user's every mental command. The staff is standard issue for the Splugorth Overlords and is occasionally used by High Lords, Power lords, Conservators, Slavers, and other minions, usually by high ranking officers and officials like governors. **Weight:** 12 lbs (5.4 kg). **Rate of Fire:** Three magic attacks per melee round. Each magic attack counts as one of the character's melee actions. The only exception is the energy bolt which can be fired repeatedly equal to the user's total number of hand to hand attacks/actions. **Effective Range:** Varies with the particular spell, generally 10-60 feet (3-18.3 m). **Magic Saving Throw:** 13 or higher; spell strength is equal to a 5th level Wizard. **Payload:** 80 P.P.E., which regenerates at a rate of 10 points per hour. The staff can be instantly and completely recharged at a ley line nexus or Stone Pyramid. The lobotomized Zembahk will live for 150 years. When it dies, a new Zembahk can be installed. **Note:** Considered a variation on rune weapons. The staff is indestructible. The housing unit with the zombie Zembahk has 50 M.D.C. and the Zembahk has 70 M.D.C., but the housing unit is so small that attackers must make a "called shot" even in hand to hand combat and are -3 to strike. If the housing unit is destroyed, the magic powers disappear. All that is left is an indestructible staff. The lobotomized Zembahk will live for 1D6 days without a housing unit. **Mega-Damage:** 2D6 M.D. plus the character's P.S. bonus. **Magic Powers:** All spells and blasts are equal to a 5th level spell.

1. Energy Bolt: 4D6 S.D.C. (2 P.P.E. per blast) or 2D6 M.D. (4 P.P.E. per blast), range is limited to 2000 feet (610 m), +3 to strike. Rate of fire is equal to the number of hand to hand attacks.
2. Agony (20 P.P.E.), same as the spell.
3. Blind (6 P.P.E.), same as the spell.
4. Mute (50 P.P.E.), same as the spell.
5. Paralysis: lesser (5 P.P.E.), same as the spell.
6. Domination (10 P.P.E.), same as the spell.
7. Trance (10 P.P.E.), same as the spell.
8. Befuddle (3 P.P.E.), same as the spell.
9. Magic Net (7 P.P.E.), same as the spell.

Market Cost: Rare, generally not available on the open market, but can sell for anywhere from 10 to 40 million credits. A new containment unit can only be purchased or stolen from Atlantis and costs 500,000 credits, if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.

Staff of Power

This weapon is similar in its basic design to the pacification staff. The major difference is the styling of the staff and the type of magic built into it. Again, the Zembahk serve as the mystic power source, only this staff contains two Zembahk. The Staff of Power can be used by any member of the Splugorth's elite minions, but is most common among *Powerlords, Overlord officers, Slavers* and *High Lords.* **Weight:** 25 lbs (11 kg). **Rate of Fire:** Two different types of magic can be activated per melee, all effects are cumulative. **Effective Range:** Varies with the particular spell, generally 10-300 feet (3-91 m). **Magic Saving Throw:** 13 or higher; spell strength is equal to a 5th level wizard. **Payload:** 160 P.P.E. and regenerates 20 points per hour. The staff can be instantly and completely recharged at a ley line nexus or Stone Pyramid. The lobotomized Zembahk will live for 150 years. When one dies, new Zembahk can be installed.

Note: Considered a variation on rune weapons. The staff is indestructible. The housing unit with the two Zembahk has 100 M.D.C., each Zembahk has 70 M.D.C., but the housing unit is still small enough that attackers must make a "called shot" and are still -1 to strike. If the housing unit is destroyed, the magic powers disappear. All that is left is an indestructible staff. The lobotomized Zembahk will live for 1D6 days without a housing unit. **Mega-Damage:** 5D6 M.D. as a blunt weapon plus the character's P.S. damage bonus. **Magic Powers:** All spells and blasts are equal to a 5th level spell caster.

1. Heal Wounds (10 P.P.E.), same as the spell.
2. Words of Truth (15 P.P.E.), same as the spell.
3. Sleep (10 P.P.E.), same as the spell.
4. Shadow Meld (10 P.P.E.), same as the spell.
5. Call Lightning (15 P.P.E.), same as the spell.
6. Energy Disruption (12 P.P.E.), same as the spell.
7. Mystic Portal (60 P.P.E.), same as the spell.

8. Negate Magic (30 P.P.E.), same as the spell.

9. Anti-Magic Cloud (140 P.P.E.), same as the spell.

Market Cost: Rare; generally not available on the open market. Can sell for anywhere from 10 to 60 million credits. A new containment unit can only be purchased or stolen from Atlantis and costs 750,000 credits, if it can be found at all. A rare Zembahk will cost 600,000 to a million credits.

Symbiotic Eylor Weapon Modification

This is a magical Bio-Wizard modification that can be made to any type of weapon, including rune weapons. The magic links the weapon to its owner and gives the object a pseudo-intelligence. The weapon can sense when it is needed and *magically appear* in its owner's hand or belt. Likewise, it can be mentally summoned or placed in a particular location by the owner. The range is limited to a 40 mile (64 km) radius of the weapon's owner.

Magic: Requires the attachment of a baseball-sized *Eye of Eylor* and instills the following magic properties: A pseudo-intelligence enabling the device to recognize the needs of its master and follow simple instructions for teleportation, hiding, and finding locations. Spells: Teleportation: Lesser, Levitate, and Shadow Meld can be performed at will and without limitation. It uses the Shadow Meld to seemingly disappear and reappear, and Levitation is another means of concealment and movement. The magic also empowers the weapon to inflict an additional 1D6 M.D. and its energy payload is unlimited, never needs recharging.

Note: As typical of symbiotic devices, the weapon can not be used by anybody except the person it is linked with. When that individual dies, the weapon can link with another intelligent life form. It is designed to serve and can not take action itself.

Cost: 100+ million credits or trade of services. Seldom made available even to minions.

Telepathic Holographic Imager

This living machine can turn thoughts into three dimensional images. The images are smaller than life-size and resemble a holographic projection. Comment: Designed for use by the elite minions. **Weight:** 50 lbs (22.5 kg). **Image Projection Range:** 10 feet (3 m).

Magic Saving Throw: None. **Payload:** Draws on the P.P.E. or I.S.P. of its user or ambient energy in the area. **Mega-Damage:** None. **Magic Powers:** Turns thoughts into three dimensional images. Excellent for depicting the images of people (villains, runaway slaves, spies, suspects), weapons, devices, and places. The holographic image is typically 65% accurate, especially when relaying technical data. However, strong familiarity with the subject will increase the level of accuracy and completeness to 85% and images from characters with Total Recall are 100% accurate. **Note:** The projector is a combination of machine and living being. It has a simple plant-like intelligence and 2D4 M.D.C. **Market Cost:** Generally not available on the open market. When it is available, it can sell for anywhere from two to eight million credits.

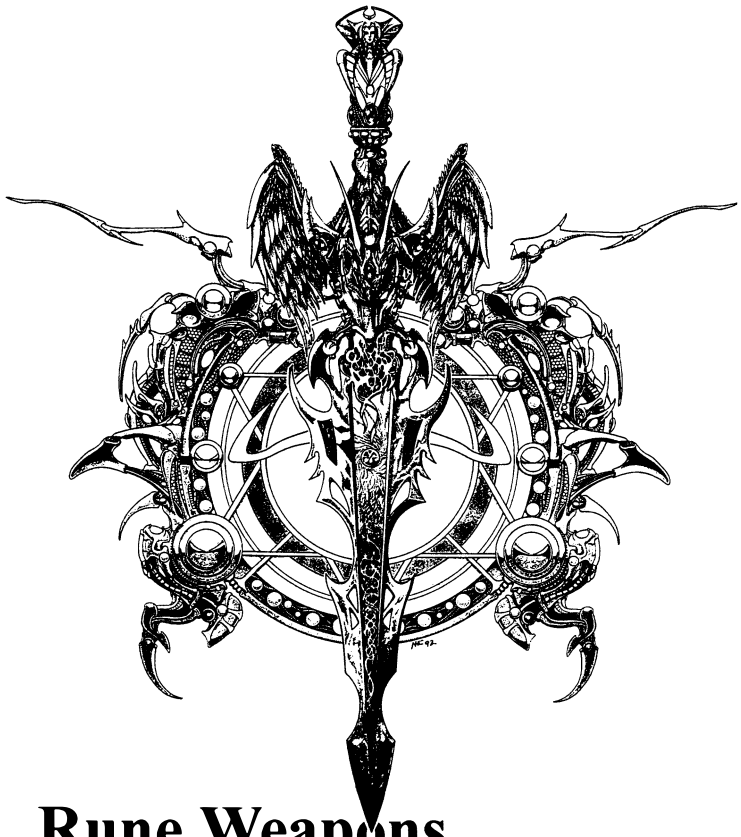
Venom Blade

Either a dagger or short sword with twin curved blades that resemble the fangs of a serpent. This weapon automatically (via magic) injects a lethal venom into its victim with every stabbing strike. A slashing/cutting/raking strike inflicts normal damage, but not poison damage. Only a stabbing attack that penetrates the flesh will cause the blade to release its toxic payload. Otherwise, it will save its poison for the next opportunity. Against most supernatural beings, the weapon is quite effective since they tend not to wear armor. **Weight:** 5 lbs (2.25 kg) or half for a dagger or knife. **Duration:** 1D4 melee rounds, with cumulative duration from multiple strikes. **Payload:** Up to ten doses of venom can be magically stored at a time, half that for daggers. Used doses are magically regenerated at a rate of one per hour. **Saving Throw:** A roll of 14 or higher to resist any of the venoms. **M.D.C.:** 80 M.D.C. (40 M.D.C. for daggers) and regenerates 1D6 M.D.C. per hour. **Mega-Damage:** 2D6 M.D. for short swords and 1D6 M.D. for daggers, plus venom damage unless a successful save vs lethal poison (14 or higher) is rolled. Additional strikes will increase the duration, but not the damage or penalties.

Types of Poison: Only one of the following types of venom is available per weapon and cannot be changed. A successful saving throw means no damage is delivered from the poison.

- Lethal: Inflicts 1D6 M.D. (1D6x10 to S.D.C. beings) per melee for 1D4 melee rounds.
- Paralysis: Motor functions seize up, causing Spd and combat bonuses to be reduced by half, no initiative. Duration: 1D4 melee rounds with cumulative duration from multiple strikes.
- Fire: The victim's blood feels like it's boiling, reducing combat bonuses by -5, Spd by 30% and skill performance by -20% (difficulty concentrating). Duration: 1D6 melee rounds, with cumulative duration from multiple strikes.
- Extreme Dizziness: Eyesight and balance are distorted, combat bonuses are reduced to zero and there is a 01-40% chance of falling for every ten feet (3 m) traveled.

Market Cost: 600,000 credits, half for daggers and knives.



Rune Weapons

A variation on Bio-Wizardry exclusive to the Splugorth

Bio-Wizardry is based on the melding of one life form with another to create a more powerful or magically empowered being. There are even some instances where Bio-Wizardry is used to meld the organic with the inorganic to create magic devices. However, to accomplish this feat, unique creatures of magic must be used, like the Zembahk and Eylor. Rune magic is a derivative of Bio-Wizardry, only instead of using magic and other living things to empower the living, rune magic uses the living to empower lifeless, inorganic constructions like the legendary soul drinking rune sword. It melds the living, or at least the life essence of the living, with the non-living.

Rune magic steals a creature's life essence and soul, sometimes the physical body as well, and imprisons it in a dimensional vortex within

the enchanted object/weapon. The life force empowers the object like a living battery. Ironically, it is that very life force which makes the item indestructible and provides it with much of its power. Within this dimensional prison the life force requires no means of nourishment or water. Thankfully, time is greatly distorted. A thousand years may seem like only a few days.

The key ingredients required to transform an ordinary inanimate object into a powerful rune weapon are intelligence, elements of the supernatural, magic and life. Thus, supernatural beings of all kinds are the typical beings used to breathe life into rune weapons. Dragons and mortal practitioners of magic who have attained great mastery over magic (high levels of experience; 10th or greater) are also suitable for lesser rune weapons. Greater supernatural beings, including gods, godlings, ancient dragons, spirits of light, greater Elementals, greater demons and demon lords are needed to create the most powerful rune weapons.

Because the object is infused with the life essence of the creature that empowers it, the object possesses the alignment of that life essence, as well as its personality and intelligence. The magic that enslaves the being also forces it to serve he who dares to wield the weapon. However, while the being cannot prevent the weapon wielder from drawing on the weapon's powers, it does not have to be polite, friendly or helpful. In fact, many of these beings will try to lead their owner morally astray and will instigate acts of selfishness and evil. Some may even lead their owner into mortal danger, delighting in the ensuing conflict. If the weapon wielder should die, the evil being knows that sooner or later, somebody else will find and use the weapon.

Only creatures who have the same or similar alignment as the weapon can use it. Since it is creatures of evil making weapons for fellow evil beings, they must draw upon the forces of evil to create a useable weapon. And because they are evil, they have few reservations about imprisoning other beings till the end of time. The Splugorth also enjoy using the life force of good creatures whenever possible, including the spirits of light, dragons, and godlings. This is usually done to further a diabolical scheme or to thwart an enemy, even though it means giving the forces of good a powerful weapon.

Legends of the Palladium World suggest that the dreaded Old Ones, alien intelligences possibly related to the Splugorth, were the ones who originally invented rune magic. After the disappearance of the Old Ones, only the Palladium Dwarves held the secrets of the runes and used them, with terrible consequence, in their titanic war with the Elves. Eventually they abandoned the diabolical magic and are recognized as perhaps the last race to hold those secrets in recent history (about 20,000 years past).

Since all rune weapons are indestructible, they have been passed on from generation to generation, are occasionally discovered in ancient ruins and temples, or stolen from powerful warriors and sorcerers. They remain the most powerful and coveted magic weapons in the Megaverse.

Only the Splugorth hold the knowledge of rune magic and secretly continue to manufacture powerful rune weapons. It is a secret they zealously keep to themselves, not even sharing it with the High Lords or their most trusted minions! Furthermore, some have suggested that the Splugorth are methodically destroying any other creatures who try to acquire that knowledge.

The Splugorth are extremely discreet in the creation, use, and distribution of rune weapons. The age and source of the weapon's origin is often disguised and the use of rune magic is done very sparingly. Greater rune weapons are seldom sold and few rune weapons of any kind are sold "openly," even in places such as Atlantis where everything seems to be available for the right price. The Splugorth have been so discreet that most races don't even know that they possess the technology to create "new" rune weapons. Most assume that all rune weapons were created thousands of years ago. The Splugorth would like to keep things that way.

Races like the Palladium Dwarves abandoned that area of magic and destroyed all records of its existence, because it was finally seen to be far too evil, destructive, and corrupting. Only beings of an evil or anarchist alignment should even consider learning rune magic. Many champions of light refuse to use rune weapons because they will not be party to the abuse and imprisonment of intelligent life forms. Consequently, characters of a good or unprincipled alignment will never seek that area of mystic knowledge. Some actually work to prevent the knowledge from resurfacing and seek out and destroy weapons of evil alignment (actually, they make them unavailable by hiding them, throwing them into volcanoes, etc.).

The only reason a good character will use a rune weapon is because the being inside the weapon implores him to do so. Beings of a good alignment trapped inside rune weapons want to be used to promote good. It is only when they are used for good that they feel any sense of purpose, reward and inspiration. Helping others is the only thing that keeps them from going insane or giving in to the despair of their eternal imprisonment. Some even look at their predicament as the work of fate and have convinced themselves that they do more good by empowering others through the rune weapon than they could in life. Many evil beings on the other hand, enjoy being the tool of evil. Imprisonment makes them more bitter and meaner than ever, so they delight in being party to murder and causing pain and suffering.

G.M. Note: The secrets of rune magic should never be learned by any player character, and anyone who steals or develops any part of the mystic knowledge will be hunted down and destroyed by the Splugorth regardless of the cost.

Rune Weapons in General

What follows are some of the common and some not so common types of rune weapons found in the Megaverse. Some are still produced and occasionally sold or bestowed to others by the Splugorth. The exorbitant cost of these mystic weapons often means the purchaser will be forced to provide a period of servitude or other great service to pay for the item. Also note that rune weapons are so coveted that evil and power hungry characters may do anything, including murder, to get one.

The most famous weapons ever made of metal and magic are the rune swords. However, all types of rune weapons, great and small, exist in the form of staves, maces, war hammers, axes, and so on, but blade weapons remain the most popular. The Splugorth have a preference for staves, swords and knives. Furthermore, the range of powers and abilities available to the greatest rune weapons is far more varied and expansive than most people ever realize. The Splugorth, being the last great masters of rune magic, can create these powerful variants.

Lesser Rune Weapons

The simplest rune weapons only have the following eight abilities/powers.

1. Independent personality, with an average to high I.Q.

2. Communicate through limited Telepathy.

3. Are totally indestructible, the blades never dull or dent.

4. Made of black, dark gray, blue-gray, or dark red metal and lined from tip to handle with runes.

5. Do no less than 4D6 S.D.C./Hit Point damage. In Rifts Earth, they do no less than 4D6 M.D. and can actually be used to parry energy blasts (-6 to parry, very difficult).

6. Link themselves to their wielder/owner within six months of constant contact. Thus, both man and weapon can sense each other's presence within a four mile radius (6.4 km) if separated.

7. Adds +1 to all saving throws.

8. Can be used only by a person of a particular alignment (good, evil, or selfish). Persons not of a compatible alignment take 1D8 S.D.C. points of damage each time they touch the weapon or 3D6 M.D. if a Mega-Damage creature.

Note: All rune weapons must be made of metal or hard stone, ideally sculpted from a single stone or molded into one solid piece of metal; no moving parts like gears.

Cost: Four to sixteen million credits, sometimes more.

Greater Rune Weapons

The typical greater rune weapon will have all eight abilities as described under the lesser weapons and one or two greater abilities from the list below:

• Elemental magic (offensive spells only). Such rune swords will be able to cast four Elemental spells per day. All four spells will be of the same Elemental force (water, earth, air, or fire). The weapon will know only four spells, but may cast them in any combination. Spell selection is limited to levels 1-6 and are equal in power to a sixth level Warlock.

• Healing abilities. Heal wounds: 2D6 Hit Points and 2D6 S.D.C. or 2D6 M.D.C. if a Mega-Damage creature. Healing can be performed six times per 24 hour period. Plus Remove Curse: a 56% chance of success, four times daily. Turn 4D6 dead: a 55% chance of success, four times daily, duration is four hours. Animate & Command 2D6 dead: a 64% chance of success, four times daily, duration is four hours.

• Psionic abilities. Possess all sensitive and physical powers and three super psi-powers. I.S.P.: 3D6x10 at sixth level proficiency.

Note: Many rune weapons are also cursed and can lead to trouble or ruin.

Cost: 20 to 80 million credits, sometimes more.

Greatest Rune Weapons

These are super-powerful rune weapons that are unbelievably rare. They possess all eight abilities, many are soul drinkers (one of the powers available) and possess additional magic powers or spell-casting capabilities. Gods, godlings and demon lords are the typical power sources for these rare super weapons.

The typical greatest rune weapon will have all eight abilities as described under the lesser weapons and two greater or special abilities as listed below. The rarest of the rare have three special powers.

Powers commonly available to Greatest Rune Weapons; select two.

- Cast Elemental magic. Same as greater rune weapons.
- Healing abilities. Same as greater rune weapons.
- Psionic abilities. Same as greater rune weapons.
- Drink souls. Same as the greater rune weapon.
- Spell casting abilities. Select a total of six magic spells from spell levels 6-11. Each can be performed three times per 24 hour period. All are equal to a 1D4+7th level spell.
- Inflict magic curses; includes the following: Luck Curse, Minor Curse, Phobia Curse, Compulsion, and Remove Curse (54%). Each can be performed as often as three times per 24 hour period. All are equal to a 10th level spell.
- Dimension traveling/warping abilities: Teleport Lesser, Teleport Greater, Mystic Portal Time Hole, and Sanctum. Each can be performed as often as two (not three) times per 24 hour period. All are equal to a 10th level spell.
- Double dragon's head: Sculpted head can breathe down the length of the weapon to fire any of the following (can breathe only one type at a time — each breath attack counts as one melee action). All the blasts inflict double damage to vampires and alien intelligences.

  Fire Blast: 1D6x10 M.D., range 1000 feet (305 m).

  Force Blast: 2D4x10 M.D., range 1000 feet (305 m).

  Lightning Blast: 1D6x10 M.D., range 2000 feet (610 m).
- Animated and flying weapon. The weapon has sculpted wings and can be thrown and flies (with the help of the magic wings) 1000 feet (305 m), then return to its owner.

The weapon can be made to become completely animated in order to fight, held and moved through the air by its wings. The weapon functions as if it is were being used by an invisible warrior and can fight alongside its owner up to 200 feet (61 m) away. The weapon has three attacks per melee, +4 to strike and parry, and +2 on initiative. It cannot drink souls or cast spells when animated.

Note: Many rune weapons are also cursed and can lead to trouble or ruin.

Cost: Typically the Greatest Rune Weapons will command 6D4x10 million credits to possibly two or three times more depending on the weapon and the seller! The Sword of Atlantis, the Sword of Life and the Necronstaff never cost less than 500 million.

The Soul Drinker

Soul Drinkers are the most powerful of the greater weapons. Almost always some kind of cutting weapon (usually a sword or dagger), they possess all eight abilities as described under the lesser weapons and have two greater powers plus the ability to drink souls/absorb life essences.

The drinking of souls is the actual absorption and imprisonment of one's life essence. The victim's blood must be drawn by the weapon (cut) before the rune weapon can devour the life essence. This may be done slowly or in a spectacular flash. A victim devoured by a rune weapon is forever lost. Most Soul Drinkers are limited to a maximum of 1D6 souls per day. Victims of a soul drinking attack get to save vs magic, but must roll a 14 or higher. A successful save means the victim's essence is saved but suffers double damage (triple damage if a Mega-Damage creature). Even some deceptively simple or typical appearing rune weapons are Soul Drinkers.

Note: Seventy percent of all rune weapons are the legendary rune swords. Roll 14 or higher to save vs soul drinking attack.

Cost: 30 to 120 million credits, sometimes more.

Splugorth Greatest Rune Weapons

The following are the more typical categories of the Greatest "Splugorth" rune weapons. Variants within the weapon category are sometimes possible to make.

Call Staff

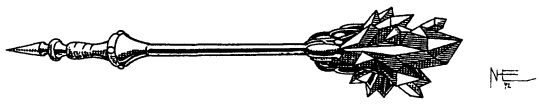
Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Calling, commune with Spirits, Magic Pigeon, Compulsion, Control & Enslave Entities, Repel Animals, and Turn Dead. Equal to an 8th level sorcerer.
- All summoning spells! However, a particular spell can be used no more than once every 48 hours. Equal to an 8th level sorcerer.
- 5D6 M.D. from physical blows.
- The bladed tip can detach and fly like a guided missile, +5 to strike a specified and moving target, inflicting 1D4x10 M.D., but can only be activated twice per melee round. Automatically returns to the staff.

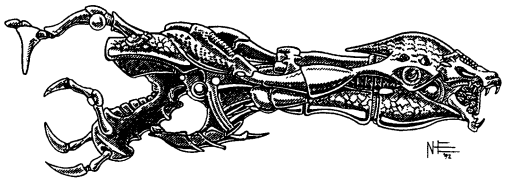
Crystal Fire Rod

A crystal mace-like weapon that contains a Fire Elemental as its source of magic and power. Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Blinding Flash, Globe of Daylight, Cloud of Smoke, Wall of Flame, Circle of Flame, Fire Bolt, Fire Ball, Ignite Fire, Fuel Flame, and Impervious to Fire. All are equal to a 12th level Warlock. Optional: Instead of the spells listed, select two Fire Warlock spells from each level (16 spells total).
- Fires a laser beam, inflicting 5D6 M.D., range 2000 feet (610 m). Rate of fire is equal to the number of hand to hand attacks of its user.



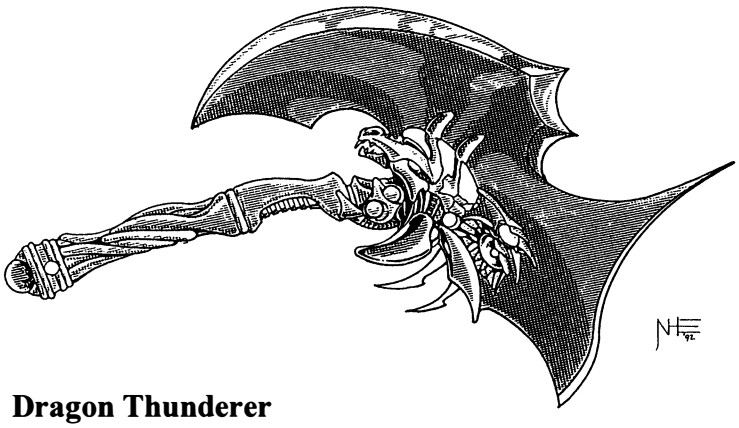
- Can parry laser blasts, but -2 to do so.
- Radiate daylight from its crystal — can light up a 50 foot (15 m) area as if it were daytime outside. Can also radiate heat up to 80 degrees (26.7 centigrade), affecting a 10 foot (3 m) area.
- 5D6 M.D. from physical hits.



Dragon Rod

This weapon is truly unique because it resembles a gun with a dragon's neck and head for the barrel. However, it has no moving parts and is entirely empowered by rune magic. Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, every 24 hours: Circle of Flame, Fly, Magic Pigeon, Metamorphosis: Human and Animal. Equal to a 12th level sorcerer.
- The weapon can also shoot from its mouth a variety of energy magic attacks without limit. Rate of fire is equal to the number of hand to hand attacks of its user. Energy Bolt: 2D6 M.D., range 1,000 feet (305 m). Fire Ball: 1D4x10+8, range 1,000 feet (305 m). Lightning Blast: 2D4x10, range 2,000 feet (610 m). Carpet of Adhesion. Equal to a 12th level sorcerer. Magic Net: Equal to a 12th level sorcerer. Wind Rush: 1D4 M.D., plus the same effects and consequence as the spell; only the range is doubled (240 feet/73 m).
- 4D6 M.D. when used as a blunt weapon.



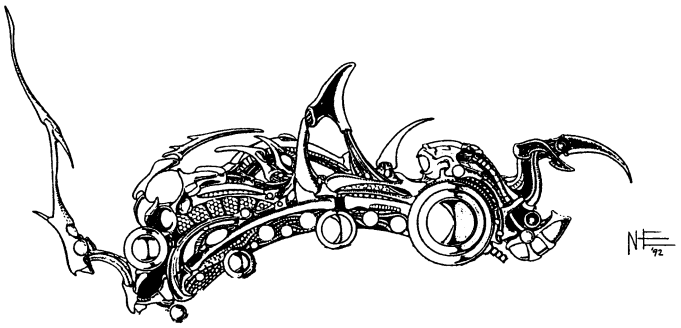
Dragon Thunderer

This rune weapon is typically an axe or blunt weapon like a mace or war hammer with the head of a dragon as part of its design. Possesses the eight standard abilities plus the following.

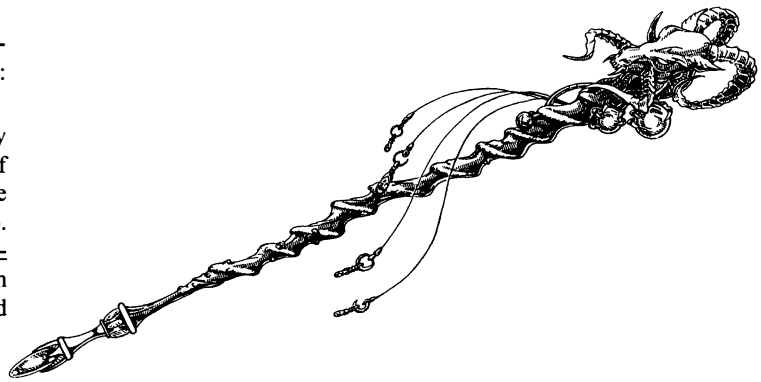
- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Invulnerability, Levitation, Summon Rain, and Calm Storms. Equal to an 8th level sorcerer.
- 1D4x10 M.D. and releases a thunderclap whenever it strikes.
- Throwing range is 300 feet (91.5 m) and the weapon magically returns after it strikes.

The Enslaver

A magical device that looks more like a stylistic statue of an insect than a weapon. Possesses the eight standard abilities and psionic powers.



- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Trance, Compulsion, Dominance, Fear, and Mask of Deceit.
- Psionic Powers: 2D6x10+100 I.S.P.; Empathy, Telepathy, Sense Evil, Sense Magic, See the Invisible, Sixth Sense, Bio-Manipulation, Empathic Transmission, Hypnotic Suggestion, Mentally Possess Others, Mind Bolt, Mind Bond, Mind Wipe, Mind Block Auto-Defense, Psi-Shield (80 M.D.C.) and Psi-Sword (up to 8D6 M.D.).



Necron Staff

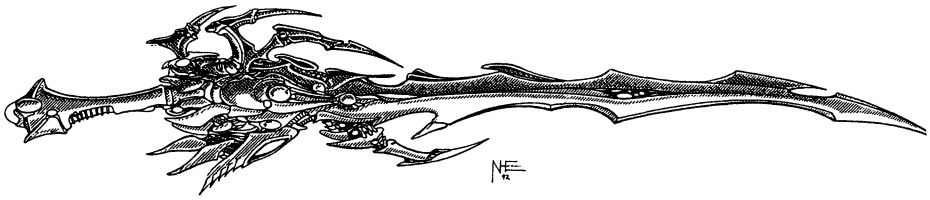
A demonic looking staff that possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Animate & Control Dead, Turn Dead, Sickness, Spoil, Minor Curse, Fear, Death Trance, Shadow Meld, and Fire Ball. Equal to an 8th level sorcerer.
- Summon 1D4 Shadow Beasts as often as once every 72 hours. The monsters will serve the staff holder for eight hours then disappear to their own dimension.
- A drinker of souls/life essences.
- 6D6 M.D. from physical blows. Double damage to vampires, ghouls, zombies and animated dead.
- The skull can do one of the following (select one).

  Breathe Fire: 1D4x10 M.D., 60 foot/18.3 m range.

  Release a gaseous cloud: Toxic, inflicting 4D6 M.D. and victims are -1 to strike, parry and dodge (eyes burn and water), area affect covering a 20 foot (6 m) radius around the weapon.

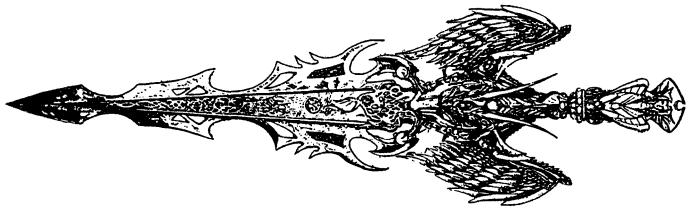
  Release a cloud of darkness: Area affect covering a 20 foot (6 m) radius, everyone in the cloud is momentarily lost in the cloud, lose half their melee actions/attacks and sense of direction. Okay when they find their way out of the cloud. Typically used as a means of escape or distraction. Note that those in the cloud are completely covered by the cloud and can only be attacked by an area effect weapon.
- Bite: 4D6 M.D. and causes 1D4 melee rounds of weakness and a sick feeling. Victims of the bite lose one melee attack and are -2 to strike, parry and dodge.



The Impaler

Typically a sword but sometimes a spear or pole-arm. It possesses the eight standard abilities plus the following.

- A drinker of souls/life essences.
- 1D6x10 M.D. from physical blows.
- Has four appendages that resemble spiked fingers. These spikes shoot out from the weapon to impale an opponent. Rate of fire: one or more can be fired as often as twice per melee round. Damage from the spikes is 2D4+2 M.D. each, so firing all four at a single target would inflict 1D4x10 M.D.; +2 to strike.
- The weapon can also become animated, with the finger-like spikes crawling along the floor and up walls like a spider. It can hop, run or drop from a height to impale an opponent. Likewise, it can grab, hold and carry small items. Movement speed is 12, climbing skill is 80%. Attacks per melee: two, or four non-combat actions.



Sword of Atlantis

The sword is incredibly ornate, with flared protrusions, etchings, symbols, sculpted figures, and a double-headed dragon (signifying the duality of this weapon which is sometimes created and used by good and evil beings). The sword hilt is encrusted with gems worth 1D6 x one million credits. A pair of wings protrude from the hilt and can come alive in an instant.

Possesses the eight standard abilities plus the following.

- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Turn Dead, Heal Wounds, Fear, Globe of Daylight, Invisibility (Superior), Protection (Superior), Mystic Portal, and Close Rift. Equal to a 12th level sorcerer.
- A drinker of souls/life essences.
- 1D6x10 M.D. from physical blows. Double damage to vampires, and alien intelligences (including the Splugorth)!
- The sword can be thrown and fly (with the help of the magic wings) 1000 feet (305 m), then return to its owner.
- The sword can become completely animated to fight, held and moved through the air by its wings! The weapon functions as if it were being used by an invisible swordsman. The sword can fight alongside its owner up to 200 feet (61 m) away. The sword has three attacks per melee, +4 to strike and parry, and +2 on initiative. It cannot drink souls or cast spells when animated.
- The double dragon heads can breathe down the length of the sword to fire one of the following (select one):

  Fire Blast: 1D6x10 M.D., range 1000 feet (305 m).

  Force Blast: 2D4x10 M.D., range 1000 feet (305 m).

  Lightning Blast: 1D6x10 M.D., range 2000 feet (610 m).

Note: Even the blasts inflict double damage to vampires and alien intelligences.

Sword of Life

The sword appears to be made of indestructible silver, and is incredibly ornate, with flared protrusions, holy symbols, and an angelic figure with feathered wings that protrudes from the hilt.

Possesses the eight standard abilities plus the following:

- The healing abilities of the greater rune weapons.
- Spell Magic: Can cast these spells as often as three times each, per 24 hours: Invulnerability, Negate Magic, Cure Illness, Purification, Stone to Flesh, and Remove Curse. Equal to an 11th level sorcerer.
- Become animated, fly and fight like the Sword of Atlantis.
- 4D6 M.D. from physical blows to most creatures but double damage to vampires/undead, ghouls, zombies, mummies, demon lords and gods of death and all types of animated dead.

Holy Weapons

A holy weapon is typically a rune weapon created by or for the forces of good to combat supernatural evil. Most of these weapons were created using magic arts lost eons ago. Many have been created by godlings and powerful supernatural beings of good. Thoth is believed to have gone through a period of time, thousands of years ago, when he created and distributed holy weapons.

Basic powers: All glow a faint white, yellow, red, or blue, register as magic, are indestructible, inflict no less than 2D6+6 damage (S.D.C. damage in S.D.C. worlds, M.D. in Rifts Earth and other Mega-Damage worlds), and possess the lesser rune weapon abilities numbers 3, 6, 7, and 8. Unlike the typical lesser rune weapon, it does not possess an intelligence, personality, or communicate telepathically with its owner. It can be any type of weapon but swords and staves are the most common.

Cost: Holy weapons are not generally available on the open market and those that are have been stolen, pawned, or found. Holy weapons are predominately given to knights, paladins, or other champions of good. Like other rune weapons, they are particularly uncommon on Rifts Earth.

The Special Abilities of Holy Weapons (a.k.a. Weapons of Light)

Simple weapons have two special powers, while greater holy weapons will have four special powers.

- Remove curse: 50% chance (used one time only per person).
- Turn 4D6 dead: 80% chance by raising the weapon above one's head for all to see.
- Healing touch: Restores 2D6 S.D.C. and Hit Points, or 2D6 M.D.C. points. Can be performed six times per 24 hours.
- Damage bonus: 2D6 additional damage (S.D.C. in S.D.C. worlds, changes to M.D. on Mega-Damage planes of existence).
- Monster Slayer: Inflicts normal S.D.C. damage + 6 points to human or mortal foes, but does double damage to supernatural beings and creatures of magic (including dragons) on planes of existence that are entirely S.D.C. based. On Mega-Damage worlds, that damage is Mega-Damage.
- Magic bonus: +1 to save vs magic, +2 to save vs Horror Factor.
- Sense evil: The presence of evil is indicated by the weapon changing color, 20 foot (6.1 m) radius. Usually turns red or black.
- Expel Deevils and demons: Ratio for success is 89% against lesser foes and 44% against greater demons. The expulsion is accom-

plished by raising the weapon over one's head for all to see. Some weapons can be thrown into the air, where it hangs suspended until the demons or Deevils are expelled and then slowly drops back to earth. The power is basically the same as the spells Banishment and Exorcism combined.

- Circle of Protection: Basically the same as the lesser spell. The weapon must be raised above one's head and then struck to the ground. Duration: Five minutes per level of the wielder.

Splugorth Rune Statues

The Splugorth are known for using sculpted heads and busts to decorate their vehicles, sailing ships, and the residences of key officials (minions). Frequently, these heads can actually be animated and brought to life. Dragons' heads, for instance, can not only breathe fire or lightning, but they can also cast spells. Stone gargoyles and fire breathing lions are also favorites of the Splugorth.

The Splugorth are also fond of implanting security monitors, listening devices and defense mechanisms in the walls and statues found in their cities. Some statues can even animate and physically attack or restrain a person. The old saying that the "walls have eyes and ears" is very true in most Splugorthian cities. Even birds and pets may have implants and Splugorthian remote control devices so that the populace can be closely monitored.

None of these are ever sold by the Splugorth, although a rune statue or Eylor statue eye may be occasionally traded or given as a reward for a tremendous service, decades of loyalty, and so on.

All rune statues, heads and full figures have the following powers:

1. Independent personality, with an average I.Q.

2. Communicate through limited Telepathy.

3. Indestructible and impervious to psionic attacks, poison, drugs, gases, and magic that affects the physical body of mortals, including petrification and stone to flesh! But can be imprisoned, restrained/chained, encased, or otherwise obstructed to prevent their attacks.

4. Made of black, dark gray, blue-gray, or dark red stone or metal and lined with runes.

5. Optics: Perfect 20/20 vision, nightvision 300 feet (91.5 m), and See the Invisible.

6. Supernatural strength not less than a P.S. of 20, P.P. not less than 18, and a speed not less than 33.

7. Bite and fire breath. Damage is never less than 4D6 S.D.C. or M.D. points of damage. The range of the fire breath is typically 12 to 30 feet (3.6 to 9 m).

8. Can be used only by a person of a particular alignment (good, evil, or selfish). Persons not of a compatible alignment cannot command these statues.

Limitations of rune statues:

1. Can only become animated four times per 24 hours.

2. Can remain animated only for the brief period of 30 minutes per each activation.

3. Must be made of metal or hard stone, ideally sculpted from a single stone or molded into one solid piece of metal.

Eyes of Statues (Eylor)

Magic eyes are usually the Eyes of Eylor programmed to watch, listen, record events, and to take action under a specific set of circumstances. For example, the eyes may be programmed only to observe and record things like a mystic video camera. High Lords or other minions could later telepathically scan the recorded data. Or the events/ images could be played out on a holographic imager.

The eyes could be programmed with a particular range of magic and respond to intruders by attacking them or scaring them away using the magic (all the time recording the events).

Standard powers for an observation and recording eye:

M.D.C. of the Eye: Small eyes have 40, medium (basketball size) have 60 M.D.C.

Optics:

1. Perfect 20/20 vision and sees a wider color spectrum.

2. Nightvision 600 feet (183 m)

3. Telescopic vision (6000 feet/1829 m)

4. Magnification to the 300th power.

5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).

6. Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and See P.P.E. Energy, without requiring an additional source of I.S.P. or P.P.E.

Bonuses: Impervious to Horror Factor, gases, poisons, and drugs. +3 to save vs magic and psionic attacks.

Psionic Powers: 1D6x10+40 I.S.P. Equivalent to a minor psionic. Abilities are limited to Empathy, Telepathy (mainly a receiver and serves as a mental link when used in Bio-Wizardry), See Aura, See the Invisible, sense evil, Sense Magic, and Total Recall.

Magic: May have one or all of the following spells to serve as an alarm and further observation: Magic Pigeon (sent to the master of the building and/or the authorities), Mystic Alarm, Thunderclap, Detect Concealment, Tongues, and the Eyes of the Wolf. 150 P.P.E. per eye. Magic is equal to an eighth level sorcerer.

Note: When tracking culprits, the Eylor Floating Eyes may be used.

Standard powers for the typical security eye:

M.D.C. of the Eye: Small eyes have 40, medium (basketball size) have 60 M.D.C.; seldom encased in a protective cover.

Optics: Standard; as previously listed.

Bonuses: Standard; as previously listed.

Psionics: Standard; as previously listed.

Magic: May have five to all of the following spells to serve as an alarm and defense: Magic Pigeon, Mystic Alarm, Fear, Magic Net, Carpet of Adhesion, Sleep, Befuddle, Cloud of Smoke, Apparition, Horrific Illusion, and Turn Dead. 150 P.P.E. per eye. Magic is equal to an eighth level sorcerer.

Note: Programmed to attack/defend a person, area, or item by using its powers.

Rune Statue: Dragon Heads

These rune weapons are designed to look like the heads or busts of ornamental mastheads and sculptures as found on the prows of ships, stairs/railings, doorjambs, pillars, gables, and similar. They are statues empowered by trapped life essences and rune magic.

Dragons are the most popular design, but lions, snakes, other ferocious animal and monster heads can also be used.

Possesses the eight standard abilities for rune statues, except they are stationary, attached to buildings and vehicles (speed not applicable). Plus the following.

- Dragon head spell magic: Can cast six different spells as often as three times each, per 24 hours. Select spells from levels 1-4. Equal to a 4th level sorcerer.
- Dragon head bites and fire breath inflict 6D6 S.D.C./hit point damage or in a Mega-Damage environment like Rifts Earth, they inflict 6D6 M.D. from bites and fire breath.
- Animal or monster heads inflict 4D6 S.D.C. or M.D. but cannot cast spells.

Note: The range of the fire breath for all rune heads and busts is 12 feet (3.6 m). The reach of a statue to bite is the length of the statue. Attacks per melee: Four for dragon heads, three for animals and monsters.

Rune Statue: Dragon Statues

The most fearsome of the living rune statues is that of a full figure dragon. The weapon requires a greater supernatural being like an an-

cient dragon, god, greater Elemental, demon lord, etc., and is the most powerful but least common of all the rune statues.

The dragon statue possesses all the standard rune statue powers, only with enhanced attributes and the following additional powers.

- Spell Magic: Can cast 16 different spells as often as three times each, per 24 hours. Select spells from levels 1-8. Spell strength is equal to an 8th level dragon.
- Psionic Powers: Sense Magic, Sense Evil, Sense Dragons (Special), and Telepathy. 100 I.S.P.
- Mega-Damage: 1D6 M.D. from a restrained punch/claw or strike with tail, 5D6 full strength punch or tail strike, 1D6x10 power punch (counts as two attacks), 1D4x10 M.D. bite or fire breath (30 foot/9 m range). Double damage to dragons!
- Increased attributes: Supernatural strength of P.S. 42, P.P. 24, Spd. 58, +6 to strike, parry and dodge, +2 on initiative.
- Six attacks per melee, two of which can be magic spells.
- Loves combat, especially with real dragons.

Fire Breathing Lions

For reasons unknown, the lion is a favorite statue among the Splugorth and their minions. It possesses all the standard rune statue powers plus additional powers.

- Spell Magic: Can cast the following spells as often as three times each, per 24 hours. Turn Invisible (self only), Chameleon, Concealment, Detect Concealment, Repel Animals, Fire Bolt, and Energy Bolt. Spell strength is equal to a 4th level wizard.
- Mega-Damage: 1D4 M.D. from a restrained claw, 4D6 full strength claw strike, 4D6 M.D. bite or fire breath (30 foot/9.1 m range), leap attack 2D6 M.D. plus a 1-60% chance of knocking its opponent down (victim loses initiative and one melee attack).
- Increased attributes and abilities: Can leap 20 feet (6 m) high or lengthwise, prowl 55%, swim 55%, climb 55%, track by smell 70%. Supernatural strength of P.S. 32, P.P. 22, Spd. 33 running, +4 to strike, parry and dodge, +2 on initiative.
- Four attacks per melee.

Rune Statue: Gargoyle Statues

Gargoyle statues are monstrous versions of real gargoyles and are mounted on the masts or prows of ships, railings, above doors, on bookcases, on towers and pillars, gables and ledges of buildings, and as freestanding life-size statues. They are typically a bit smaller than the genuine monster, about man-size.

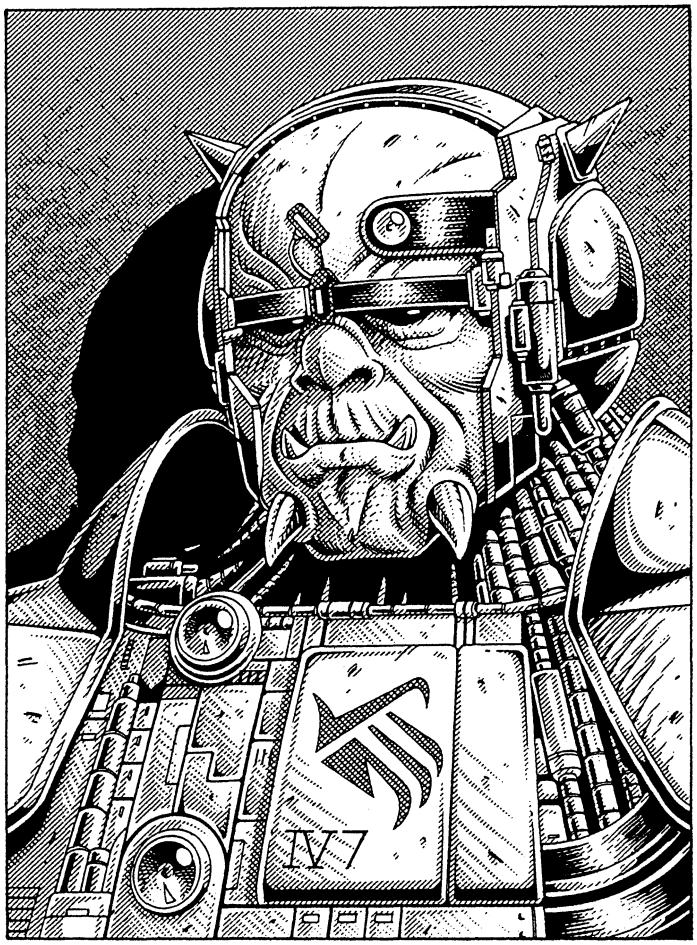
The gargoyle statue possesses all the standard rune statue powers plus additional powers.

- Spell Magic: Can cast the following spells as often as three times each, per 24 hours. Turn Invisible (Self Only), Chameleon, Concealment, Detect Concealment, Repel Animals, Fire Bolt, and Energy Bolt. Spell strength is equal to a 4th level wizard.
- Mega-Damage: 1D4 M.D. from a restrained punch/claw or strike with tail, 4D6 full strength punch or tail strike, 1D4x10 power punch (counts as two attacks), 5D6 M.D. bite or fire breath (30 foot/9.1 m range). Double damage to gargoyles!
- Increased attributes: Can fly without casting a spell, supernatural strength of P.S. 32, P.P. 22, Spd. 27 running or 66 flying (45 mph/72 km), +4 to strike, parry and dodge, +1 on initiative.
- Five attacks per melee.

Rune Statue: Guardians

The simplest magic statues empowered by rune magic are brought to life by Tectonic Entities or other lesser supernatural beings. They are slightly more intelligent and powerful than a Golem and can range in form from humanoid to animals.

- Possesses all the standard rune statue powers.
- The average size is that of a human (6 feet/1.8 m) to about 20 feet (6 m) tall.
- Mega-Damage: 5D6 S.D.C. from a restrained punch, 3D6 M.D. full strength punch, 6D6 M.D. on a power punch (counts as two attacks), 1D6 M.D. bite. No fire breath.
- Increased attributes: Supernatural strength of P.S. 26, P.P. 18, Spd. 24 running, +3 to strike, parry and dodge, +1 on initiative.
- Three attacks per melee.



Overlord Power Armor

Overlord power armor is magic environmental armor specifically created for the Kydian race (Overlords and Powerlords). Consequently, the armor is made to fit their giant and bulky frames. The telepathic control system of the armor is attuned specifically to Kydians and no others. Still, with some Techno-Wizard modifications, other giant humanoids may be able to use the armor at least as body armor (not likely to be able to access the magic powers).

Comment: Designed specifically for the Kydian race.
M.D.C.: 230 plus magic.
Weight: 30 lbs (13.6 kg).
Mobility: Excellent, - 5% prowl penalty.
Magic Powers: The armor has several magic properties which can be engaged by mental command and the pressing of one of the three large buttons. The two red buttons on the suit engage all physical manifestations of magic like flying, while the white button on the forehead of the helmet engages mental and biological magic. All magic is equal to fifth level power and duration.

Top Red Button (and a mental command) engages any of the following:

1. Fly as the Eagle (25 P.P.E.), same as the spell.

2. Swim as the Fish (12 P.P.E.), same as the spell.
3. Breathe Without Air (5 P.P.E.), same as the spell.
4. Superhuman Speed (10 P.P.E.), same as the spell.
5. Escape (8 P.P.E.), same as the spell.

Lower Red Button (and a mental command) engages any of the following:

1. Shadow Meld (10 P.P.E.), same as the spell.
2. Invisibility: Superior (20 P.P.E), same as the spell.
3. Charismatic Aura (10 P.P.E.), same as the spell.
4. Impervious to Energy (20 P.P.E.), same as the spell.
5. Energy Field (10 P.P.E.), same as the spell.

White Forehead Button (and a mental command) engages any of the following:

1. See the Invisible (4 P.P.E.), same as the spell.
2. Sense Magic (4 P.P.E.), same as the spell.
3. Tongues (12 P.P.E.) same as the spell.
4. Heal Wounds (self only,10 P.P.E.), similar to the spell.
5. Negate Poison (self only, 5 P.P.E.), same as the spell.

Rate of Fire: Two different types of magic can be activated every melee (15 seconds); all effects are cumulative.

Effective Range: Self; the wearer of the armor only.

Magic Saving Throw: Spell strength is equal to a 5th level wizard. To save, opponents must roll a 13 or higher.

Payload: 180 P.P.E. total (120 P.P.E. for the body armor and 60 P.P.E. for the helmet). Both regenerate 10 P.P.E. per hour and can be completely recharged at a ley line nexus or stone pyramid.

Note: See the cover painting of Rifts® Atlantis for an illustration of an Overlord in his power armor holding a Staff of Pacification.

Market Cost: Generally not available on the open market. Suits modified by the Splugorth for different life forms are sometimes given away as a reward or sold as part of a special arrangement. Sell for anywhere from three to nine million credits.

Armor Repair Cost: Splugorthian Alchemist can repair M.D.C. at a cost of 150,000 credits per every 10 M.D.C. points.

Magic Restraints

In addition to conventional handcuffs and leg irons, the Splugorth produce a number of magical devices for use in restraining powerful slaves. These magic devices include Bio-Wizard created organisms that can sedate or nullify their captives or any special abilities they might possess. Other devices are constructs of more traditional magic or Techno-Wizardry and are available from independent merchants and slavers.

Trying to escape from most shackles using sheer strength is possible, but very difficult. Typically, if the maximum amount of damage inflicted by the captive's full strength punch is high enough to destroy the shackles, then he can break free of them within one melee round, and with no damage to the shackle (pulls free). If his maximum punch damage is more than 25% higher than the M.D.C. of the shackles, then he can break free within a few seconds or one melee action. For example, someone with a supernatural P.S. of 40 can inflict a maximum of 30 M.D. from a full strength punch (from the die roll of 5D6). This individual can break free from shackles with 30 M.D.C. within one melee round (15 seconds) and shackles with 24 M.D.C. or less in one melee action. Alternately, one or two other characters can join in the captive's attempt with the chance of breaking the bonds being decided by their combined P.S. In this case, equivalent damage is determined by each individual's punch damage, not by combining their P.S. attribute numbers and then determining damage. So if two people both have a supernatural P.S. of 30 they each inflict 18 M.D. (from the punch roll of 3D6) for a total of 36 M.D. to the shackles, as opposed to the 60 M.D. which would be inflicted by someone with a supernatural P.S. of 60. Also, unless the shackles are giant-sized or larger, only a maximum of three others can help the captive break his restraints.

Note: Breaking or pulling free does not damage the shackles. Pounding on the shackles even with M.D. P.S. or Supernatural P.S. with one's bare fists requires one to inflict 3x the shackle's M.D.C. (if the captive's hands are shackled, this is impossible). M.D. weapons and energy blasts do their normal damage and can be used to blast magic shackles apart (i.e. when all M.D.C. is depleted, the shackles break into three or more pieces).

It is usually impossible for a captive to punch his way free of his shackles. Even if he pounds his shackles against a steel wall, he is more likely to break his hands rather than the restraints. In most cases, natural energy blasts can be used to blast them apart. Also, there are a few magical shackles which can be broken only under special circumstances. The Bio-Wizard and Techno-Wizard shackles listed here are very expensive and rarely included with the sale of the slave. Buyers will have to provide their own restraints or risk having to deal with the slave's special abilities.

Conventional Mega-Damage Shackles

They come in a variety of shapes and sizes and will always bind the captive's wrists and arms, as well as their ankles. Those binds are then connected by a length of chain to further impede mobility. Cheap shackles made from S.D.C. materials are used for mortal D-Bees and ordinary humans. Heavy, M.D.C. shackles are used primarily for augmented folk such as Juicers, Crazies, and partially converted cyborgs.

Medium M.D.C. manacles are used for cyborgs and light M.D.C. D-Bees. Heavy M.D.C. manacles are used for supernatural creatures and other beings with supernatural strength.

S.D.C. and M.D.C.: 40 to 80 S.D.C. for light S.D.C. manacles, 100 to 500 S.D.C. (or 1-5 M.D.C.) for heavy S.D.C.

Light M.D.C. shackles have 5 to 10 M.D.C., medium ones 20-30 M.D.C., and heavy ones 40-50 M.D.C.

Special Abilities: Advanced locking mechanisms are uncommon, but are available for an extra cost. Most give would-be lock pickers a penalty of -10% to their skills, while the most advanced locks available provide a penalty of -35% to the Pick Locks or Locksmith skills. These advanced locks are usually reserved for enslaved Operators/mechanics, thieves, and other rogues.

Market Cost: 100 to 400 credits for light S.D.C. shackles, 500 to 1000 credits for heavy S.D.C. or light M.D.C. shackles, 2000 to 4000 credits for medium M.D.C. shackles, and 5000 to 10,000 credits for heavy M.D.C. shackles. Advanced locks can add 10% to 25% to the cost of the shackles, depending on the complexity of the lock.

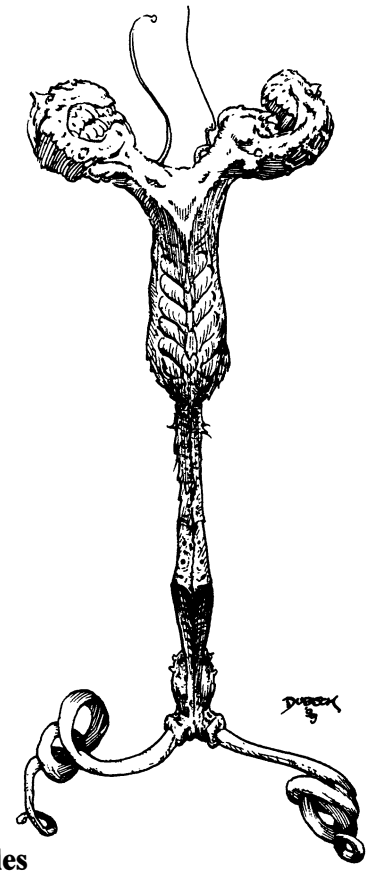
D-Shackles

These living shackles have been specially designed to deal with the multitude of supernatural creatures, creatures of magic, and mages who can teleport and/or travel through the dimensions. This special organism generates a dimensional barrier which surrounds its captive. The result is a set of Mega-Damage shackles which can prevent its captive from teleporting away or using dimension warping powers of any kind. This barrier is effective against all forms of dimensional travel magic including, but not limited to, natural teleport powers, ritual and spell magic, and psionic related teleport powers.

Since most creatures with these types of powers are monstrous beings, who are rarely sold as slaves, or practitioners of magic, who have few buyers, these shackles are uncommon. However, the Splugorth regularly use them to control thieving dimensional raiders and other captured enemies. When these D-Shackles are seen in the marketplace, they are most commonly used to control human sorcerers with dimensional magic powers, like Shifters and Temporal Wizards, or demons. When used to restrain more powerful creatures, such as ancient dragons or greater demons, D-Shackles are often used in conjunction with another set of shackles because they are more fragile than other Bio-Wizard shackles and are insufficient to restrain beings with a supernatural P.S. of 36 or higher. **M.D.C.:** 30. **Special Abilities:** Able to

completely block all attempts by its captive to use teleportation or dimension warping powers of all kinds. Even outside forces cannot use dimensional magic or related powers to set the captive free.

Market Cost: Very rare and valuable, a set of D-Shackles cost an average of 2.3 million credits on the open market (sometimes 10-20% less, more often than not, 10-20% higher).



Living Shackles

Living shackles are expensive, but, in some cases, well worth the cost. Bio-Wizard shackles typically have more M.D.C. than their mundane counterparts and are impossible to pick and nearly impossible to escape. Its locking mechanism is keyed to respond to the voice or DNA pattern of its registered owner only. The owners are keyed to the organism at the time of purchase and only a Bio-Wizard has the ability to change it. They have the same basic design as conventional shackles, but are one-piece and organic. **M.D.C.:** 50 to 100 M.D.C.

Special Abilities:

- Activated by voice command and/or DNA identification (via a taste sensitive patch on the organism)
- -90% to the Pick Locks and Locksmith skills.
- The shackles contract around their captive's wrists and ankles like a muscle, and they can contract tighter if the captive tries to escape or pull free.
- -50% is applied to the Escape Artist skill. As a living creature, the Bio-Wizard shackles are also impervious to the magic spell, Escape.

Market Cost: 50,000 to 100,000 credits, depending on its M.D.C.

Microbe Injector

This restraint is a parasitic organism, but does not bind its captive in its grip. Instead, it keeps him sedated or incapacitated with a steady stream of debilitating micro-organisms. The parasite has been re-engineered to duplicate the conditions necessary for the microbes to reproduce so they never run out. It is typically reserved only for the most dangerous mortal creatures and/or those who are the most difficult to control. It resembles a small octopus, but with a smaller body and thicker tentacles which wrap around the torso of its victim.

M.D.C.: 30. **Special Abilities:** Attached to the chest or back, this parasite injects a constant dose of one particular microbe into the bloodstream of its victim. The exact symptoms incurred vary with the microbes being used. Types of microbes available for this parasite are chosen from Dehibicila, Stasirobes, and Dragoncila. See pages 112 and 113 of **Rifts Atlantis** for details, but symptoms last for as long as the parasite is attached. **Market Cost:** 500,000 credits for the Dehibicila injector, 700,000 credits for the Stasirobes injector, and three million for the Dragoncila injector. The latter parasite is extremely rare and is officially outlawed in Atlantis. However, there are a few so-called independent merchants who carry it.



Mouth Wrap

Another Bio-Wizard restraint, this creature is typically used in conjunction with some other restraints because it is designed exclusively for the purpose of keeping its captive silent. This is most useful when dealing with practitioners of magic who use the spoken word to focus their P.P.E. into magic. Other types of gags and muzzles can serve the same purpose, but only the Bio-Wizard Mouth Wrap adheres tightly to the mouth, keeping it shut, while allowing air to pass through without compromising its security. **M.D.C.:** 25. **Special Abilities:** Completely prevents the mouth from opening and prevents speech. **Market Cost:** 25,000 credits.

Strength Neutralizers

Designed for use on the strongest creatures, this organism is able to reflect its captive's attempts to break free back against him. The harder the captive tries to break free, the harder it becomes to do so. This defiance of the laws of physics is possible using a combination of magic and the creature's own unique musculature. However, outside influences are not affected by this and two or more others can pool their efforts to break the shackles off its captive. Just remember not to count the captive's efforts in this struggle, he is effectively powerless. **M.D.C.:** 100. **Special Abilities:** No matter how strong the captive is, he can never break free of these shackles using only his own brute strength. Nor can he add his strength to the efforts of others trying to break him free. The others are on their own. Reducing M.D.C. to zero, kills the creature and also lets its captive free. **Market Cost:** 500,000 credits.

Techno-Wizard Shackles

This is a set of conventional shackles which have been augmented by a Techno-Wizard to be stronger and more difficult to escape. They are most common among independent slavers. The Splugorth and their Minions prefer to use Bio-Wizard models. **M.D.C.:** 40 to 80 points. **Special Abilities:** Tough to pick or escape from. All such attempts suffer from a penalty of -35% and the shackles are resistant to the magic spell, Escape. Against this spell, the TW Shackles get an attempt to save vs magic with the standard saving throw of 12 or higher. **Market Cost:** 40,000 to 75,000 credits depending on the M.D.C.

Energy Bonds

Another product of Techno-Wizardry, these shackles are enchanted to be impervious to energy and used primarily to restrain psionic eruptors like Bursters, Zappers and other creatures with natural energy expulsion abilities.

A more advanced model generates an energy field around its captive which prevents him from using his energy blasts on his captors (can not fire energy at all).

M.D.C.: 50 to 100 points. **Special Abilities**: Impervious to energy, plus advanced models shield others from the energy attacks of the captive. The shackles also have the same -35% resistance to being picked and escaped from as the previously listed TW Shackles. **Market Cost:** 65,000 to 115,000 credits, depending on the M.D.C. Add another 200,000 credits and a bonus of 20 M.D.C. for the advanced shackles with the energy field.

Anti-Magic Containment & Restraints

Coalition Wars One

The Coalition Army and others have developed a number of measures to counter and neutralize the powers of practitioners of magic.

Containment Body Armor

The CS has learned that suits of armor interfere with the magic and spell casting abilities of most practitioners of magic. Thus, it is common practice to place magic weaving prisoners who are to be held for more than 12 hours, as well as those known or feared to be incredibly powerful and/or dangerous, in a suit of armor known as *Containment Body Armor*.

This armor typically covers the upper body, head and arms of the sorcerer. The arms are immobilized and held in a downward, locked position. The hands are covered in mitten-like iron or ceramic coverings to prevent use of the fingers, palming, or the performance of skills requiring touch and manual dexterity. A featureless helmet covers the head and face. The eyes and mouth are blocked by the solid face plate to blind and prevent the prisoner from speaking; often fitted over a conventional blindfold and gag. The overall appearance is like that of the *Man In The Iron Mask* minus slits for the eyes and mouth. Heavy boots, chained together, are used to make running away difficult (only one third normal speed is possible). Spikes and straps are often added to the armor for dramatic effect and degrading or mocking words or slogans may be scrolled in paint across the chest or face plate. ("Hocus Pocus, I just got my butt kicked," "I battled the CS and all I got is this lousy armor," "Dead man walking," and much less clever things like "Wizards suck," and "kick me," and much more derogatory things may be written.)

The entire getup covers three quarters of the body and is made of metal alloys and heavy ceramics to block and interfere with the use of magic. Silver accents are often included for good measure, with the idea in mind to negatively influence those sorcerers and witches bothered by silver.

Spell Casting Penalties: If the practitioner of magic bound in this armored containment suit can manage to speak, he can NOT properly *channel* magic energy, forcing him to spend 20% more P.P.E. to cast a spell (assuming he can get the helmet off and become ungagged). Also roll on the following table to see what problem or distortion may occur with the casting of *each* spell as a result of the interference caused by the containment suit.

01-20% Reduce spell damage or effects by 1D4x10%.

21-40% Reduce spell duration by 1D4x10%.

41-60% Reduce the spell's range by 1D4x10%.

61-80% Reduce both the range and duration of the spell by 20%.

81-00% Lucked out, no additional problem.

M.D.C.: 40; not typically environmental armor.

Weight: 30-40 pounds (13.5 to 18 kg).

Mobility: Extremely poor. The armor plated arms are locked in a downward position like a knight in plate armor with his arms frozen at his sides, unable to move, or folded like a straight-jacket. This further impairs balance and reduces running speed. As noted earlier in this description, running speed is reduced to one third of normal. Additionally, swimming, climbing, acrobatics and any skills requiring the use of the hands and arms are impossible.

Mouth wraps, gags & blindfolds

When dealing with prisoners known to be practitioners of magic, it is standard practice to gag them and bind their mouths, tying the jaws shut with bands of material or taping the mouth shut with a gag in place to prevent them from speaking or casting spells. This is much cheaper than using cybernetic implants to prevent speech, especially if the prisoner is to be "disposed of" as soon as he has outlived his usefulness, or immediately following a thorough interrogation.

Practitioners of magic are also frequently blindfolded. Not being able to see helps to keep the prisoner off balance, unsure of his surroundings or the number of enemies, and prevents the use of spells requiring "line of sight." Sometimes the entire head is wrapped in bands of cloth or straps, or covered with a cloth or leather sack.

Handcuffs & Restraints

Some strong material is typically used to bind the sorcerer's hands to impair the weaving of magic, prevent the palming of weapons or other items, and to physically restrict the prisoner. Leg chains and a variety of manacles or even rope may also be used.

Cybernetic Anti-Magic Measures

Under most circumstances, the CS tries to avoid taking prisoners who are superhuman or possess magical powers. As a rule, demons, godlings, and other supernatural beings, as well as creatures of magic, such as dragons, are deemed too dangerous to take chances with. However, sometimes there is the need to capture and interrogate or study such beings. Extreme caution is used in all cases. Drugs, electronic shock devices, implements of torture and similar means are all employed to keep such "monsters" under control, along with around the clock surveillance and heavy security. If the captured monster shows signs of breaking free, it is typically destroyed. To minimize risk, such "demons and spawn of magic" are seldom taken into custody. If they are interrogated at all, they are tortured, questioned and killed on the battlefield.

If prisoners are taken, the Coalition Army looks for *human and D-Bee practitioners of magic.* The reasons are simple. These *mortal* foes are more easily understood and are less frightening. They are much more easily contained, controlled and imprisoned, and represent considerably less risk. The last decade of skirmishes around Tolkeen and decades of conflict with the diabolical Federation of Magic have taught the Coalition Armed Forces a thing or two about sorcerers and magic. Knowledge they use to their advantage, for prisoners are often needed for interrogation to learn about enemy plans and troop movements, while other times the right prisoner(s) can be useful in blackmail or to provide leverage in negotiations and issuing ultimatums.

The use of bionics and metal to impair captives

Years ago, Coalition Military Intelligence discovered the effects cybernetic implants have on practitioners of magic. Consequently, they use simple *implants* to reduce the sorcerer's P.P.E. by half and prevent the mage from drawing upon P.P.E. from other sources, including blood sacrifice and ley lines! Since mechanical implants also reduce all forms of magical healing by half, they keep the prisoners weakened and are useful for inflicting torture and physical pain as a genuine threat.

Any pair of cybernetic implants or bionic mechanisms will do, but seldom are they helpful — most are further debilitating, specifically de-

signed to prevent or impair speech, concentration and movement. They are usually implanted in the head, neck, and chest, but some require specific, localized placement. Typically 3-6 of the following implants are used on magic wielding prisoners the Coalition Army expects to keep for any length of time (over 12 hours). Even as few as two will impair the practitioner of magic's ability to use and cast magic. When combined with the armored containment suit and other strategic restraints such as gags and blindfolds, the power of most spell casters is reduced by 50-70%!

Most implants used on *prisoners* are NOT under the control of the victim. These implants are turned on and off by an external control mechanism no larger than a pager or remote control for a television. **Note:** The *Prisoner I.D. Chip* and *Tracer* implants are used on most prisoners (90%).

Bio-Comp Monitor Implant: A half dozen implants that monitor the body of the prisoner and transmit the data to a hand-held computer monitor. The implants show vital physiological statistics, including respiration, heart rate/pulse, blood pressure, stress levels, pain tolerance, and irregularities. This information is especially important to interrogator(s) using drugs and/or torture to determine how much punishment their victim can endure without actually killing him. **Note:** Bio-Comp implants are used on soldiers, pilots and other personnel for medical and combat purposes.

Bionic Hands: One or both hands, or a hand and forearm (sometimes the entire arm) *may* be removed and replaced with bionic ones. Although more costly than most simple cybernetic implants, this procedure has been approved by the CS High Command and allowed at the discretion of the Field Commanders or their Chief Cyber-Doc on the field of combat. Likewise, prison Wardens (often deferring to the recommendations of their Chief Cyber-Doc) may choose this option for "Prisoner Pacification." In truth, there is no reason for this extreme and cruel measure to be taken. Yet it is frighteningly common, particularly among evil and sadistic CS Cyber-Docs and Commanders.

The bionic limb(s) are basic, mechanical devices with a P.S. and P.P. of 6; M.D.C. 10 for hands, 15 for a forearm and 20 M.D.C. for an entire arm and hand. These robotic limbs are ugly and obviously mechanical prosthetics with minimal sense of touch (15%). For anybody being deliberately mutilated, losing one's natural limb(s) and getting a cold steel, mechanical replacement is traumatic. For a practitioner of magic, it is doubly so. Not only is it disfiguring and emotionally scarring, it also brands him as a victim of CS torture and imprisonment, makes him clumsy (most mages have a naturally high P.P.) and physically weak, and impairs his magic using abilities (the standard reduction of P.P.E., an inability to draw on ley line energy and so forth). For many it is a fate worse than death.

Note: Victims of this cybernetic butchery usually try to acquire *bio-system* limbs — bionic prosthetics covered in living tissue often grown from one's own skin. However, outside of the Coalition States, such facilities are incredibly rare and difficult to locate. A half dozen can be found in the Chi-Town 'Burbs and Kingsdale (in Missouri), and one is *rumored* to exist at Old Bones (Free Quebec) and Tolkeen. (Unbeknownst to most, the governments of Free Quebec, the New German Republic and Japan's high-tech society can also perform this operation. So can Phase World. Of course, most of these foreign facilities are far away, and most who have it are anti-magic and uncooperative.) Unfortunately, the technology is expensive outside of a nation like the CS, so the cost is high on the secondary market: 50,000-65,000 credits for a hand, 100,000-150,000 credits for an arm and hand. Worst, the prosthetic limb is *never* quite as good as the original; sense of touch is only at 50%, maximum P.S. is 8 and P.P. 10, with a -5% skill penalty due to reduced articulation and sense of touch. The limb has 25 S.D.C. At least this Bio-System will restore the sorcerer's complete use of magic and spell casting abilities.

In the worst case scenario, the mutilated victim can try to live with reduced magical abilities and get his mechanical limb improved. However, most practitioners of magic will *not* do so. Some have even chopped off the bionic limb to restore their magic powers.

A few alternatives: *Necromancers* can remove the bionic hand or arm and replace it with the (human or monstrous) limb of a corpse, however, they can only do this for themselves, not others. *Ley Line Restoration* can magically restore missing limbs, but the cost in P.P.E. is extremely high and may be considered prohibitive (see the *Rift & Ley Line Magic* earlier in this book). In theory, the mysterious and diabolical beings known as *Gene-Splicers* (see **Rifts® Sourcebook 3: Mindwerks™**) can actually "grow" and attach a completely new, flesh and blood limb to any mortal being. However, even if one could be found and was willing to do so, what he might charge is frightening to consider. Inevitably, the price would be some foul service rather than tangible money or goods. Moreover, once on the slab, god only knows how this malevolent being might mutate and transform his "subject." These alien beings regard all life forms as their test subjects! (This might be a cool or fun way to completely transform a character if the player was open to it, perhaps turning him into a **Heroes Unlimited™** -style superhuman of some kind or strange mutant; human-looking or not.) Likewise, the *Bio-Wizards* of the Splugorth's Atlantis could restore the character with a flesh and blood replacement limb that's as good as new, but again, the price is likely to be terrible, and one must fear what else the Bio-Wizards might do to the character in the process (nothing good, that's for sure)! **Note:** In the aftermath of the Siege on Tolkeen, there will be a desperate desire for bio-system technology and the Black Market will begin to include it in at least 10-20% of its underground Body-Chop-Shops at prices 20% higher than those listed previously. This is something the CS will try to prevent, tracking down and destroying places and Cyber-Docs who perform such operations on "Enemies of the States," or any practitioner of magic (the CS regards them all as Enemies of the States).

Language Translator: A micronized language translator placed right inside the body to facilitate easy communication, particularly with D-Bees and foreigners. **Note:** This cybernetic system may also be placed in soldiers and field agents to help them communicate. If a Headjack is also one of the cybernetic or bionic systems, the Translator will be linked to it, as will a Bio-Comp Monitoring system.

Lock Jaw: This is a cybernetic implant that takes control of the jaw muscles to lock them tight and render the victim unable to open his mouth and speak clearly. Prisoners victimized by Lock Jaw implants can grunt, groan and even utter slurred words through clenched teeth, but can not speak clearly, shout or whistle. Simple first and second level spells can be performed, but the character must speak slowly and as clearly as possible, effectively using up four melee actions (takes about 15 seconds). Also see *Vocal Cord Neutralizer.*

Optic Blinder: An implant that scrambles optic signals to the brain and blinds the victim. As with most implants used on prisoners, this implant can be turned on and off by an external control mechanism. It is used to punish, control and manage difficult prisoners such as sorcerers. **Note:** A blind mage can not use spells that require "line of sight." In addition, the usual -9 to strike, parry and dodge combat penalties for being blind apply. Running means stumbling and falling or running headlong into people or objects.

Pain Inflictor: This cybernetic device is typically implanted in the head or spine. With the flick of a switch, the implant causes the prisoner to be racked with pain. It is used to inflict punishment, torture, and to immobilize a prisoner. The pain causes the following penalties per melee round: Reduce the number of hand to hand attacks and combat bonuses by half, reduce speed by 20%, skills are performed at -30%, and the victim suffers 1D4 points of damage from each melee round of pain, first subtracted from S.D.C., but when that is gone, subtract from

Hit Points. **Note:** Practitioners of magic can not cast magic while in such pain. Prolonged use of this implant can kill.

Prisoner I.D. Chip: A simple implant that transmits fundamental data about the prisoner, name, rank, serial number, prisoner I.D. number and date captured. **Note:** *All prisoners get this implant.* Dog Boys and other CS mutants have a similar identification chip, typically located at the base of the skull or back of the neck.

Tracer Implant: An implant that emits a radio tracking signal. An electronic tracking device can follow the signal up to 60 miles (96 km) in the wilderness, but only 20 miles (32 km) underground or in urban/city environments (too much interference). The implant is powered by the body's own electromagnetic energy, so it is effectively perpetual. It can be shut off by removing it. It can be implanted anywhere along the spine, neck or skull. **Note:** Most (90%) prisoners get one of these.

Vocal Cord Neutralizer: A cybernetic implant that effectively neutralizes the vocal cords to prevent speaking. The character is effectively a mute, able to mouth words but unable to utter a sound other than a few grunts, groans and whistles. **Note:** This device is extremely common for use on practitioners of magic (80%) to prevent spell casting. It can be activated and deactivated by a hand-held control in the possession of the interrogator or a guard.

White Noise Generator Implant: Typically implanted in the back of the head or ear, this implant generates noise on a level that affects the prisoner but which can not be heard by those around him (other than as a very soft hum or sizzling sound when up close to the prisoner). This implant makes sleep and concentration virtually impossible — like a constant ringing or static sound in the ears that won't go away. Only those highly skilled in meditation, or who have an M.E. of 24 or greater, or are 8th level or higher, can effectively block out the noise to sleep or concentrate for 1D4x10 minutes at a time, plus 1D6 minutes per level of experience.

This terrible instrument of torture has several effects that impair the magic user and give the CS forces an advantage.

One, it prevents the sorcerer from being able to rest and sleep, which leads to physical exhaustion and weakness, making the victim more manageable.

Two, it causes mental confusion and the inability to focus and concentrate. The victim just can't think. Even if the device is turned off and there is blessed silence, the victim is so tired and frazzled that concentration is difficult without at least a few hours of sleep. This makes spell casting and the use of other magical powers or attacks difficult to impossible.

Three, it prevents the mage from drawing on P.P.E. from other sources and reduces his own natural reserve. More importantly, this implant makes the victim unable to concentrate, thus he can not (as a rule) *recover* spent P.P.E. through sleep or meditation, rendering the mage powerless or at low ebb.

Four, as with any *cybernetic implant*, magical healing is retarded; healing spells and magic potions only restore half the usual amount of Hit Points/S.D.C. points. Another means of keeping the mage weak and underpowered.

Five, it provides a carrot, a reward. ("Tell us what we want to know and we will turn it off. Look, I turned it off right now. Feels good, doesn't it? Tell us what we want and I'll leave it off and you'll get a good night's sleep. You want to sleep, don't you?") Yes, this is cruel and inhumane punishment, but this is the Coalition Military we're talking about, and this is an extremely effective form of disruption and torture.

Six, the implant disrupts psionic powers too. Costs double the I.S.P. to use psi-abilities, plus range, duration and damage are reduced by half. Like P.P.E., sleep deprivation and constant noise prevents the recovery of I.S.P. through rest and meditation.

Note: This implant can usually be turned on and off by an external, hand-held control unit.

Penalties & modifiers from constant noise and sleep deprivation:

After two days of sleep deprivation (and while the noise generator is on) the victim is -40% on the performance of any skill, all combat bonuses are reduced by half and one spell incantation requires intense concentration, using up the equivalent of four melee actions/attacks — roughly 10 to 15 seconds to perform, ample time for guards or an interrogator to respond to prevent the spell from being finished. Spell casting can be interrupted by something as simple as shoving a gag into the character's mouth, getting punched or choked, or stunned with a cattle prod or neural mace. **Note:** When a spell incantation is interrupted, the P.P.E. to be used is NOT expended (the mage keeps it), but the spell is incomplete and nothing magical occurs.

Three to four days of sleep deprivation causes extreme fatigue, loss of concentration and in the case of sorcerers, dramatically reduced ability to remember, let alone speak, a magical incantation. The victim is -60% on the performance of any skill, all combat bonuses are gone, reduce speed and number of attacks per melee by half, and one spell incantation requires intense concentration, using up the equivalent of 1D4+6 melee actions/attacks — roughly 20 to 30 seconds to perform. Ample time for guards or an interrogator to respond and prevent the spell from being finished.

After five days, dementia and hallucinations are commonplace; and who knows what might be said under such conditions (and that's the whole idea)? Roll to *save vs insanity* to prevent accidentally revealing something under direct interrogation or CS induced (by suggestion or environment) hallucination. At this point, the character has trouble recognizing what's real and what is not. He may fear that rescuers and even long-time friends and allies are not real ("It's a CS trick! I know it! I won't talk ... I won't come with you. Go awaaayyyy!!"). Additionally, the character will babble — finding it difficult to put together one coherent thought or sentence, as well as suffer from paranoid delusions, be physically weak, and obsessed with removing the noise generating implant causing his suffering ("Pluh ... please make it stop. Please ... oh god, man ... make it stop! Make the noise in my head STOP!!!) and may even try to do it himself or attempt suicide. At this stage the victim should still be able to painfully and slowly articulate that the CS put an implant in his head and that it is driving him crazy.

Skill performance takes three times as long and is -85%, all combat bonuses are gone, attacks per melee round are reduced to two, speed and strength are reduced by 80% and the buzzing noise and lack of sleep is driving the character crazy. Spell casting is virtually impossible. Only 1D4 first and second level spells can be remembered at all, and to cast one takes all the character's melee actions for two rounds. Such spell casting is only possible when the character feels threatened and under intense situations that spark a glimmer of memory or a panic response.

Six days and beyond. If not given some regular breaks from the noise and allowed to sleep, the constant, around the clock bombardment will drive the character insane. How long he or she can last depends on the character's Mental Endurance (M.E.). The character can last one day (24 hours) per M.E. point. This probably is not realistic, but we are talking about heroes and characters who are more than the average Joe. If driven insane, all the *insanities* noted under *five days* become permanent, even if the implant is shut off or removed. In addition, the character is terrified (phobic) of Coalition Soldiers and cybernetic implants, and is leery of cyborgs and Headhunters. However, he is sympathetic and compassionate toward Crazies with their obvious head implants (sees them as kindred spirits who have probably suffered like him). Combat bonuses, attacks per melee round and skill performance are *permanently* reduced to half, and the character needs twice the normal amount of experience to attain a new level.

Note: If the Coalition interrogators/jail keepers are given orders (or have a need) to keep their prisoner alive and healthy for any length of

time, the noise generator will be used in a much more discretionary manner. Probably leaving it off most of the time and using it as a means of punishment and to impair the character whenever they are moving him. Troublesome or frightening prisoners might see the noise generator turned on most of the day, giving the character respite only when he is answering their questions and for six to eight hours for sleep.

CS Psi-Scanner

The Psi-Scanner was developed to help identify human and human-looking D-Bees and Shapechangers who possess a measurable amount of psionic energy — more than 20 I.S.P. or anybody who is a Major or Master Psychic. It was originally designed to be a tracking device but its range is pitiful, a mere four feet (1.2 m). The reliability of the scanner is also minimal, with only a 01-50% chance of detecting the presence of psionic abilities in Major or Master Psychics; +9% if the Tracker is waved up and down the head within one foot (0.3 m). Furthermore, it simply identifies the psionic signature, it does not indicate the power level, so the psionic could be an experienced Minor Psionic to a powerful Mind Melter, Psi-Nullifier, or any Master Psionic. Nor does it identify whether the psionic target is supernatural, a creature of magic or nonhuman.

It is used close-range, similar to the old metal detectors developed in the 20th Century and used by security forces to locate concealed weapons by waving a scanning wand over the body of a suspect. Although developed by the CS, the Psi-Scanner is seldom used by the CS Military, Psi-Net and the ISS, all preferring to rely on the much more sensitive and accurate abilities of Dog Boys, Psi-Stalkers and their own Psychic Agents. However, the Scanner enjoys great popularity in the secondary markets.

Range: 4 feet (1.2 m).

Cost: 3,500 credits; good availability through the Black Market and other dealers in technology, including Northern Gun and the Manistique Imperium.

Herb Magic

Rifts® World Book Three: England

Herb magic summons forth magic energy and places it into otherwise ordinary herbs, plants, fruits or branches to give them magical properties. Just as Techno-Wizards place magic energy into crystals and devices to create magic weapons and machines, Magic Herbalists use the enchanted plant to instill magic and healing. Magic plants and/or herbs are then eaten or used to create magic powders, teas, potions and balms. Branches are turned into magic wands and staves.

The P.P.E. cost to create the magical herb is frequently higher than the Herbalist own amount of mystic energy, especially for wands and staves. Thus, Druids gather at places of magic, like ley lines and nexus points, to draw on their energy. Ceremonies at ley line nexus centers most often occur when the nexus is at peak energy such as summer and winter solstices. The Druid can also draw on the energy from willing participants involved in the ceremony. To gather additional P.P.E. when a nexus is not available, Druids will sacrifice animals to draw on the doubled P.P.E. at the time of death. Despite legends to the contrary, the Druids of England, Ireland and most of Europe do not usually engage in human sacrifice. Only evil or insane rogues may entertain such a horrid practice on a regular basis. The only exception is a group of Necromantic fiends known as the *Blood Druids* of France, who actively engage in blood sacrifices and torture of intelligent life forms.

The duration of the enchantment varies with the herb. Typically, once the herb has been magically empowered it remains that way until it is ingested or otherwise used up. How soon an herb needs to be used depends on the Herb Magic. If it is contingent on the freshness of the fruit or plant then it will have to be used in a matter of days. Others can be dried or preserved indefinitely. Magic poisons stay potent for years. Wands and staves typically retain their magic powers until they are destroyed.

Wands & Staves. Unless stated otherwise, the typical wand or staff can unleash its power three times a day (24 hours). A wand has a structural damage capacity of 20, a staff 50. The creation of magic wands is a power exclusive to the Druids. The Herbalist O.C.C. can not make them. Only one wand or staff can be created at one time. This keeps the number of magic items low. Furthermore, the Druids are very careful about what they make and to whom it is given. Also see *Millennium Tree* wands and staves.

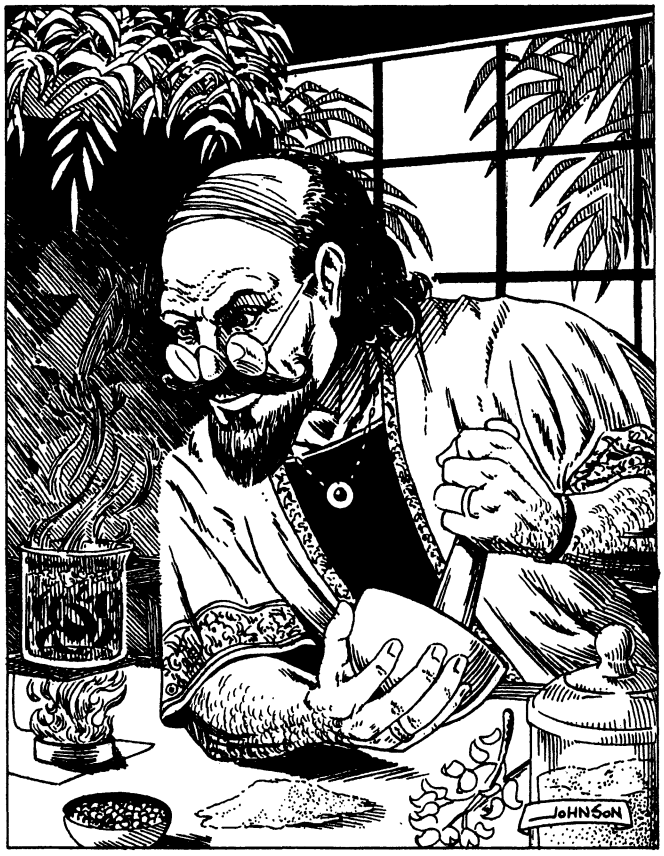
The P.P.E. Cost indicates the amount of mystic energy needed to instill the herbal magic or to create a magic wand or staff.

The Market Value is the average cost in credits to purchase these magic herbs, potions, ointments, wands and staves. Price may vary dramatically from place to place by as much as 200% higher or 30% lower.

Herbs Used in Magic

The following herbs must be prepared by the *Herbalist O.C.C.* or *Woodland Druid O.C.C.* in order to draw out and instill their special magical properties. **Note:** Since Herb Magic originates in the British Isles and France, the herbs and plants are indicative of those regions. Herb Magic is nonexistent in North and South America.

Alder Tree: Native to Europe, Asia, and Africa, growing in wet woods and by lakes and streams. It is common throughout the British Isles. As a medicinal herb, it is used to treat diarrhea, fever, aches from fever, and colds. The fresh crushed leaves can be used to soothe chapped lips and skin. Magical Properties: The leaves and wood can be instilled with magic. The burning of three enchanted leaves will summon forth a Lesser Air Elemental; "whistling up the wind." A magic alder wand will allow the character to command the Lesser Air Elemental he has summoned with the leaves. Only one Elemental can be con-



trolled at a time. The wand will also hold Lesser Elementals at bay and prevents them from hurting the individual as long as he has the wand. The wand is completely ineffective against Greater Air Elementals. P.P.E. Cost: 450 points to enchant the wand (has 20 S.D.C.) and 20 P P.E. per each leaf. Market Value: 10,000 credits per leaf. The wand costs 600,000 credits and up.



Amaranth (Lady Bleeding): This a rare herb imported from the old American Empire (Central United States). Medicinally it is used to stop internal hemorrhaging and excessive menstruation. It is also used for diarrhea and dysentery. Magical Properties: The herb is the symbol of immortality, constancy, and fidelity. It can be made into a powerful potion of youth. The drinker will look 4D4 years younger than he or she really is, restores hair loss and color, and will make the individual feel strong and virile; also +2 to save vs poison, disease, and magic illnesses, +20% to save vs coma/death. The magic lasts three months. Note: The magic potion is addictive. When its magic wears off the user feels 4D4 years older than he really is and tires easily. He or she craves the feeling of youth and will try to purchase the potion again and again. Drinking more than one at a time has no cumulative effect. P.P.E. Cost: 500 points per dose. Market Value: 450,000 credits per dose.

Ash Tree: Ash grows throughout the British Isles, thriving in the rich lime soil. As a medicinal herb, its leaves and bark are used as a laxative, to expel stomach parasites and to cure urinary and bladder infections and kidney disorders. Magic Properties: Magic leaves are used in compresses to heal blisters or festering, open sores. The mystic compress heals the wound and restores 1D4 Hit Points or S.D.C. The same leaf can be used three times before the magic is used up. A magic wand made of ash will heal 1D6 Hit Points or S.D.C. and can be used three times per day. P.P.E. Cost: 350 points to enchant the wand or staff and 15 P.P.E. per each leaf. Market Value: 5,000 credits per leaf. A healing wand costs 350,000 credits and up.

Ash: Rowan (European or Mountain Ash): Originating in Scandinavia & Northern Europe, but also found scattered throughout the British Isles. According to Norse legends, life was centered around the great ash tree called Yggdrasill. The roots of Yggdrasill were in the domain of The Underworld, and the treetop entered into Asgard. It may also be a reference to an ancient Millennium Tree. The berries contain large quantities of vitamin C (ascorbic acid) and can be made into tea, wine, liqueur, syrups, and jam/compotes. Medicinal teas are used to relieve constipation and kidney disorders. Magic Properties: The bark can be magically empowered, giving it regenerative powers similar to the Restoration spell. When a pinch of the magic bark is chewed or ground into a powder and eaten, it will stop internal bleeding and heal damaged tissue (restores 1D6 Hit Points or S.D.C.). It can also be prepared as a magic tea or potion which will magically regenerate/restore small missing limbs such as fingers, toes, ears, and nose (restores 2D6 Hit Points or S.D.C.). Alternately, a magic salve can be created from the enchanted bark. When immediately (within 15 minutes) applied to a severed limb of any size, it will magically reconnect and restore the limb to the body like magic glue. P.P.E. Cost: 750 points to enchant up to five pounds (2.3 kg) of bark. Market Value: 100 credits for a pinch, 30,000 credits for a magic tea or potion, 100,000 credits for the salve.

Belladonna (Deadly Nightshade): This dangerous perennial herb is found growing in woodlands and thickets throughout the British Isles, Europe, and the eastern United States. The dried leaves and root are used medicinally as a sedative, analgesic, and antispasmodic. All parts of the plant are extremely poisonous if eaten, causing paralysis and cardiac arrest. The victim of poisoning cannot move or attack and suffers from 2D6x10 S.D.C./Hit Point damage. Paralysis lasts for 2D6 minutes. Should the character survive, he will feel weak and nauseous for the next 3D6 hours. Reduce the victim's number of melee attacks by one and speed by half. The sick feeling and penalties last for 4D6 hours.

Magic potion: Paralysis same as the spell. Lasts 2D4 minutes. P.P.E. Cost: 30 points per potion. Market Value: 6000 credits.

Magic potion: Poison that will harm Mega-Damage creatures, causing temporary paralysis and 2D4x10 M.D. Lasts 1D6 minutes. P.P.E. Cost: 55 points per potion. Market Value: 15,000 credits.

Blackthorn (Sloe): A spiny shrub that grows well in sunny hedges on poor, stony soil. It grows throughout England and Scotland. Medicinally, the ripe fruit is dried and used in teas to treat stomach, kidney and bladder disorders, including diarrhea. The fresh fruit can be made into juice, wine, syrup and jam. Magic Properties: The fresh or dried fruit can be enchanted and eaten or made into a potion. Eating three enchanted berries or drinking one potion will give that person a bonus of +2 to save vs magic and psionic attacks from "evil" beings and +2 to save vs Horror Factor. The duration of the magic is 20 minutes. P.P.E. Cost: 15 to enchant each berry. Market Value: 500 credits per three berries or potion.

Black Hellebore: A perennial herb native to southern and central Europe, usually in moist woods. It is used medicinally for neurological disorders. Magic Properties: The dried leaves can be burnt like incense to create a relaxing and soothing train of thought sometimes used for meditative and divination purposes. P.P.E. Cost: 15. Market Value: 30 credits a leaf.

A potion or tea that protects against psionic attacks. +6 to save vs all chemical mind control and hallucinogenics, +5 to save vs psionic attack and +2 to save vs possession. The protection from the elixir lasts for 15 minutes. P.P.E. Cost: 65 to enchant the potion. Market Value: 10,000 credits per dose.

Potion: Cure magic curses of insanity. 1-60% chance of success. P.P.E. Cost: 115 to enchant the potion. Market Value: 40,000 credits per dose.

Carline Thistle: A shrub that grows throughout most of Europe. Magic Properties: A branch can be turned into a magic wand that can predict the coming of storms. The wand has three flowers that are open during fair weather but begin to close when it becomes humid and close completely when an impending storm is about to roll in within 4D4 minutes. P.P.E. Cost: 175 points to create the wand or a walking stick. Market Value: 12,000 credits.

Castor Oil (Bean): Common to the British Isles, Europe and Asia. Medicinally the bean is used to "clean out the system" and is used to reduce constipation and stomach cramps. As a lotion, it soothes the skin or eyes. Magical Properties: Magic beans can be made into potions to see the invisible or to negate blindness caused by magic. The duration of the first is typically ten minutes.

A magic lotion can also be made that will wash and heal the eyes from poison, acid or pollutants. P.P.E. Cost: 100 points to create a single potion or lotion. Market Value: Both potions and lotion cost around 3000 credits each per dose.

Catnip: A perennial herb with a tall, hairy, square stem and purple flower. The flowering plant grows wild over much of Europe and Asia, but is comparatively rare on the British Isles, especially in England and Wales. Medicinally the flowering stem is used as a mild sedative, to relieve stomach cramps and diarrhea, and to treat nervous disorders. Magic Properties: Chewing a magic catnip flower will make a fighter more fierce: +1 on initiative and +2 to strike, but -1 to parry and dodge.

The dried magic flowers can be burnt like incense, releasing a pungent aroma, reminiscent of balm, that will ward away wild felines and the Faerie Folk known as the *Kinnie Ger*. P.P.E. Cost: 50 points per each flowering stem. Market Value: 1000 credits per each flower.

Cedar Tree: A hardwood tree that grows throughout most of Europe and the Mediterranean. Has no medicinal use. Magic Properties: A branch can be turned into a magic staff. When the staff touches the ground, the person holding it is grounded and impervious to lightning and any sort of electrical discharge. Furthermore, all other types of energy blasts do half damage, but only when one end of the staff is touching the ground. As a weapon, the magic staff does 2D6 S.D.C. against most opponents, but 2D6 M.D. against energy beings. P.P.E. Cost: 350 points to create the staff. Market Value: 200,000 credits and up.

Clover: Red: Common to the British Isles and most of Europe. The medicinal part of red clover is the flower, which is used to make teas, elixirs and syrups to soothe sore throats and quiet coughs and hoarseness. Externally, the clover is used in compresses and baths to treat rashes and burns. It also makes a pleasant drinking tea and can be used in salads or cooked and eaten like spinach (quite tasty). Magic Properties: A magic ointment placed on the skin will heal burns and eliminate rashes and itchy bug bites (restores 1D4 S.D.C.). They can also be eaten as a magic food. Eating three red clover flowers will provide the nourishment of an entire meal. P.P.E. Cost: 10 points per each clover flower. Five buds make three ounces of ointment. Market Value: 300 credits for an ounce of ointment, or 100 credits per each flower (to be eaten).

Clover: White (Dutch Clover): White clover is a creeping vine weed that grows in grassy places everywhere in the British Isles, Europe and North America. The flower is used medicinally for the treatment of coughs and severe diarrhea. It is also used to make antiseptic and anti-inflammatory ointments. Young leaves are edible and the flowers make a good tasting tea. Magic Properties: A magical three leaf clover is a lucky charm that protects its owner from witches: impervious to possession and +1 save vs any spell cast by a witch. A magic four leaf clover is a charm that enables its owner to see the invisible, makes him impervious to magic curses and illnesses and gives him a bonus of +1 to save vs possession, witch and Faerie magic. P.P.E. Cost: 210 points to empower a three leaf clover and 290 to empower a four leaf clover. Market Value: 30,000 credits for a three leaf clover and 50,000 for a four leaf clover.

Dwarf Elder (Danewart): A bush native to Europe and Asia. All parts of the plant have an unpleasant, fetid smell and are slightly poisonous. The flowers and fruits are used medicinally for treatments of dropsy and as a strong laxative. Large doses cause stomach cramps, vomiting, diarrhea and vertigo for 4D6 hours. Character Penalties: All combat bonuses are half, speed is half and the performance of skills is -10%. Magic Properties: Enchanted berries and leaves can be turned into a potion that prevents drunkenness. The magic will make a drunk instantly sober and prevent a sober man from becoming drunk regardless of how much alcohol he consumes. The magical sobriety lasts for one hour. Any booze that's drunk after that period will have full effect. P.P.E. Cost: 25 points per each sprig of leaves and/or berries. One sprig is needed to make the potion. Market Value: 1000 credits.

Elder (Black Elder): A shrub native to Europe and North Africa is found throughout the British Isles. All parts of the plant are used medicinally, flowers, fruit, leaf and bark. It is used as a circulatory stimulant, anti-inflammatory agent, fever reducer, aspirin-like pain reliever and to fight the common cold and flu. It can also be made into a wine with hypnotic qualities, placing the drinker in a relaxed state. Magic Properties: Enchanted berries and leaves can be turned into foul potions that are similar to the magic spells: Minor Curse, Sickness and the Luck Curse. Fortunately, the effects of these bad luck potions last only 1D6 hours. P.P.E. Cost: 25 points per each sprig of leaves and/or berries. One sprig is needed to make the potion. Market Value: 1,000 credits.

Ergot Fungus: The fungus is found on rye in damp weather or poor harvesting conditions. When the ergot poisoned grain is baked in bread, it becomes a powerful hallucinogenic that causes vividly real and horrific hallucinations of monsters and demons. Magical Properties: The fungus infected grain can be magically enchanted to create three magic potions. One causes the drinker to hallucinate (same as the magic spell) and combat illusionary monsters for 3D4 minutes. Another is to see through magic illusions — the potion drinker is not affected by illusionary magic for 2D4 minutes. The third is called the Mind's Eye and instills the following psychically sensitive powers for 2D4 melees: See Aura, See the Invisible, Sixth Sense, and Clairvoyance. P.P.E. Cost: 100 each. Market Value: The hallucinogenic costs 500 credits, the other two cost 20,000 credits per dose.

Foxglove (Faerie Caps, Dead Men's Bells, Digitalis): An herb that grows in woodlands all over the British Isles and Europe. All parts of the plant are extremely poisonous if eaten, causing severe stomach cramps, convulsions and heart palpitations. Victims of poisoning cannot attack or defend themselves while convulsing and suffer from 1D4x10 S.D.C./Hit Points damage; convulsions last for 1D6 minutes. Extracts from the herb are used medicinally to regulate heartbeat and control heart disease. Magic Properties: Ironically, the magic herb is used to create potions to negate poison. P.P.E. Cost: 35 points per each sprig of leaves and/or berries. One sprig is needed to make the potion. Market Value: 1000 credits.

Ginseng: Originating in Asia, the ginseng plants had been imported around the world before the Great Cataclysm and are still occasionally found growing in the British Isles and parts of Europe. It is common in the Americas and China. The root is used medicinally as a cure for arthritis and rheumatism. An extract is also used to boost stamina and to combat motion sickness. Magical Properties: The magic herb can be turned into magic potions that prevent fatigue or to increase speed.

Magic Potion: Impervious to fatigue. The drinker can work like a horse for 1D4+1 hours without feeling the slightest bit fatigued. P.P.E. Cost: 60 points. Market Value: 1000 credits per dose.

Magic Potion: Super-speed. The potion increases the character's running speed by 40 points and provides the bonuses of +1 on initiative and +2 to dodge. The increased running speed lasts for ten minutes per level of the potion maker. P.P.E. Cost: 60 each. Market Value: 4000 credits per dose.

Holy Thistle (Blessed Thistle): An herb that grows in woodlands all over the British Isles and Europe. The leaves are used for medicinal purposes to cure the plague, as well as stomach disorders, indigestion and cramps. Magic Properties: Chewing on a magic leaf or drinking tea brewed with a magic thistle leaf eliminates food poisoning, cramps and hangovers. P.P.E. Cost: 20 points per each leaf. Market Value: 100 credits.

Magic potion: Cure magic sicknesses/diseases and/or alien diseases. P.P.E. Cost: 200 points per dose of potion. Market Value: 30,000+ credits.

Magic potion: Instill supernatural strength! The character's normal P.S. attribute is temporally transformed into supernatural strength, inflicting Mega-Damage for 4D4 minutes. P.P.E. Cost: 140 points per dose of potion. Market Value: 30,000 + credits per dose.

Horsetail is a fossilized plant found among coal deposits. Medicinally, it is used to help heal lungs, aid in general healing and heart disease. Magical Properties: Used to make two different magic potions: Impervious to magic and toxic gases of all kinds and breathe without air. Each potion lasts for 20 minutes. P.P.E. Cost: 100 each. Market Value: 5000 credits each per dose.

Jimsonweed (Thornapple): An herb that is native to North America but was introduced into the British Isles before the Coming of the Rifts. The leaves and seeds are used medicinally to relieve muscle spasms in asthma and Parkinson's disease. All parts of the plant are poisonous and if eaten, will cause 2D4x10 points of damage, temporary paralysis for 1D4 minutes, nausea and vomiting. Penalties from poison-

ing reduce the victim's attacks per melee, combat bonuses and speed by half. The sick feeling and penalties last for 3D6 hours. Magic Properties: A dried magic leaf that can be smoked in a pipe or cigarette to keep Faerie Folk away. The smoker is also +1 to save vs Faerie Magic. Chewing on a bit of magic jimsonweed will enable the character to see the invisible for the entire time the leaf is in his mouth. He is also +1 to save vs Faerie Magic. However, after 10 minutes the character will begin to feel nauseous and after 20 minutes he will suffer from poisoning (see above). P.P.E. Cost: 15 points per leaf. Market Value: 500 credits per leaf.

Magic potion: Negate/reverse the effects of Faerie foods and drinks. P.P.E. Cost: 136 points per potion. Market Value: 25,000 to 50,000 credits.

Mandrake Root: A perennial herb that is a poisonous medicinal narcotic and aphrodisiac. The narcotic is used to dull people's senses. Penalties: No initiative, -2 to strike, parry and dodge, and attacks per melee are reduced to half. Magic Properties: Chewing on a bit of magic mandrake root or drinking tea brewed with the enchanted root will instill the powers of dowsing or divine a glimpse of the future. The character also suffers from the plant's narcotic effects. P.P.E. Cost: 50 points per root. A typical root can be divided into 10 bits. Market Value: 500 credits per bit.

Magic potion: Befuddle same as the spell. Lasts 2D4 minutes. P.P.E. Cost: 50 points per potion. Market Value: 1000 credits.

Magic potion: Empathy same as the psionic power. Lasts for 3D4 minutes. P.P.E. Cost: 40 points per dose. Market Value: 5000 credits.

Magic potion: Telepathy same as the psionic power. Lasts for 3D4 minutes. P.P.E. Cost: 50 points per dose. Market Value: 10,000 credits.

Bio-Manipulation Voodoo Doll: A whole mandrake root can be magically transformed into a magic weapon. The human-looking root serves as the focus to inflict big-manipulation (same as the psionic power) on a particular victim. To activate the magic, the user must nibble a bit of the root and concentrate on the specific person he desires to attack. He can then inflict any one of the bio-manipulation/evil eye afflictions on that person. One type of attack can be used per melee, but for each new melee the one affliction can be continued or changed to one of the others. Only one person can be attacked by this magical bio-manipulation at a time. Range is limited to line of sight with a maximum range of 100 feet (30.5 m). P.P.E. Cost: 300 points to create. Market Value: 150,000 credits.

Mistletoe: A perennial shrub that is widespread throughout the British Isles and much of Europe. Medicinally, the plant is used to lower blood pressure, stimulate the heart and fight heart disease. Eating the berries or ingesting too much mistletoe will cause nausea and vomiting, reducing the victim's attacks per melee and combat bonuses by half. A sick feeling and penalties last for 3D6 hours. Magical Properties: Mistletoe has many magical properties.

Potions include Charismatic Aura, impervious to Fire, and Float in Air, all equal to a fifth level spell of the same name. P.P.E. Cost: 75 points each potion per dose. Market Value: 50,000 credits each, per dose.

Magic Amulet: A sprig of the plant can be magically preserved as an amulet (same as the Invocation). P.P.E. Cost: 290 points per each magic amulet/sprig. Market Value: 20,000+ credits each.

Oak Tree (Common): A deciduous tree with a short, thick trunk and large branches which form a massive crown of leaves. Common to the British Isles, much of Europe and North America. The bark is used medicinally to treat gastroenteritis and severe diarrhea. Druids consider it to be a sacred tree that symbolizes strength, masculinity, stability, and longevity.

Magic potion: The enchanted herb is used to make holy water. Holy water typically burns like acid when sprinkled or cast upon vampires and other demons, inflicting 3D6 Hit Points/M.D. Holy water spilled in a circle prevents vampires and some other demons from entering the circle. P.P.E. Cost: 20 points per vial of water. Market Value: 100 credits per vial.

Magic Acorn: A single acorn provides the nourishment of an entire meal. P.P.E. Cost: 20 points per each acorn. Market Value: 2000 credits.

Magic Oak Leaf: Can be eaten or made into a tea or potion. Instills the magic power of Chameleon same as the spell. Duration of the power is 10 minutes. P.P.E. Cost: 25 points per leaf. Market Value: 2000 credits.

Magic Oak Bark: An acorn-sized piece of bark can be eaten or made into a tea or potion. Instills the magic power of Armor of Ithan with an M.D.C. of 60. Duration of the power is 20 minutes. P.P.E. Cost: 45 points per acorn-sized piece of bark. Market Value: 40,000+ credits.

Magic Oak Root: Can be eaten or made into a tea or potion. Instills the ability to track animals at an 88% proficiency. Duration of the power is one hour. P.P.E. Cost: 25 points per chunk of root. Market Value: 1000 credits.

Magic Tea: Made from the leaf and bark of the oak. Instills the magic power of Oracle same as the spell. P.P.E. Cost: 70 points to make the enchanted brew. Market Value: 2000 credits.

Magic Wand of Dowsing: A "Y" shaped branch that can be used to locate other oak trees, water and ley lines. P.P.E. Cost: 130 points. Market Value: 25,000 credits.

Magic Oak Throwing Stick: Returns when thrown, double the normal range, and inflicts 1D6 S.D.C. to mortal foes and 2D6 M.D. to supernatural opponents. P.P.E. Cost: 330 points. Market Value: 135,000 credits.

Staff of Strength: A magical branch that cannot be broken or bent. As a weapon it inflicts 4D6 S.D.C. to mortal foes and M.D. to supernatural opponents. It also provides its owner with the following bonuses: +1 to save vs all magic and psionic attacks, +1 to save vs Horror Factor, additional stamina (fatigues at half the usual rate) and the ability to carry an amount of weight as if the character had supernatural strength. P.P.E. Cost: 670 points. Market Value: 220,000 credits.

Rue (Herb of Grace): A perennial shrub that grows in southern Europe. Medicinally, it is used as a general healing agent, sedative and antispasmodic. Too much rue will cause nausea and vomiting, reducing the victim's attacks per melee and combat bonuses by half. The sick feeling and penalties last for 3D6 hours.

Magic potion: The enchanted herb is used to make holy water. Holy water typically burns like acid when sprinkled or cast upon vampires and other demons, inflicting 3D6 Hit Points/M.D. Holy water spilled in a circle prevents vampires and some other demons from entering the circle. P.P.E. Cost: 20 points per vial of water. Market Value: 100 credits per vial.

Magic potion: Magical Sleep same as the spell. Sleeps for ten minutes per level of the potion maker. P.P.E. Cost: 40 points per dose of potion. Market Value: 5000 credits.

Magic Wand of Sleep: A magical sprig of the plant can be preserved and attached to a magic wand. The wand can then cast the Sleep spell three times a day. Range is 20 feet (6 m) or by touch. P.P.E. Cost: 230 points for each magic wand. Market Value: 10,000 credits.

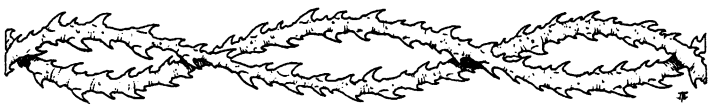
Anti-Magic Wand or Staff: A magical sprig of the plant can be preserved and attached to a magic wand or staff. The holder of the magic wood is +6 to save vs all magic and can perform the following three spells once per day: Dispel Magic Barrier, Negate Magic and Anti-Magic cloud. The level of potency is equal to the level of its creator. The staff also inflicts 2D6 S.D.C. against mortal foes or 2D6 M.D. against creatures of magic. P.P.E. Cost: 1,930 points. Market Value: One million credits.

Solomon's Seal: Another perennial herb scattered throughout the woodlands of Europe and native to the British Isles. Medicinally, it is used as a painkiller for headaches and body pain. All parts of the plant are poisonous and if eaten, will cause 2D6 points of damage, nausea and vomiting, reducing the victim's attacks per melee and combat bonuses by half. The sick feeling and penalties last for 4D6 hours. Magi-

cal Properties: The burning of three enchanted leaves will summon forth a Lesser Elemental from any of the four elemental planes of existence, earth, water, fire or air. An enchanted sprig of Solomon's Seal is needed to command the Lesser Elemental summoned by the leaves. Only one Elemental can be controlled at a time. The magic sprig will also hold Lesser Elementals at bay and prevent them from hurting the individual as long as he has the sprig. The leaves and sprig are completely ineffective against Greater Elementals. P.P.E. Cost: 750 points to enchant the sprig (has 9 S.D.C.) and 50 P.P.E. to enchant each leaf. Market Value: 20,000 credits per leaf. The sprig of Elemental control costs 900,000 credits and up.

Willow Tree: Grows throughout parts of England, Ireland, Europe and the Americas. Medicinally, the leaves are used to eliminate fever, dysentery and food poisoning. Magical Properties: Enchanted leaves can be made into a potion that makes the drinker impervious to energy attacks. Duration is five minutes per level of the maker. P.P.E. Cost: 75 points. Market Value: 20,000 credits. The wood can be turned into a magic lightning rod staff. When the staff is stuck into the ground, all forms of lightning and electrical discharges will be attracted to the staff rather than those around it. It is effective for a 100 foot (30.5 m) radius. Alternately, anybody holding onto the staff is impervious to electrical discharges. The staff is undamaged by the electrical barrage and is also impervious to all energy attacks. P.P.E. Cost: 350 points. Market Value: 250,000 credits.

Wormwood: Originating in the Middle East, wormwood grows all over Europe and the Americas in dry waste places, such as roadsides, plains and grasslands. As a medicinal herb it is used to eliminate intestinal worms in both humans and animals, but will also attack the nervous system, causing seizures if the dose is too strong. It is a neural toxin that can become habit-forming and constant use over years will cause serious brain damage. Only the flowering stems are used. Magical Properties: The magic herb can be used as an ointment or powder to keep away Goblins, ordinary worms and larvae, and the dreaded Worms of Taut. A Goblin or Worm of Taut can not step through a doorway or cross a line made of magic wormwood. Nor can it turn a knob or open a box that is covered in the powder. The powder is sometimes sprinkled on containers to ward away maggots and other larvae. P.P.E. Cost: 100 points to enchant up to 10 pounds (4.5 kg) of the herb per level of experience. Black Market Cost: 1000 credits a pound.



Magic Powers & Cures From Mystic Herbs

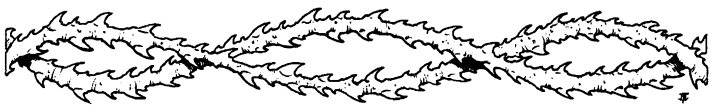
Amulet: Mistletoe
Armor of Ithan: Oak tree bark
Befuddle: Mandrake Root
Chameleon: Oak tree leaf
Charismatic Aura: Mistletoe
Curses or Illness (inflicts): Black Elder
Combat Bonuses: Catnip
Control Lesser Elementals: Alder, Solomon's Seal
Divination: Ergot, Mandrake Root, Oak tea
Float in Air: Mistletoe
Food/Nourishment: Red Clover (3), Oak Acorn (1)
Hallucinogenic: Ergot grain, peyote, and various mushrooms
Healing: Ash tree compress or wand, Clover ointment heals burns & rashes. Holy Thistle (heals magic illness & alien diseases)
Heal/Negate Drunkenness: Dwarf Elder, Holy Thistle (chew, tea or potion), Oak, and Rue
Heal Eyes: Castor oil
Heal/Negate Magic Curses: Black Hellebore
Heal/Negate Magic Faerie Food: Jimsonweed potion
Heal/Negate Poison: Foxglove and Oak tree
Holy Water: Oak tree and Rue
Impervious to Energy: Willow tree
Impervious to Fatigue: Ginseng tea or potion
Impervious to Fire: Mistletoe
Impervious to Magic Gases & Toxic Clouds: Horsetail
Meditation: Black Hellebore
Narcotic: Ergot grain and Mandrake Root
Oracle: Oak tea
Paralysis: Belladonna potion
Predict Storms: Carline Thistle wand
Protection from Air Elemental: Alder tree wand, Solomon's Seal
Protection from Any Lesser Elemental: Solomon's Seal
Protection from Energy: Cedar tree staff, Willow tree
Protection from Faeries: White Clover charm, Jimsonweed
Protection from Felines & Kinnie Ger: Catnip
Protection from Goblins: Wormwood
Protection from Lightning: Cedar tree staff, Willow tree staff
Protection from Witches: White Clover potion or charm
Protection from Worms & Worms of Taut: Wormwood
Psionic Powers: Ergot, Mandrake Root, Oak tea (oracle)
Regeneration: Rowan Ash (eaten or salve)
Save vs Coma: Amaranth potion
Save vs Horror Factor: Blackthorn potion or berries
Save vs Magic: Blackthorn potion or berries
Save vs Poison: Amaranth potion, Blackthorn potion
Save vs Possession: Black Hellebore potion or tea, White Clover (impervious)
Save vs Psionics: Blackthorn potion or berries, Black Hellebore
Sleep: Rue potion or tea, Rue magic wand
See the Invisible: Carline Thistle
Super Speed: Ginseng potion or tea
Super Strength: Holy Thistle
Summon Air Elemental: Burn three Alder tree leaves
Summon Any Elemental: Burn three Solomon's Seals
Track: Oak root
Youth: Amaranth potion
Note: Also see Herbs of Legend.

Magic Sticks, Wands & Staves

Alder wand to control Air Elementals
Carline wand to predict storms
Carline staff to predict storms
Oak staff of strength
Oak throwing stick
Oak wand of dowsing
Rue wand of sleep
Rue staff of anti-magic
Solomon's Seal wand/sprig to control any Lesser Elemental
Willow tree staff
Note: Also see Herbs of Legend.

Poisons

Belladonna (S.D.C. damage & penalties or magic M.D.C. poison)
Dwarf Elder (S.D.C. damage & penalties)
Foxglove (S.D.C. damage)
Jimsonweed (S.D.C. damage & penalties)
Mistletoe (penalties)
Rue (penalties)
Solomon's Seal (S.D.C. damage & penalties)



Herbs of Legend, Alien Plants & Magic

Brain Tree

This is a bizarre alien plant that grows in caves, sewers, and other subterranean locations. It resembles a giant root with two brain-like clumps. These clumps have several bulbs or lobes, typically referred to as its "brain lobes." A white light radiates from these brain lobes and can fill a larger cavern with light. Since Goblins and most subterranean creatures don't like light, these places are often free of monster infestation and used by D-Bees and humans.

It is safe to cut and eat a small piece of the root, which has a vinegar taste and is nutritious. However, to attack one of the brain lobes is to cause a psionic storm of crackling, electric energy. Psychics 100 to 300 feet (30.5 to 91.5 m) away will find it difficult to concentrate or use their powers, and will suffer from a pounding headache for 6D6 minutes after the incident. Psychics within 100 feet (30.5 m) feel like their head is being crushed by an invisible vise, cannot use any psionic abilities, skills are -40%, and attacks per melee are reduced by half. Everybody within 20 feet (6 m) of the brain tree is also bombarded by electric and psionic blasts that inflict 3D6 M.D. three times per melee round (15 seconds). The assault continues until everybody leaves the area (100 foot/30.5 m radius) and the attacks against it stop.

To continue to stand one's ground and try to pry out or destroy a brain lobe will cause that person(s) to be psionically and electrically fried! Each attacker suffers 6D6 M.D. three times per melee round (15 seconds) and each must roll to save vs paralysis (roll to save vs psionic attack). A failed roll means the brain tree has caused neurological damage and permanent paralysis: one limb can barely move. If the damaged limb is an arm, reduce the character's number of attacks by one, P.S. by 2 points and hand to hand combat bonuses by one point. If a leg is damaged, reduce the speed attribute and dodge bonus by half and all kick attacks are impossible.

Magic Properties: Alchemically speaking, the lobes from a brain tree can be used to create a number of powerful magic items.

1. Oracle: Tea or potion; same as the spell. P.P.E Cost: 70. Market Value: 2000 credits.

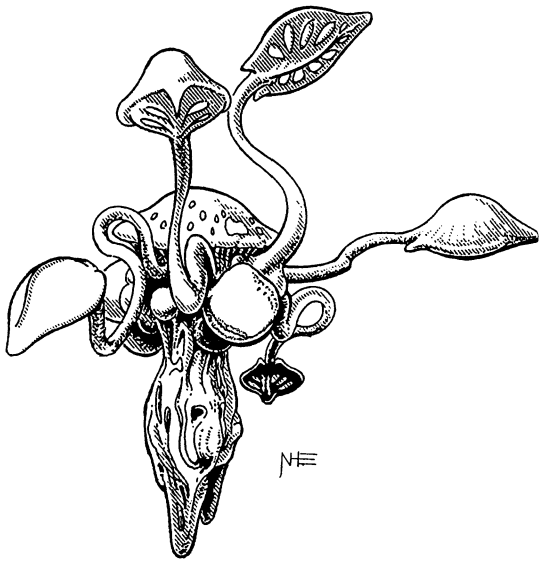
2. Eyes of Thoth: Potion; equal to a 10th level spell. P.P.E Cost: 36. Market Value: 2000 credits.

3. Trance: Potion; equal to a 10th level spell. P.P.E Cost: 64. Market Value: 12,000 credits.

4. Staff of Spirits: A wood or metal staff with a small brain tree lobe incorporated in it. The staff user can perform the following spells three times each per 24 hour period. All are equal to a 10th level spell. Commune with Spirits, Control Entity, Banishment (entity), Turn Dead, and Exorcism. P.P.E Cost: 490 points. Market Value: A million+ credits.

5. Electrokinesis Rod: Typically a scepter style wand but can be a staff or made into a helmet as well. It instills the user with the power of Electrokinesis equal to a 10th level Mind Melter and with the equivalent of 100 inner strength points available. I.S.P recovers at a rate of 10 points per hour. P.P.E Cost: 275 points. Market Value: 400,000+ credits.

6. Crystal Ball: Super rare and incredibly expensive. A crystal ball enables its user to see and hear what another person is doing. The only limitations are a 300 mile (480 km) range, a viewing period of 5 minutes per level of the viewer, and the viewer must have met and know any person or animal he is trying to observe. P.P.E Cost: 1234 for a single crystal ball. Market Value: 250 million credits and higher.



Cobra Vine; a.k.a. Blood Plant or Vampire Plant

Another alien plant that has long tendrils that move like a snake and have a cobra-like head. The plant has a pungent odor that resembles decaying flesh, which attracts scavengers and predatory animals. The vines are sensitive to vibrations and strike out when an animal is near — the reach of a typical vine is three to six feet (0.9 to 1.8 m). The underside of the cobra-head has a sticky adhesive (a P.S. of 12 or higher is needed to pull it loose) which adheres to the animal. To hold the creature securely, 1D4+1 other cobra-headed vines also adhere themselves to the struggling animal (a typical plant will have eight to ten vines). Once secured, tiny needles concealed in the cobra head sink into the animal and drain its blood.

Once fed, the plant releases its prey. Small animals such as rabbits, raccoons, foxes and the like are usually killed, but their dead bodies attract other animals for the blood plant to feed on. Larger animals and humanoids can usually survive such an attack, suffering 4D6 points of damage direct to Hit Points, and stagger away, feeling weak for 24 hours. During the period of weakness, the character's number of attacks per melee, combat bonuses and speed are reduced by half. Large mammals are only in serious jeopardy when they stumble into a patch of several hungry plants. Cobra vines frequently grow in patches of 3D4 plants. **Note:** The cobra vine must feed on six pints of blood every five to seven days.

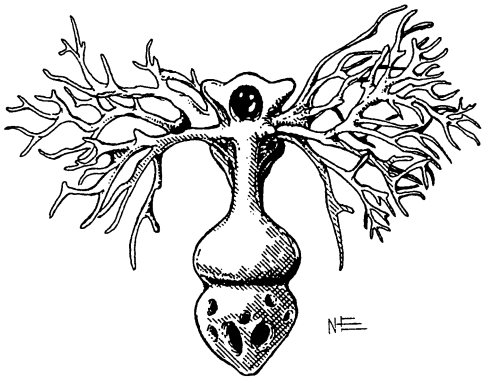
Magic Properties: As a magical herb, the vine has a few impressive properties.

1. Cure a Vampire's Bite: A salve is made from the large, sack-like root and applied to the bite(s) on a vampire's victim. The ointment will cure any infection in the bite and, most important, dispel any control the vampire may have over that person, restoring him or her to normal. P.P.E. Cost: 380. Market Value: 300,000+ credits.

2. Blood Tea: A tea or tonic is made from the blood stored in the sack-like root of the plant. The potion will cure anemia, leukemia, bone cancer, blood poisoning and other diseases of the blood. P.P.E. Cost: 550. Market Value: 450,000+ credits. **Note:** The live plants are also used by sorcerers, Herbalists and monsters to guard their gardens and lairs. The plant can grow in virtually any soil except sand or clay, drawing most of its nourishment from the blood of its victims. The cobra vine is quite rare in most of the world and is found primarily in the British Isles. They are also occasionally found in France, Spain and northern Africa, ironically, where there are no vampires.

Dagda's Scepter

This alien plant has no leaves, only a network of bright green branches. At the top of the stem is a dark green oval. The general shape, especially when pulled from the ground, resembles a scepter. Its healing powers and invulnerability to fire have earned it the name of



Dagda's Scepter; according to Celtic mythology, Dagda is the Father of all gods and a symbol of strength, fire and life (the patron of ancient Druids).

It is a sturdy S.D.C. plant and is completely impervious to fire and heat. Herbalists use the sap to make an ointment to soothe burns and rashes and some have learned that covering their entire body or clothing makes them impervious to fire but not to smoke or heat (the skin blisters, vision blurs and people faint from the heat and choke on the foul air).

Magic Properties: Herbalists and Woodland Druids can evoke many different magic results from the plant.

1. Oracle: Tea, potion or snuff; same as the spell. P.P.E Cost: 70. Market Value: 2000 credits.

2. Sense Magic and Evil: Tea, potion or snuff; equal to an 8th level spell. P.P.E Cost: 25. Market Value: 200 credits.

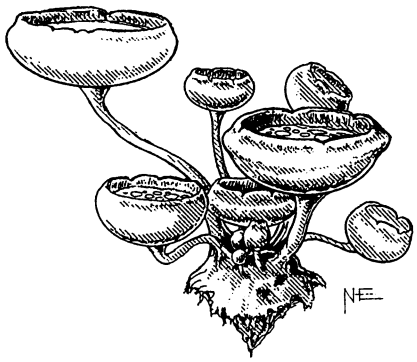
3. Commune with Spirits: Tea, potion or snuff; equal to an 8th level spell. P.P.E Cost: 50. Market Value: 1000 credits.

4. Impervious to Fire: Tea or potion; equal to an 8th level spell. P.P.E Cost: 50. Market Value: 3000 credits.

5. Resist Fire: Tea or potion; equal to an 8th level spell. P.P.E Cost: 20. Market Value: 500 credits.

6. Invulnerability: Tea or potion; equal to an 8th level spell. P.P.E Cost: 80. Market Value: 10,000 credits.

7. Healing Ointment: Heals burns, restoring 4D6 Hit Points or S.D.C., and reduces scarring. It can also be used on cuts and open sores, restoring 1D6 S.D.C. and reduces scarring. P.P.E Cost: 80. Market Value: 5000 credits.



The Faeries' Cauldron

This strange plant may be similar to Earth mushrooms but it is originally from an alien world and was carried to Earth through a dimensional Rift. The tops of the plant resemble a large bowl or cauldron shape mounted on long, sturdy stalks. The bowls collect and hold rain water and moisture. The herb has little to do with Faeries, but because of its innate magical properties and the fact that mushrooms, especially magic mushrooms, are associated with Faeries, it has been named the Faeries' Cauldron. Furthermore, Faeries and Sprites are often seen swimming and bathing in the little pools of the cauldrons.

The plant is only found near ley lines and nexuses, but never directly on a ley line or at a nexus epicenter. A typical Faeries' Cauldron has six to eight bowl-shaped tops, two or three of which are rather large. The alien mushroom usually grows in small clusters of 2D4 individual plants. They are reasonably common in England, Wales and Ireland, but extremely rare outside of the British Isles. Even in England, the average person avoids the plant and some superstitious people actually smash them wherever they are found.

The plant has several magic uses in its natural, unaltered form.

1. The Faeries' Cauldron is a P.P.E. battery. The cauldrons/bowls can be broken at the stem (S.D.C. object) and will remain fresh and continue to hold magic energy. Each small cauldron/bowl contains 2D6 P.P.E. while large bowls and the root bulb each have 5D6 P.P.E points. The mystic energy can be drained from each of the plant's bowls like the cells of a battery. However, each time a cauldron/bowl is drained of P.P.E., it shrivels and spoils. Spoiled Faeries' Cauldron mushrooms are poisonous, causing stomach cramps, vomiting, diarrhea and vertigo for 3D6 hours, even to Mega-Damage creatures and supernatural beings. Penalties: All combat bonuses are half, speed is half and the performance of skills is -20%. Sudden movement gives a sensation of vertigo and dizziness, causing the character to lose his balance, half his melee attacks and initiative.

2. The bowl part is tasty and can be eaten. The P.P.E. safely dissipates into the environment when eaten and does not provide the creature who eats it with any special powers. If the bowl is broken, the energy also dissipates and the mushroom meat spoils within 24 hours. If kept whole, the bowl will stay fresh and edible indefinitely (for years). Until it is eaten or drained of mystic energy, the plant retains its P.P.E. reserve.

3. In its natural environment, the bowls or cauldrons collect rain water. This water becomes enchanted. Those who drink of the water will experience the dulling of the senses as is common to narcotics. Penalties: No initiative, -2 to strike, parry and dodge, and attacks per melee are reduced by half. However, the drinker can also see the invisible, is healed of 2D6 points of damage (if injured) and is cured of stomach cramps, worms, nausea and/or diarrhea.

4. If the blood of a humanoid gets into a magic mushroom cauldron it is transformed into a deadly toxin. The poison does 2D4x100 Hit Points and S.D.C. damage to humanoids and 2D4x10 M.D. to Mega-Damage creatures. The poison must be ingested to have any effect. Market Value: 45,000 credits.

5. If Faeries' blood, including Sprite, Pixie, Brownie, Bogie or Leprechaun, gets into a caldron it turns into a magic potion. He who drinks of it will shrink to 12 inches tall/ 0.3 m), sprout butterfly wings, fly (45 mph/72 km), prowl 55%, see the invisible, is +3 to save vs magic and +6 to save vs Faerie Magic. However, all attributes, combat bonuses, S.D.C./M.D.C. and skill proficiencies are temporarily reduced by half. The metamorphosis lasts 2D4 hours and cannot be negated before the magic has run its course. Market Value: 200,000 credits.

6. If dragon's blood falls into a magic cauldron it is transformed into a potion of metamorphosis. He who drinks of it can metamorph into any living creature (any of the spells, including Plant Metamorphosis). The transformation lasts 2D4 hours and cannot be canceled before the magic has run its course. Market Value: 150,000 + credits per potion.

7. When there are six or more plants, the Faeries' Cauldron sometimes grows in a circular formation; typically a 10 to 20 foot diameter (3 to 6 m). These magic mushroom circles are rare and powerful. Supernatural beings, including vampires, zombies, mummies, animated dead, ghouls, Golems, entities, Lesser Demons and Lesser Elementals, cannot enter the circle and are repelled by its magic. Most animals can sense the magic and avoid the circle too. Faerie Folk, and other creatures of magic, often seek refuge inside these circles and sometimes build a Faerie Mound (dwelling place) in the center. Circles

not inhabited by Faeries can be used as safe havens by woodland travelers-taking refuge at a Faeries' circle and mound will cause an encounter with the inhabitants of the mound. Those who sleep within the circle will have a restful sleep and awaken refreshed and in high spirits. Practitioners of magic can step inside the circle and draw on as much as 200 P.P.E. without damaging the plants. Any attempt to draw on more energy than that will cause three claps of thunder, followed 15 seconds later by bolts of lightning striking the mage and everybody inside the circle (6D6 M.D.). Additionally, dangerous insects, such as the Giant Clamp-Mouth Dragonfly, Flash Beetle and Petal Thing, will arrive within a minute and attack anybody in the area. It is important to note that these alien creatures frequently inhabit the same areas and are attracted by the expenditure of P.P.E. energy and noise.

The Herbalist and Woodland Druids can use the Faeries' Cauldron to create the following potions (all are equal to 7th level spells):

1. Water to Wine: The potion is poured into one to ten gallons (3.8 to 38 liters) of water and transforms it into good quality wine. P.P.E Cost: 25. Market Value: 350 credits.

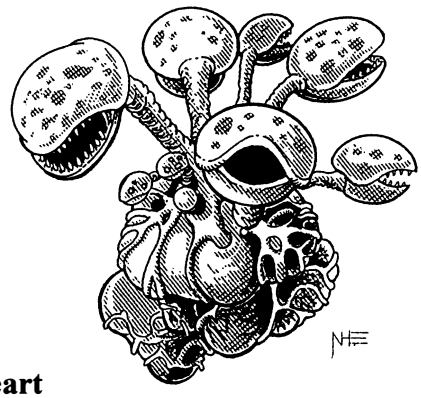
2. Spoil food or Water: The potion is poured into or onto water or a beverage (one to ten gallons/3.8 to 38 liters) or up to 70 pounds (31 kg) of food, making it spoiled/inedible. P.P.E Cost: 35. Market Value: 500 credits.

3. Negate Poison: Including M.D. poisons. P.P.E Cost: 30 points. Market Value: 50,000+ credits each.

4. Any type of metamorphosis potion. P.P.E Cost: 85 each. Market Value: 250,000+ credits each.

5. Petrification: The poor fool who drinks this potion is turned into stone. The magic potion can be added to a glass of wine or other liquid as long as there is less than eight ounces (0.2 liters). The transformation is permanent unless stone to flesh magic is used to reverse the magic. P.P.E Cost: 213 each. Market Value: 750,000+ credits each.

6. Stone to Flesh: The potion is poured onto the head of a victim of petrification and returns the person to the living. The potion can also be drunken ahead of time to make the drinker impervious to petrification (lasts 20 minutes). P.P.E Cost: 113 each. Market Value: 500,000+ credits each. **Note:** Of course, the Herbalist and Druids can use the Faeries' Cauldron to create the previously listed natural magic and super-poison, as well as use the cauldrons/bowls as P.P.E. batteries (talisman).



Snapper Heart

This vicious looking plant gets its name from its four to eight bulbous heads lined with teeth and its heart-shaped root. It is an alien Venus flytrap that stands about three feet (0.9 m) high and feeds on large insects and small mammals like mice and birds. It is pretty harmless to humanoids and large mammals, except to foolish humanoids who stick their finger in the mouth and get bitten (1D4 S.D.C.).

Wilderness folk claim that eating a few ounces of the root will instill a warrior with courage and strength. This is true in the sense that eating two to four ounces of the root causes a reaction like that of a powerful amphetamine (speed) and mild hallucinogenic. The root eater feels more powerful and confident and is filled with a sense of urgency and reckless excitement. These people will take foolish risks and are extremely anxious to do something right now. They enjoy temporary bonuses of +2 on initiative, +1 to parry and dodge, +2 to P.S. and Spd. attributes as long as they are high. The high and bonuses last for about 2D4x10 minutes. When the high is gone, they are exhausted and weak: reduce speed by half, combat bonuses are -1 and skills performance is -20% for 1D4 hours. They also feel really hungry. Regular users will become addicted and believe they are only at their full potential when high (penalties apply all the time when not on the drug).

Herbalists, alchemists, and drug dens may offer the herb as a tea, potion or snuff, but the duration of these are half that of eating two to four ounces of the raw root. It has no other special properties.

Note: Found in Scotland, Ireland, and to a lesser degree, in northern France, Belgium and southern Germany.

Towershrooms

There are six known varieties of Towershroom, giant mushrooms that seem to thrive in the British Isles and much of northwestern Europe. Two of their most notable features are that the stem of the plant is hollow and the entire plant is a modest Mega-Damage structure. These two features have encouraged many people, especially wilderness folk, to build homes inside the living plants! Most of these giant mushrooms are found in dense forest areas. Features:

1. The hood or top of the typical Towershroom has 1D4x100 M.D.C.

2. Walls: The average ten square feet (0.9 sq m) of the hollow stem has 4D4 M.D.C.

3. The place always smells fresh.

4. Typical plant lives for 50 years.

Note: The plant has no special herbal or magic properties. Sections cut out of the 'shroom spoil within 6D6 hours and lose their Mega-Damage structure. Only the living plant is a Mega-Damage life form.

South America: Memory Tree

The Memory and Wisdom Trees are intelligent life found only in South America, and even then only in the Maga Islands (or so it is said). With the exception of the Splugorth and those living in and around the Maga Islands, the world does not even know they exist. However, should Herbalists or Druids discover the trees, they will be able to commune with them and *may*, with time and study, be able to develop some type of magic involving the plants.

These rare, spindly trees have pointed, spiral-like trunks and branches, and tiny leaves. They are usually grey-green in color, with silver hues. Like the Trees of Wisdom, they are intelligent, although not at genius-levels nor the power level of a Millennium Tree. Their main function is to store the history of what goes on around them, and to serve as the record keepers of Maga's civilization in South America. They are a combination of computer library and school teacher that communicates psionically with their students. All Jungle Elves and many humans at Maga Island spend part of their childhood communing with the Memory Trees, and learning more about their history and current events. Learning is not instantaneous, but it requires about half the time normally required, because the trees are able to recreate memories and transmit knowledge directly into the students' minds. Time is still required to assimilate and understand the information, however.

The information exchange is two-sided. While the Memory Trees impart their lessons, they also "record" the memories of their students, as long as they are willingly shared. People who do not desire their memories to be downloaded can resist it, and the Memory Tree will desist. There are rumors that claim that in reality the Memory Trees will record all memories, whether given willingly or not, so criminals or those with something to hide tend to avoid communicating with the trees. **Note:** The Splugorth have developed Bio-Wizard techniques to forcibly extract the information found in a Memory Tree, but it only works 20% of the time: the trees will destroy their memories and consciousness rather than pass them on to the enemy.

The communication process is simple: The student sits near the tree (anywhere within 30 feet/9.1 m will do) and concentrates. The tree will answer questions either through telepathic words, or will provide images and the equivalent of virtual reality, having the character experience the situation described. If a tree does not know an answer, it can communicate with all other Memory Trees within 100 feet (30.5 m) of it; the process can take as little as a few minutes, or as long as days, depending on the complexity of the question.

Most of the information found in the Memory Trees has to do with the Jungle Elves and all matters that concern them. It is up to the G.M. to determine how much knowledge the trees have on other subjects. Also, Memory Trees will obey any commands given to them by a Tree of Wisdom, including refusing to divulge secret or dangerous information. A cluster of Memory Trees *might* know some secret of magic or technology (although it is unlikely), but they will not share them with just anybody.

Like the Trees of Wisdom, Memory Trees can invest an acorn with their memories and consciousness. The first Jungle Elves that arrived from the Green World brought with them several seeds, each containing the history of their people.

Alignment: Principled.
Attributes: Most physical attributes are meaningless. M.A. 3D6, M.E. 1D4+20, I.Q. 3D6, P.E. 20.
M.D.C.: 1D4x100
Natural Abilities: Sense environment around them without needing vision (unaffected by invisibility or darkness), with a range of 100 feet (30.5 m), bio-regenerate 1D6x10 M.D.C. every minute, communicate telepathically with any intelligent creature at no I.S.P. cost (range 1000 feet/305 m). Immune to normal fire, heat and cold (M.D. heat and cold inflicts half damage). Can transmit memories and knowledge directly into other minds, and absorb them as well. A Mind Block can stop either transmission, however.
Magic: None.
Psionics: All Sensitive Powers plus Bio-Manipulation and Empathic Transmission. **I.S.P.:** 1D4x100.
Combat: Two psionic attacks per melee; no physical attacks. **Bonuses:** +1 to save vs magic and psionics.
Skills of Note: Most Memory Trees will have 98% in several lores and fields of knowledge. They have Magic Lore 98%, but can not teach or learn to cast magic of any kind.

South America: Trees of Wisdom

These rare, intelligent telepathic trees are found almost exclusively on the Maga Islands in South America. They are, in fact, the rulers of Maga! They claim to be the descendants of the "One Tree," which is said to exist in the *Green World*, imprisoned by the Splugorth. Supposedly, the wisest and most powerful Biomancers become Trees of Wisdom (most believe this is pure myth, however). Most Trees of Wisdom are on Maga island, where they make up the Tree Council. Several dozen other trees are scattered throughout South America, where they act as guides and advisors to Jungle Elf tribes. Fewer than a dozen are believed to exits outside of Maga Island.

Trees of Wisdom are exotic plants with segmented trunks, short branches and large, pointed leaves (3-12 feet/0.9 to 3.7 m long and 1-4 feet/0.3 to 1.2 m wide). The trees themselves range from 9-30 feet (2.7 to 9.1 m) tall. They are M.D.C. structures and have powerful regeneration capabilities. The leaves are an unusually dark shade of green with purple hues. The trees tend to grow together in groups of 2-24 and prefer to be within 100 feet (30.5 m) of a ley line or nexus. Maga's Tree Council has 48 Trees of Wisdom standing in a perfect circle around a powerful nexus point. Much like the Millennium Tree, the Wisdom Trees draw on the P.P.E. of the ley lines to exist, and do not need water or nutrients. Perhaps because both the Millennium and Wisdom tree species compete for P.P.E., neither will ever grow within 1000 miles (1600 km) of the other! The absence of Millennium Trees in South America may be due to the proliferation of Trees of Wisdom on the continent. Rumor has it that a few Trees of Wisdom grow in the Florida region (and maybe elsewhere in North America), but this rumor has never been substantiated. Trees of Wisdom are not known to exist in North America or anywhere else in the world.

Even if destroyed or threatened with destruction, Trees of Wisdom have developed a way to survive. In an emergency, they can invest their memories and personalities in an acorn, which can be planted elsewhere and grow again. When this is done, the original tree loses its consciousness and all powers, and starts to whither away, losing 1D6x10 M.D.C. per day until it finally crumbles to dust. The acorn has 100 M.D.C.; the tree can let it fall down next to it, to be picked up by a Jungle Elf or other trusted ally, or can "shoot" it in a random direction (up to a mile/1.6 km away), hoping it will reach a safe place to grow.

Alignment: Usually Scrupulous or Principled.
Attributes: Most physical attributes are meaningless. M.A. 2D6+18, M.E. 2D4+20, I.Q. 2D6+18, P.E. 24.
M.D.C.: 3D6x100+300 main trunk. Branches have 2D4x10 M.D.C.
Natural Abilities: Sense environment around them without needing vision (unaffected by invisibility or darkness), with a range of 2000 feet (610 m), bio-regenerate 4D6x10 M.D.C. every minute, communicate telepathically with any intelligent creature at no I.S.P. cost (range 2000 feet/610 m). Immune to normal fire, heat and cold (M.D. heat and cold inflicts half damage).
Magic: Trees of Wisdom know the following spells: Cloud of Smoke, Globe of Daylight, Chameleon, Concealment, Fear, Turn Dead, Armor of Ithan, Energy Field, Ley Line Transmission, Magic Net, Domination, Energy Disruption, Horrific Illusion, Call Lightning, Words of Truth, Constrain Being, Globe of Silence, Purification, Negate Magic, Oracle, Wisps of Confusion, Banishment, Summon and Control Animals, Calm Storms, Summon Rain, and Close Rift. All spells equal to a 10th level Ley Line Walker. **P.P.E.:** 3D4x100, plus what they can draw from ley lines.
Psionics: Knows all Sensitive powers and Bio-Manipulation, Empathic Transmission, Group Mind Block, Hypnotic Suggestion, Mind Block Auto-Defense, Mind Bolt, Mind Wipe, Telekinesis and Telekinetic Force Field. All equal to a 10th level Mind Melter. **I.S.P.:** 2D6x100+100.
Combat: Three magic or psionic attacks per melee. Has no physical actions (creating an acorn can be accomplished over one melee round).
Bonuses: +2 to save vs magic and psionics, +10 to save vs Horror Factor.
Skills of Note: Trees of Wisdom have the equivalent of a 98% skill in most Lores and general knowledge skills. They know little about technology, but are experts in psychology, Herbalism, law and politics. They have an intrinsic understanding of the workings of magic and psionics. Fewer than 90 are believed to exist throughout South America. None are known to exist in Central America, Mexico, or anywhere else in the world.



Millennium Tree Items

Mighty, mysterious, magical, one of the most incredible results of the Earth's transformation after the Coming of the Rifts has been the appearance of the *Millennium Trees*. These incredibly powerful magic entities are very rare and truly a sight to behold. They are *known* to be present only in areas where ley lines are most abundant and magical energy surges over the landscape. England and Japan are two such lands. While Millennium Trees are not themselves magic items – they are living, intelligent creatures of magic – they will sometimes bestow parts of themselves (leaves, branches, bark, etc.) to deserving folk such as trusted friends, renowned champions of good, and the Millennium Druids who serve them. Those cast-off items are indeed magical, and are described in this section. For more information on Millennium Trees, their full range of powers, Millennium Tree Druids and other types of magic and mysteries of England, please refer to **Rifts® World Book Three: England**. (*Rifts® Japan* repeats a good deal of this information and *Splynn Dimensional Market™* presents some specific "corrupted" Millennium Tree magic items, also reprinted here).

Millennium Tree Powers & "Gifts" of Magic

The following are some of the key powers of the Millennium Tree which it might use to protect and help the innocent. Following the Tree's powers are *magic items* it sometimes bestows upon a deserving friend or compassionate champion of justice and goodness.

Powers of the Millennium Tree used for the benefit of others:

Camouflage: If the tree desires to do so, it can create the equivalent of the Chameleon spell on living creatures, human or animal, that are hiding among its leaves and branches or against its trunk. Literally thousands of inhabitants can be cloaked in this manner. Exactly who is affected by the magic is completely up to the tree, who can conceal everyone or leave out specific characters. The magic is identical to the spell except that the duration lasts as long as the tree believes necessary and stops protecting anybody who leaves the tree.

Control over Ley Line Storms & Rifts: The Millennium Tree prevents the manifestation of random Ley Line Storms and can create and control a massive Ley Line Storm(s). This connection and control of the nexus and ley line energies also means that the tree feels when the energy is being siphoned by others for the use of magic or to open a dimensional Rift. **Note:** This is one of the powers used quite frequently by the tree.

Just as the tree prevents random Ley Line Storms, it also prevents the random opening of dimensional Rifts. If a Rift is deliberately opened on one of its ley lines or connecting nexus, the Great Tree can close it within 2D4 minutes. Likewise, the Millennium Tree can open a Rift at will; however, the tree does not understand dimensional travel and must have a practitioner of magic to help open a Rift to a specific dimension, otherwise it is completely random. **Note:** Also see Ley Line Teleportation, in this section.

Control over Normal Weather: The tree also has limited control of the weather around it. Control is limited to a ten mile (16 km) radius around the tree with the following results. Create/summon fog for up to eight hours, create/summon a light rain for 1D4 hours, dispel a light rain, change wind direction, the intensity of storms is always half, and floods and earthquakes never occur. **Note:** This is one of the powers used quite frequently by the tree.

Ley Line Teleportation: The great tree can teleport any number of people, vehicles and equipment to any point along any of its connecting ley lines! On occasion, it may "pop" people in trouble to a different locale, or send an enemy miles away.

Power to Heal: The Tree of Life can magically and instantly heal the sick and injured as follows. Up to 50 S.D.C. and 50 Hit Points (or 50 M.D.C. for Mega-Damage creatures) every few minutes. As many as a hundred people can be healed in a single instant, but such mass healing is uncommon.

The tree can also cure sickness and disease. Physical pain, burns and discomfort are reduced by half when under the shade of the tree or embraced in one of its branches, plus normal healing is increased by two fold. Characters in a coma are +30% to save vs death. The tree cannot eliminate insanity or addiction, although a period of treatment (weeks) while under the tree will add +10% to the success of recovery. **Note:** The powers of healing are provided frequently by the tree.

Purify Food & Water: This power is identical to the magic spell except that the tree can affect 100 times more than a first level wizard with a single spell.

Resurrection & Restoration: If a person has recently suffered from dismemberment, less than 12 hours, and his/her body is brought to the tree with the severed limb(s), the tree can magically reattach the appendage(s) and restore the person to health without scarring.

Likewise, the recently deceased, less than 4 hours, can be brought back to life, provided the body is mostly intact. Both incredible feats of healing draw on the magic and life force of the tree. Thus, when a restoration is performed, a small branch near the person being healed withers away and disappears. When a resurrection is performed, one of its large limbs will wither and disappear. **Note:** Resurrection, restoration and other feats of powerful magic are not everyday occurrences and are not available at the drop of a hat. The intervention of a priest, monk or well respected friend is likely to be required.

Sixth Sense Warning: The entire tree is alive and aware, thus it knows everything that is happening in, on, and around its gigantic body. Consequently, it is seldom caught unawares and can warn its friends, inhabitants and visitors of impending danger. This power manifests itself in a way similar to the psionic power of Sixth Sense.

The recipient of the magical warning will suddenly, as if by reflex or coincidence, look in a particular direction to see an approaching enemy or danger; or suddenly duck or move out of the way (+10 to dodge); or just feel that something is wrong, making him alert for trouble (+3 on initiative); or the sudden need to go check on friends or family. **Note:** The danger must be within the tree's range of perception which includes everywhere on its body and within 500 feet (152 m) from its farthest branch. Noisy troops, noisy vehicles, and explosions can be heard/felt by the tree up to a mile (1.6 km) away. Smoke and the scent of fire can be detected 20 miles (32 km) away. This is one of the powers used quite frequently.

Visions and Dreams: Although the Tree of Life is not a powerful psionic, its reputation as a place of peace and inspiration brings people from throughout the islands and even occasional visitors from China and Indonesia to meditate under its leaves. Often the focus of thought combined with peace of mind will help people to gain personal insight to themselves or about their problems without any intervention by the tree. However, the tree can magically perform an Oracle spell on a specific person, enabling him to glimpse the possible future or perform clairvoyance. It can also magically send a vision which is not a glimpse of the future, but typically serves as inspiration to encourage good deeds, provide information, or warn of trouble brewing; remember, the tree hears and knows many things. **Note:** This power is used quite frequently by the tree to help priests, monks, samurai and good friends.

Bark Body Armor

The bark can be glued or bolted to an undergarment and used to create lightweight, Mega-Damage body armor.

- Typically a full suit offers 120 M.D.C.
- Weighs only 15 pounds (6.75 kg).
- Good mobility, -5% prowl penalty.

Magic Properties: Contains 4D6 P.P.E. points which can be drawn upon by practitioners of magic. Magic energy attacks, including fire, dragon's fire, lightning and energy blasts, inflict one-third normal dam-

age. Blows from rune weapons and most other magic weapons inflict full damage. Blasts from conventional energy weapons and explosives also do full damage.

Bonuses: +1 to save vs poisons, toxins, gases and disease.

Cost: Varies dramatically. Most people won't sell the armor because it was a gift from the Tree of Life. Those who are selling the armor are likely to have stolen or murdered to get it or bought it from somebody who did. In such instances, the armor can cost 80,000 to 100,000 credits. Rare except among warrior monks and Shinto priests.

Millennium Tree Bark Shield

A Mega-Damage shield can also be made from the bark of a Millennium Tree. The shield can be used to parry Mega-Damage rune weapons, other types of magic weapons, hand to hand attacks from vampires and supernatural beings, dragon's breath and similar slow moving or predictable weapons and attacks. The shield user rolls to parry as usual. A successful parry means the shield blocked the attack and absorbs the damage. **Note:** Normal M.D.C. shields weigh twice as much, but cost between 1000 and 4000 credits.

M.D.C. by Shield Size: Small: 60 M.D.C. and weighs 3 pounds (1.35 kg), Medium: 90 M.D.C. and weighs six pounds (2.7 kg), Large (covers three-quarters of the body): 120 M.D.C. and weighs 12 pounds (5.4 kg) but is -1 to parry due to its awkward size.

Cost: Varies dramatically. Most people won't sell the shield because the bark was a gift from the Tree of Life. In instances of a sale, the shield usually costs 15,000 to 30,000 credits. Rare except among warrior monks and Shinto priests.

Millennium Tree Leaf Blanket of Healing

The tree's leaves are as giant as the tree itself, typically four to six feet (1.2 to 1.8 m) in length and can be used as lightweight body armor or as a blanket of healing. The Tree may give a leaf or two to trusted friends, priests, monks and renowned champions of good.

Healing Properties:

- Instantly negates poison, toxins and other chemicals.
- Heal wounds, restoring 2D6 S.D.C. and 2D6 Hit Points or 2D6 M.D.C. in the case of Mega-Damage creatures.
- Adds +30% to characters trying to recover from a coma when the blanket is laid over the person and left on him.
- Camouflage the sick or injured — same as the Chameleon spell and lasts as long as the character does not take any aggressive action or move from one spot.

Restoration: This power is the same as the tree's and can be used to restore severed limbs and bring comatose characters back to consciousness and healed up with two Hit Points. However, the use of this power completely destroys the leaf — it withers and disappears.

Cost: These incredible leaves have been known to garner 90,000 to 150,000 credits. Rare even among warrior monks, yamabushi and Shinto priests.

Millennium Tree Leaf Body Armor

Large leaves from the giant Millennium Tree can be cut in the center and placed over the body like a Mega-Damage Mexican poncho or worn as a Mega-Damage cloak or under a robe. An alternative is to tuck and fashion one or two leaves into a more stylish suit of armor. Of course, a Mega-Damage knife, scalpel or laser is necessary to cut or make holes. Most leaf suits are pretty simple coverings and can be worn over more conventional suits of body armor. The leaf retains its soft, flexible nature for generations until it is destroyed.

- Typically 60 M.D.C., because leaves provided by a Millennium Tree as armor are usually the largest leaves and offer the highest degree of M.D.C.
- Weight 5 pounds (2.25 kg).



- Excellent mobility, no encumbrance.

Magic Properties: The leaf has 4D6 P.P.E. points which can be drawn upon by practitioners of magic, and magic energy attacks inflict one-third normal damage.

Bonuses for the wearer: +2 to save vs poisons, toxins, gases and disease.

Cost: Varies dramatically. Most people won't sell the armor because it was a gift from the Tree of Life. When it is sold, the armor can cost 50,000 to 100,000 credits. Rare, except among warrior monks, yamabushi and Shinto priests; common among the members of these clergy.

Millennium Tree Magic Staves

Millennium Tree Staff of Defense

The Staff is a simple eight toot (2.4 m) long shaft of wood used as a walking stick or as a weapon. This is the simplest, least powerful staff provided to anybody from the Sacred Tree in Kyoto, Japan. Whether or not any other Millennium Trees give out this particular kind of item remains unknown. The warrior monks of Japan believe that men must learn to fend for themselves, and ask only for a simple weapon with which they can protect themselves and others from evil. Monks of 9th level or higher experience, or great warrior monks, may have one of the other types of staves.

- Constant power: none, other than a sense of humility and self reliance.
- It has 2D4x100 M.D.C., regenerates all lost M.D.C. within 24 hours and possesses 2D4x10 P.P.E. that can be siphoned and used by its owner.
- It inflicts 2D6 S.D.C. against mortal opponents or 3D6 M.D. against supernatural beings. The weapon is so attuned to the monk who owns it that its power increases with the character's level of experience. Add 1D6 M.D. at levels 5, 10 and 15.

Millennium Tree Staff of the Earth

The staff is a comparatively short, thick stick that's dark brown in color. It possesses the usual features plus the following:

- The constant powers granted to its owner are the abilities to Sense Magic and ley lines, similar to the Ley Line Walker.
- Spell Magic: A total of ten spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Chameleon, Ignite Fire, Purify Food/Water, Superhuman Strength, Repel Animals, Stone to Flesh, Turn Dead, Exorcism and Circle of Protection (Simple). Spell strength is equal to a 10th level sorcerer.

Millennium Tree Staff of the Hunter

This is a tall, thin staff with a bulbous top like a club. It possesses the usual features plus the following.

- The constant powers granted to its owner are the abilities to identify tracks, track humanoids, track animals, prepare animal hides, land navigation, and wilderness survival at 88% proficiency.
- Spell Magic: A total of eight spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Ignite Fire, Climb, Escape, Swim as a Fish, Befuddle and Magic Net. Spell strength is equal to a 10th level sorcerer.
- As a weapon, the staff does 2D6 S.D.C. damage against mortal foes and 2D6 M.D. against Mega-Damage monsters and supernatural foes.

Millennium Tree Staff of Life

The staff looks like a giant version of the wand: an ordinary branch, six to eight feet tall (1.8 to 2.4 m), with 2D4+6 leaf buds. The buds never die or drop off and never grow to full-size leaves. The number of buds indicates how often the staff can be used to heal and how many times its other spells can be cast in a 24 hour day.

- As a weapon, it only inflicts the usual 2D6 S.D.C. against mortal creatures, but inflicts 4D6 M.D. against supernatural Demons/Deevils and 6D6 M.D. to vampires!

It possesses the usual features plus the following:

- The owner of the staff is +2 to save vs poisons, drugs, toxins, and disease, and +5% to save vs coma. He can perform superior healing once a day per each leaf bud, so if there are ten buds, the healing can be performed ten times a day. The restoring of 1D6 Hit Points and/or S.D.C. points per each bud — ten buds means 1D6x10 points are restored. As usual, the mystic healing is instant and leaves no scars.
- Additional Spell Magic: The total number of spells one can cast per 24 hours is equal to the number of buds (8 to 14). Spells available include: Globe of Daylight, Breathe Without Air, Negate Poisons, Cure Minor Disorders, Cure Illness, Purification of Food/Water, and Water to Wine. Spell strength is equal to a 10th level sorcerer.
- Restoration: This power is the same as the tree's and can be used to restore severed limbs and bring comatose characters back to consciousness and healed up with two Hit Points. However, the use of this power Permanently destroys four of the leaf buds (they wither and disappear). When all the buds are gone, the staff disappears.

Millennium Tree Staff of Prosperity

This is a long, slender rod of golden color, covered with a coiling vine and leaves. The staff possesses the usual features plus the following:

- The constant powers granted to its owner are the abilities to identify fruits and plants and accurately identify ingredients (including poison) in foods by taste, as well as +4 to save vs poison and +10% bonus to Cooking skill.
- The magic powers of this powerful rod are different from most. When stuck in the ground, it transforms the surrounding land into rich, fertile soil (doesn't work on sand or solid rock). This area of enchanted land never suffers from blight, disease or minor frost. Even invasions by locusts, major insect infestations or severe frost never destroy more than 25% of the crops. Crops grown in this soil yield twice as much as normal and produce some of the biggest and best fruit and/or vegetables anyone can remember.
- If the staff is used as the main vertical support strut to make a scarecrow (and to conceal the mystic staff), problems with birds and other pests are reduced to less than 10%.

The magic affects a 20,000 square foot (1858 sq m) area plus an additional 2000 square feet (185 sq m) every year for the next twenty years. At the end of 20 years, the area of enchantment stops spreading. Removing the staff will return the land to its normal condition.

Millennium Tree Staff of Purity

This staff is a smooth, white colored wood that is typically tall and slender with one end being a bit more narrow than the other. Possesses the usual features plus the following:

- The powers granted to its owner are the abilities to purify water and swim and fish (using the staff as the pole) at 88% efficiency. The character will never drown while holding onto the rod.
- Its magic powers are similar to the staff of prosperity, only this enchantment affects water.
- When thrown into a well of water or buried under rocks in a spring or small stream, the water never becomes polluted regardless of the type or amounts of pollutants (becomes clean if already polluted) and stays free of future pollution, poison and disease. Moreover, the enchanted water cannot be affected by magic such as curses, spoil or turn water to wine, unless the water is drawn (removed) from the well, spring or stream. The water always tastes cool, fresh and delicious.

Staff of the Serpent

This staff is a branch that is gnarled and twisted in such a way that it resembles the coils of a snake. This is one of the few Millennium Staves that is offensive in nature. It possesses the usual features plus the following:

- The constant powers given to the staff wielder are the ability to See the Invisible and it makes him invulnerable to all snake venoms, dragon's fire and all types of dragon's breath, from gas to acid, plus all types of Mega-Damage fire.
- The other powers of the staff are that it inflicts 6D6 M.D. to dragons and similar supernatural serpents (3D6 M.D. to all others), and can turn into a Mega-Damage snake when thrown to the ground and commanded to metamorph by its owner. The magic snake has a Horror Factor of 10, four attacks per melee, inflicts 2D6 M.D. per bite (4D6 to dragons), has a P.S. of 10, can See the Invisible and can endure 150 M.D.C. before it turns back into a wooden staff.
- The snake is ideal for protecting its owner's back, alerting him to danger and helping to fight enemies. It can also be given simple commands, like a trained dog, to hide or retrieve keys, weapons, people, etc., however the snake cannot travel more than 1000 feet (305 m) away from its owner or it automatically turns back into the staff. Otherwise, the staff can remain a snake as long as its owner desires.

Millennium Tree Staff of the Wind

A staff with an oval shaped hole at the top and long, vine-like strands that constantly seem to be blowing in the wind even when there is no wind. It possesses the usual features plus the following.

- The constant powers granted to its owner are float in air and the ability to sense wind direction. Others holding on to the staff can float in the air with the owner until they let go.
- Spell Magic: A total of ten spells (any combination or repetition) can be cast per 24 hours. Spells available include: Levitation, Fuel Flame, Fly as the Eagle, Fingers of Wind, Call Lightning, Wind

Rush, Summon Fog and Calm Storms. Spell strength is equal to a 10th level sorcerer.

Millennium Tree Wands

Features common to all Wands and Staves

Finding the branch or leaf from a Millennium Tree is rare and valuable. Each twig contains a certain amount of P.P.E., like a living battery. The twig remains alive and can be used to create magic wands or as a talisman that contains a small amount of P.P.E. which can be used by priests, monks, and practitioners of magic. The twig replenishes any used up P.P.E. by drawing on ambient magic energy; takes about 24 hours to recharge.

All "true" wands created by the tree will automatically have specific powers that cannot be changed, except by extremely powerful alchemists and Bio-Wizards. To change the powers is to corrupt the "gift" of the tree. Corrupted wands and staves are the product of outside or evil intervention and have different powers than the ones provided by the tree.

All "true" wands and staves are sacred items, but they are also coveted by many others. Just before somebody who owns a "true" wand or staff dies, his or her magic items are either passed on to one of his children or a deserving associate.

1. A typical twig/wand is one to three feet (0.3 to 0.9 m) long. A typical branch/staff is four to eight feet (1.2 to 2.4 m) long.

2. Wand: 1D4x100 M.D.C.; Staff: 2D4x100 M.D.C.; any damage suffered by the item is healed within 24 hours.

3. Wand: 1D4x10 P.P.E.; Staff: 2D4x10 P.P.E. This energy reserve can be temporarily siphoned by its owner or other creatures of a good alignment provided they have the permission to do so from the wand's owner, and the user's intentions are to help others (never for purposes of greed or revenge). The twig must be in the user's possession in order to draw on its additional energy.

4. Wand: Damage as a weapon is 1D4 S.D.C., but does M.D. damage against vampires. Staff: Damage as a weapon is 2D6 S.D.C., unless otherwise stated, but does 2D6 M.D. damage against vampires and most supernatural beings. In some cases, weapons made from the Millennium Tree do double damage.

5. The staff or wand regenerates all lost M.D.C. and P.P.E. after a 24 hour period has elapsed, unless it has been completely destroyed (all M.D.C. is lost), in which case it completely disappears.

6. Powers and bonuses given to the wielder of a Millennium Tree wand or staff remain constant only while the character has the magic item in his possession. If he loses the item, he loses all the abilities and bonuses associated with it.

7. Often the powers of the twig/branch reflect the reason it was given (or taken).

8. When a wand is given back to the Millennium Tree, the stick is pressed into the tree (a task that should be difficult but happens with minimal effort) where it turns back into a living part of the tree.

9. Priests, Druids and others in tune with Millennium Trees will instantly recognize all true wands and staves. They also try to acquire corrupted wands and staves to return them to a temple or sacred place where the items can be hidden away from whatever villains would want to use them.

Note: The costs of wands and staves vary dramatically. Most people won't sell the items because they were a rare gift from the Tree of Life. When it is sold, a wand can cost 100,000 to 200,000 credits, while a staff 250,000 to 500,000 credits. In all cases, however, true wands and staves are very rare.

Millennium Tree Wand of The Animal

Possesses the usual features plus the following:

- The constant power granted to its owner is Climb at a proficiency of 90%/75%.
- Spell Magic: A total of five spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Eyes of the Wolf, Swim as a Fish (Superior), Superhuman Strength and Metamorphosis: Animal. Spell strength is equal to a 7th level sorcerer.

Millennium Tree Wand of Deception

A short, thin, scraggly stick that looks like an ordinary, leafless twig. Possesses the usual features plus the following:

- The constant power granted to its owner is Chameleon. Others holding on to the wand will also enjoy the Chameleon power until they let go.
- Spell Magic: A total of five spells (any combination or repetition can be cast per 24 hours. Spells available include: Death Trance, Fool's Gold, Multiple Image, Mask of Deceit, and Turn Invisible (Self). Spell strength is equal to a 7th level sorcerer.

Millennium Tree Wand of Divination

A narrow, straight stick with one end being a bit more narrow and pointed than the other. The dull tip of the pointed end is placed on the flattened palm of its owner where it stands straight up and is spun, like a top, in a clockwise circle to activate its magic.

The magic divination power: The stick will answer basic questions in the following manner: "Yes" answers will always cause the stick to stop spinning and fall to the right. A "no" answer means the stick falls to the left. "Uncertain" means the stick will fall pointing at a twelve o'clock position. "Probably" will see the stick fall to the six-thirty position. Danger to the land, including invasion, mass destruction, and plague, will cause the stick not to fall at all but to stop spinning and stand straight up, balanced on the character's palm! Serious danger or destruction to the Millennium Tree from which the magic wand was acquired will cause the stick to turn black.

The stick really only answers important questions about danger, death, and helping others. Answers to silly or petty questions are pure coincidence.

Typical questions are as follows:

- Is there danger or trouble (coming, imminent, here, etc.)?
- Does this danger have a face? Referring to danger caused by a person rather than a natural disaster. However, the identity is not revealed, except for asking a series of questions like, do I know this face? Is he human? Is it "so and so"?
- Will I/we recognize the danger (or valuable/good fortune) when I/we see it?
- Is the danger unavoidable? Or is there a chance the trouble/sorrow/danger will pass us by or end soon?
- Will there be death? Will many people die?
- Will I/we die? (The answer is usually uncertainty).
- Will we succeed/win? (The answer is usually uncertainty).
- Will the danger threaten the land? Usually referring to the people or location of a specific kingdom or geographic area.
- Can we make a difference? Can our actions help? Typically, the answer is yes.
- Will this venture bring us great reward? The response to this broad question is probably yes, interpreting satisfaction at helping others as a great reward. A more specific question about fame, glory, or financial reward is likely to garner a response of uncertainty or probability.
- Will somebody live/recover? (The answer is often uncertainty).
- Will I find peace or love? (The answer is typically uncertainty).

Millennium Tree Wand of Dowsing

This is a "Y" shaped stick that is held at the two ends of the "Y."

The magic dowsing power: The stick vibrates and points in the direction of the object, person, or substance desired by the dowser. When the exact location is found, the stick vibrates faster and more noticeably, finally pinpointing the exact location and then stops vibrating, pointing downward. Possesses the usual features plus the following:

- • The constant power granted to its owner is the ability to correctly sense the direction he or she is traveling (98%) and the approximate time of day (80%). Adds a bonus of +5% to Tracking and Wilderness Survival skills when applicable.
- Magic powers are different than most wands. The divining or dowsing rod can be used to sense the direction and location of the following: Water, coal, ley lines or nexuses, the nearest Millennium Tree, home or a loved one (not just a casual friend or acquaintance, nor an enemy).
- Dowsing can be performed a total of five times per 24 hours. The vibrating and pointing of the divining rod lasts until the object of the dowsing is located or until the dowser's concentration is broken or interrupted. A dowsing can last a few minutes or several hours, up to a maximum of three hours at a time. If interrupted, the dowsing can be begun anew, but counts as a new dowsing. Range is limited to 300 miles (480 km). If the desired object of the dowsing is farther than that, the wand vibrates for a moment and then stops. No direction is given.

Millennium Tree Wand of Knowledge

A gnarled stick with two buds at the tip. Possesses the usual features plus the following:

- The constant power granted to its owner is Tongues. Others holding on to the wand will also enjoy the same power until they let go.
- Spell Magic: A total of five spells can be cast per 24 hour period. Spells available include: Eyes of Thoth, Words of Truth, Memory Bank, and Commune with Spirits. Spell strength is equal to a 7th level sorcerer.

Millennium Tree Wand of Life

The wand looks like an ordinary twig, seldom larger than 12 inches (0.3 m) in length, and has 2D4 leaf buds. The buds never die or drop off and never grow to full-size leaves. The number of buds indicates how often the wand can be used to heal and how many times its other spells can be cast in a 24 hour day. Possesses the usual features plus the following:

- One power is superior healing: 1D6 Hit Points or S.D.C. points are restored per each bud and the mystic healing is instant and leaves no scars. The owner is also +2 to save vs poisons, drugs, toxins, and disease, and +5% to save vs coma.
- Spell Magic: The total number of spells one can cast per 24 hours is equal to the number of buds (2 to 8). Spells available include: Negate Poisons, Cure Minor Disorders, Cure Illness, Purification of Food and Water and Water to Wine. Spell strength is equal to a 7th level sorcerer.

Millennium Wand of Power

The wand is a long (two to three feet/0.6 to 0.9 m), leafless stick with a sharp point and jagged in shape, vaguely resembling a lightning bolt. Possesses the usual features plus the following:

- The constant power granted to its owner is Invulnerability. Others holding on to the wand will also enjoy the same Invulnerability until they let go.
- Spell Magic: A total of five spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Energy Disruption, Call Lightning, Armor of Ithan, Superhuman Strength, and Negate Magic. Spell strength is equal to a 7th level sorcerer.

Millennium Tree Wand of Seeing

The wand is a leafless, long (two to three feet/0.6 to 0.9 m), perfectly straight stick except for two natural protrusions/knots that vaguely resemble a pair of eyes. Possesses the usual features plus the following:

- The constant power given to its owner is to See the Invisible and a bonus of +5% to track and +5% to identify plants. Others holding on to the wand will also See the Invisible.
- Spell Magic: A total of five spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Globe of Daylight, See Aura, Detect Concealment, Eyes of Thoth, and the Eyes of the Wolf. Spell strength is equal to a 7th level sorcerer.

Millennium Tree Weapons of Wood

There are two types of sticks created by the tree specifically as hand to hand weapons.

The vampire slaying javelin inflicts the typical 1D6 S.D.C. against most creatures, but inflicts 4D6 M.D. against supernatural beings and 6D6 M.D. against vampires and all forms of undead, animated dead, zombies, mummies and Maxpary Shamblers. The accurate range of a normal javelin is about 300 feet (91 m) but the magic javelin can be thrown accurately up to 700 feet (213 m) and magically returns, flying back to the hand of its owner. The return trip takes about three seconds and counts as one melee action/attack. The javelin looks like a crude, handmade, wooden weapon of inferior quality.

The throwing stick is a short, flat stick, sometimes with a rounded end, traditionally used for hunting and defense. The most famous throwing stick is the boomerang, but Africans and people of the South Pacific have used a variety of wood, stone and iron throwing sticks for thousands of years.

The magic throwing stick inflicts 1D6 S.D.C. against mortal creatures but does 3D6 M.D. against supernatural beings and 4D6 M.D. against vampires. 200 feet (61.0 m) is the range of a normal throwing stick, but this magic stick can be thrown 400 feet (122 m) and magically flies back into the hand of its owner, just like the magic javelin.

Corrupted Millennium Weapons

All of these weapons are made from the wood of the fabled Millennium Tree.

Millennium Trees are famous for their vast size, magical power, and for the powerful weapons created from their branches, leaves, and bark. The tree naturally produces these weapons for the use of good and noble Champions of Light in their fight against the forces of evil. However, Bio-Wizards are able to take these noble and pure weapons and corrupt them for the use of evil beings. Fortunately for the forces of good, a corrupted Millennium weapon is always less powerful than the original. Most notably, original powers which are always active are lost and the number of magic abilities and regenerative capabilities are significantly reduced. However, the Bio-Wizards make up for this deficiency by augmenting the weapon with their own magic. The descriptions listed below are just a few of the most popular and powerful Corrupted Millennium Tree variants.

Corrupted Millennium Tree Weapons were plentiful during the early years of the Phoenix Empire in Egypt. The Empire was ruled by an evil ancient dragon and engaged in slavery and Necromancy. It was also located near a lone Millennium Tree. The evil citizens of the Phoenix Empire pillaged the tree, stripped it of most of its gifts, and used them for their own dark purposes. The surplus was sold to the Lord Splynncryth and Atlantis for a handsome profit. This caused a short boom in the availability of Millennium Tree items, which quickly faded when the tree was stripped bare. Now, most Millennium Tree items in Atlantis are stolen from the inhabitants of England or taken directly from the trees themselves. For more details on Millennium Trees, their gifts, and corrupted wands and staves, see **Rifts England** or **Rifts Ja-**

pan. For more on the Phoenix Empire, as well as Necromancy, see **Rifts Africa**.

Corrupted Wands & Staves: Powerful alchemists and Bio-Wizards (usually of an evil or anarchist alignment) can alter or corrupt an existing wand or staff by purging it of its existing powers and replacing them with new and different ones. Similarly, they can forcibly take twigs and branches from Millennium Trees and create magic items from them. Most of the magic wands or staves on Earth are made of wood from these mystic trees.

In all cases, corrupted wands and staves are not quite as powerful as those given freely by the tree. All possess the same basic features unless otherwise stated, but have the following limitations:

1. The number of spells available for a corrupted wand is limited to a maximum of four low level spells from levels one through six, or two high level spells from levels seven through twelve, or a combination of one high level spell and two low level spells. Magic incantations from levels 13 to 15 cannot be instilled in a magic rod. The number of spells available for a corrupted magic staff is limited to a maximum of eight low level spells from levels one through six, or four high level spells from levels seven through twelve, or a combination of two high level spells and four low level spells. Magic incantations from levels 13 to 15 cannot be instilled in a magic rod. Also see number five for the exchange of low level spells for increased Mega-Damage.

2. The equivalent level of spell strength usually ranges from third to fifth level for wands and fourth to seventh level for staves. However, truly powerful alchemists and Bio-Wizards can increase the power by an additional two levels of spell strength.

3. The number of times the available spells can be cast varies. If a corrupted wand has only one spell it can be cast six times per 24 hour period. Two spells means three times each, three means two times each, while wands with the entire range of four typically means that the spells can be selected and used as desired, in any combination or repetition, for a maximum of six times (that's a total number of six spells per 24 hours).

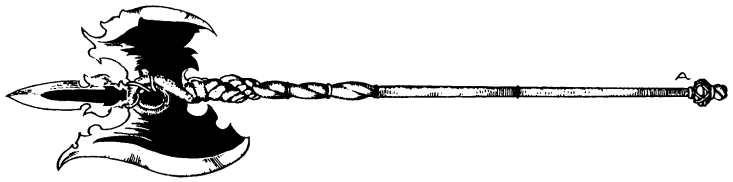
The situation is similar for a magic staff. If a corrupted staff has only two spells, they can be cast four times each per 24 hour period. Three spells two times each, four spells two times each, five to eight spells means that the spells can be selected and used as desired, in any combination or repetition, for a maximum of eight times (that's a total of eight spells per 24 hours).

4. The so called "constant" or additional powers or abilities provided from true Millennium wands and staves are not an available feature.

5. Damage inflicted by a wand as a weapon is unchanged, 1D4 S.D.C. (1D4 M.D. vampires).

Damage inflicted by a corrupted staff is a different story. Most corrupted staves are designed as weapons of evil and therefore usually have combat capabilities, not only in the type of spells available, but as a weapon in hand to hand combat. The typical corrupted staff inflicts 2D6 M.D. and double damage to vampires. An additional 2D6 M.D. can be added at the expense of one low level spell. This means the maker of the staff could exchange one magic spell to inflict 4D6 M.D., or two magic spells to inflict 6D6 M.D. or four low level magic spells for a maximum damage of 8D6 M.D.!

6. Bio-wizards in particular, may use the wooden shafts' and their storage of P.P.E. to supplement and power other magic devices. The magic stick may be the handle and true source of magic for a scepter, cane, spear club or mace, or even built into or concealed in a helmet, crown, armor, box, or other enchanted object. These magic items will have the same range of spell casting powers as a corrupted wand or staff. If a Millennium wand is corrupted to be part of a weapon, the weapon can inflict 1D6 M.D. at the cost of one low level spell the same as the corrupted staff up to a maximum of 4D6 mega-damage.



Corrupt Executioner's Blade

This weapon combines the most powerful Necromantic spells with the destructive power of a Millennium Staff twisted into the handle for a menacing double-bladed axe. The blade is forged from mystically enchanted metal and is usually black or blue-black in color.

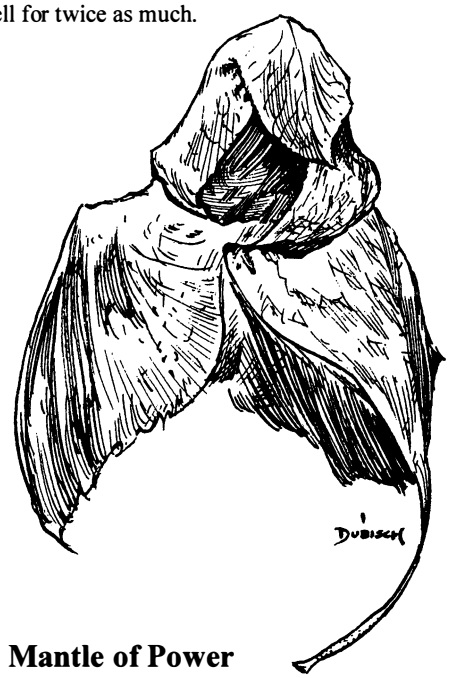
Weight: 22 lbs (9.9 kg). **M.D.C.:** The weapon has 2D4x100 M.D.C., but only takes damage when deliberately targeted. Damage is regenerated at a rate of 1D4x10 M.D. per 24 hours.

Mega-Damage: 5D6 M.D. normally, but inflicts double damage when the Death Strike magic is invoked. **Magic Powers:** Both spells are cast at sixth level proficiency and cost no P.P.E. to use.

1. Death Strike: When activated, opponents must save vs magic every time they are struck or suffer double damage. Duration is six minutes.

2. Strength of the Dead: By plunging the blade portion into the carcass of a slain creature, the wielder will be given half the S.D.C. and Hit Points (or M.D.C.) that the creature had when it was alive. Duration is 12 minutes. Payload: Both magic spells can be cast up to four times each per 24 hour period. The weapon stores 2D4x10 P.P.E., but it is not depleted by the use of its magic powers. Saving Throw: A roll of 14 or higher is required to save against the Death Strike magic. Not applicable for the Strength of the Dead.

Market Cost: Two to four million credits is average, but has been known to sell for twice as much.



Corrupt Mantle of Power

This cloak and hood are fashioned from the leaf of a Millennium Tree, and dyed red or black for effect. Its innate magic properties have been enhanced by the Splugorth's Bio-Wizardry.

Weight: 7 lbs (3.15 kg). **Payload:** Each spell can be cast three times per 24 hour period. **Saving Throw**: Standard, 12 or higher, when applicable. **M.D.C.:** 100 (magically enhanced) and worn as enchanted body armor. **Magic Powers:** The ability to cast the following spells at fourth level proficiency and at no P.P.E. cost to the user/wearer.

1. Aura of Power: When activated, the wearer is surrounded by a golden glow that makes him appear to be three levels higher (to anyone using See Aura), 50% stronger, and gains a bonus of 1D4+2 to his M.A. attribute. Duration is four minutes.

2. Aura of Death: When activated, the wearer is surrounded by a nimbus of black flames that make him appear to be one of the undead. Duration is two minutes.

3. Charismatic Aura: When activated, the wearer becomes more attractive (+8 to P.B.) and can invoke feelings of friendship and trust or fear (Horror Factor of 13) in others or make them believe everything he says (01-80% chance).

4. Mask of Deceit: When the hood is raised to cover the head, the wearer's face changes to look like somebody else or a different race entirely. The magic lasts for as long as the hood is in place and for two minutes after it is removed (can be canceled by the wearer at any time).

Market Cost: One to two million credits, but can sell for as high as three million. Very popular among assassins and spies.

Corrupt Millennium Slayer

This weapon uses the power of a Millennium Wand and twists it into what must be its true antithesis. Fashioned into the hilt of a mighty sword, the corrupted wand allows the weapon to inflict great amounts of damage to other Millennium items. **Weight:** 10 lbs (4.5 kg).

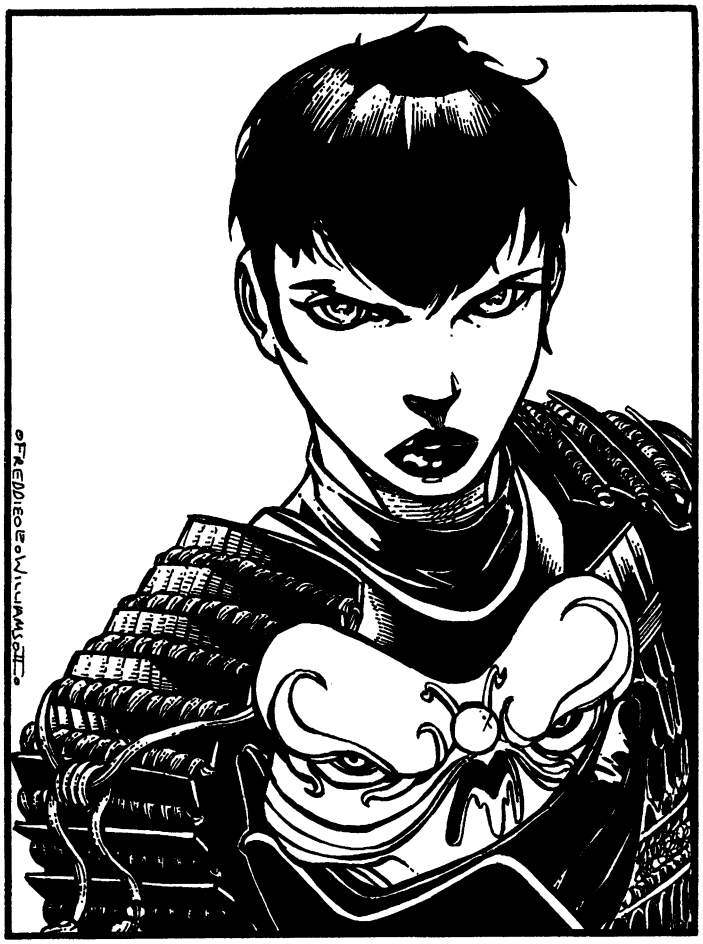
M.D.C.: The sword has 1D4x100, but only takes damage when specifically targeted. Damage is regenerated at a rate of 3D6 M.D.C. per 24 hours. **Mega-Damage:** 4D6 M.D. to most creatures and materials, but inflicts double damage to all plant life and triple damage to the Millennium Trees and items made from them! **Magic Powers:** Gives its wielder a bonus of +2 to save vs the magic of a Millennium staff or wand. Also, the sword has a Horror Factor of 15 to Millennium Druids, since they can recognize its twisted power. It is so corrupted, in fact, that the wand can not be reabsorbed into the Millennium Tree. However, if the wand portion of the weapon is incinerated, its ashes can be spread around the tree's roots and reabsorbed instantly.

Saving Throw: Not applicable. **Market Cost:** This weapon is really popular among those who often clash with Millennium Druids and other friends of the tree. Cost of the weapon is two million credits and up; rare. Actually, most of these weapons are created specially for those who bring in the wand to be corrupted, but the cost remains the same.

Corrupt Serpent-Slayer

This weapon, usually shaped as a spear, javelin, or trident, is one of the few corrupted Millennium weapons that requires a specific type of staff for its creation. This weapon is made from a Millennium Staff of the Serpent and combined with other components. The result is a weapon specifically designed for use against serpentine creatures, such as dragons, and it is very effective. **Weight:** 10 lbs (4.5 kg). **Rate of Fire:** Equal to the combined hand to hand attacks of its wielder. If thrown, should it miss or strike a non-serpent, it will return to its master's hand. The complete trip counts as two melee actions. **Maximum Effective Range:** Can be thrown as far as 1200 feet (366 m) or used in close combat. **Bonus to Strike**: +1 to strike when thrown.

Saving Throw: A standard dodge or parry is required to avoid being struck by the spear. **M.D.C.:** The weapon has 2D4x100 M.D.C., but only takes damage when deliberately targeted. Damage is regenerated at a rate of 1D4x10 M.D.C. per 24 hours. **Mega-Damage:** 4D6 M.D. to most creatures and M.D.C. structures, but inflicts double damage against dragons and other supernatural serpents. If a natural twenty is rolled, the serpent will be momentarily stunned and loses two melee actions/attacks. Moreover, the wielder of the Serpent-Slayer is impervious to dragon fire and breath attacks of all kinds. If a dragon or supernatural serpent is impaled with the weapon, and the weapon is left in it, the creature can not touch it to pull the weapon out of its body and magically interferes with the dragon's natural teleportation ability. Attempts to teleport inflict 4D6 M.D. to the beast, and are done at -30%. If a dimensional teleport is done, the creature takes 4D6 M.D. and suffers the teleport penalty, but the enchanted weapon falls to the ground, it does not go to the other dimension. Otherwise, either the wielder or some being other than a dragon can pull the weapon from the dragon. **Market Cost:** This rare and powerful weapon has an average selling price of 2D4 million credits, but is very rare. Dragon Juicers and The Society of Sages absolutely love this weapon and are willing to pay 16-20 million for it. It is "officially" outlawed in Atlantis, but this does not stop its sale from time to time.



Japanese Magic Items

World Book Eight: Rifts® Japan

The following items are a handful of magic weapons and equipment that can be acquired by adventurers, warriors and priests in Japan.

Elemental Shurikens

These weapons are favored by ninjas and adventuring martial artists — when they can find these rare magic items. These magical weapons typically come in sets of five, and can be found in the lands of the New

Empire, The Zone, the Freelands and China, but are very rare and expensive. Human alchemists and the occasional Tengu or dragon manufacture them. The five Shurikens represent the five Japanese elements (in addition to the traditional earth, air, water and fire, Japanese alchemists considered wood to be a separate element). The shuriken strikes, and then flies back to the wielder. **Cost:** A set of five can cost anywhere from 700,000 to a million credits; very rare. Individual Shurikens (a broken set) sell for around 180,000 to 220,000 each; very rare. **Damage and Abilities:** Each of these enchanted weapons has a separate power, damage and range, all related to their element:

Elemental Air Shuriken: Inflicts 2D6 M.D., plus, three times per day, it can produce a lightning strike when it hits a target, inflicting 1D4x10 M.D. (+3 to strike; the bolt comes from the shuriken while it is held by the wielder and pointed at its target). Range: 1,000 feet (305 m) for the thrown shuriken, 2,000 feet (610 m) for the lightning bolt.

Elemental Fire Shuriken: Inflicts 3D6 M.D., plus it can shoot fire balls four times a day. The fire balls inflict 5D6 M.D. and are +3 to strike; the flame balls shoot from the shuriken, which must be held by the wielder and pointed at the desired target. Range: 600 feet (183 m) for the shuriken, 1,000 feet (305 m) for the fire balls.

Elemental Water Shuriken: Inflicts 3D4 M.D., and can cast each of the following spells two times a day: Calm Storms, Heal Wounds, and Negate Poisons/Toxins. Range: 1,000 feet (305 m) thrown in the air, but it can also be thrown underwater where it rockets up to 2000 feet (610 m)! The spells have their usual limit as per the spell.

Elemental Earth Shuriken: Inflicts 4D6 M.D., and can cast the Invulnerability spell on the wielder three times per day, at 6th level of power. Range: Self.

Elemental Wood Shuriken: Inflicts 2D4 M.D. (triple against vampires and creatures who are affected by wood). Once per day, the shuriken can summon an earth-tree Elemental (tree-shaped), with 200 M.D.C., +2 to strike, parry and dodge, and inflicts 3D6 M.D. with a punch. Once summoned, the Elemental will fight for the shuriken wielder for 1D6 minutes. Range: 1000 feet (305 m) when thrown.

Magic Powder Grenades

These enchanted items are given to the greatest assassins of Ninja Clans, usually of chunin rank or higher (see the Mystic Ninja O.C.C.). Tech-ninja also like to get their hands on these rare items. They are based on the traditional eggshell bombs, but the powders used are magically enhanced for a number of purposes. The most common magic powder grenades include:

Blinding Grenades: This magical grenade strikes the target and blinds (save vs ritual magic to resist; 16 or higher) for 1D6 minutes. Affects everybody in a 10 foot (3 m) diameter. The victims are at -6 to strike, parry and dodge during that period. Cost: 500 credits each.

Grenades of Confusion: When it explodes, Wisps of Confusion (as per the spell) emanate from the grenade, enveloping 1-8 people in the area. A save vs ritual magic is needed to resist the spell; same basic features as the spell equal to 4th level. Cost: 3000 credits each.

Minor Curse: As per the spell equal to 4th level; people in a 20 foot (6 m) area will be struck by the curse unless they make saving throws versus ritual magic. There is one grenade for each type of curse. Cost: 6000 credits per each grenade.

Magic Net: When the grenade explodes, a magic net snares the nearest target (maximum range is 20 feet/6 m). Dodge to escape the net works as usual. Only one target will be affected per grenade. Cost: 4000 credits each.

Note: The cost of these items may vary by as much as 10% less or 50% more. They are made by alchemists, some clans of Techno-Wizards and occasionally, dragons.

Nunchaku of "Ten Thousand Strength"

These are items that were enchanted by Okinawan mystics in the years before the Rifts. The nunchaku inflict 3D6 M.D. per strike and grant the wielder one additional attack per melee round. A few martial arts secret societies have a few dozen of these weapons; several more are family heirlooms, handed down from father to son over the centuries. **Cost:** 500,000 credits

Naginata Whirlwind

This powerful magical spear was created for the use of the highest female samurai in combat, the occasional male samurai, and is favored by sohei warrior monks. Only a few dozen are known to exist. The magic naginata inflicts 3D6+6 M.D.; furthermore, it has the following powers:

Art of Defense: If the character makes no attacks for that entire melee round, he will automatically parry (no roll needed, except on a critical strike from an enemy or natural 20) all attacks against him equal to his total number of melee actions per round. These automatic parries defend against hand to hand and missile attacks (arrows, thrown weapons, and bullets).

Whirlwind: Four times a day, the wielder of the magic naginata can call upon a special magic whirlwind. This is done by spinning the naginata in a circle above one's head (takes two melee attacks/actions). The whirlwind can carry the wielder up and fly at speeds of up to 60 mph (96 km). Also, while surrounded by the whirlwind, arrows and thrown weapons will be automatically deflected by the winds. Energy and slug-throwing weapons hit normally. The duration of the whirlwind is five minutes per each time it is used.

Cost: 5+ million credits. Extremely rare.

Tanto of Hellish Poison

This is a powerful martial arts weapon used mainly by the mystic ninja clans, and then only by the elusive chunin or master ninjas. Some demon fighters, especially the cold-blooded Bishamon monks (see the Bishamon Fighting Monk O.C.C.) use this weapon as well, for its eternally poisoned blades can affect even dragons and supernatural creatures. The tanto is a Japanese knife with an 8 inch (20 cm), chisel-point blade. The knife's blade and handle are solid black, but the blade also has a purplish sheen along its length and point — the lethal poison.

The tanto inflicts 3D6 S.D.C. to normal beings and 4D6 M.D. to supernatural beings and M.D.C. materials, like the armor of 'Borgs or 'bots. If the flesh of the victim is touched, the target must save vs poison (15 or higher). On a successful save, the poison still inflicts an additional 3D6 points of damage directly to Hit Points or M.D.C. On a failed save, the poison does the 3D6 damage as above, plus it courses through the victim's body, filling it with agony. The victim loses initiative and one melee attack per round, all combat actions are at -2, and all skills are at -15%. These effects last for 1D6+2 hours! Every hour after being struck, the victim loses 1D6 additional Hit Points or M.D.C., and must make a save vs lethal poison or temporarily lose 1D4 points of P.E.! If the P.E. of the target is reduced to zero, he dies! The poison damage cannot be regenerated by supernatural creatures until the 1D6+2 hours have passed, but magic healing and healing potions can restore some of the damage (half per each application)!

Many monks, yamabushi, priests and defenders of the innocent consider these weapons to be tainted and never use them. Some stories claim the blade is coated with the living blood of a greater demon or god of darkness, which is why it works against supernatural beings. Only the most zealous and driven Bishamon monks will use it.

Cost: At least eight million credits! Extremely rare!

Greater Rune Daisho

All Samurai warriors are gifted with powerful magical katanas and wakizashis (the Daisho, or "paired swords"). Some master sword makers have gone even further, creating incredibly powerful greater and greatest rune weapons. The weapons listed below are some of the examples of these powerful items. Greater Daisho sets are not gained lightly; they are inheritances, or badges of high office or incredible he-


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roics. Powerful feudal lords and the most notorious warriors of the land are usually the only people who have them. These super-rare weapons would be considered priceless by their owners and could fetch in excess of 400 million credits were they to find their way to any sort of market. Of course, weapons of such worth have been known to be purchased by other true samurai with the intent of giving them back to their owner so such noble steel does not fall into undeserving hands.

Daisho of the Relentless Warrior

This Daisho set has white scabbards and handles, with a dragon pattern inlaid in gold, and jade for the dragon's eyes. It was forged in the 16th century by a legendary swordsmith. According to legend, it only appears to be wielded by the greatest champions of Japan. The last time it was used, it was in the hands of a samurai commander who fell in battle against an oni horde; before he died, the warrior slew no less than two dozen demons single-handedly. This was over ten years ago; the sword has yet to reappear, and many a young samurai is working twice as hard, hoping that he might be the chosen one.

The two swords have all the qualities of the mystic Daisho plus the following:

- **Principled Alignment:** It can be used by principled or scrupulous characters only.
- **Extra Damage:** The swords each inflict 1D6x10 M.D. damage, and they always inflict Mega-Damage (including against non-supernatural M.D.C. body armor and robots).
- **Relentless Strength:** Three times per day, the wielder of the sword can call the spirit of the sword to strengthen him. The mystic melding lasts two minutes per level of experience of the samurai. During that period, the character's strength is raised by 10 and becomes supernatural. Furthermore, his Hit Points and S.D.C. are doubled and become M.D.C. points! The character is surrounded by a green aura of energy while the power is active; many oni and dragons know what the aura means, and will be terrified (effective Horror Factor of 15).
- **Healing Power:** The sword can heal the wielder three times a day for 3D6+3 points.

Daisho of the Storm

The Daisho of the Storm were a set of ten pairs of swords, created in legendary days by a powerful Daimyo to honor his most trusted warriors. The swords were dedicated during their forging to the gods and spirits of the storm, the dreaded tsunamis and hurricanes that strike fear in the souls of all Japanese. After the Coming of the Rifts, this symbolic dedication became a magic power, making the ten pairs of swords ultra-powerful, enchanted weapons, able to perform a variety of amazing feats.

The whereabouts of only three of the ten sets of swords have been determined. Two belong to very famous samurai of the New Empire, one of which is a direct descendant of the original swords' owner. The third one belongs to a ronin who abandoned the service of his lord and now lives like a hermit in the mountains. Many a young samurai who challenged him for the swords has lost his life. The other seven could be anywhere, lost in the chaos of the Rifts or in the hands of some unknown champion.

In addition to the normal powers of the swords, the Daisho of the Storm have the following qualities:

- **Scrupulous alignment.**
- **Damage:** The katana inflicts 1D4x10 M.D. to supernatural beings, and 3D6 M.D. to anything else. The wakizashi does 5D6 M.D. to supernatural beings and 3D6 M.D. to non-supernatural objects.
- **Call of the Storm:** This power can be conjured three times per day. By swinging the swords around, the warrior can generate a storm around him (covers a 500 foot/152 m radius around the character). The power lasts one minute (4 melee rounds) per level of experience of the swordsman. Furthermore, once per melee he can direct a wind gust, a lightning bolt, AND a blinding downpour of rain at a specific target. Each counts as one of his melee attacks, each can be used only once per melee round (so a character with four attacks per melee could use each of these attacks once and attack normally once more).

  The wind gust has a speed of 100 mph (160 km) and it will knock most characters down, including those in power armor, and will push down or knock over any vehicle or robot weighing less than two tons. The lightning bolt inflicts 4D6 M.D. and has a range of 1000 feet (305 m). The downpour of rain, when focused on one character, will blind and distract the target, with penalties of -4 to strike, parry and dodge, and -4 on initiative for 1D4 melee rounds. Furthermore, the character can only see 10 feet (3 m) in front of him.

Ghostly Katana of Soul Slaying

Only four of these swords (no wakizashis were ever built) are known to have been created. They were the fruit of Hideo the Mad, a sorcerer, swordsman and sword maker of legendary skill. Hideo was said to have trafficked with dark powers during his youth, at the cost of much of his sanity. However, later in life he became a staunch champion of good. The Ghostly Katanas were made not with metal, but with Soulstuff, an alloy distilled from the very life force of living things! Or so it is said. Hideo worked in an unusual forge, making all four swords almost simultaneously. When he was done, Hideo sacrificed his own life; his apprentices claimed the ancient sword maker seemed to be pulled in four directions at the same time and vanished, disappearing into the blades. The feat has so far been unmatched in history (at least on Earth; the magic technology is from Wormwood).

The swords blades appear to be normal until they are used in combat; then they become ghostly and semitransparent. This ghostly blade goes through armor and any obstacle to strike directly at the body of the target. The sword is particularly devastating to supernatural beings, and utterly destructive to the undead (in fact, one legend claims that vampires have hidden two of the four in some dark place). The ghostly blades can also strike insubstantial beings without penalties (Astral travelers, entities, alien intelligences in energy form, etc.).

Only one sword has been located in the years since the Great Cataclysm. It is in the hands of a samurai who for years has fought on his own against the forces of darkness. The whereabouts of the other three remain unknown, although some pre-Rifts records preserved in the New Republic seem to indicate that one, or perhaps two, of these weapons were purchased by antique dealers sometime before the Cataclysm, and taken to the United States, the city of Chicago to be precise. So it is perfectly possible that one or two of these powerful weapons is buried under the rubble of that city or even sitting in a pawn shop in the 'Burbs.

In addition to the common powers of all mystic swords, the Ghostly Katana have the following qualities:

- **Damage:** 1D4x10 M.D. to supernatural beings, 2D4x10 to vampires and other types of undead. 6D6 S.D.C. damage to normal human beings/mortals.
- **Ghostly Blade:** This semitransparent blade will penetrate all suits of armor (including M.D.C. armor and power armor, but not robots or vehicles), force fields, and other barriers, and inflicts damage directly to the creature's S.D.C. and Hit Points (M.D. to supernatural beings). The blade can also affect insubstantial creatures, including vampires in mist form!
- **Sense Evil:** The character can sense the presence of the supernatural (treat as presence sense, Sense Magic and sense evil) within a radius of 30 feet (9 m) plus 10 feet (3 m) per level of experience.

Zen Master's Bows

These are ancient Japanese long bows, crafted and used by true Zen archery masters. Products of exquisite craftsmanship, these ancient bows are said to be imbued with the spirit of their makers. Each bow is a unique creation; only a few dozen of the lesser bows are said to exist in the world, and perhaps a dozen of the greater ones. Thus, they are priceless possessions. Only warriors trained in the ways of Kyudo (Art of Bowmanship) can use the special bonuses of these weapons.

The bows appear to be ordinary, albeit beautifully decorated and engraved. Those knowledgeable of Japanese arts and craftsmanship have a 30% (+5% per level of experience) chance of recognizing the work as the creation of one of the legendary bowmakers of the ancient past. When wielded by a student of kyudo, the bow contacts the wielder and instructs him on his powers. For everyone else, it is a superior bow with excellent balance and has a bonus of +1 to strike and does 2D6 S.D.C. damage for characters with the W.P. archery and targeting.

These weapons cannot usually be purchased; only the most desperate or depraved owners would part with them, or if they don't know what they have.

The Powers of Zen Masters' Bows: Lesser Zen Bows can have two of the powers below; greater ones have them all.

- +2 to strike.
- By closing his eyes and drawing the bow, the user of the Zen Master's bow can see/sense invisible creatures. By making a save vs magic while drawing the bow, the archer can actually sense ninja using their art of invisibility powers and Shadow Beasts! Shoots with all his usual bonuses.
- By spending 1 P.P.E. point per arrow, the user can cause his arrows to do Mega-Damage to any Mega-Damage structure; this damage is doubled if the target is a supernatural creature (i.e., a 2D6 arrow would inflict 2D6 M.D. to robots and power armor, but 4D6 M.D. to supernatural beings).
- By spending 5 P.P.E., the archer can double his rate of fire for one melee round!
- By spending 10 P.P.E. per melee round, the arrows shot from this bow can fly through tiny openings, twist through the air and fly around corners and other cover to strike hidden enemies, provided the shooter knows exactly where the difficult target is!

Cost: 300 million credits minimum for a greater bow, and 40 to 80 million for a lesser bow. Super rare!!

Singing Arrows (Nari-Kabura)

The ancient Japanese warriors sometimes used hollow "flute arrows" or "whizzing arrows" The shafts of these arrows were hollowed out, and depending on the way they were carved, they made a different type of noise when fired. They were used as signals, or to spook enemies. A few of these arrows were enchanted so that the eerie whistling sounds produced actual magical effects. Alchemists often sell or give (usually in return for some service) these arrows to warriors and adventurers. The arrows inflict less damage than normal (a mere 1D4 S.D.C.), but their powers and effects are based on the sound they make, not their striking damage. After an arrow is fired, however, its enchantment is lost, and the arrow shatters when it hits the first solid obstacle. **Note:** All arrows are equal to a 5th level spell and require a 16 or higher to save. Some of the most common arrows include:

Terror Arrows: The whistling sound is enchanted to produce fear in a 100 foot (30 m) radius around it. The arrow is typically shot into a group of people. Those in the area as the arrow goes howling by must save vs Horror Factor 16 or suffer the standard penalties. Cost: 2,000 credits each.

Arrows of Exorcism: The enchantment is designed to produce fear and discomfort among spirits/ghosts/entities, oni/demons and Faerie Folk. The arrow has an effect radius of 100 feet (30 m). Such creatures must make a save vs magic (16 or higher) or they'll be stunned for 1D4 melee rounds (automatically lose initiative, all combat bonuses are reduced by half and attacks per melee are reduced to one). Furthermore, a lesser demon will leave the person it was possessing, and those possessed by greater demons or powerful forces will be made known (appear for an instant as a ghost image over the person), but their possession is not broken. Cost: 4,000 credits each.

Arrows of Enticing Beauty: As it is shot, the arrow creates beautiful, mesmerizing flute music. Those in the 100 foot (30 m) radius of effect must make a save vs magic (16 or higher) or become entranced by the beautiful tunes. They stop to listen to the music, and have no attacks, but can defend themselves. Prowling around the entranced characters without being noticed is automatic. Even after the arrow music is gone, the affected people remain in a distracted, contemplative state for 1D6 rounds (no initiative, and -2 on all combat moves and bonuses). Cost: 3,000 credits each.

Arrows of Agony: The whistling sound is incredibly painful, paralyzing victims with pain. The radius of effect is 100 feet (30.5 m). Characters must save vs magic (16 or higher) or suffer the effects of the Agony spell. Cost: 6,000 credits each.

Other Japanese Magic Items

Bottomless Purse (Kanebukoro). These unusual items carry money, food, and other valuables. The purses are enchanted to provide a seemingly endless stream of goods or cash. Thus, they are very highly valued. The magic purses were created as rewards for dedicated adventurers and travelers; their purpose was to ensure that the owner never lacked the basic needs and desires. However, it was not created to provide infinite wealth for the greedy. Would-be hoarders and exploiters are always foiled by the magicks of the purse.

There are three types of purses. One contains money, usually in the form of featureless silver coins (often square, with a hole in the middle) worth 2D6 credits each (roll for each coin pulled out to determine its market value).

The second type contains rice cakes and similar bland but nourishing foodstuffs.

The last, and most powerful type, is the Purse of Wishes, which contains any small *ordinary* object the wearer wishes for, from food and drink to grappling hook or a sword.

The limits of the purse become obvious to those who try to abuse their powers. For one, only a handful of items can be brought out at any one time. Trying to empty the purse by shaking it produces nothing; the owner must reach in and "grab" the item(s). A handful of coins is 2D4+6 of them. The money purse can be used ten times a day.

One handful of food is enough to feed a person for one meal (any basic foodstuff is possible). The food purse can only be used four times a day (four meals total).

The purse of wishes can only be used three times per day. The food taken out of the purse of wishes can be more appetizing, but is still only enough for one meal. More money can be extracted (1D6x100 credits per use), and it can be in the form of credits, gems, and other valuables. The wish purse can also produce small, basic items such as a knife, hatchet, short sword, 10 to 100 foot (3-30.5 m) length of rope, a set of lock-picking tools, a warm blanket, a pair of sandals, a bottle of wine, and similar. Rare items, magical weapons, energy weapons, alien technologies and the like will not be provided by the purse.

Furthermore, characters cannot hoard items. Every item, all the food, and any moneys taken out of the purse, must be used in the course of that day. Anything left over disappears! Thus, enough to provide for day-to-day needs is allowed, but any excess is lost. Some stories warn of terrible curses that plagued people who tried to circumvent the limitations of the purse, ranging from losing all their wealth in a rash of bad luck to worse! (**G.M.'s Note:** If a player tries to violate the spirit of these limitations, feel free to hose his character with curses, bad luck and mishaps. If he keeps abusing the magic powers, the purse will disappear, taking with it all small valuables the character owns!)

Cost: Rarely for sale. Shinto temples, alchemists and other places of magic sometimes offer it as a gift for some great service to them or the community. Price ranges from 100,000 to 200,000 credits for the lesser types and 5 to 10 million for the wish purse. All are fairly rare, but the wish purse is extremely rare. **Note:** The purse only works for the one it was given to, so if stolen it will be useless, but if given to another person as a gift, it will work fine. Thus, these items can be passed on from generation to generation.

Fan of the Forest Wind. This inoffensive-looking item is a hand-held fan with a forest drawing on it. When waved about around the holder, however, a swirling wind carrying dry leaves appears. The leaves look like common leaves, the kind one would expect in a forest during Fall. The leaves will appear wherever the fan is used, be it a forest or inside an airplane hangar. After one melee round, there will be so many leaves flying around that the character will be nearly invisible; trying to strike him requires a called shot at -5 to strike! During the confusion, the character can try to run away, hide, or strike from concealment.

Some ninja adepts use this fan as an aid for their disappearing tricks. The swirling leaves are also used to start ambushes, confusing and blinding the enemy before attacking. The fan can create a whirlwind of flying leaves large enough to cover a 30 foot (9 m) area. **Cost:** 50,000 credits.

Hat of Invisibility (Kakuregasa). This magical item is a simple straw hat that looks ragged and ordinary. It is sometimes shaped like the common Asian conical hat; others look like straw cages or boxes that surround the head, with a small opening for the face. Six times per day, the hat's magic can be activated, making the wearer invisible for up to one hour. The hat is often a gift from friendly kami (spirits), monks, priests and other people and creatures of magic or power. **Cost:** Rarely sold. Price will range from 30,000 to 100,000 credits.

Heavenly Speaking Flute (Ame-no-nori-goto). A flute, often carved out of bamboo, bone or wood, with no obvious marks or signs to show it is special. Some Taoist and Shinto mystics create this item to facilitate communication with entities, ghosts and other spiritual beings. The flute has three powers, each of which has its own tune that must be played. Each tune can be played three times a day, for as long as an hour at a time. Fighting monks, monster hunters and mystics are often given this magical item as a gift or reward for services rendered.

The Powers of the Flute include:

Song of Heavenly Senses: While playing this melody, the character can See the Invisible, including any entities, energy creatures, etc. The character can also feel when he's within 5 miles (8km) of a ley line, a nexus point or other place of mystic power, and he gets a sense of the distance and direction of the place. Also, the flute — player can feel the presence of supernatural evil (60 foot/18.3 m radius).

Song of Spiritual Comfort: This song is pleasurable and amusing for spirits and entities of good alignment, and painful and fear-inducing for evil entities (spirits of a selfish alignment have a 50-50 chance of being affected either way; generally, those who mean well towards the player will feel pleasure). Good spirits will typically help the character with information, advice and small tasks in return for an hour's worth of music. Evil spirits must save vs magic (14 or higher) or will be forced to flee the area, but even those who make their save will only have half their number of attacks, bonuses, and skill values as long as they are within 300 feet (91 m) of the flute player or if they can still hear the music.

Song of Summoning or Banishing: The music can summon an entity of the character's choice, or can banish a spirit, possessing demon or similar creature. In either case, the entity in question gets a saving throw (16 or higher) to resist the summoning or banishing. In addition, other characters performing an exorcism while the music plays, are +20% to have successful results.

Cost of the Flute: Very rarely sold; will only work for people with good alignments (Unprincipled and Aberrant characters who have vowed to fight demons and the supernatural have a 50% chance of being able to use one; roll once to determine whether or not the character can *ever* use these flutes). In the few cases where it has been sold, the price has ranged from 50,000 to 100,000 credits.

Holy Incense Burner. Another Shinto creation, the Holy Incense Burner uses special magical powders to defend against spirits, demons, and Elementals. Each type of creature requires a different type of treated incense powder. Typically, each magic burner comes with 1D4 packages of each of the three most common powders. Shinto temples can manufacture more powders for worthy characters; some Japanese alchemists and dragons can also create the powders and sell them.

When a powder is put into the lit burner, it burns and produces a thin cloud of the appropriate color. The cloud expands in one melee round to cover a radius of 30 feet (9 m) around the burner. Creatures of the type affected by the powder must save versus ritual magic (16 or higher) or they will be unable to come into the cloud. Those who make the save and step into the cloud will suffer 1D6 points of damage (to M.D.C. or Hit Points as appropriate) every melee round, and will be at -2 on initiative, strike, parry and dodge due to the stinging and painful cloud. The most common types of powder include:

Ghosts and Spirits: Works against all forms of entities, from possessing and tectonic to the common haunting spirits. If the spirit was possessing an object and was immersed in the cloud, a failed save will mean it has been exorcised.

Dead and Undead: This powder affects zombies, skeletons and other walking dead, as well as vampires and other greater undead beings. While immersed in the cloud, vampires cannot use their psionic powers, nor can they change in shape; damage affects them even if they are in mist form!

Oni and Demons: Affects Oni/demons, Deevils, and most evil supernatural beings with a physical form. Any magical or psionic powers the creatures have work only at half effect, range, and damage while caught in the cloud. Same is true of any magic they may cast from a safe distance, but into the cloud.

Cost of the Incense Burner: Almost never sold. A burner with 1D4 packages of each of the three powders would cost at least 200,000 credits. Alchemists will sell powder packages for 1,200-1,800 credits each.

Lantern of Protection: These Japanese lanterns have a number of symbols of protection inscribed on their paper walls. The lanterns are manufactured in Shinto temples, and are sometimes sold or given to those who travel in demon-infested areas. The powers of the lantern manifest themselves when it is lit; each lantern can be lit for up to 24 hours. The lamp can be used for less than 24 hours for repeated uses, but each time it is lit one hour's worth of its magic is used up. The lantern's blessed light makes it painful for demons/oni), ghosts, supernatural creatures and evil kami to approach (does not affect dragons, immortals or mortal priests and practitioners of magic). Such supernatural beings must make a save vs psionics to muster the willpower to approach within 20 feet (6 m) of the lamp, and even if they do so, they lose half of their melee attacks, half of their combat bonuses, and they cannot use their magic within the light of the lamp. Furthermore, all people within the 20 foot radius are at +3 to save versus any supernatural effect (but not magic or psionics used by non-supernatural beings, or dragons). This bonus works against both magical and psionic powers used by demons and supernatural creatures.

Limitations: The main problem with the lamp is that it is a fragile item, only 12 S.D.C. and easily flammable. Also, it can only be used for 24 hours or 24 uses whichever comes first, before it becomes useless. Sohei, samurai, traveling monks, and the occasional Demon Queller can get 1D4 of these valuable lamps from a Shinto temple, but only if they manage to convince the temple masters that their quest is worthy and their need is great — a high-level warrior or mystic might be refused because he does not "need" mere trinkets that could help a less powerful traveler. **Cost:** When sold by unscrupulous merchants or bandits, the lantern will fetch 50 to 200 credits.

Living Kami Statues (Kiagan-Kuyo). The art of Kiagan-Kuyo is the greatest achievement of a master sculptor: the making of a statue so finely detailed and close to perfection that the god or spirit may animate it for short periods of time! These statues are a special brand of magical items, created by the master artists of their time. The ritual of creation has its own magic, and the Japanese believe it is possible to breathe life into such a creation if the creator is skilled and dedicated enough.

Over the centuries, hundreds of such statues have been built, each with the spark of magic in them. The Great Cataclysm and the elevated levels of magical energies now mean that these statues can be brought to life with the proper rituals. A number of magicians, alchemists, priests and monks have learned the proper ceremonies needed to revive the statues. They are now used as temple guardians, bodyguards, and for similar purposes. The statues are automatons that can be used for good or evil, although if the kami or god depicted is of a good alignment, there is a good chance (65%) that it will deactivate itself rather than carry out an evil action, and vice versa.

The sizes of the statues range from tiny (2-5 inch tall figurines), to medium (1-3 foot/0.3-0.9 m statuettes), human-sized (4-7 feet/1.2-2.1 m) and giant (10-20 feet/3-6 m). Activated or not, the statues became M.D.C. constructs after the Great Cataclysm (an easy method for characters looking for magical statues is to try to shatter them with a hammer or S.D.C. explosives). They are built of a variety of materials, from jade to marble to ivory, and the depictions range from wise men to warriors. The statues are the equivalent of Golems, however, and can only be made to fight, carry objects, and similar tasks. The actual power of the statue depends on its size:

Kami Tiny Figurines have 1D4x10 M.D.C. and a P.S. of 6 (supernatural; with leverage, they can move/shift as much as 600 pounds!). They are +2 to strike and parry, +6 to dodge, and can do 1D4 M.D. with an attack. If the statue has weapons, the attacks inflict 1D4+1 M.D. **Note:** The weapon must be part of the sculpture.

Kami Small Statuettes have 2D4x10 M.D.C. and a P.S. of 12 (supernatural). They are +2 to strike and parry, +4 to dodge, and inflict 1D6 M.D. with their attacks. If the statuette has a weapon, damage is raised to 2D4 M.D.

Kami Human-Sized Statues have 3D6x10 M.D.C. and a P.S. of 20 (supernatural). Bonuses: +3 to strike, parry and dodge. Damage: 2D6 M.D. with a punch, or 3D6 M.D. with a weapon (if any).

Kami Giant Statues have 1D4x100 M.D. and a P.S. of 1D4x10 +20 (supernatural). Bonuses: +2 to strike and parry, +1 to dodge. Damage: As per supernatural P.S.; add 2D6 M.D. if it has a weapon. Activating the statue requires a ritual; magician, priestly and alchemist characters have a 35% chance (add 4% per level of experience and I.Q. bonus if any) of discovering the right ritual through research. The activation ritual costs 2 P.P.E. for tiny statues, 4 P.P.E. for small ones, 10 P.P.E. for human-sized and 20 P.P.E. for giant ones. Once activated, the statue will obey the caster's commands for 1 hour per level of experience of the caster. If destroyed, the enchantment is lost and the pieces become ordinary S.D.C. materials.

Cost: Tiny: 50,000 credits; small: 100,000; human-sized: 200,000; and giant: 500,000 credits. Add 1D4x10% for artistic beauty and value.

Mirror of True-Seeing. These items are typically small hand mirrors with a gilded border, decorated with a dragon pattern. Their magic can be used six times per day. Each time, the owner can tilt the mirror so he can see the reflection of a person, object or area. The mirror will show the owner the true essence of that person. This will cover everything from alignments (characters of evil alignments will have ugly or even hideous faces), to true shapes (in the case of Changelings and other shape-shifters), and supernatural presences (supernatural beings will be surrounded by a bright red or purple aura in the reflection). Disease, anguish and mental problems will also appear in the mirror, usually as taints on the person's skin, a haggard appearance, etc.

These mirrors are often carried by monks and demon hunters; they use them to discover their quarries. Some itinerant priests and helpful monks also favor using them to help normal people in need, finding the problems and ailments of common folk by looking at their reflections. **Cost:** 200,000 to 400,000 credits; rare.

Powder of the Heavenly Winds (Kamikaze). The Heavenly Winds or Kamikaze have played many roles in Japanese history. During the 13th century, a Mongol fleet was about to invade and devastate Japan when a freak storm destroyed it; the storm and its deadly winds were called the Kamikaze; "winds of Heaven" or "spirit winds." During World War II, as the Japanese faced total defeat at the hands of the American fleets, they resorted to the desperate tactic of sending pilots in flimsy planes loaded with explosives, on suicide runs against American ships. These suicide planes were also dubbed "divine winds" or kamikaze. (Of course, kamikaze didn't work quite so well the second time around except for depriving Japan of a generation of young pilots.)

The Kamikaze Powder is made from ground parchments on which a number of incantations to Air Elementals are made. The powder is then stored in a hollowed out length of bamboo with wax seals at each end. To activate the item, the owner rips off one of the seals and scatters the powder in the air (takes one melee attack/action). As soon as the powder is in the air, the character who tossed it can control winds of up to 200 mph for 1D6+2 minutes! These winds will knock down most characters and any robot weighing less than 15 tons. Furthermore, once per melee, the character can direct a gust of magical cutting wind that will inflict 3D6 M.D.! These wind blasts are at +3 to strike. The winds can be made to extend over an area of 400 feet (122 m); the hurricane forces will destroy houses and huts, inflict 4D6 S.D.C. damage per minute to people, animals and property, and will generate confusion and panic. Once the 1D6+2 minutes are up, the powder dissipates and the effect is over. Each container of Kamikaze powder can only be used once.

The powder is rare and very expensive. Only sorcerers and alchemists have ready access to it. In the fight against the Oni and other demons, some champions may sometimes be rewarded with one or two containers of the powder. **Cost:** 200,000 to 400,000 credits per container.

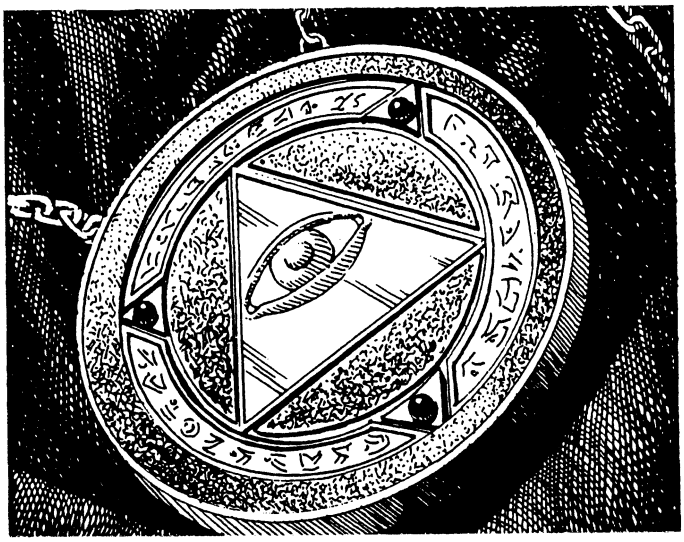
TW Power Shuriken. A common Chinese Techno-Wizard item, enchanted with a magical static charge that is released on impact. The shuriken inflicts 2D4+4 M.D.C. electrical damage on impact. The charge is good for only one attack; the shuriken becomes a common S.D.C. weapon afterwards. Techno-Ninja favor these weapons. **Cost**: 500 credits each.

TW Fire-Breathing Arquebus. When the first European travelers arrived in Japan, they brought muskets and arquebuses (bell-shaped, short-range shotguns), which greatly impressed the islanders. Japan was manufacturing copies of those weapons in a matter of years. Japanese alchemists, Techno-Wizards and tech-ninja became fascinated with the concept of firearms. They tried to replicate the effect using magic, and succeeded in creating an equivalent weapon by binding Fire Elementals to metal replicas of the European weapons; this may have been one of the first Techno-Wizard weapons ever created! During the Great Cataclysm, these weapons became powerful Mega-Damage "guns" and were used by the desperate survivors who eventually formed some of the low-tech shogunates and kingdoms of Japan. They are especially popular among the eta of the Freelands. They look like ancient matchlock muskets or bell-barreled arquebuses. Their fire blasts are accompanied by the stench of brimstone, and inflict 5D6 M.D. (Range: 800 feet/244 m). The weapon's energy is inexhaustible; it can fire as long as magic energy exists on Earth. Rate of fire is limited to three shots per melee round. **Cost:** These weapons are rarely for sale (passed on from one generation to another), and when they are, they cost upwards of 200,000 credits!

Yakuza Tattoos of Strength. This special magic was created by outlaw sorcerers working for the dreaded Yakuza, the criminal gangs of Japan. Yakuza members wear elaborate body tattoos to represent their rank; these tattoos depict dragons and snakes. The Yakuza mages developed a special ritual in which magic powers were granted to the wearer as the tattoo was inked into the gang member's skin. This ritual is a gift given only to the most notorious and prominent Yakuza enforcers. Note: This magic is not a form of Tattoo Magic as practiced by True Atlanteans and the Splugorth (see **Rifts Atlantis**), but a lesser, less flexible form of magic.

The Tattoos of Strength can be activated four times per day; each activation can last up to one hour, and requires a mere mental command. When activated, the body tattoo glows with an unearthly green light, shining through clothes and even giving the character a greenish hue through environmental armor. During the activation period, the tattoo wearer becomes a supernatural being, with P.E.x3 M.D.C. (cumulative with any other M.D.C. granting powers or abilities), and +6 to P.S., which becomes supernatural. While the power is on, however, the tattoo wearer takes double damage from any weapons designed to combat supernatural beings, including the samurai rune daisho and weapons made from the wood of a Millennium Tree. **Cost:** Available only to Yakuza enforcers or their allies. Cost is upwards of 60,000 credits.

Shamanistic Magic Items



African Charms & Amulets

Rifts® World Book Four: Africa

Aboriginal magic charms are usually objects of protection similar to the Amulet spell invocation or magic circles. The magic of charms remains active for years until they are deactivated by their maker or destroyed. Most of the charms of the Medicine Man are different from those of the Pygmy Shaman O.C.C. The typical charm can fit in the palm of the hand.

Amulets (standard items of protection): Any of those possible from the **Amulet Invocation** (found on page 301 of **Rifts® Ult. Ed.** and page 143 of this book.

Amulet or Charm of Protection from Disease. The wearer is +2 to save vs all types of disease and sicknesses, magical and normal. If a disease is caught, its symptoms and duration are half. P.P.E. cost is 310.

Amulet or Charm of Protection against the Witch's Life Eating/Draining Power. Normally there is no saving throw against this deadly assault. This charm provides a save vs magic of 13 or higher. The charm is typically a seed pod or 2D4 seeds placed in a tiny pouch or bottle (the seeds symbolize life) and decorated by beads or feathers. 220 P.P.E. points are needed to make the charm.

Amulet or Charm of Protection against Witches and Witchcraft. The charm is a carving made out of buffalo bone or horn and worn on a necklace or bracelet. The magic is placed into the charm through a spell weaving chant and the waving of the medicine horn. The wearer is +2 to save vs the magic, curses and evil eye of the witch. P.P.E. cost is 80 points.

The area effect version involves a magic ritual. The medicine horn is held in both hands and is waved up and down while a chant is said at each entrance. The ground horns of a buffalo are sprinkled at the entrances and other strategic locations around the village or a particular building/house. At the end of the ritual the medicine man pounds his medicine horn into the ground in front of the main entrance. Witches and their magic snakes cannot enter the area protected by this magic.

The protection lasts one day per experience level of the character. If the medicine horn is removed the spell is broken. However, witches, their minions and evil spirits cannot touch a medicine horn. The P.P.E. cost, thanks to the horn, is only 160 points, but may still require the involvement of others to garner the energy needed to activate the magic. Typically, a large crowd of villagers follows the medicine man around, chanting and praying and providing him with P.P.E.

Amulet Witch Lure. Another ritual involving the medicine horn. The horn is left in an open area where it attracts magic snakes and other magically created or summoned servants of witches. Instead of seeking out their intended victim or performing their mission of mischief, they are drawn to the medicine horn, in the open, where they can be seen and destroyed. The P.P.E. cost is 120.

Charm Kifaalu Taboo Horn. This is a powerful taboo charm and weapon made from the horn of the rhino. As an amulet-charm the horn must be worn around the neck to serve as a warning to all demons and supernatural beings (evil spirits). All supernatural monsters will recognize the dreaded horn. Those who dare to attack a person under the protection of the Kifaalu horn will fall victim to a taboo-like magic (see Remove Taboo Ritual). The creature(s) will be haunted by a ghostly apparition of a rhinoceros and suffer the following penalties: -1 attack per melee, -1 to save vs Horror Factor and magic fear, and all combat bonuses are -2. Vampires and animated dead are held at bay — cannot attack. **Note:** If the wearer of the horn attacks the evil spirit(s) first, the taboo is negated and the foul creature can attack without fear of a taboo curse or penalties.

The wearer is always +2 to save vs magic and poison cast from evil spirits, +2 to save vs Horror Factor and the horn can be used as a magic Mega-Damage weapon, inflicting 5D6 M.D. against evil demons, supernatural monsters and creatures of magic.

The Kifaalu horn can also be turned into an ax or club-like weapon that does 1D6 S.D.C. to normal opponents but 1D6x10 M.D. to werebeasts and other evil spirits. When made into a weapon, the horn does not have its taboo powers nor offers any magic bonuses. The P.P.E. cost is 1200 points regardless of whether the horn is a taboo charm or weapon.

Charm Mayembe horns of divining. The horns of a buffalo or buck are used to divine/find water, lost articles, lost children and missing medicine sticks or horns. Range is one mile per level of the medicine man. It costs 350 P.P.E. to make this magic item.

Charm Magic Wings. A charm made from the wings of insects must be worn and a pair of butterfly or moth wings are burnt while the medicine man and his participants sing and dance around the person getting the wings. As soon as the spell is cast, the wings begin to form

from ectoplasm generated by the body of the character. The wings will automatically grow to a size in proportion to the character's height and weight. The type of wings ranges from translucent dragonfly wings to butterfly or moth-like wings. The power to use and control the wings is also imparted when the spell is cast. This means the character instinctively knows how to fly up and down, vary speed and land, along with knowing how to perform special maneuvers. Wings can be given to any mortal creature, from humans to animals. Creatures of magic and supernatural beings cannot receive magic wings.

Speed: 80 mph (128 km) maximum or hover stationary in the air.

Bonuses in Flight: +1 to parry, +3 to dodge and +3 to S.D.C. damage from dives and airborne strikes.

Duration: 15 minutes per level of the medicine man.

P.P.E. Cost: 100

Medicine Stick (exclusive to the Medicine Man): The making of a medicine stick requires a lengthy 48 hour ritual of fasting, meditation, chanting and help from his guardian spirit. The stick itself usually resembles a scepter or mace. One end is tapered and at the top is a rounded end like a mace. The medicine stick can be quite simple or ornate with bead work, feathers, bones, and/or painted designs.

The medicine stick does 2D6 S.D.C. damage as a normal weapon, double damage to witches, 4D6 M.D.C. to werebeasts, evil spirits and Mega-Damage creatures, and it is charged with "good" medicine. This means it can be used to harmlessly discharge/destroy objects charged with "bad" medicine/witch curses by smashing them. If the stick is destroyed, the medicine man must make a new one. If it is stolen, he must find and recover it.

The good medicine makes the medicine man impervious to the evil medicine/magic of the witch (and only the witch) and +1 to parry! It is also indestructible in his hands. Others who hold on to the stick are +2 to save vs possession or mind control, +2 to save vs disease and poisons, +4 to save vs Horror Factor, fear and illusions, and +10% to save vs coma/death. The medicine man often lends his medicine stick to those in need. It costs 800 P.P.E. to make a medicine stick.

Medicine Horn (exclusive to the Medicine Man): Next to the Medicine Stick, the magical Medicine Horn is the Medicine Man's most important object of magic. It is used as a focus in many of his rituals, meditation and spirit summoning as well as to create other charms, active magic and sometimes as a component in rituals. The Horn is taken from the buffalo, polished and decorated with beads and feathers. Sometimes it is carved with images that remind the medicine man of his life and goals. In addition to being a component and point of focus, it is impervious to fire and heat, indestructible in the hands of its maker and is a P.P.E. battery that contains 50 P.P.E. points. Only the Medicine Man who made it can use the P.P.E. and even then he can only draw on the magic energy once per 24 hours. When he dies, the Horn loses all of its magic properties. Only one Medicine Horn is made, unless it is stolen or destroyed. It costs 500 P.P.E. points to make the horn.



Magical Fetishes of North America

Rifts® World Book 15: Spirit West™

Fetishes are *Native American* magic items fashioned from the physical remains of an animal and mystically charged with one or more of the traits of that animal. When an animal dies of natural causes or is killed in a hunt, a Shaman can perform a ritual in which he asks the animal's spirit permission to keep and use small parts of its body. If the spirit agrees, these body parts can be used in additional rituals to create Minor or Major Fetishes. This is usually done at the end of a hunt, but the spirits will sometimes direct a Shaman to the dying body of an ani-

mal, as is often the case with predatory animals which are never hunted for food. Fetishes with components from predators are rare. The bones of Mega-Damage animals and creatures of magic can NOT be used to make a fetish, only S.D.C. creatures. However, many fetishes possess M.D. capabilities.

Some General Rules & Notes about Fetishes. In the magic rich environment of Rifts Earth, the magic of a fetish is much more potent and impressive than it was in pre-Rifts ages. Only characters of Native American heritage and those who understand and believe in Indian traditions and spirits can use a fetish.Most fetishes are highly prized family heirlooms or special (sometimes sacred) gifts or rewards. They are more than a prized magic item, they usually have great personal and/or historical significance and value. A fetish often serves as a reminder of one's heritage and a means of inspiration and personal focus. In most cases, the owner of the fetish must concentrate on the sacred object and/or have a genuine need for its abilities and the help of the spirit contained inside.

Unless stated otherwise, the magic/effects/bonuses provided by a fetish are active (in effect) constantly, 24 hours a day. Only certain ones, such as healing, will have limited effectiveness or short periods of use. Some fetishes have a duration based on how long the spirit linked to it is willing to stay and help. The duration is based on level because the more prominent and experienced a Native American is, the longer a spirit is willing to help him. Those fetishes with durations are useable three times per day for the length of the duration each time its magic is activated (although its use can be canceled before the duration is up).

It should also be noted that certain Shamanistic spells closely mimic the workings of some fetishes. When a Shaman is able to cast the most powerful spells, he may feel it is no longer necessary to rely upon a fetish, and often passes it on to other needy or deserving individuals. Thus, as rare as they are, a fetish often finds its way into the hands of those who need it most.

Except for healing fetishes, which require one full melee round to activate, all fetishes can be activated using one melee attack/action. The Legendary Healing Fetish requires a full ritual that takes at least four hours to complete.

Unless a Shaman, a character can only own and use one fetish from each possible category. Theoretically, this means a Native American could have as many as three fetishes: one minor, one major/greater, and one Legendary fetish. However, for characters other than Shamans, this is incredibly rare! In fact, it is unusual for a character to have more than one (minor or major) fetish.

Fetish magic and technology. Advanced technology is the magic of the *white man.* It is neither good magic nor bad magic, and like all magic, can be considered a neutral force that is applied by the user. Consequently, fetish magic will work even if the character uses technology and is not a Traditionalist or Pure One. However, fetish magic will only work with complementary belief and technology. This means an animal-based prowl fetish will only silence noises made by movement from the prowling character, while the sounds of technological devices used by the character (the starting of a vehicle's engine, the hum of a computer or the firing of an energy weapon) will all make noise, and give away the character's position — conflicting technologies, both with their advantages and disadvantages.

Minor Native American Fetishes

Minor fetishes are small magical talismans made of bits of bone, hide, tendon, stones, seeds, and so on. They fit in the palm of the hand and usually fit in a tiny pouch. They are often worn around the wrist or neck, or pinned or tied to a garment, but some are woven into clothes or bound to the extremities (wrist, arm, ankle, neck, etc.). They allow the user to tap into the Spirit Realm and use a single trait from the animal spirit that is linked to the magical fetish. On a spiritual level, these simple fetishes help the character to concentrate and focus both his thoughts and will. On a more magical level, they can be used to duplicate the abilities of an animal exactly, or provide minor spiritual help. Only major fetishes can combine or call upon abilities greater than those found in living animals.

Minor fetishes only directly affect the owner/wearer when they are activated. Non-believers and the uninitiated (to the spirits, ways, magic, and beliefs of the Native American) cannot draw upon the powers of a fetish no matter how desperately they may wish to do so. In that sense, there is a mental and emotional bond between the Native American who has the magical item that helps to make the necessary connection to use its magic. Of course, other people can benefit from the power of the fetish through the user, i.e. a fetish that imparts strength may enable the user to carry the weak or injured, or move an obstacle, and so on. Nearly all Native Americans will have one minor fetish, with non-combat fetishes being most common with non-adventurers. Minor fetishes are usually given at important ceremonies, like coming-of-age and naming ceremonies. **Note:** None of the fetishes detailed below, either by function or description, are meant to resemble or portray actual, real life fetishes or talismans. They are fictional devices entirely made up for this game.

Armor Fetish: An armor fetish is made from pieces of turtle shell or armadillo hide, but the skin, hide, or tendons from a bear, ox, or buffalo can be substituted. It provides the wearer with the equivalent of light Mega-Damage body armor (45 M.D.C. for armadillo and turtle shell fetish; 25 M.D.C. from substitutes). This magical protection means no prowl or movement penalties and is a favorite among warriors. Any damage to this mystical protection regenerates at a rate of five points per day, unless the protection is totally depleted, in which case the fetish is destroyed. Armor fetishes can be deactivated after they take heavy damage in order to protect them from destruction, but this leaves the user unprotected unless other measures are taken.

Body Fetish: This fetish is made from the tendons or hide of elk, buffalo, or bear. When active, this fetish provides the user with an additional 50 S.D.C. for mortals or 15 M.D.C. for supernatural beings and any other Mega-Damage creatures. This fetish will work on 'Borgs.

Climbing Fetish: Typically made from the teeth, horns, or hide of a mountain goat, squirrel, or wildcat. When active, it augments the character's climbing skills. If the character is a skilled climber, it adds +10% to his skill. An unskilled climber using this fetish will be able to climb at a base 45%.

Damage Fetish (S.D.C. weapons): This fetish is made from the deep root of a tall tree that is wrapped around a rock from a high point of a mountain. The high rock and the deep root link air to deep earth, which is a powerful combination, but the simplicity of the fetish does not tap all of that power. The fraction of power imbued in the fetish is still enough for it to double the damage of any S.D.C. weapon it is attached to, including conventional S.D.C. firearms. The fetish is constantly active, and can be moved from weapon to weapon, but it only works on one weapon at a time, even if two weapons are combined (i.e. a rifle with a bayonet, a rifle with a grenade launcher, etc. The fetish can only be dedicated to either the assault rifle or the grenade launcher, or the rifle or the bayonet, but not to both. It must also be tied to the part of the weapon it is to influence). It has no effect on magic spells, magic weapons or Mega-Damage weapons.

Ear Fetish: This fetish is normally made from the ear or ear tips of a rabbit, wolf, deer, or other animal with keen hearing. It gives the user sharper hearing than a normal human. It is not extraordinary or amplified hearing, but it does help make the character alert to sounds and provides the bonus of +1 on initiative, +1 to roll with impact, punch or fall, and attackers are -2 to succeed in attacking by surprise or from behind.

Healing Fetish: This fetish is made from the bones of a bear, snake, or buffalo. Its magical healing can be activated twice per day and will heal 2D6 Hit Points or S.D.C. per use. However, it constantly gives the wearer a +1 bonus to save vs disease.

Heritage & Self: A fetish made of beads, turquoise, a feather and bits of bone and other items (arrowhead, coin, fragment of a blanket or toy, etc.). In this case, the charm serves as a reminder to the wearer of his/her family, clan, Native American heritage and personal values (alignment, beliefs, morals, ethics, honor, goals, loyalty to his tribe, traditions, etc.). In times of moral dilemma, indecision, and temptation, the fetish (via the G.M.) will remind the character of things that he holds important (alignment, honor, etc.). This should help the character to maintain his moral fortitude. **G.M.'s Note:** This fetish does not give the character an indomitable will, nor does it give the G.M. the power to control the character's decisions and actions. It only provides a means to remind the character of his past moral views, alignment and personal values. Ultimately it is the player who chooses what his character's actions will be; right or wrong, it is the player's choice for his character.

Luck Fetish: These fetishes are usually made from "trickster animals," including rabbits, ravens, and foxes. The luck fetish provides bonuses of +1 to initiative, +1 to dodge, +1 to roll with impact, +2 to save vs poisons and disease, and +2% to most skill rolls (+5% to Cardsharp, Seduction, Demolitions, Trap/Mine Detection and Prospecting skills) whenever the character needs them most; i.e. a life and death situation, desperately needs to save/help a friend, needs to escape, needs money badly, etc., but never more than twice a day (unless made of fox parts). Once activated, the duration of the luck/bonuses from most luck fetishes is two minutes (8 melee rounds) per level of the user, but those from a fox are constant, because fetishes made with fox "toma-ta" are rare (the fox is a predator and cannot be hunted for food). Luck fetishes are sometimes used in "Medicine Bundles" by some tribes and Shamans.

Porcupine Quill Fetish: A single porcupine quill with the spirit energy of a porcupine. It is used mainly as a tool in rituals for making greater tattoo fetishes as well as non-magical tattoos/decorations, piercings, and to sew/make other fetishes. See Tattoo fetishes described elsewhere in this section.

Prowl Fetish: This fetish is normally made from the feet, tail, or hide of rodents or felines. When drawn upon (through concentration and serious need), it augments the stealth skills of the user by adding +10% to his Prowl skill and sense of balance. Unskilled users gain a base Prowl skill of 40% while this fetish is active. Once activated, its duration is two minutes (8 melee rounds) per level of the user. It can be activated as often as three times per 24 hour period.

Song Fetish: This fetish is made from the voice box or vocal cords and hide or feathers of an animal with a beautiful voice or song (typically birds, but can include other animals). Like its namesake, the singing fetish allows the user to carry a beautiful tune when singing, humming and whistling. It adds +20% to the Singing skill and can be important for ceremonies, festivals and praising the spirits. In addition, the character can perfectly imitate the voice, sounds and songs of the animal used to make the fetish (songbird, canine, etc.). No words are sung with this animal voice, only chirps, whistles, howls, and other sounds made by the animal — a sort of magical bird call ability.

Speed Fetish: A speed fetish is normally made from the toenails, feet/foot pads of a wolf or coyote, or slivers from the hoof of a horse, or bird feathers. When activated, the fetish raises the user's Speed to 50 (35 mph/56 km) or it adds 20 points to the Speed attribute, whichever is greater. Fatigue from running is minimal, about one-third normal. This magic is activated whenever the character runs on his own two feet; maximum duration two hours. It does not increase reaction time, punching speed or attacks per melee.

Strength Fetish: This fetish is normally made from the teeth, horns, hooves, or pieces of bone from an elk, moose, buffalo, or bear. When active, it raises the user's P.S. attribute by six points, or two points if a supernatural being. The duration of this magic is two minutes (8 melees) per level of the user. This enhanced P.S. can be drawn upon/activated as often as three times per 24 hour period. In addition, the character can carry 20% more than he should be able to normally; this aspect of magic is constantly in effect.

Sure-Footedness Fetish: Typically made from the horns, hooves/feet, or pieces of bone from a deer, mountain goat, mule, or squirrel. When activated, the fetish makes the character sure-footed: excellent balance (+20%) and seldom stumbles, missteps, trips or falls, plus the character can leap 10% farther than normal. This magic is activated whenever the character needs to be sure-footed or needs excellent balance and lasts as long as is necessary for the task.

Swimming Fetish: This fetish is normally made from the teeth, toenails or bones of aquatic mammals like seals and otters, or the bones of a frog or turtle. It gives the user a 55% Swimming skill or adds a bonus of +20% to an existing swim skill. It also allows the character to hold his breath for one minute plus one melee round (15 seconds) per each of his P.E. points. Instantly activates whenever needed for as long as needed.

Tooth & Claw Fetish (minor): This fetish can be made from the teeth and/or claws of a predatory animal (usually both), from domesticated dogs and cats to weasels, badgers, wolves, bears and mountain lions. It calls up spirit claws and teeth that add to the damage a character can do in unarmed combat. These natural weapons are effectively spirit extensions of the individual that add one extra damage die to hand to hand combat (+1D6 to punches, claw strikes and kicks) and biting attacks (+1D4 damage to bites). The fetish augments the natural abilities of the user and will work with either S.D.C./Hit Point or M.D. attacks depending on whether the character is an ordinary humanoid or a Mega-Damage being with supernatural strength. The duration of this magic is one minute (4 melee rounds) per level of the user. This enhanced P.S. can be drawn upon whenever the character is in a serious fight or whenever he/she is angry. Its effects last as long as the situation remains serious or the anger persists.

Tracking Fetish: This fetish is made from the nose/beak, teeth or toenails and/or hair (or feathers) of an animal known for its sense of smell or hunting abilities; typically canines, felines, bats, hawks and owls. It gives a character the ability to follow both physical tracks and scent trails. Characters with a Tracking skill get a bonus of +10%. Those without previous training get a base Tracking skill of 40%. All such characters are acutely aware of odors and smells.

Wind-Wing Fetish: This fetish is made from the intact wing of a bird (any type). This magic item gives the character a keen sense of wind movement, changes in direction, speed and whether or not a storm is coming (from what direction and whether it will be a light or severe storm).

Major Native American Fetishes

Major fetishes (also known as Great Fetishes) are larger than minor ones, and often include the entire hide, large bones, claws, skulls, or elaborate constructions made from animals, instead of the small pieces used in minor fetishes. Major fetishes are often worn as garments, headdresses, or elaborate necklaces and mantles. Like minor fetishes, they allow the user to tap into the Spirit Realm and borrow traits from the animal spirit that is bound to the fetish. These fetishes not only duplicate the abilities of an animal exactly, but tap into the greater Spirit Realms (earth, air, sky, water, and ancestors) to provide spirit help beyond the capabilities of natural animals.

Unlike minor fetishes, major ones can affect and influence more than just the owner/user of the fetish and typically unleash substantially greater magic powers. The user must activate his fetish while holding the hands of the other people to be affected, which limits the effects to a maximum of two additional people (plus the fetish owner/user) and restricts the user's use of his hands. The user gains full benefits and duration, but the other two only enjoy the bonuses for half the normal duration, or one minute per level of the fetish owner for those with constant and/or indefinite durations. This "sharing" of the spirit gifts cannot be done until after the fetish owner reaches third level, and such

"sharing" can only be done once per day for every three levels of the fetish owner's experience (i.e., once at 3rd, twice at 6th, three times at 9th, four times at 12th and five times at 15th level). Of course there are some exceptions; these are noted in the specific descriptions.

Very few Native Americans will have a major fetish. Accomplished warriors and hunters, chieftains, and great heroes and healers are often awarded major fetishes for serving the spirits and/or performing some great service for the tribe or clan. **Note:** The features, considerations and limitations of fetishes, as noted earlier, usually apply to major and legendary fetishes as well. However, many of these greater fetishes have specific powers and abilities that are called forth.

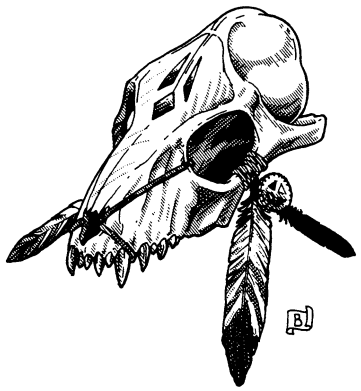
Great Armor Fetish: Is typically a hooded shirt with a headdress or headpiece made of animal skull, bone, shell or tough hide (made to look like a head) attached to a hide shirt or cloak plus armor pieces made of tough hide, shell or bone lashed to the arms and sometimes covering the chest. Often the headpiece is menacing looking. The fetish pieces must be made of turtle shell or armadillo hide, or the skin/hide of a buffalo, Rhino-buffalo, or dinosaur. This magical armor protects the wearer's entire body as if he were clad in the equivalent of extra heavy Mega-Damage body armor; 125 M.D.C., but without any prowl or movement penalties. The legendary ghost dance shirts that were supposed to make the wearer invulnerable to bullets and weapons would have been major hide armor fetishes if the magic had been there to fuel them. It is constantly active.

Great Body Fetish: This fetish is made from the hide of an elk, buffalo, bear or dinosaur. Its magic is activated whenever the character is in mortal danger or enters into combat. The fetish provides the user with a supernatural P.E. attribute, transforming his S.D.C. and Hit Points to M.D.C. It has no effect on creatures that already have M.D.C. Its duration is three minutes (12 melee rounds) per level of the user. It can be drawn upon/activated as often as once per level of the user, per 24 hour period.

Great Ear Fetish: This fetish is normally made from the skull(s) or hide (several if a small animal) of a rabbit, wolf, deer, owl, bat or other animal with keen hearing. It gives the user highly advanced hearing that is the equivalent of amplified hearing. The character is extremely aware of and alert to sounds, is a light sleeper, can identify most familiar sounds and recognize voices (**Base Skill:** 70% +1% per level of experience) and provides bonuses of +2 on initiative, +1 to dodge, +2 to roll with impact, punch or fall, penalties for blindness are half, and attackers are -6 to succeed in attacking by surprise or from behind.

Great Healing Fetish: This powerful fetish is made from the bones or hide of a bear, buffalo, snake, or dinosaur. It is most often used in healing rituals, where it is laid on or passed over the sick or wounded. The fetish can be used once per day for each level of the user/owner. The magic will negate any poison, toxins or disease (preventing further damage or illness), and it heals 3D6 points of damage (H.P. and/or S.D.C.) on each use. Characters who own the fetish and who also possess healing psionics, or are a Healing Shaman, use those abilities at double their normal power (double the range, duration, healing effect, etc.). The fetish can heal 1D6 M.D.C. damage, but only if the creature does not have the power to bio-regenerate. The Great Healing Fetish can also be used in rituals of exorcism (+10% to successful exorcism and the user of the fetish is impervious to possession) and it will hold vampires at bay the same as a holy symbol.

Great Luck Fetish: These fetishes are normally made from the heads, skulls and bones of trickster animals like rabbits, ravens, and foxes. The luck fetish provides bonuses of +1 to initiative, +2 to dodge, +2 to disarm, +2 to roll with impact, +2 to save vs poisons and magic potions, +4 to save vs disease, and +2% to most skill rolls (+5% to Cardsharp, Seduction, Demolitions, Trap/Mine Detection and Prospecting skills) whenever the character needs them most; i.e. a life and death situation, desperately needs to save/help a friend, needs to escape, needs money badly, etc.; but never more than twice a day (unless made of fox parts). Once activated, the duration of the luck/bonuses from the



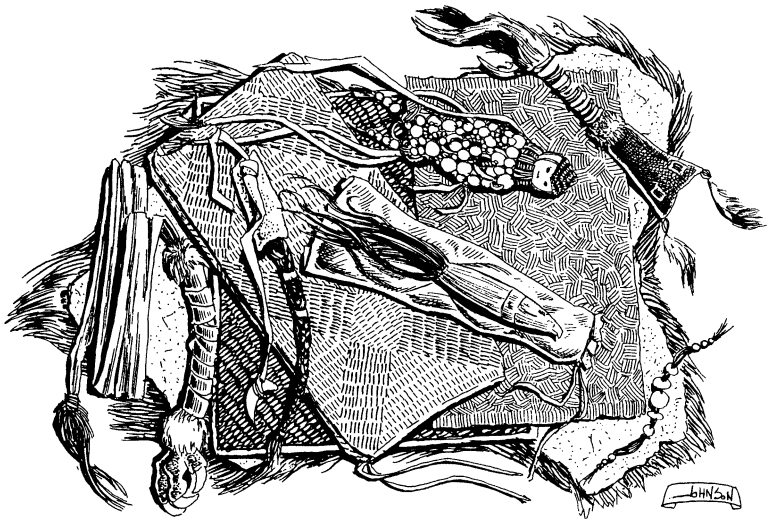
Great Luck Fetish is five minutes (20 melee rounds) per level of the user, but those from a fox are constant, because fetishes made with fox "toma-ta" are rare (the fox is a predator and cannot be hunted for food). In addition, this Great fetish protects the character from death blows (half damage and +30% to save vs coma and death) and the effects of being stunned or dazed (half duration). **Note:** This fetish can only function when the user engages in acts of goodness and kindness. Attempts to use the fetish for any acts prohibited under the "Scrupulous" alignment will cause the fetish to quit working for 1D4 days. A second offense will cause the spirit bound to the fetish to leave (which makes the fetish useless). Otherwise, its magic is constantly active.

Great Song Fetish: This magical fetish is typically a mask, headdress or necklace made from the skulls and/or bones and feathers of birds, including at least a few raven or mynah bird feathers. Like the minor singing fetish, this magic item enables the user to carry a beautiful tune when singing, humming and whistling. It adds +20% to the Singing skill and can be important for ceremonies, festivals and praising the spirits. In addition, the character can perfectly imitate the voice, sounds and songs of any animal or person he hears while wearing the fetish (**Base Skill:** 70% +1% per level of experience), as well as recognize the voice of any person or animal he has ever heard (90%), and remember the melody and words of any song or tune he has ever heard!

Great Speed Fetish: A great speed fetish is made from the feet of a wolf or coyote, or from the hooves and tail of a horse or deer, along with at least two feathers from a bird of prey (owl, hawk, falcon, eagle, etc.). When activated, the fetish raises the user's Speed to 88 (60 mph/96 km) or doubles the character's Speed attribute, whichever is greater. Fatigue from running is minimal, about one-tenth normal, and the enchanted character can leap 20 feet (6 m) straight up and 40 feet (12.2 m) across with a running start. This magic is activated whenever the character runs on his own two feet; maximum duration is five hours. It does not increase reaction time, punching speed or attacks per melee.

Great Tracking Fetish: This fetish is made from the skull and hide or skull and feathers of a predatory animal known for its sense of smell and hunting abilities; typically canines, felines, eagles, hawks and owls. It gives a character the ability to follow both physical tracks and scent trails. Characters with a Tracking skill get a bonus of +20%. Those without previous training get a base Tracking skill of 60%. All such characters are acutely aware of odors and smells, can recognize the presence of poison and foreign chemicals in food and drink by smell, and can recognize the specific scent of a hated enemy, friend or family member (80% +1% per level of experience). The character can also sense/smell supernatural creatures and trace that scent to the individual — the creature must be within a 50 foot (15.2 m) radius (70% chance of success).

Medicine Bundle: A medicine bundle is a special collection of fetishes designed for use in rituals to help and protect an entire tribe, clan or group of people. Traditionally, a fetish collection is kept in the care of the oldest Shaman or tribal Chief, and is only used during very important ceremonies and festivals. The fetishes in a medicine bundle are usually wrapped in a number of protective layers of deerskin, hide, or



cloth. While wrapped together, the bundle of fetishes become one large active magic item that provides bonuses and protection to all members of the tribe within 50 miles (80 km) of the community where the fetish is kept. All innocents and noncombatants are +1 on all saving throws and defensive actions (i.e. dodge, run, hide), and +2 to save vs demonic possession. Warriors/Hunters are +1 on all combat rolls (initiative, strike, parry, dodge, disarm, pin, etc.). The fetishes are unbundled and used during ceremonies. During such special occasions, the fetishes have double their normal range, duration, and effect, including skill bonuses (e.g., a +20% to singing becomes +40%, etc.). These bonuses and powers are only in effect while the fetishes are being used in the ceremony. When the ceremony ends, so do the fetish bonuses. A typical Medicine Bundle will contain one healing, heritage and song fetish plus 1D4+2 additional minor fetishes and one Greater or Legendary Fetish. These individual fetishes are all considered parts of a greater whole and never divided and given away. If separated, the Medicine Bundle has no special power and individual fetishes function at half strength.

Shapechange Fetish: Typically an (S.D.C.) animal hide cloak or cape with the head of the animal worn as a hood or attached headdress. This fetish enables the user to magically transform into the animal (one type only) represented by the fetish (wolf, deer, buffalo, etc.). The animal form is that of an average/typical member of that particular species. The transformed individual can be the Shaman/fetish owner or one person whom the fetish owner has indicated through ritual and upon whom he has placed the fetish. The fetish becomes part of the animal form, as if the transformed character was hidden within the skin of the animal as a disguise. The transformed individual keeps his intellect, self-awareness and skills, but all physical attributes and capabilities are that of the S.D.C./Hit Point animal form — Mega-Damage or supernatural animals cannot be used for this fetish. However, supernatural beings can be transformed by this powerful fetish, but all attributes and M.D.C. are changed to S.D.C. equivalents and the being must be a willing participant or the magic won't work! In all cases, the transformation lasts one hour per level of the fetish owner when used on himself or one hour total when used on another person. An extensive listing of normal animal statistics can be found in Palladium Books' **Monsters and Animals, 2nd Edition** sourcebook.

Supernatural Damage Fetish: This fetish is made from the deep root of a tall tree that is wrapped around a rock from the high point of a mountain, and placed in the center of a tendon web. The high rock and the deep root link air to deep earth, which is a powerful combination, but the complex web allows the fetish to tap a greater part of all of that power. The power imbued in the fetish converts the damage of an S.D.C. weapon into M.D.C.! This means that when a major damage fetish is attached to it, a revolver that normally does 4D6 S.D.C. will fire rounds that do 4D6 M.D.; a 3D6 S.D.C. sword or spear does 3D6 M.D.; a 2D6 arrow (shot from a bow with the fetish) does 2D6 M.D.C. and so on. Like the minor fetish of this name, it only works on one weapon at a time. It has no effect on Mega-Damage "tech" weapons like Vibro-Blades and energy rifles, nor magic spells, but magic M.D. weapons (holy swords, rune weapons, Techno-Wizard weapons) will inflict 1D6 additional damage when the fetish is attached to it.

Superhuman Strength Fetish: This fetish is normally made from the skull, horns, paws, or bones of an elk, moose, buffalo, bear or dinosaur. Its magic is activated whenever great strength is needed or whenever the user enters into combat. The magic temporarily changes the user's mortal P.S. to a supernatural attribute (minimum of 18), or it raises the user's P.S. attribute by four points if it is already supernatural. Its duration lasts for as long as great strength is needed, so the character returns to normal when combat is over or the need for strength has passed.



Tattoo "Spirit-Sight" Fetish: Applicable only to Native Americans; typically Shamans or warriors. The ingredients for the fetish are a dried pigment that is ground into a fine powder, then mixed in a liquid with mystic properties to create a special (magical) ink. The tattoo is applied during a magic ritual with a porcupine quill fetish and is active upon completion. The tattoo is typically a series of (3-5) white, black or red triangles (sometimes black circles with white inside the circle) under the eyes and two on the sides/corners of the eyes with the tops of the triangle pointed at the eyes. The magic of this fetish is constantly active and provides the following: See Astral Beings and Astral Travelers, see the (often invisible) energy form of entities and other supernatural beings, and see Native American spirits, including spectral ancestors and Elementals. However, this mystical sight does not enable the character to see things turned invisible by magic or any other means, only spirits and similar spirit-like or energy beings. This fetish cannot be turned off and will always count as an active fetish.

Tattoo "Steady-Hand" Fetish: Applicable only to Native Americans; typically warriors, artisans/builders or healers. The ingredients for the fetish are a dried pigment that is ground into a fine powder, then mixed in a liquid with mystic properties to create a special (magical) ink. The tattoo is applied during a magic ritual with a porcupine quill fetish and is active upon completion. The tattoo typically covers one hand (whichever one is dominant for the character; right or left) and is a series of larger dots (or small circles) that run in a line from the nail of each finger, up the hand and end with a line of dots or circles around the wrist like a bracelet or wristband. The magic of this fetish is constantly active and provides the following bonuses: +5% bonus on skills that require a 'steady" hand, including Sewing, Skinning Animal Hides,



Carpentry, Sculpting, Climbing, and Surgery (does not include Palming or other Rogue skills). In addition, the character is +1 to strike using a bow and arrow, shooting an "aimed" weapon or throwing a weapon (knife, axe/tomahawk, spear, Vibro-Blade, etc.). This fetish cannot be turned off and will always count as an active fetish.

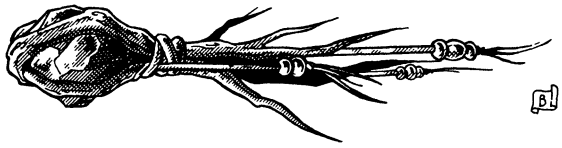
Tattoo "War" Fetish: This a permanent ritualized version of the Spirit Paint spell. Applicable only to Native Americans and usually reserved for warriors and chiefs. The ingredients for the fetish are a dried pigment that is ground into a fine powder, then mixed in a liquid with mystic properties to create a special (magical) ink. The tattoo is applied with a porcupine quill fetish and is active upon completion of the ritual and the tattoo. In this case, the permanent tattoo resembles the war paint patterns used by that particular tribe. It is constantly active and provides the following bonuses: +2 to initiative, +2 to strike, +2 to pull punch, +2 to roll with impact, punch or fall, and +2 to save vs Horror Factor.

Great Tooth and Claw Fetish: This fetish is made from the claws and either the jawbone and teeth or just the teeth (at least 10) of a predatory animal, or the entire skull and talons of a predatory bird. When activated, it calls upon powerful spirit fangs or tearing beak that increase the amount of damage a character can do in combat with his bare hands (spirit claws) and biting (spirit) teeth. A ghostly apparition of the predatory animal covers the character's head/face and claws or talons are superimposed over the extremities. The warrior must concentrate on battle, sheathe or drop all *weapons*, and touch the fetish to activate its magic; lasts for the duration of the battle. Damage: S.D.C./Hit Point damage is inflicted against mortal opponents unless they are shielded in M.D.C. body armor or power armor. Mega-Damage (M.D.) is inflicted against supernatural or M.D.C. opponents, including 'Borgs, robots, and power armor. This gift from the spirits should only be called upon for serious battle so restrained attacks are not applicable. Kicks and Punches: 5D6 S.D.C. or 3D6 M.D. Power Punch: 1D6x10 S.D.C. or 6D6 M.D.; counts as two attacks. Head Butt or Body Throw: 2D6 S.D.C. or 2D4 M.D. Bite attacks: 2D6 S.D.C. or 1D6 M.D. **Limitation:** This power will not work against any greater Native American spirit, Elemental or god. Reserved for the greatest warriors and chieftains.

Weapon Fetish: Instead of attaching a fetish to a weapon, this fetish is actually fashioned into a weapon. Only simple weapons that can be made and used by hand are eligible for this process, so the types of weapon fetishes are limited to bows, flint or obsidian knives and axes/tomahawks, bone or wood war clubs, staffs and spears. In each case, the weapon will have animal teeth, claws, talons (often as the main, damage inflicting parts of the weapon), bone and bits of decorative hair/fur or feathers built into it.

In Palladium terminology, Weapon Fetishes can be thought of as the Native Americans' version of minor rune weapons. They are incredibly powerful for their weapon type and primitive looking construction. Each is indestructible (unless claimed or taken and destroyed by a god), register as potent magic items, and seem to have a spark of intelligence. These special weapons are always made for a particular person (typically warriors and chieftains, but can include others). This means at the moment of its initial creation, the person to whom it is intended must be present at the final ritual and the weapon and the warrior are spiritually linked at that moment (both share the same alignment and values). Unless destroyed by a god or lost, the Weapon Fetish is usually passed on throughout the generations to worthy members of a family or tribal clan, or to a worthy warrior. The weapon will function at maximum power when possessed by characters with the same or similar alignment and traits as the original owner.

Bonuses: +1 on all saving throws, +2 to save vs Horror Factor, +1 to strike when thrown, +1 on initiative and +1 extra attack per melee when using the Weapon Fetish. For characters with compatible spirits and/or Native American lineage, the magic weapon also serves as a minor fetish of heritage and self. These bonuses and sense of heritage and self do not apply if the spirit of the weapon and the current owner are at odds (i.e. conflicting alignment, morals and values). Nor do they apply when the weapon is stolen or temporarily used by somebody other than its current owner. A character becomes the new owner only when the current owner passes it on to him (includes a prayer and a brief ritual) or a Shaman may give a Weapon Fetish (old or new) to a worthy warrior or hero (involves a brief ritual to join the two spirits of the man and weapon). A found Fetish Weapon may join the character using it (providing bonuses and full damage) if they share the same spirits (alignment, values, etc.), after 1D4+2 months of being together and getting a feel for each other.



Damage by Weapon Type: Damage is half if the user and the weapon are incompatible. In all cases, the weapon does damage (S.D.C. or M.D.) appropriate for its opponent — the spirits usually try to be fair, and while they will help their beloved Native Americans, they will not give them so much power as to completely overwhelm or obliterate the Indians' foes (man must fight for himself and earn his accomplishments).

Fetish bows fire spirit arrows, although they can fire normal arrows as well, and at double normal range. All that is needed to fire it is to draw back on the string, concentrate on the fetish and the target, and a shaft of pale blue energy will appear. Damage is either 4D6 S.D.C. against mortal opponents or 4D6 M.D. against supernatural and Mega-Damage opponents. Range is double normal bow range whether ordinary arrows or spirit arrows are unleashed.

Flint or obsidian knives: 2D6 S.D.C. or 1D6 M.D.

Flint or obsidian axes (small) or Tomahawks: 3D6 S.D.C. or 2D6 M.D.

Flint or obsidian axes (large): 4D6 S.D.C. or 3D6 M.D.

Bone, tooth or wood war clubs: 3D6 S.D.C. or 2D6 M.D.

Staff: 3D6 S.D.C. or 2D6 M.D.

Spears: 4D6 S.D.C. or 3D6 M.D.

Note: Double damage to alien intelligences and their essence fragments.

Wing Flight Fetish: This fetish is made from an intact pair of wings from a medium to large bird (blackbird, crow, hawk, eagle, etc.). It allows the user to fly, but the arms must be extended forward or to the sides for it to work; flapping is not necessary. While the fetish is active, the user can fly at a speed of 40 mph (64 km) for 10 minutes per level. The powers of the fetish can be called upon once per day for each level of the user.



Legendary Fetishes

Legendary Fetishes are not legendary in the sense that they only exist in legends, but by the fact that they are extremely rare and used to accomplish great feats. Most Legendary Fetishes are presented to mortals by gods, great spirits, or powerful Shamans (10th level or higher). To have such a tremendous treasure bestowed upon him, the character must accomplish some great feat (or several feats), usually something more than being a great or noble warrior. Legendary Fetishes are typically bestowed to heroes (whether the individual sees him or herself as such) who exhibit great understanding, kindness, mercy and wisdom. Many are leaders of people, while others are leaders through their words and actions. Although the holder of a Legendary Fetish can be a warrior/hero — just as many are peacemakers, healers, teachers, and leaders. Often the owner of such a noble and powerful magic becomes a legend himself, and is said to be "blessed by the spirits" (and those who misuse them, as "cursed" or "damned").

Legendary Fetishes are among the most sacred and revered artifacts and relics of the Native American people on Rifts Earth. Treat them as such. Game Masters should dole out these great fetishes sparingly and only after great consideration. Earning one should be an incredible life achievement rarely accomplished by even the greatest heroes. Earning more than one (two or three is the absolute maximum) is an astonishing feat! Only the Fetish Shaman O.C.C. is guaranteed one legendary fetish early on in his career, for they are holders of magic knowledge and assigned great responsibility from their position in life. A character who is not a Native American must be an incredible and noble hero who has earned the respect of one or more great spirits or gods, and who has fought or sacrificed much to help or defend Native Americans or all people! While some bigots and extreme Traditionalists would insist such an occurrence is not possible (and will resent the non-Indian who reaps such a coveted reward and blessing), the spirits and gods do, occasionally, smile upon champions of all races.

Cosmic Awareness Fetish: This fetish typically involves a helm made with the head and hide of a large animal or predator, or a large animal skull or headdress or mask made of antlers or horns and decorated in war paint, beads and feathers. Abilities and bonuses apply only when the fetish is worn on the head. Abilities: Track mortals and animals at 96%, fish at 96%, recognize plants (and poison) 94%, climb at 90/80%, keen hearing (cannot be attacked from behind or by surprise!), will hear/see/sense those prowling within 100 feet (30.5 m) of him, and See the Invisible (all; magically invisible, energy beings, Elementals, ghosts, spirits and Astral beings). Plus sense evil and Sense Magic the same as the psionic powers but at double the range, and sense disturbances along ley lines (including the opening of dimensional Rifts); the character must concentrate and focus to use these sensing powers. Bonuses: +2 to initiative, +1 to dodge, +2 to roll with impact, +2 to save vs poisons and magic potions, +4 to save vs disease, +4 to save vs illusions (magic or drug induced), +6 to save vs possession, +4 to save vs Horror Factor, and +5% to the following skills: Trap/Mine Detection, Locate Secret Compartments, Locate Contraband, Streetwise, and Wilderness Survival. In addition, this Legendary Fetish protects the character from death blows (half damage and +30% to save vs coma and death) and the effects of being stunned or dazed (half duration).

Dragon Bone Armor Fetish: Whether this bone armor breastplate with leather leggings and a hide shield is really made from the bones of dragons is unknown and unproven. It provides the wearer with the equivalent Mega-Damage protection of a suit of power armor, and many of the same capabilities. This fetish provides 3D4x10+140 M.D.C. of mystical protection, without a prowl or movement penalty. Furthermore, the armor perpetually restores itself at a rate of 4D6 M.D.C. per minute. It also makes the wearer impervious to deadly fumes, gases, disease, cold, heat and normal fires (magic fires and M.D. plasma do half damage), plus the character fatigues at one-tenth the normal rate.

Life Fetish: This powerful fetish is made from a leg bone of a buffalo or dinosaur, with the claw of a bear on one end and the rattle of a rattlesnake and three feathers from an eagle on the other. The fetish resembles a scepter or war club and is used in healing rituals and to ward away the dead and undead (same as a holy symbol and can turn 2D4x10 animated dead) or to destroy them. In the latter case, the life fetish can be used as a powerful war club that inflicts 2D4x10 damage (S.D.C. or M.D., whichever is needed) against vampires, zombies, mummies, animated dead, the creations of Necromancers and even demons that represent death, such as Tomb Worms, ghouls, and the banshee. Furthermore, the user of the Life Fetish (it can be lent by the owner to another) is impervious to disease, the vampire's bite and hypnotic gaze, and all magic cast by Necromancers. The Life Fetish does 2D4 S.D.C. as a weapon against mortal opponents, but is not intended to be a weapon used against people or animals. When the Life Fetish is laid on or passed over the sick or wounded in a ritual healing, it will negate any poison, toxins or disease (preventing further damage or illness), mend bones and heals 6D6 points of Hit Point and/or S.D.C. damage or 3D6 M.D.C. per each ritual use. Victims in a coma are +40% to save and heal at twice the normal rate. When used in rituals of exorcism, the success of the exorcism is +30% and the user of the fetish is impervious to possession. The fetish can be used twice per day for each level of the owner. The ritual involves concentration and a brief prayer or petition to the spirits that takes about one minute to perform.

Magic Spirit Fetish: A talisman made of turquoise, a clear gemstone or crystal, a white feather, and the tooth of a dragon (any type). The wearer of this Legendary Fetish (it can be lent to somebody other than the owner) is impervious to the effects of Ley Line Storms, possession, magical mind control, magic illusions, and magic sickness. It

also makes the wearer invisible to all means of magic detection (including crystal balls). +2 to save vs all types of magic, and his personal P.P.E. cannot be seen nor drawn upon without the character's permission.

Metamorphosis Fetish: This elaborate fetish includes a pair of gloves or forearm coverings made from the paws and forearms of a bear or great cat; a headdress made of feathers, horse hair (from tail) and antlers or horns; and a necklace made from the teeth, toenails and hooves of animals. In the center of the necklace is a small pouch that contains the cocoons of a butterfly and moth, as well as their wings (sometimes broken into pieces or crumbled into powder), which symbolizes transformation. The fetish enables the user to magically transform into any type of S.D.C. animal (excluding insects, fish and crustaceans) indigenous to Earth — including human beings! The animal form is that of a typical member of that particular species. The metamorphosis works only on the owner of the fetish, which magically becomes part of the animal form. The transformed individual retains his intellect, self-awareness and skills, but all physical attributes and capabilities are that of the animal — Mega-Damage or supernatural animals are not available. The metamorphosis can be maintained indefinitely, but cannot be used more than twice per 24 hour period. The transformation can be canceled at will. An extensive listing of normal animal statistics can be found in Palladium Books' **Monsters and Animals, 2nd Edition** sourcebook.

Serpent Fetish: The owner of this fetish must wear a necklace made of snake bones, three Rattlesnake skulls, two Rattlesnake tails/rattles, and three feathers said to be from the fabled Kukulcan dragon! The fetish must be worn openly for all to see to have any effect. All snakes are the brothers of the wearer and will never bite, frighten or harm him in any way. Furthermore, they will freely give up their venom to him. Even more impressive, dragons recognize the character as a spirit brother and are inclined to treat him with respect and courtesy. Bonuses: Impervious to all types of poison, +6 to save vs drugs and magic potions, and impervious to all types of dragon breath, from fire to toxic fumes and acid spit, as well as being impervious to the dragon's gaze and Horror Factor!



Spirit Weapon Fetish: Fundamentally the same as the major Weapon Fetish except the weapon inflicts incredible amounts of damage, can be thrown 500 feet (152.3 m) and magically returns after it strikes or with a mental command. Bonuses: Same. Not applicable if the weapon and user are incompatible. Damage: Damage is half if the user and the weapon are incompatible. In all cases, the weapon does damage (S.D.C. or M.D.) appropriate for its opponent.

Spirit bows fire energy arrows, although they can fire normal arrows as well, and at double normal range. All that is needed to fire it is to draw back on the string, concentrate on the fetish and the target, and a shaft of pale blue energy will appear. Damage is either 6D6 S.D.C. against mortal opponents or 1D4x10 M.D. against supernatural and Mega-Damage opponents. Range is 2000 feet (610 m) whether ordinary arrows or spirit arrows are unleashed.

Flint or obsidian knives: 4D6 S.D.C. or 2D6 M.D.

Flint or obsidian axes (small) or Tomahawks: 5D6 S.D.C. or 1D4x10 M.D.

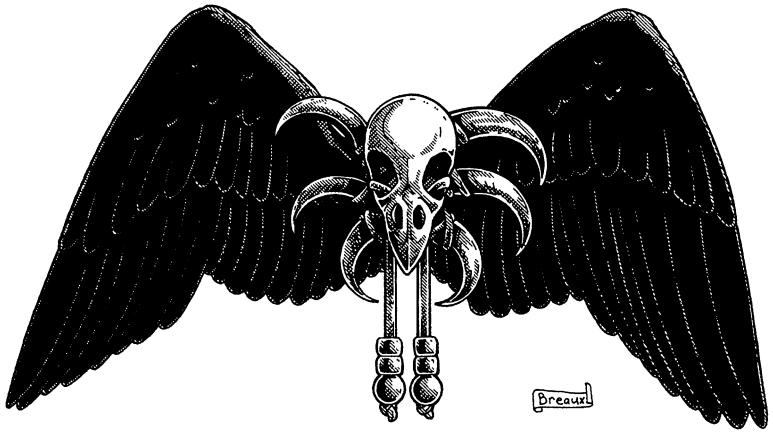
Flint or obsidian axes (large): 6D6 S.D.C. or 1D6x10 M.D.

Bone, tooth or wood war clubs: 5D6 S.D.C. or 1D4x10 M.D.

Staffs: 6D6 S.D.C. or 1D4x10 M.D.

Spears: 1D4x10 S.D.C. or 1D6x10 M.D.

Note: Double damage to demons; triple damage to alien intelligences and their essence fragments.



Spirit Wing Fetish: This fetish is made from the intact wings of a large bird. It enables the user to fly at incredible speeds, rivaling the speeds of many power armors. When the fetish is activated, the user can fly at speeds of up to 300 mph (480 km) for 10 minutes per level of his experience. The powers of the fetish can be called upon once per day for each level of the user.

Sweat Lodge: The sweat lodge is made of wood and hides, with a smoldering fire inside. It acts as a unique, giant fetish for channeling P.P.E. and I.S.P. during rituals. It can accommodate as few as two people or made large enough for two dozen. It is a powerful fetish that draws upon the spirits and provides P.P.E as if it were a ley line (doubles all aspects of the spell, provides 10 P.P.E. per level every 12 hours, and replenishes lost P.P.E. at a rate of 20 points per half hour)! Only Native Americans can benefit from the additional energy because it comes from their guardian spirits. Another unique aspect of the lodge is that it allows the sharing of I.S.P. in the same way that P.P.E. is shared in ritual magic, but this aspect is only possible during healing rituals. A number of resurrection tales are attributed to the sweat lodge, and at higher levels, Healing Shamans can indeed bring people back to life. The Shaman must be at least 10th level and possess healing psionic abilities to attempt it, and 750 I.S.P. must be spent. The resurrection success is equal to 80% minus 5% for each day the person has been dead.

Wind-Rider Fetish: This magic item is fashioned from the feathers of six different birds (one must be a bird of prey), and a large, flat piece of turquoise surrounded by seeds (glued on) from plants that are easily carried by the wind, such as Milk Weed, Dandelions, and similar. The fetish must be worn in the hair, ideally long hair. This magic item gives the character a keen sense of wind movement, the exact wind speed and direction, changes in direction, and whether or not a storm is coming (from what direction, whether it will be a light or severe storm, time of arrival and whether it is a natural or magical storm). In addition, the character is impervious to the effects of wind (no damage or resistance), even tornado and hurricane force winds (wind rush too). Thus, the Wind-Rider can walk through a hurricane or stand in the path of a tornado without fear of being struck from flying debris or being harmed or pushed by their winds. Lastly, the fetish owner can allow himself to be carried like a leaf by the wind. He has no control over the speed or direction of the wind, although he knows them, and is simply carried away by it. When he wants to land he floats gently to the ground.



Inuit Amulets, Talismans & Magic Items

Inuit Amulets and Talismans are a bit different from the Native American Fetishes or those made from common Wizard Invocations, although the *Angakoq* (Inuit Shaman) may be able to make common Amulets and Talismans too. The Angakoq creates the items described in the pages that follow by channeling the power of his Tornaq (Spirit Bear Totem animal). The high P.P.E. cost of making an Inuit Shamanistic Amulet or Talisman always requires the P.P.E. of the Spirit Bear or a ley line nexus at a time of empowerment. Using the Spirit Bear, the creation of an Amulet will permanently drain the Tornaq of 10 P.P.E. and a Talisman (or Special Magic Item) of 20 P.P.E. When the Tornaq is permanently drained of half its original P.P.E., all its powers, abilities and M.D.C. are reduced by half. Consequently, these magic items are not made and given away casually.

Limitations: Only the Angakoq or the person to whom he bestows an amulet or talisman can use it. To anybody else, even another Shaman, it is a useless trinket. Typically, such valuable items are only *lent* to an individual for a short period of time (a few days or weeks). Being given such an item as a gift is a tremendous and rare honor.

One can *not* replace one talisman or amulet over and over again to get different powers and abilities. Once a particular amulet or talisman is worn and then removed, another can not be worn and its magic drawn upon for 24 hours. Consequently, many Angakoq will remove an amulet or talisman when he does not need it and keep it and others in a medicine bag (a pouch or sack in which only enchanted items such as these are kept). This is done out of respect for the spirits he calls upon when the amulet or talisman is worn and to keep his body clean of their magical influence. This way he can select the exact one(s) he needs most in a given situation without having to wait 24 hours for them to work. If no amulet or talisman has been used in the last 24 hours (or longer) the moment one is placed around the neck it becomes activated.

When the Shaman who made it, or the person the item was given to, dies, the magic leaves the item and *returns* to the Spirit Realm. The enchantment is broken.

No more than one Inuit talisman and one amulet (total of two Shaman items) can be worn and used at one time.

Most amulets and talismans have 60 M.D.C. and can be destroyed, but the attack must be aimed directly at the item and with the intent of destroying it, usually after it is taken off the wearer (-6 to strike while worn).

Inuit Amulets always invoke some sort of protection or ability that helps to protect one from the elements or the supernatural.

Inuit Talismans always give the wearer some particular power or ability.

Inuit Amulets

Amulet made from the fur and horn of the Bison/Buffalo: Said to give the user/wearer control over the animal's spirit and makes him resistant to magic; +2 to save vs all types of magic. Amulet Creation Cost: 275 P.P.E. and takes 1D6+6 hours to make.

Amulet made from the skin and feathers of the Eagle: Said to give the user/wearer control over the eagle's spirit and enables him to see and speak to spirits, entities and the invisible. Note that eagles are considered the messengers of the gods. Amulet Creation Cost: 295 P.P.E. and takes 1D6+6 hours to make.

Amulet made from the bones and feathers of the Raven: Said to give the user/wearer control over the raven's spirit and makes him impervious to possession and +1 to save vs illusions. Amulet Creation Cost: 290 P.P.E. and takes 1D6+6 hours to make.

Amulet made from the skin of the Seal: Said to give the user/wearer control over the seal's spirit and enables him to walk among seals without frightening them. This can be done anytime without limit. Once every seven days the wearer can walk among the seals, select and kill one without resistance and without scaring the others. However, trying to kill more than one will cause all to flee and cause sea animals hunted by the Inuit to leave the area for 2D6 days. The amulet also allows the user to walk in the Arctic without feeling the full harsh effect of the cold (impervious to frostbite and hypothermia, but feels a bit chilled). Amulet Creation Cost: 225 P.P.E. and takes 1D6+10 hours to make.

Amulet made from the skin or skull of the Snake: Said to give the user/wearer control over the animal's spirit and makes him impervious to snake bites/snake poison, +4 to save vs all poisons and +2 to save vs drugs and disease. Amulet Creation Cost: 250 P.P.E. and takes 1D6+4 hours to make.

Amulet made from the skin of the Walrus: Said to give the user/wearer control over the animal's spirit and enables him to swim in the icy sea (with or without clothes) or walk in snow without feeling the cold. Amulet Creation Cost: 250 P.P.E. and takes 1D6+6 hours to make.

Inuit Talismans

Bear Claw Talisman: Said to give the user/wearer a tiny part of the animal's spirit and strength, enabling him to run at a speed of 30 mph (48 km) and gain a supernatural P.S. of 24 (damage from punches and kicks is 2D6 M.D., double from a power punch but counts as two attacks), and gives him Mega-Damage skin with 100 M.D.C.! If the magical M.D.C. is used up, the amulet breaks and becomes useless. Furthermore, no armor can be worn or the M.D.C. is negated. Assuming the M.D.C. is not used up, it will regenerate after the rise of each moon (or Midnight of every day). Talisman Creation Cost: 590 P.P.E. and takes 1D4x10 hours to make.

Bear Tooth Talisman: Said to give the user/wearer a tiny part of the animal's spirit and strength, enabling him to recognize and follow the tracks of the prey of the Polar Bear at 88% proficiency. When the prey is found, the first strike will hit without error and does triple damage, usually downing the animal in one blow. Any weapon can be used, including modern ones, although Angakoq will only use a traditional or magical weapon. Talisman Creation Cost: 500 P.P.E. and takes 1D6x10 hours to make.

Caribou Antler Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to sense where caribou can be found. Furthermore, the wearer is regarded as a brother and can ride a wild caribou like a horse and lead the entire herd! Talisman Creation Cost: 550 P.P.E. and takes 1D4x10 hours to make, plus the Antler must be carved with designs and symbols.

Eagle Feather Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to see and speak to spirits, entities and the invisible. Note that eagles are considered the messengers of the

gods. Constantly in effect. Talisman Creation Cost: 580 P.P.E. and takes 1D4x10 hours to make.

Eagle Claw Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to shoot a bow and send the arrow double the usual distance, +2 to strike, and it does double damage. These arrows fired under the guidance of the Eagle Spirit will inflict the equivalent of their normal damage (typically 2D6 S.D.C.) as (2D6) M.D.C. to supernatural beings, demons, entities and ghostly spirits. Talisman Creation Cost: 600 P.P.E. and takes 1D6x10 hours to make.

Raven Claw Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to battle the supernatural (spirits, demons, entities, vampires) and tear apart animated dead with his bare hands! Punches and kicks inflict the equivalent S.D.C. damage as M.D. against these beings, and a power punch does triple damage but counts as two melee actions. Furthermore, the talisman functions as a holy symbol and will hold at bay creatures affected by such symbols, vampires included. Talisman Creation Cost: 700 P.P.E. and takes 2D4x10 hours to make.

Turtle Shell Talisman: Said to give the user/wearer a part of the animal's spirit and gives him a protective aura (or force field) that provides 40 M.D.C. +6 per level of the Shaman. If the magical M.D.C. is used up, the amulet breaks and becomes useless. Furthermore, no armor with more than 50 M.D.C. can be worn or the magic M.D.C. is negated. Assuming the M.D.C. is not used up, it will regenerate after each new tide. Talisman Creation Cost: 500 P.P.E. and takes 1D6x10 hours to make.

Walrus Bone or Tusk Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to swim with the grace and power of a Walrus. He can dive 300 feet (91 m), survive depths of up to 600 feet (183 m), swim at a speed of 30 mph (48 km), see clearly in murky water, and hold his breath for up to six minutes. Moreover, he is impervious to the cold. The character can also float effortlessly on the waves. Duration is indefinite and can be used at will. Talisman Creation Cost: 595 P.P.E. and takes 1D4x10 hours to make, plus the bone or tusk must be carved and engraved.

Whale Bone Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to swim with the grace and power of a whale. He can dive 1,000 feet (305 m), survive depths of up to two miles (3.2 km), swim at a speed of 40 mph (64 km), see clearly in murky and dark water, and hold his breath for up to ten minutes. Moreover, he is impervious to the cold and has a supernatural P.S. of 40, but only when in the sea/ocean (no, standing in a pool of sea water does not count). The character can also float effortlessly on the waves. Duration is indefinite and can be used at will. Talisman Creation Cost: 660 P.P.E. and takes 1D6x10 hours to make, plus the bone must be carved and engraved.

Wolf Bone Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to transform into a Timber Wolf! Has all the animal's abilities but retains the mind of a man (and can't speak!), and the talisman remains hanging around the wolf's neck. There is no time limit to the transformation, and the wearer can transform into human form at will. However, the transformation can only be performed once per 24 hours. Talisman Creation Cost: 650 P.P.E. and takes 1D6x10 hours to make, plus the bone must be carved and engraved.

Wolf Teeth or Skull Talisman: Said to give the user/wearer a part of the animal's spirit and enables him to track the wolf's prey by sight and smell equal to the animal's normal ability. Talisman Creation Cost: 500 P.P.E. and takes 1D4x10 hours to make, plus the bone must be carved and engraved.

Special Inuit Magic Items

The Bear's Coat: A full-sized bearskin of a Brown or Grizzly Bear. It is enchanted and said to give the user/wearer a part of the animal's spirit. Thus, when it is put on it transforms the wearer into a huge Brown or Grizzly Bear! In this form he has all the abilities of an M.D.C. mutant bear but retains the mind of a man and can't speak. To cancel the magic, the Shaman simply removes the bearskin as he would a coat! However, the transformation can only be performed twice per 24 hours. Creation Cost: 900 P.P.E. and takes 2D4x10 hours to make. Very rare and usually requires the P.P.E. of the Shaman, his Tornaq and an additional source such as a ley line nexus during a moment of increased power. **Note:** Only an Angakoq can make and use this fabulous coat.

Demon Mask: A mask made to look like a monstrous face. It is made from wood or the skull of a large animal, painted and decorated with the teeth of the Bear or Wolf, the tusk of the Walrus, and the feathers of the Raven or Eagle. This draws on a combination of spirit forces that will conceal the wearer's true mortal nature and make demons see him as one of their own kind! A variation of this mask with antlers fends off evil spirits and supernatural trouble — frightens and chases lesser demons away without incident. When worn and used in a ceremonial dance that takes a half hour to perform, all lesser demons and entities in a 1D6 mile radius, +1 mile (1.6 km) per level of the Shaman will leave the area and not return for 1D6 days +1 day per level of the Shaman's experience. Those who stay away for more than nine days are likely to move on and not return. Creation Cost: 660 P.P.E. and takes 2D4x10+60 hours to make.

Spirit Catcher: An elaborate carving with two heads of an eagle or raven attached to a cord. During a ceremony it is swung in a circle over the Shaman's head. +30% to a successful exorcism without risk of the Shaman or other participants being possessed because the possessing spirit is caught in the motion of the swirling Spirit Catcher and is flung into the wind and carried away. This enchanted device can also be used in a similar fashion to snatch up any poltergeists, haunting entities and similar lesser entities within a 100 foot (30.5 m) radius. They are automatically caught inside the device and contained, until the Shaman releases them by swirling the Spirit Catcher in the opposite direction. They are usually released at some remote place or over the sea or from a cliff where they are disoriented and usually fly away to their native dimension/spirit realm. Two spirits can be contained in the Spirit Catcher for every level of the Angakoq's experience. Those not contained are revealed to the Shaman. Creation Cost: 700 P.P.E. and takes 4D4x10 hours to make.



Techno-Wizardry

The science of Techno-Wizardry was born in North America. It arose from a single idea: to meld the "twin sciences of magic and technology." Since it originates in North America, the world's largest number of Techno-Wizard and TW inventions are found there. Most other people around the world know absolutely nothing about Techno-Wizardry. The rest of the world has only begun to hear about this strange "new" magic from America in the last decade or two. In fact, Techno-Wizardry has really only taken off in a huge way in North America over the last twenty years.

The funny thing about Techno-Wizardry is that nobody really mass produces it the way Northern Gun mass produces weapons and power armor. There are some *heavyweight* TW manufacturing interests out there, such as Stormspire, Tolkeen (at least before Final Siege), and the Colorado Baronies but the vast majority of TW production is actually in the hands of a *single craftsman* or *small groups of Techno-Wizards* hammering out product from a small workshop someplace. Most of what is made is done so for personal use, although an increasing number of TW producers are beginning to turn out product solely for resale and profit.

Owing to its hand-made nature, Techno-Wizard items tend to come out in small batches, usually with the designers' own personal touches adorning the device. In addition to that, Techno-Wizards are relentless tinkerers who love to take a design and improve on it, or work up something from scratch. This explains the multitude of different styles and variants of the same basic TW gear one might find among a group of adventurers or magic users all across North America. Tolkeen was the most consistent and business-like of all the TW manufacturers, but most of their effort went into creating weapons and machines for "war." With the fall of that great kingdom came the loss of all of its manufacturing facilities and many of its secrets.

Despite such independence and variety, there have emerged certain "standard" makes and models that Techno-Wizards have come to accept as the baseline for their craft. These are often the most effective and the simplest devices to manufacture, and as such, tend to be encountered far more frequently than less obscure models and items. Some are oldies but goodies, models pioneered long ago but which remain popular today because they work so darn well. Others are newcomers that might once have been somebody's exclusive design but have since been knocked off so many times they have become effectively "public domain" Techno-Wizardry, or even one of the standards from which other TW technology and magic is based. This is especially true of Tolkeenite TW gear which they built for the war against the Coalition. Once, Tolkeen's TW gear was exclusive to itself and much of it represented cutting edge TW science and art. After the war, its designs will be copied, produced and spread far and wide.

Availability: When a stat block says rare or reasonably available, it refers to availability in North America and Atlantis. TW items are extremely rare everywhere else on Rifts Earth (and even most of the Megaverse).

South American TW Technology

Amaki TW Psi-Blade (New Babylon; South America Two, p. 165). A product of Amaki Techno-Wizardry, the Psi-Blade enhances the psychic energies that create the fabled *Psi-Sword*. The weapon can only be used by Master Psychics who have that power, but its effects are devastating. The few Cyber-Knights who have gotten their hands on the TW Psi-Blade have become fearsome fighters. Most of these weapons are used by the Amaki Duelist O.C.C. Weight: 3 lbs (1.35 kg). Mega-Damage: Varies; the TW Psi-Blade is 2D6 M.D. more powerful than the normal psychically created Psi-Sword. For example, a 5th level Mind Melter whose normal Psi-Sword does 6D6 M.D. would inflict 8D6 M.D. while using a TW Psi-Blade. Rate of Fire: Not applicable. Range: Hand to hand combat. Payload/Duration: Five minutes per level of the psychic user. P.P.E. Cost to activate: In this unique case, P.P.E. do NOT apply. It costs 30 I.S.P. (just like creating a normal Psi-Sword) for most Master Psychics who have the power to make a Psi-Sword. HOWEVER, *Cyber-Knights* and the South American *Duelists* need only spend *two I.S.P.* per minute to activate this more powerful Psi-Sword. Cost: 30,000-60,0^0 credits, sometimes more. Rare even in South America.

Anti-Monster R.C.C. A mystic cyborg that is the creation of some *alien*, trans-dimensional form of Techno-Wizardry. Not described here, see **South America One**, p. 34.

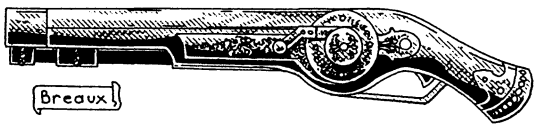
Manoan TW: World Book Six: South America One. Techno-Wizardry is uncommon throughout Central and South America, with one very notable exception, the *Kingdom of Manoa.* This kingdom of magic relies heavily on magic and Techno-Wizardry. Thus, most "standard" or common TW weapons, vehicles and gear can be found within its borders.

Recharging Manoan TW weapons: In addition, the Manoans have developed a number of TW weapons and vehicles that can be used by normal humans! These weapons need to be recharged at a *stone pyramid* or by a Techno-Wizard, but they can be issued to soldiers whether they have mystic or psionic powers or not. The Manoans have developed a TW-energy cell that can be recharged with pyramid energy! Spent cells magically recharge after being placed *inside* a stone pyramid for a half hour or by being invested with 40 P.P.E. points. The Five Pyramids of Manoa have huge chambers for recharging energy clips. In Manoa, these cells cost roughly the same as a normal E-Clip (around 3000-5000 credits), but they will NOT power normal energy weapons nor Techno-Wizard devices other than the ones specifically designed for their use.

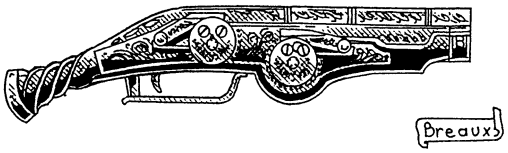
The Manoan "factories" that make these wondrous machines are located in large pyramids that use enormous amounts of P.P.E. to produce the desired results. Expert craftsmen and practitioners of magic add the final touches and details. It would take enormous resources and decades (even centuries) of research to match these accomplishments. **Note:** This process uses the skills of both Stone Masters (see *Rifts® Atlantis*) and Techno-Wizards using a very advanced form of magic. Normal Techno-Wizards (and yes, that means player characters and other True Atlanteans) will be unable to replicate the Manoan process.

Manoan Enchanted Armor (South America One). The armorers and alchemists of Manoa manufacture several types of enchanted chain mail, plate, and segmented plate body armor both for sale and for use by the Manoan Armed Forces. The disadvantage of these suits is that it requires the services of a Techno-Wizard or an alchemist to repair any damage. This is no problem in Manoa, but it can be difficult to find repairmen in other parts of the world. Magic armor repairs in Manoa typically cost 300 to 400 credits per every one M.D.C. point of armor restored, up to the maximum of the suit. One of the advantages is that the material is uncharacteristically light and comfortable for a full suit of armor; most weigh around 25 pounds (11 kg). Chain Mail: 75 M.D.C., -5% prowl penalty. 35,000 credits. Segmented Plate: 85 M.D.C., both are -10% on prowl, climb, swim and other movement. Cost: 45,000-55,000 credits. Plate Armor: 100 M.D.C., -15% movement penalty. Cost: 60,000-75,000 credits.

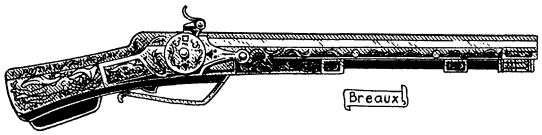
Manoan "Flamer" Pistol. This stylized gun looks almost like a 16th-century wheelock pistol (the Manoan craftsmen who make them prefer a baroque design). It fires the equivalent of mini-fireballs (as per the Warlock spell), but has greater range. This gun is the standard sidearm of the Manoan Armed Forces, and is popular among local adven-



turers, wilderness scouts, guardsmen, and Amazons. Mega-Damage: 3D6 M.D. per blast. Rate of Fire: Each blast counts as one melee attack/action; this is not an automatic weapon. Effective Range: 600 feet (183 m). Payload: 12 shots per TW-P.P.E.-Clip or 10 P.P.E. points per blast. Cost: 10,000 credits in Manoa, rarely found elsewhere in South America, let alone anywhere else.



Manoan "SK" Stun Gun. This TW pistol has two settings: stun and kill. The Stun setting actually casts a long-range version of the Agony spell (see page 114). The "kill" setting fires a magic lightning bolt. The bolt originates from the gun's barrel. The shooter must aim to strike but the bolt is +3 to strike. Damage: Stun: A blast that inflicts the Agony spell at 6th level strength. A save vs magic of 14 or better is needed to save. M.D. Lightning Bolt: 5D6 M.D. Rate of Fire: Each blast, regardless of type, counts as one melee attack/action. Effective Range: 100 feet (30.5 m) for stun/Agony blast or 600 feet (183 m) for the Lightning Bolt. Payload: 8 shots of either type per P.P.E-Clip or 20 P.P.E. per individual Agony or Lightning blast. Cost: 15,000-30,000 credits in Manoa, rarely found elsewhere in South America, let alone anywhere else.



Manoan "Fireball" Rifle. This weapon also has an archaic look and is very ornate, usually with a gold sheen to it. It fires a more powerful fireball than the pistol and has greater range and energy capacity. Most Amazon warriors are issued this rifle. Mega-Damage: 4D6+6 per blast. Rate of Fire: Each blast counts as one melee attack/action. Effective Range: 1600 feet (488 m). Payload: 24 shots per P.P.E.-Clip or 15 P.P.E. per individual. Cost: 20,000-35,000 credits in Manoa, rarely found elsewhere in the world.



Manoan Stun Pistol. A non-lethal version of the SK stun gun that only has the stun setting is available to the Manoan public. It is very popular for self-defense among storekeepers, bouncers, and other people who prefer not to use lethal force. The pistol looks similar, but not identical to the SK gun and is a bit smaller. Weight: 2.5 lbs (1.2 kg). Mega-Damage: A blast is equal to the effects of a 4th level Agony spell (save vs magic of 13 or higher applies). Rate of Fire: Each blast counts as one melee attack. Effective Range: 50 feet (15.2 m). Payload: 8 shots per P.P.E-Clip or 20 P.P.E. per individual Agony. Cost: 8,000-16,000 credits. Rare outside Manoa.

Manoan M-100 Hoplite Power Armor

Manufacturer: The Kingdom of Manoa (**South America One**, p. 92).

Main Body M.D.C.: 300 plus Armor of Ithan Force Field with 100 M.D.C.

Physical Strength: P.S. 26 (Supernatural).

Speed: Running: 60 mph (96 km). Leaping: 20 feet (6.1 m) long and 12 feet (3.6 m) high.

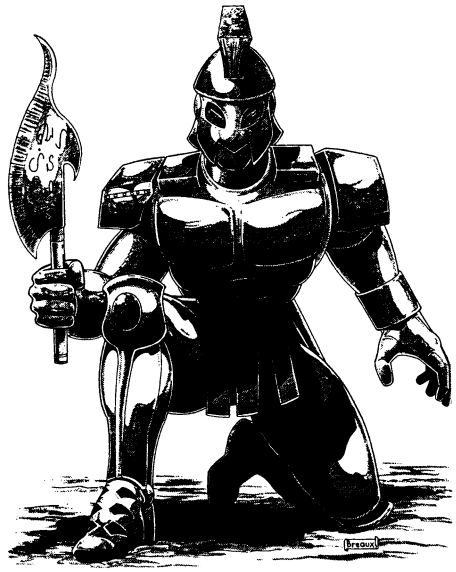
Endurance: 96 hours after which it must be recharged at a pyramid (four hours) or on a ley line (eight hours). **Bonuses:** None.

Energy Spear: Mega-Damage: Energy Blast: 5D6 M.D.; Spear Strike: 6D6 M.D.; Non-Energized Spear Strike: 3D6 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: Energy bolt: 1,000 feet (305 m). Payload: Unlimited while the power armor remains activated.

Shield: Mega-Damage: Shock wave emitter does 2D6 M.D. and has a 75% chance of knocking a man-sized or smaller target off his feet. Reduced to 60% for a target nine feet (2.7 m) tall and 35% for targets 10 or 11 feet (3 to 3.3 m) tall. Larger opponents can not be toppled. If knocked down, the opponent loses one melee attack and initiative. Shield bash does 2D6+6 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: 300 feet (91 m) for shock wave. Payload: Unlimited while the power armor remains activated.

Other Weapons: Light amplification system, shoulder or forearm spikes, TW magic net, TW fire gauntlets, TW Ankh Mace, TW Flaming Sword, and other magic or TW components.

Cost: 60 million credits.



Manoan Lictor Assault Robot

Manufacturer: The Kingdom of Manoa (**South America One**, p. 95).

Crew: Two: pilot and co-pilot/gunner.

Main Body M.D.C.: 400 plus Magical Force Field with 150 M.D.C.

Physical Strength: P.S. 32 (Supernatural).

Speed: Running: 45 mph (72 km). Leaping: 30 feet (9.1 m) long and 20 feet (6.1 m) high. Flying: 50 mph (80 km). Flying Endurance: Two hours after which suit can not fly again until recharged or 24 hours have elapsed.

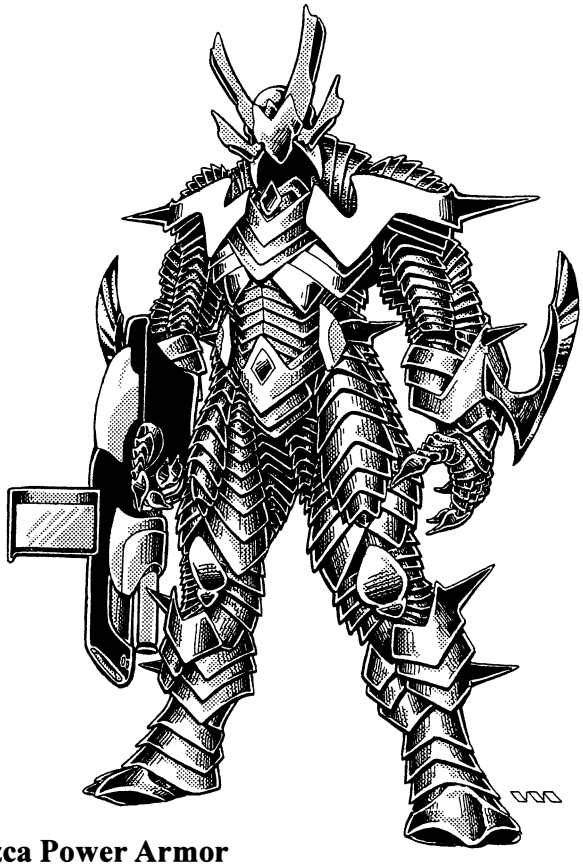
Bonuses: +1 attack per melee at levels one, six and eleven. +1 on initiative, +1 to strike, +1 to parry, +1 to dodge, +3 to dodge in flight, +1 to pull punch, +1 to roll with impact.

TK Rifle: Mega-Damage: 1D6x10 M.D. per blast. Rate of Fire: Equal to the number of attacks per melee round. Range: 4,000 feet (1,220 m). Payload: Unlimited.

Energy Axe: Mega-Damage: 1D6x10 M.D. (axe strike) or 1D4x10 M.D. (electrical blast). Rate of Fire: Equal to the number of attacks per melee round. Range: 300 feet (91 m) (thrown) or 600 feet (183 m) (electrical blast). Payload: Unlimited.

Other Weapons: Eye plasma bolts, mini-missile launchers, concealed laser fingers (2), hand to hand combat.

Cost: 80 million credits.



Nazca Power Armor

Manufacturer: Empire of the Sun/Inca (**South America Two**, p. 59).
Main Body M.D.C.: 600 (200 when not energized)
Physical Strength: P.S. 35 (Supernatural).
Speed: Running: 60 mph (96 km). Leaping: 30 feet (9.1 m) high or across. **Bonuses:** None.
Rocket Rifle/15 mm Machine-gun: Mega-Damage: Rockets: 1D6x10 M.D.; Machine-gun: 2D4x10 M.D. per burst. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m) for both weapons. Payload: Six rockets per magazine; two additional rocket mags can be clamped onto the sides of the weapon. Machine-gun: 300 rounds (30 bursts). One spare mag can be clamped onto the gun for quick reloading.
Short-Range Missile Launcher: Mega-Damage: 2D4x10 M.D. Rate of Fire: Single shot or volleys of two or four. Range: Three miles (4.8 km). Payload: Eight missiles.
Other Weapons: Energy blasters, V-Blades.
Cost: 10 million credits. Retains magical power for 1D4 years after passing out of the Empire of the Sun's hands. Rare even in South America outside the Nazca Empire.

Nazca Armor of the Sun

Manufacturer: Empire of the Sun/Inca (**South America Two**, p. 61).
Main Body M.D.C.: User's M.E.x10 (300 maximum).
Physical Strength: P.S. 40 (Supernatural).
Speed: Running: 100 mph (160 km) Flying: 200 mph (320 km). Max altitude is 15,000 feet (4,572 m). Flying Endurance: 2,400 miles (3,840 km) per day.
Bonuses: +1 attack per melee at levels one, six and twelve. +2 to strike and parry. +1 to dodge. +2 to dodge in flight. +2 to roll with impact.
Fiery Aura: Mega-Damage: 4D6 M.D. Rate of Fire: Always on; damage occurs instantly. If the object or person remains within the field of effect, it/he will take 4D6 M.D. every five seconds. Range: Six feet (1.8 m). Payload: Unlimited.
Flame Blasts: Mega-Damage: 1D6 M.D. to 1D6x10 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m). Payload: Unlimited.
Other Weapons: Blinding aura, magical systems.
Cost: Not sold. A stolen suit could easily fetch 15+ million credits but its power fades after 1D4+1 years. Rare even in South America outside the Empire of the Sun.

Splugorth TW Weapons & Items

The following items are *not* Splugorth Bio-Wizard creations but Techno-Wizard creations. Unless noted otherwise, they can be used by any Minion of Splugorth from a Tattooed Man, Sunaj Assassin or Splugorth Gargoyle to the Kittani, Kydians and High Lords. The lowly *Kittani, Blind Warrior Women* and *Slavers* are most likely to use these items because they are less powerful than the Bio-Wizard weapons and items generally reserved for the "elite classes" of Splugorth Minions.

Head or Helmet Laser. A cylindrical rod that attaches to a helmet or special headband. Mega-Damage: 2D6 M.D. per blast (double the damage and range when on a ley line or at a nexus). Range: 2000 feet (610 m). Rate of Fire: Up to four blasts per melee round; each blast counts as one melee attack/action. Payload: 20 blasts. P.P.E. Cost to Recharge: 60 points; can be magically recharged by High Lords, Techno-Wizards, or at Stone Pyramids (costs double for all others). Cost: 125,000-150,000 credits. Very rare; limited availability on Atlantis.

Jolt Gun (TW). This device is used primarily for herding slaves. Damage: Three settings: 2D6 S.D.C. or 4D6 S.D.C. or 1D4 M.D. per blast (double the damage and range when on a ley line). Range: 1,000 feet (305 m). Rate of Fire: Equal the user's number of melee attacks. Payload: 20 blasts. P.P.E. Cost to Recharge: 30 points; can be magically recharged by High Lords, Techno-Wizards, or at Stone Pyramids (costs double for all others). Cost: 45,000 credits. Rare; limited availability on Atlantis and from ocean pirates (particularly pirates who engage in the slave trade and sell to the Splugorth).

Kizh TW Sensor Gauntlet (see World Book 21: Splynn Dimensional Market). The Kizh (with the help of some enslaved Techno-Wizards from the race that created the gauntlet) market the item as a "mystical tracking system," but it is actually a practical item for general sensory use, though it is far from inconspicuous. Despite its appearance, it is not designed as a weapon and can only do 2D6 S.D.C. damage. The long spines are sensor probes and retract against the gauntlet when not in use. P.P.E. Cost to activate: 30. Duration: One hour per activation. Effects: Duplicates the sensor features of a *bionic sensor hand* (heat, motion, radiation, radar detector), and *bionic molecular analyzer, PLUS* the abilities bestowed by the following spells at 8th level proficiency (where applicable): Sense Evil, Sense Magic, Eyes of the Wolf, and Locate. Cost: 64,000-90,000 credits. Rare outside of Atlantis.

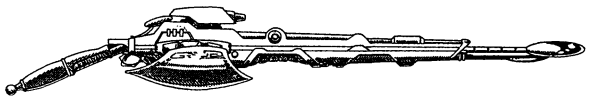
Laser Wrist Blasters (TW). A pair of wrist bands just like the ones used by the Altara warrior women. Mini-lasers with a magic power pack worn on the back. Mega-Damage: 2D6 M.D. per blast. Range: 1,200 feet (366 m). Rate of Fire: Up to five blasts per melee. Payload: 60 blasts; back pack recharges completely in four hours. Or can be recharged by P.P.E. P.P.E. Cost to Recharge (30 blasts): 60 points when done by a High Lord, Techno-Wizard, or at Stone Pyramids, costs double the P.P.E. for all others. Cost: 22,000-50,000 credits. Rare; limited availability on Atlantis and from ocean pirates such as the Horune who trade with Atlantis.

Mega-Blades (TW). Mega-Blades are quite common in The Splynn Dimensional Market. The devices are Techno-Wizard items built so simply, yet so involved, that the spell in them lasts for years (decades or even centuries if one can pay for it). The sole purpose of the Mega-Blade magic is to change the damage of a normal S.D.C. melee weapon to Mega-Damage. Any ancient style of weapon, other than bow or sling, can be so modified. So an S.D.C. sword that normally inflicts 2D6+2 S.D.C. would inflict 2D6+2 M.D. with a Mega-Blade attachment! This enchantment can be performed by an *8th level Techno-Wizard* or a *Mystic Kuznya* of any level (see *Rifts® Mystic Russia* for the Kuznya). About half the weapon dealers in The Market can

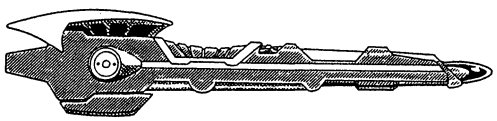
get or have Mega-Blade weapons for sale, but no one quite does them as impressively as the bird-like Qua-Teek. These inter-dimensional artisans form weapons that are works of art, using the malleability of S.D.C. steel to create sweeping forms and shapes. One of their specialties is sculpting an exact likeness of the weapon's owner onto the weapon and enchanting it with minor illusion magicks to move and talk at the wielder's command. Custom orders are, of course, more expensive (50%-200% higher). Weight: By weapon type. M.D.C.: The weapon itself has 130 M.D.C., but can only be damaged if attacks are directed at the weapon itself and with the intention of damaging it. Mega-Damage: By weapon type; S.D.C. becomes M.D.C. Cost: 100 times the weapon's normal cost for a standard Mega-Blade (active life of 3+1D4 years), so a sword worth 300 credits would cost 30,000 credits as a Mega-Blade. Extending the operating lifetime to 10 years adds 100,000 credits to the cost, 20 years 180,000, 30 years 320,000, 50 years 700,000, and 100 years 1.2 million. Add another million for each additional century up to 300 years. This item is found at Splynn and other Splugorth markets, but is rare elsewhere, even in the TW communities of North America. Special Magic Feature/Power: For another 350,000-500,000 credits the weapon can be made to contain one spell (limited to wizard Invocations from levels 1-5) that can be cast as often as three times a day at 5th level strength. However, to cast it, the user must pump in the necessary amount of P.P.E. (same as to cast the spell; or I.S.P. at double the number of points necessary if they were P.P.E.).

Mental Incapacitator (TW). This device fires *Wisps of Confusion* identical to the spell of the same name (see page 126). Affects 1D8 (or 2D4) people in a closed area. Range: 180 feet (55 m). Rate of Fire: Two per melee round. Payload: 10 blasts. Duration: 50 minutes; no effect if saving throw vs magic is successful. Note: Splugorth design. Cost: 200,000 credits; 8,000 credits to recharge. Rare, limited availability on Atlantis.

Plasma Forearm Blaster (TW). A forearm blaster similar to the one used by the notorious Slaver. It shoots bolts of fiery plasma. Mega-Damage: 5D6 M.D. per blast (double the damage and range when on a ley line or at a nexus). Range: 2000 feet (610 m). Rate of Fire. Each blast counts as one of the user's melee attacks/actions. Payload: 20 blasts. Magically recharged by High Lords, Techno-Wizards, or at stone pyramids; requires 70 P.P.E to recharge. Cost: 110,000 credits. Rare, with limited availability on Atlantis and from ocean pirates.



Plasma Rifle (TW). A rifle version of the forearm blaster that shoots bolts of fiery plasma. Mega-Damage: 6D6 M.D. per blast (double the damage and range when on a ley line or at a nexus). Range: 3000 feet (914 m). Rate of Fire: Each blast counts as one of the shooter's melee attacks/actions. Payload: 20 blasts. P.P.E. Cost to Recharge (20 blasts): 80 points when done by a High Lord, Techno-Wizard, or at Stone Pyramids, costs double the P.P.E. for all others. Cost: 150,000 credits. Rare, limited availability on Atlantis and from ocean pirates.



Slaver's Net Gun (TW). Just as the name suggests, this weapon of Splugorthian Techno-Wizardry launches a magic net to ensnare its opponent; same as the magic spell. The gun is the large, bulky weapon depicted on the **Rifts** cover; the figure on the right. Duration: Up to 20 minutes. Range: 180 feet (55 m). Rate of Fire: Two per melee; each blast counts as one melee attack/action. Payload: 20 nets. P.P.E. Cost to Recharge (20 nets): 60 points when done by a High Lord, Techno-Wizard, or at Stone Pyramids, costs double the P.P.E. for all others. Note: Splugorth design. Cost: 250,000 credits. Rare; limited availability on Atlantis and from ocean pirates (particularly pirates who engage in the slave trade).

Also see Bio-Wizard Weapons & Items, starting on page 256 of this book. Eye of Eylor Weapons starting on page 258, Faerie Weapons starting on page 263, Rune Weapons starting on page 267, Overlord Power Armor on page 273 and Magic Restraints on page 274; all manufactured and used by the Splugorth, their warriors and minions.

Also see Bio-Wizard Microbes, Parasites & Symbiotes in *Rifts® World Book Two: Atlantis* and **Bio-Wizard Organisms** in *Rifts® World Book 21: Splynn Dimensional Market.*

Splugorth Bio-Power Armor (Lesser)

This is a suit of armor powered by an *Eye of Eylor* and is vaguely similar to the power armor of the Overlord, only dramatically less powerful. It is often assigned to Kittani Officers and other trusted officers of lesser minions and special "agents" (including freelance spies and operatives secretly working for the Splugorth).

M.D.C.: 130 plus energy field. **Weight**: 30 lbs (13.6 kg).

Mobility: Fair to Good; -10% penalty to prowl, climb, swim, and other movement.

Magic Powers: The armor has several magic properties which can be engaged by mental command and the pressing of one of two large buttons on the chest. The red button engages all physical manifestations of magic like flying, while the white button engages mental and biological magic. All magic is equal to fifth level power and duration.

Top Red Button (and a mental command) engages any of the following:

- Fly as the Eagle (25 P.P.E.), same as the spell.
- Swim as the Fish (12 P.P.E.), same as the spell.
- Breathe Without Air (5 P.P.E.), same as the spell.
- Superhuman Speed (10 P.P.E.), same as the spell.
- Energy Field (10 P.P.E.), same as the spell.

White Button (and a mental command) engages any of the following:

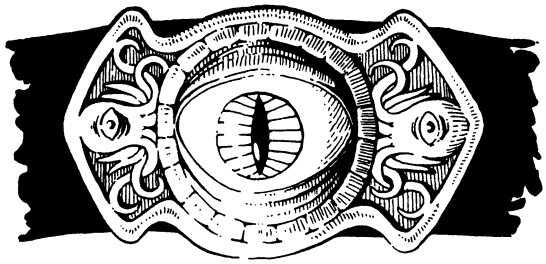
- See the Invisible (4 P.P.E.), same as the spell.
- Sense Magic (4 P.P.E.), same as the spell.
- Tongues (12 P.P.E.), same as the spell.
- Heal Wounds (self only -10 P.P.E.), similar to the spell.
- Negate Poison (self only -5 P.P.E.), same as the spell.

Rate of Fire: Two different types of magic can be activated every melee (15 seconds); all effects are cumulative. Effective Range: Self; the wearer of the armor only. Magic Saving Throw: Spell strength is equal to a 5th level wizard. To save, opponents must roll a 13 or higher. Payload: 120 P.P.E., which regenerates 10 P.P.E. per hour and can be completely recharged at a ley line nexus or stone pyramid. The Eylor component will last for 150 years before requiring replacement.

Cost: Not generally sold to the public. Supposedly the Splugorth have declared it illegal to sell, yet discreet merchants who deal in magic or armaments sell it behind closed doors across the island continent. The going price is 3D4x100,000 credits, occasionally more, sometimes less. Armor Repair Cost: Splugorthian alchemists or Bio-Wizards can repair M.D.C. at a cost of 150,000 credits per every 10 M.D.C. points. Unfortunately, most are found only on Atlantis.

Dark Secret: The suits were secretly designed and distributed by the Splugorth High Lords and possess a few features that the salesman will not tell the buyer about (90% of those who sell them actually don't know the secret). The suits are designed to be accessible to the telepathic commands and probes of the *High Lords*. This means that a High Lord can telepathically patch into the suit and probe the memory of the Eye of Eylor to know what the armor's owner has been up to, as well as seize control of the suit! The minion can cause any of the following to occur (all magic is directed at the wearer of the power armor):

- Locate: Similar to the spell, except the High Lord can locate that specific armor without fail as long as it is in range.
- Paralysis: The High Lord can paralyze any appendage or cause the wearer of the suit to become totally immobilized (costs double P.P.E.), otherwise similar to the Paralysis: Lesser spell.
- Domination: The wearer of the suit becomes enchanted and must obey the High Lord who controls the suit.
- Sleep: Puts the wearer of the armor to sleep, like the spell.
- Blind: The wearer of the suit is temporarily blinded. Same as the spell.
- Temporarily negate any of the suit's powers (the High Lord is in control and simply prevents the wearer from accessing the magic in the suit).



Splugorth/Atlantis TW Talisman of Armor

Some of the Splugorth's minions are given the boon of a magical Talisman that imparts the magical spell of Armor of Ithan. It is typically worn as a gold necklace around the neck. All Altara Blind Warrior Women (and most Splugorth Slavers) are issued such a talisman.

Manufacturer: Splugorth of Atlantis.
Weight: One pound (0.45 kg).
M.D.C.: 100
Duration: Ten minutes (40 melee rounds) per activation.
Payload: Three activations per 24 hour period; the talisman recharges every 24 hours.
Cost: 10 million credits. The cost is so high because the M.D.C. renews perpetually and it is a rare and highly coveted item.

Splugorth "Eylor" Jet Pack

Manufacturer: Splugorth of Atlantis (**Splynn Dimensional Market**, p. 181).
Class: Personal Jet Pack. **Crew:** One.
Alignment: Same as the user. **Horror Factor:** 14.
Main Body M.D.C.: 120
Maximum Speed: Flight: 120 mph (192 km), maximum altitude of 10,000 feet (3,048 m). Underwater: 50 mph (80 km) with a maximum depth of one mile (1.6 km).
Maximum Range: Unlimited.
Bonuses: +2 on initiative, +1 to strike, and +4 to dodge, silent flight, +20% to piloting skill and trick maneuvers.
Optics from the Eye of Eylor: All standard abilities of the magical Eye are instantly and constantly transmitted to the pilot as long as the Eylor Jet Pack is attached.
1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m).
3. Telescopic vision (6000 feet/1830 m).
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Magic Program: Programmed with Repel Animals (7), Turn Dead (6), Globe of Daylight (2), Lantern Light (1), and Fly Like the Eagle (25, which can be cast upon the use of the jet pack in case of emergency failure of the flight system). All spells are drawn from the Eye and cast by the pilot as if he were a fifth level mage.
Available P.P.E.: 80 provided from the vehicle for the Magic Programs.
Haardeon Powers: The Haardeon is the organism built into the jet pack! **Eye Beams:** 4D6 M.D. Range: 1,000 feet (305 m), Rate of Fire: Three attacks per melee. **Psionics:** Detect Psionics, Nightvision, See the Invisible, Sense Evil, Sense Magic, Sense Time, Presence Sense, & Mind Block.
Cost: 40 million credits. Rare outside Atlantis.

Splugorth Eylor Hovercycle

Manufacturer: Splugorth of Atlantis (**Splynn Dimensional Market**, p. 182).
Class: Hovercycle; **Crew:** One (large).
Main Body M.D.C.: 200.
Maximum Speed: Flight: 150 mph (240 km); double along ley lines. Max altitude: 20,000 feet (6100 m). No depth limitation underwater, same speed.
Maximum Range: Unlimited; functions in the air, in space, on the water and underwater.
Bonuses: +2 on initiative, +2 to strike, +3 to dodge, +15% to piloting skill and trick maneuvers, and silent flight.
Optics from the Eye of Eylor: All standard abilities of the magical Eye are instantly and constantly transmitted to the pilot as long as he is riding the hovercycle.
1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m).
3. Telescopic vision (6000 feet/1830 m).
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.



Magic Program: Programmed with Globe of Daylight (2), Magic Net (7), Fire Ball (10), Electric Arc (10), Call Lightning (15), Energy Disruption (12), Fire Ball (10), Barrage (15), Ballistic Fire (25), Frequency Jamming (15) and Mystic Portal (60). All spells are drawn from the Eye and cast by the pilot as if he were a fifth level mage, but with double the usual range.
Available P.P.E.: 150 provided from the vehicle for the Magic Programs.
Forward Blasters (2): Mega-Damage: 4D6 M.D. per single blast, 1D4x10+6 per simultaneous dual blast. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m). Payload: Unlimited.
Cost: 20 million credits. Rare outside of Atlantis.

Splugorth Hover Platform

Manufacturer: Splugorth of Atlantis (**Splynn Dimensional Market**, p. 180).
Class: Hover Platform. **Crew:** Pilot plus one or two passengers.
Main Body M.D.C.: 300
Maximum Speed: Flight: Can hover stationary or fly at 53 mph (85 km), double along ley lines, and can attain a height of 2,400 feet

(731 m). No depth limitation underwater, same speed.

Maximum Range: Unlimited.

Bonuses: +2 on initiative, +1 to strike, +3 to dodge, +25% to piloting and trick maneuvers and silent flight.

Optics from Eye of Eylor: All standard abilities of the magical Eye are instantly and constantly transmitted to the pilot as long as he is flying the platform.

1. Perfect 20/20 vision and sees a wider color spectrum.
2. Nightvision 600 feet (183 m).
3. Telescopic vision (6000 feet/1830 m).
4. Magnification to the 300th power.
5. Polarized vision and can tell direction by looking at the position of the sun's rays (88%).
6. Psionic Sensory Perception: See Aura, See the Invisible, Sense Magic, and see P.P.E. energy, without requiring an additional source of I.S.P. or P.P.E.

Sensors: Track (humanoids) 70% and Track Animals 35%.

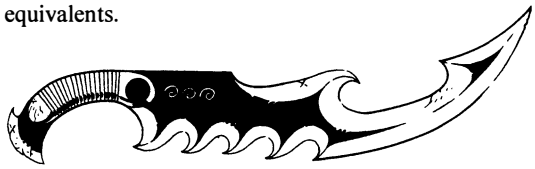
Magic Program: Programmed with Blinding Flash, Globe of Daylight, Fear and Befuddle, all of which can be cast by the pilot from the platform up to 200 feet (61 m) away.

Available P.P.E.: 50 provided by the vehicle for the Magic Programs.

Cost: 50 million credits. Rare outside of Atlantis.

TW Melee Weapons

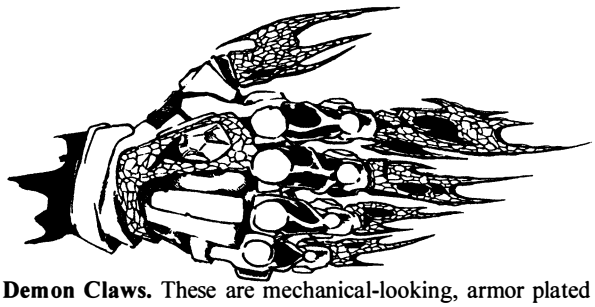
Techno-Wizard melee weapons are used as hand-held cutting and bashing weapons, bayonets, sidearms, and close combat weapons. Most inflict Mega-Damage and/or possess some special, magical property (i.e. a Flaming Sword that inflicts M.D. or which might also fire M.D. fire balls, a Lightning Rod that shoots bolts of electricity and so on). Consequently, these swords, knives, whips, axes, spears and clubs have more in common with Vibro-Blades than their S.D.C. medieval ancestors and equivalents.



Australia: Mokoloi – Maa Rohk Cra "Warrior's Blade." The weapon of choice among the Mokoloi males is the Warrior's Blade, an ancient, traditional weapon suitable for stabbing, cutting, and sawing. It is the most common of the Techno-Wizard devices as all males earn one in a rite of maturity through combat, and female mages and leaders carry one as a sign of their status, as well as a sidearm. The magical weapon inflicts Mega-Damage and can be thrown amazing distances, and returns after it is thrown (after a hit or a miss). Initial P.P.E. Cost: 80. Spells Needed: Wind Rush (20), Energy Field (10), Ricochet Strike and Power Weapon (35). Physical Requirements: The blade is made entirely of silver (transformed into M.D.C. material) and six small diamonds worth at least 300 credits/dollars or more each. Takes about 80 hours of work to build. Mega-Damage: 2D6+3 M.D. Special Features: 1) Can be thrown up to 600 feet (183 m)! Requires the target to be visible. 2) Returns when thrown. The act of throwing counts as one melee attack/action and the act of returning counts as another. 3) Nearly indestructible. The weapon has 300 M.D.C. and can only be damaged if attacks are specifically directed at the weapon, and then it takes half damage and distance attacks require the attacker to make a called shot at -4 to hit. Bonuses: +1 to strike when thrown, +2 to strike and parry in hand to hand melee combat. Cost: Exclusive to the Mokoloi, but a few have fallen into the hands of Outback O.C.C.s, usually won through combat, and are highly prized. Valued at 20,000-30,000 credits/dollars.

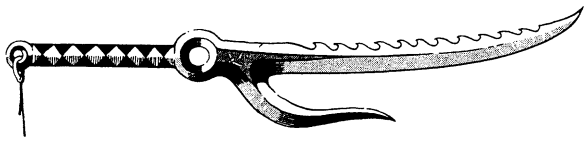
Battle Fury Blade. Battle Fury blades are usually Claymore swords, but on occasion a weapon of this type is made as a Flamberge, pole arm or large battle axe. Regardless of its form, the weapon's abilities are the same, and are deadly in battle. Battle Fury weapons are always bright silver with designs etched into the blade. These weapons are a favorite of *Battle Magus, Mystic Knights, Cyber-Knights* and *Juicers* (particularly in sword form) who love to engage in close combat. Weight: 7 lbs (3.1 kg). Mega-Damage: 6D6 M.D. M.D.C. of the weapon: 200, regenerates 20 M.D.C. per day. Powers: By channeling 40 P.P.E. into the weapon the wielder can invoke the "Battle Fury." While this fearsome ability is active, the weapon inflicts *2D4x10 M.D.* with every hit. In addition, every time the wielder makes an attack with the sword, he gets two attacks instead of one, the weapon striking with blistering speed (opponents are -5 to parry the unexpected super-quick, second attack). Additionally, the wielder is encased in a suit of magical force with 100 M.D.C. for the duration of the Battle Fury. Duration: Battle Fury lasts 12 melee rounds/3 minutes. Spells required to Create: Ensorcel (400), Speed Weapon (100), Power Weapon (35), Invincible Armor (30) and Enchant Weapon (1000). Cost: 10-13 million credits; takes 2-3 months to make. Extremely rare.

Deathbringer Sword. A Deathbringer is always a huge two-handed sword of some type, made of black metal and inscribed with various magical symbols (though not an actual Rune sword). It is the single most physically powerful weapon made by Stormspire (see *Federation of Magic*, p. 119), but is difficult to produce, so not many exist. A weakness is that the sword is not terribly effective against multiple opponents. It is well loved by *Mystic Knights* and *Battle Magus.* Mega-Damage: 1D6x10 M.D. Powers: A Deathbringer has only three spell powers, but they are more than enough. 1) Invulnerability (50 P.P.E.): For two minutes (eight melee rounds) the wielder's body becomes impervious to all forms of attack save magic and psionics. The magic does not extend to their equipment, so armor may be destroyed, just not the sword wielder. 2) Sub-Particle Acceleration (20 P.P.E.): Range is 500 feet (152 m), 1D6x10+5 M.D. 3) Spinning Blades (20 P.P.E.); self. Bonus: +1 to strike and parry. Spells required to create: The spells listed above plus Ensorcel (400), Featherlight (10), Power Weapon (35; necessary for heightened damage. Can be made without it but then the sword does 5D6 M.D.), and Enchant Weapon (1000); takes 3-4 months to make. Cost: 12-15 million credits. A Deathbringer that only does 5D6 M.D. will fetch 10 million; both types are rare.



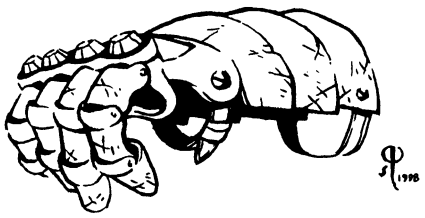
Demon Claws. These are mechanical-looking, armor plated gauntlets with both a robotic and demonic claw-like appearance, complete with vicious talons made of metal or bone. Either a large crystal is built into the top of the gauntlet or four small ones are at the knuckles. Mega-Damage: 1D4 M.D. without being magically energized. P.P.E. Activation Cost: 25. Enchantment: Turns the mechanical gauntlets into Mega-Damage weapons that make the wearer's P.S. turn into Supernatural P.S. (see supernatural damage table for the range of M.D. inflicted from the brute strength). If the character already has Supernatural P.S. they increase his strength by 1D6+8 points. Plus the M.D. claws inflict an additional 2D6 M.D. when used to cut/rake or stab an opponent. M.D.C.: 400 M.D.C. for the weapon itself, and when activated can be used to parry Mega-Damage blades, magic swords and other melee weapons (not energy blasts) without damage to the Demon Claws. Note: While a flaming sword and other magical energy weapons can be parried/knocked away, the Claws can not grab and hold energy weapons without taking triple damage to the Claws' M.D.C., plus the wearer will suffer 2D6 M.D. per melee round (15 seconds) that the weapon is held. Can not be used to parry arrows, bullets or energy blasts, but can be used to try to parry thrown weapons/objects such as spears, rocks, and throwing irons at -3. P.P.E. Creation Cost: 250 points to create. P.P.E. Activation Cost: 25 P.P.E. or 50 I.S.P. Duration: 15 minutes.

Bonus: +1 to strike, +2 to parry, +2 to disarm, +2 to pull punch. Penalties: -2 to strike when using a gun, and -30% to any skill requiring manual dexterity, from picking pockets and doing artwork to computer operation and piloting. Both gauntlets must be worn for the magic to work. Cost: 1-2 million credits. Rare in most places in North America, but there were at least 1000 pair distributed among the leaders of Tolkeen's defense force. Brodkil and Gargoyles adore them (as do many of the more savage D-Bees and warrior types) and will do almost anything to win a pair for themselves. Remember, the user must have sufficient P.P.E. or I.S.P. to activate and use the claws.



Draining Blade. The Draining Blade is a magic sword intended to weaken the spirit of its target as it hacks away at the flesh. The weapon is commonly given to leaders as both a symbol of command and an object to be feared. Use of the Draining Blade makes it much easier for one to defeat an opponent, sapping his strength as well as inflicting injury. Mega-Damage: 4D6 M.D. Additionally, every time the target is hit, he must save vs magic or suffer a *Life Drain*, as per the 7th level spell (see page 117). A failed save means the victim loses half his Hit Points and S.D.C., plus Speed is reduced by half, the character loses one melee attack, and suffers -10% on skill performance. This attack will affect targets in body armor or power armor, but not anything bigger. M.D. creatures only suffer the 4D6 M.D. The weakness will last for 10 melee rounds, after which the victim begins to regain their Hit Points and S.D.C. as is normal for their healing ability. Spells & P.P.E. required to create: Life Drain (25), Energy Disruption (12), Sickness (50), Ensorcel (400), and Enchant Weapon (1000). P.P.E. Activation Cost: 5 points or 10 I.S.P. Payload/Duration: 30 minutes per activation. Cost: 2-3 million credits, sometimes more. Extremely rare.

Earthshaker (By Mark Sumimoto). A TW mace or hammer that releases a Mega-Damage wave of force whenever it strikes an opponent. Its effects are similar to that of the spell, *Shockwave* (see page 123), but unlike the spell, its effects are limited to a specific target. Although called the Earthshaker, if the weapon is struck on the ground, the shock wave generated only affects a radius of ten feet (3 m). Requirements to Create: 140 P.P.E., a metal or stone hammer or mace and a large quartz crystal to be placed at the top of the weapon. Shockwave (45) and Power Weapon (35).Time to build: 6D6 hours. Mega-Damage: 1D4x10 M.D. plus *knockdown* penalties, or knockdown penalties only if struck on the ground. Duration: One melee round (15 seconds) per level of the user; each strike with the Earthshaker counts as one melee attack/action. P.P.E. to Activate: 35 P.P.E. or 70 I.S.P. Cost: 150,000-200,000 credits. Fair to poor availability.



Enforcer Gauntlet (By Mark Sumimoto). This is a tough-guy weapon like the brass knuckles of the 20th century. It looks like an ordinary gauntlet with quartz crystals set in the knuckles, but it allows its user to inflict damage with punches as if he had Supernatural strength and to parry M.D. melee weapons. Advanced models use the combat gauntlets from *Juicer Uprising* and convert them to magic with more powerful results. Requirements to Create: 50 P.P.E. for the basic and 90 for the advanced (double those numbers if using I.S.P.). The spells Fist of Fury (10) and Superhuman Strength (10) for the basic model, and Fist of Fury (10), Superhuman Strength (10), Energy Bolt (6) and Mystic Fulcrum (5) for the advanced model. A metal gauntlet and four quartz crystals for the basic model and the Combat Gauntlet, four quartz crystals, and an additional large quartz crystal placed in the battery slot for the advanced model. Time to build: 4D6 hours for the basic model and 6D6 hours for the advanced. Mega-Damage: Varies. The basic model turns the wearer's P.S. into an equivalent Supernatural P.S. (i.e. a P.S. of 19 is now a Supernatural P.S. of 19 and does damage accordingly). The Advanced Enforcer Gauntlet does the same thing, plus punches inflict an *additional* 2D6 M.D., and can perform a crushing attack that inflicts a total of 2D6 M.D. per squeeze. Duration: Two minutes per activation. Range: Hand to hand combat only. Penalties: These Gauntlets are obvious (can not be concealed) and inflict a penalty of -15% on any skills requiring manual dexterity and -1 to strike using firearms. Cost to recharge: 15 P.P.E. or 30 I.S.P. for the basic model and 30 P.P.E. or 60 I.S.P. for the advanced. Cost: 200,000-250,000 credits for the basic model (fair availability) and 350,000-500,000 for advanced (poor availability). Sold in pairs.

England: Nexus Knight Weapons from Rifts® World Book Three: England. The Nexus Knights of England command a small but select arsenal of Techno-Wizard devices designed by the sinister Mrrlyn and put to use to pacify the English countryside.

England: Nexus Knight Plasma Lance. The plasma lance is a favorite of the Supreme Nexus Knights and is extremely popular among all knights with sufficient P.P.E. to use it. The weapon has been copied and is sold by what few Techno-Wizards there are in Europe. Has yet to reach North America. Weight: 10 lbs (4.5 kg) Mega-Damage: 4D6 M.D. per blast. The lance can also be used as a Mega-Damage blunt weapon enveloped in a fiery aura. The energy aura lasts for two minutes (eight melee rounds) before requiring more P.P.E. or I.S.P. Those struck or jabbed by the lance suffer 2D6 M.D. per hit, while a charging strike attack from horseback or vehicle inflicts 6D6 M.D. but counts as three melee actions! Rate of Fire: Up to five blasts per melee; each blast counts as one melee attack. Range: 1600 feet (488 m). Payload/Duration: Two minutes. P.P.E. Activation Cost: A Fire Bolt spell (7 P.P.E.) or 8 P.P.E. points or 15 I.S.P. for every five blasts or two minutes for an energy aura. Creation Cost: 140 P.P.E. Cost: 100,000+ credits. Rare even in England. Most common among Mrrlyn's minions and the knights of Camelot.

England: Nexus Knight Plasma Sword. These are basically sword-style knock-offs of the Plasma Lance. They too are popular among the Nexus Knights and anybody else who can get their hands on them. Weight: 7 lbs (3.2 kg). Mega-Damage: 2D6 per fire ball or 2D6 per strike as a magic flaming sword. Range: Fire Ball: 1200 feet (366 m). Rate of Fire: Six per melee round; each blast counts as one melee attack. Duration: Until all six fire balls have been launched or until two minutes are up. P.P.E. Activation Cost: A Fire Bolt spell (7 P.P.E.) or 8 P.P.E. or 15 I.S.P. for six blasts or two minutes as flaming sword. Creation Cost: 90 P.P.E. Cost: 50,000-70,000 credits. Rare even in England. Most common among Mrrlyn's minions and the Knights of Camelot.

England: Nexus Knight Electro-Shield. Typically used by Nexus Knight Commanders and Supreme Nexus Knights. The shield looks like the usual demon shield except that crystals are inset in the eyes. Weight: 7 lbs (3.2 kg). Mega-Damage: Used for parrying attacks, but also fires *lightning bolts* from its eyes. Each bolt inflicts 3D6 M.D. Range: 50 feet (15.2 m) per bolt (double at a ley line). Penalty: The firing of each lightning bolt *reduces* the duration of the magic by *one minute*. Duration/Payload: Five minutes per level of the user. Rate of Fire: Each bolt also counts as one melee attack/action. P.P.E. Activation Cost: User needs to cast the spells Call Lightning (15) and Energy Disruption (12) into the shield or pump in 27 P.P.E. or expend 40 I.S.P. to activate for five minutes. Special Protection: When activated the shield's user is impervious to energy and energy weapons! Magic energy does half damage. Cost: 300,000-600,000 credits. Rare even in England. Most common among Mrrlyn's minions and the Knights of Camelot.

England: Nexus Knight Helm of All Seeing. This TW device looks like an ordinary helmet, except that it has a large binocular-like pair of protruding sockets in place of the eye slit. Magic Powers: The wearer can See the Invisible, See Aura, see infrared light, see strong heat radiation same as a thermo-imager, detect magic concealment, and recognize illusions! Duration/Payload: Five minutes per level of the user. P.P.E. Activation Cost: The wearer must cast Energize (12) and Fire Bolt (7) spells into the helm or pump 12 P.P.E. or 24 I.S.P. into the helm. Cost: 150,000-250,000 credits. Rare even in England. Most common among Mrrlyn's minions and the Knights of Camelot.

Firestaff. The Firestaff is a weapon of considerable power. It takes three months to make one and costs over two thousand P.P.E. to create. The staff is approximately 6-7 feet (1.8 to 2.1 m) long, made of dark wood and capped on each end with gold. Many of these staves have some sort of figure, symbol or design on the top; a flame, phoenix, or sculpted dragon head are all common. This staff is usually only available to experienced and wealthy sorcerers; it is simply too expensive for anyone else. It is occasionally used by both evil *Mystic Knights* and *Cyber-Knights*, as well as *Temporal Raiders*, *dragons* and *supernatural creatures* with large amounts of P.P.E. This staff is a favorite of *Fire Warlocks*. Requirements to Create: All of the above plus Ensorcel (400), Ironwood (150), Firequake (160), and Enchant Weapon (1000). Over 2000 P.P.E. points total. Mega-Damage: 2D6+2 as a blunt M.D. weapon. Even touching the gold portions burns, 1D4 M.D. from a slight touch, 1D6 M.D. if grabbed. Magic Powers: Can cast the following Fire Elemental spells at 5th level strength but requires the P.P.E. for each spell: Ignite Flame (5 P.P.E.), Fire Ball (10), Fuel Flame (5), Fire Blossom (20), Fireblast (8), Ballistic Fire (25), Ten Foot Wheel of Fire (40; 5D8 M.D.), Extinguish Fire (8); cast up to 150 feet (46 m) away and affects a 100 foot (30.5 m) area. Duration/Payload: Five minutes per level of the user's experience. P.P.E. Activation Cost: 15 P.P.E. or 30 I.S.P.; plus additional P.P.E. to cast any of the available spells. Cost: 2-3 million credits, sometimes more; rare.

Flaming Dagger (new). A simple knife hilt made of wood or metal and no blade. At the top of the hilt is a thin slot where the blade should be. When activated, a magical "blade of fire" rises out of the slot to create a flaming dagger. Inside the knife handle is a single ruby and wires. Requirements to Create: 65 P.P.E. and the spells Fire Bolt (7) or Circle of Flame (10). Mega-Damage: 2D6 M.D. Duration/Payload: Two minutes (8 melee rounds) per level of experience of the individual who activates it. P.P.E. to Activate: 5 P.P.E. or 10 I.S.P. Cost: 40,000-50,000 credits. Reasonably common, good availability.

Flaming Sword (Rifts® RPG). A simple sword hilt made of wood or metal and no blade. At the top of the hilt is a thin slot where the blade should be. When activated, a magical "blade of fire" rises out of the slot to create a flaming sword. Inside the sword handle is a pair of rubies and wires. Requirements to Create: 75 P.P.E. and the spells Fire Bolt (7) or Circle of Flame (10). Mega-Damage: 4D6 M.D. Duration/Payload: Two minutes (8 melee rounds) per level of experience of the individual who activates it. P.P.E. to Activate: 7 P.P.E. or 15 I.S.P. Cost: 70,000-120,000 credits. Reasonably common, good availability.

Ice Blade (new). A sword made from blown glass or shaped crystal. The sword hilt is made of wood or metal and studded with 2-4 blue sapphire (rare) and one or two diamonds (total value 2000 credits). When activated, it glows with a faint white light and wisps of frost seem to trail behind it with every swing. Each strike of the weapon does M.D. plus penalties from magic cold. Requirements to Create: Frostblade (15) and Ice (15) spells and 133 P.P.E. points. Mega-Damage: 3D6 M.D. (double damage to beings vulnerable to magic, cold or ice), plus the area struck is covered by frost that causes a bone chilling cold that can be felt through M.D.C. body and power armor. Cold Penalties: Victim feels cold and stiff; -1 on initiative, -1 to parry and dodge, and -10% on speed. Penalties are not accumulative, although the duration is (1D4 melee rounds per each successful strike). Successfully parrying an Ice Blade does NOT cause cold penalties or damage. Duration/Payload: Two minutes (8 melee rounds) per level of experience of the individual who activates it. P.P.E. to Activate: 10 P.P.E. or 20 I.S.P. Cost: 100,000 to 250,000 credits. Uncommon, poor availability.

Japan: TW Fire-Breathing Arquebus. TW muskets and arquebuses (bell-shaped, short-range shotguns) using magic that binds Fire Elementals to these ancient style guns. They look like ancient matchlock muskets or bell-barreled arquebuses. Their fire blasts are accompanied by the stench of brimstone. Mega-Damage: 5D6 M.D. per blast. Range: 800 feet (244 m). The weapon's energy is inexhaustible; it can fire as long as magic energy exists on Earth. Rate of fire is limited to three shots per melee round, each blast counts as one melee attack/action. Cost: These weapons are rarely for sale (passed on from one generation to another), and when they are, they cost upwards of 200,000 credits! Uncommon even in Japan.

Japan: TW Power Shuriken. A common Japanese and Chinese Techno-Wizard item, enchanted with a magical static charge that is released on impact. Mega-Damage: The shuriken inflicts 2D4+4 M.D.C. electrical damage on impact. Duration: The charge is good for only one attack; the shuriken becomes a common S.D.C. weapon afterwards. Techno-Ninjas favor these weapons. Cost: 500 credits each. Rare outside of Asia.

Knucklebusters. These simple and comparatively low profile weapons are used to give ordinary humans and D-Bees Mega-Damage punching power, as well for sucker punching one's opponent. They are ideal for undercover operatives, spies, assassins, thieves, practitioners of magic and physically weak/mortal characters because they are small, easy to conceal, easy to use, and turn an ordinary Joe into a Mega-Damage weapon/puncher. Of course, they are even more effective in the hands of a trained warrior. Knucklebusters resemble traditional brass knuckles or a heavy, studded plate affixed to the back of one's glove or gauntlet, across the knuckles or base of the fingers. Activate and punch to do damage; only inflicts M.D. when used to punch, striking with the knuckles. Mega-Damage: 1D6 M.D. per hit. P.P.E. Creation Cost: 85 points. P.P.E. Activation Cost: 12 P.P.E. or 24 I.S.P. Duration: Five minutes (20 melees). Penalties: The weight and rigidity of the Knucklebusters inflicts a -10% penalty on all skills requiring manual dexterity; -1 to strike when using a gun or bow. One Knucklebuster or two (one on each hand) can be used in combat; one for each hand is recommended (true warriors wouldn't have it any other way). Cost: 250,000 credits for one, 450,000 for a pair. They are incredibly popular so they are hard to find (fair to poor availability), and this keeps the price up. 5,000 were distributed among Tolkeen fighters.

Lightning Axe (new). A 3-4 foot (0.9 to 1.2 m) long rod of metal ending in an axe-shaped blade. The rod and blade are plated in gold or copper. Ends in a heavily insulated handle large enough to be wielded as a two-handed weapon. The axe-blade is either serrated or shaped to look like a beetle or insect of some kind (its wide flat body, wings or mandibles the actual blade). It can be used as an M.D. axe to chop M.D. materials or to fire an electric arc. Requirements to Create: Call Lightning (15) and Electric Arc (8 P.P.E.) spells and 130 P.P.E. points. Mega-Damage: 2D6 M.D. as an M.D. axe or 2D6 M.D. per blast of electricity. Magic Powers: The Lightning Axe can chop into an object (2D6 M.D. and counts as one attack) and then be made to send an electrical current into that object (2D6 M.D.; each electrical surge counts as one melee attack/action). Damage from each electrical current/surge while the axe is still chopped "in" the object is *doubled* if it is a machine with electronic components and circuitry such as a computer, sensor/scanner devices, radios, vehicles, or robots (not applicable to body or power armor). Additionally, there is a 01-45% chance of frying one of the following electronic systems (G.M. can make a random percentile roll or pick one).

01-20% Fries communications system. No radio or video recording, receiving or transmitting capabilities.

21-40% Fries primary sensor systems (radar and sensor scanners are dead). Is there a secondary, backup system? If not, these sensors are good.

41-50% Fries optic systems! Manned sight only. Reduce bonuses to strike and piloting skill accordingly. May require an outside observer to direct.

51-60% Fries computer systems, including combat and targeting systems. Bonuses and capabilities from those systems are gone. Adjust appropriately.

61-70% Locomotion function impaired (loses one or more thrusters, leg or wheel freezes up, and so on). Reduce speed and dodge by half. Non-combat machines lose (cannot find) one part/function of itself. If a computer, it cannot find a particular drive (gone), or loses a chunk of memory, and similar.

71-80% One secondary weapon (or capability if non-combat machine) is lost.

81-90% One main weapon (or capability if a non-combat machine) is lost.

91-00% Fire in the pilot compartment! Takes 2D4 melee rounds to put it out. During that time, attacks/actions per melee round are reduced by half, piloting skill is reduced by half, and all combat bonuses are negated; unmodified die rolls only!

Range: Close combat or 200 feet (61 m) when thrown. Bonuses: +1 to strike in hand to combat, +1 to strike when thrown. Duration/Payload (as weapon or protective force): One melee round (15 seconds) per level of experience of the individual who activates it. P.P.E. to Activate: 12 P.P.E. or 21 I.S.P. Cost: 65,000-95,000 credits. Poor to fair availability.

Lightning Mace TW-1300 (By Jason Richards & Kevin Siembieda). A mace (homemade or commercial) with an amethyst in the top of the head. The striking surface has roughly a dozen holes drilled through it, through which twines about four feet (1.2 m) of heavy-duty copper wire. The city of Arzno, Arizona and the Colorado Baronies offer the addition of silver spikes for an additional 150 credits per each spike. This weapon is becoming extremely popular with renegade Dog Boys, Native American Warriors, Cyber-Knights and Crazies. Requirements to Create: 80 P.P.E., a mace or suitable metal or M.D.C. alloy club, one small amethyst worth 60 credits, and about four feet (1.2 m) of copper wire. Spells: Call Lightning (15), Electric Arc (8) and Energy Field (10). Damage: 2D4 S.D.C. as an ordinary (magic not activated) blunt weapon or 4D4 Hit Point damage to Vampires if the mace has silver spikes. Mega-Damage: When activated the TW mace crackles with electricity and does 4D6 M.D. (combined damage from blunt impact and the electrical field). When used to *parry* the opponent is jolted by the electrical field and takes 1D6 M.D. even from this defensive move. Ranged Attack: The Lightning Mace can also fire an electric blast that does 3D6 M.D. up to 100 feet (30.5 m) away. Rate of Fire: Each strike of the mace or electric blast counts as one melee attack/action. Bonuses: +1 strike with energy blast. P.P.E. Cost to Activate: 12 P.P.E. or 24 I.S.P. Duration: Two melee rounds (30 seconds) per activation. Cost: 50,000-80,000 credits (typically the latter on the Black Market). Fair availability (good at Arzno).

Lightning Rod (Rifts® RPG). A 2-3 foot (0.6 to 0.9 m) long rod of metal, plated in gold or copper. The heavily insulated handle usually looks like a sword hilt, while the business end of the rod looks like a classic lightning rod shaped like a jagged lightning bolt, half moon, or insect. It can be used as an electrified M.D. blunt weapon or fire small lightning bolts, or to make the wielder impervious to energy attacks. Requirements to Create: The right components, the spells Call Lightning (15), and 150 P.P.E. points. Mega-Damage: 2D4 M.D. as a blunt weapon and/or 1D6 M.D. per small lightning bolt (can only shoot four bolts per melee round; each bolt counts as one melee attack. When all lightning attacks are used up, the rod can only be used as an M.D. blunt weapon). Magic Powers: In the alternative, the Lightning Rod can be use to make its wielder *impervious to energy*, including all M.D. energy blasts, lightning, plasma, fire, lasers etc. Basically, the rod absorbs the damage. However, magic energy attacks from spells or magic weapons, kinetic attacks (punches, arrows, bullets, etc.), explosions, and psionic attacks do full damage. During this time, damage inflicted by the rod only does 3D6 S.D.C. and the lightning bolts can not be fired. The rod itself remains an M.D.C. magic item. Range: Close combat as a blunt weapon 1200 feet (366 m) for bolts. Bonuses: +2 to strike with bolts, +1 to strike in melee combat. Duration/Payload (as weapon or protective force): One melee round (15 seconds) per level of experience of the individual who activates it. P.P.E. to Activate: 10 P.P.E. or 15 I.S.P. Cost: 55,000-85,000 credits. Reasonably common; fair to good availability.

Lightning Spear (new). A 4-7 foot (1.2 to 2.1 m) long rod of metal, plated in gold or copper. When activated, the spearhead crackles with electrical energy and can be used as a hand weapon or thrown. Requirements to Create: The right materials, the spells Call Lightning (15) and Fly (15), and 123 P.P.E. points. Mega-Damage: 2D6+3 M.D. as a stabbing weapon, 1D6 M.D. from the blunt end/stick/rod, but 1D6x10 M.D. upon impact when thrown. Range: Hand to hand or 2000 feet (610 m) when thrown. Bonuses: +2 to strike when thrown, +1 to strike and parry in hand to hand combat. Duration/Payload: One melee round (15 seconds) per level of experience of the individual who activates it. P.P.E. to Activate: 13 P.P.E. or 24 I.S.P. Cost: 75,000-100,000 credits (300,000-400,000 if the weapon has the power to return to its thrower after it strikes; also costs an additional 15 P.P.E. or 30 I.S.P to activate, and the Teleport: Lesser spell when it is created). Standard TW Lightning Spear is reasonably common with fair availability, those that magically return are rare.

Lightning Staff or "Storm Staff" (By Mark Sumimoto). An enchanted wooden staff with copper or silver caps at the top and bottom. The top of the staff has an ornament shaped like a lightning bolt or some other design (the new trend is to use silver coated pre-Rifts hood ornaments). The staff is able to cast up to four lightning bolts per melee and grants the user invulnerability to energy attacks whenever it is energized, and can still cast lightning bolts. However, magic energy attacks from spells or magic weapons, kinetic attacks (punches, arrows, bullets, etc.), explosions, and psionic attacks do full damage. The staff is popular among Air Warlocks, Ley Line Walkers, and Shifters. The staff itself has 50 M.D.C. and can be used to parry hand to hand attacks from creatures with supernatural strength. Requirements to Create: Wooden staff and silver or copper plating, 500 P.P.E. and the spells Call Lightning (15), Lightning Arc (30), and Ironwood (50). Time to build: 6D6+10 hours. Mega-Damage: 6D6 M.D. for Lightning Bolts, 2D6 M.D. as a blunt weapon. Bonuses: +2 to strike with lightning bolt, +1 to strike and parry in hand to hand combat. Duration: One melee round (15 seconds) per level of the user. Range: Bolt: 1000 feet (305 m) or close combat; only the wielder gets immunity from energy attacks. Cost to recharge: 30 P.P.E. or 60 I.S.P. Cost: 125,000-225,000 credits. Rare.

Living Samurai Sword. Not a TW item, but a powerful, enchanted Rune sword. Super-rare, usually exclusive to the Samurai O.C.C. which is why it is not presented in this book. See page 44 of *World Book Eight: Rifts® Japan*.

Mega-Blades (Splugorth TW item). Described in full earlier in this section under *Splugorth TW Weapons & Items*.

Mirrorshield (By Mark Sumimoto). The best defense is said to be a good offense. But in the case of the Mirrorshield, the best defense is a good counter-offense. The user can use the shield to parry physical hand to hand attacks with the shield as usual, but long- range attacks that hit the shield are deflected off of it and energy attacks are reflected back to its *source*. The Mirrorshield is popular among Cyber-Knights, who like its defensive power, and Crazies, who think it's cool to see someone shoot himself in the head. The shield has a magical M.D.C. of 40 and when the deflection power is activated, the shield gains an additional 60 M.D.C. and only takes one quarter damage from attacks. Requirements to Create: 250 P.P.E., the spells Magic Shield (6), Deflect (10), Targeted Deflection (15), and Power Weapon (35), and a highly polished silver plated shield. Time to build: 8D6+6 hours. Mega-Damage: Varies with the attack deflected or can inflict 2D4 M.D. with physical strikes while energized or 3D6 S.D.C. normally.

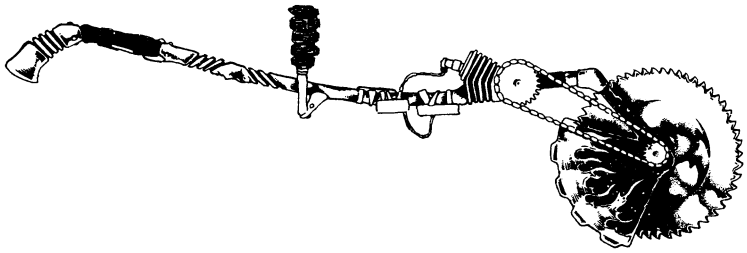
Duration: Two minutes (8 melee rounds). Range: Deflected energy blasts have a range of only 500 feet (152 m). Bonuses: +3 to parry physical attacks. The penalty to parry energy blasts is half (-5 on an unmodified roll to parry), plus successful parries of energy blasts are deflected back at the shooter (500 foot/152 m maximum range). P.P.E. Cost to Activate: 20 points or 40 I.S.P. Cost: 220,000-440,000 credits; poor availability.

Nuhr TW Kisentite Bayonets & Swords. Kisentite is an ultra-dense and virtually indestructible metal from another dimension. It is named for the Kisent aliens who first discovered the secrets of forging this metal into weapons. The Kisentite blade weapons forged by these D-Bee master smiths are amazingly sharp and balanced (+1 to strike and +2 to parry). Queen Lilia discovered the Kisent aliens during her dimensional travels. Upon establishing Queenston Harbor, she opened a portal and recruited about a hundred of the Kisents to serve as weaponsmiths and mercenaries. Whenever supplies of the Kisentite metal run low, she reopens the portal to acquire more. (For more details concerning Kisentite and the Kisents aliens, see the *Heroes Unlimited™* sourcebook, *Aliens Unlimited™*, pages 143, 144 & 164). All Queenston Harbor soldiers are issued one Kisentite weapon. Regular troops are given bayonets that attach to the muzzles of their muskets or as conventional daggers. Officers are issued short, curved swords. Weight: 1.6 lbs (0.7 kg) for bayonets, 5 lbs (2.3 kg) for swords. Mega-Damage: Bayonets and long knives inflict 2D6 M.D., swords do 2D6+4 M.D.; characters with a Supernatural P.S. add their regular strength punch damage. M.D.C. (special): It is possible to destroy Kisentite weapons but very difficult. They can only be hit by making a called shot, with a -1 penalty to hit (-5 for guns/projectile weapons). The weapons have an A.R. of 16 and 500 M.D.C. Cost: 2,000 credits for bayonets and 4,500 credits for swords. Generally available only to residents and allies of Queenston Harbor. **Note:** The Nuhr are a race of Dwarves who hail from a dimension similar to the Palladium Fantasy World, but with more advanced technology. Their physical characteristics and natural abilities are identical to those of regular Palladium Dwarves. Where the two differ is in the fact that the Nuhr practice a diluted form of rune magic and magic similar to Techno-Wizardry, whereby regular items are enchanted by being engraved with mystical symbols/runes. Nuhr Dwarves make extensive use of this magic to the point where nearly every one of their tools, weapons and devices are enchanted. The Nuhr are a band of (NPC) pirates and freebooters from another world. They are found only in Queenston Harbor, a major pirate port along the shorelines of the Great Lakes. They and their magic is exclusive to that area, known only to the Dwarves and very rare. For more information on Queenston Harbor, please refer to *Sourcebook 4: Coalition Navy, p. 122.*

Paralysis Staff. The staff is approximately 6-7 feet (1.8 to 2.1 m) long, made of light wood and capped on each end with silver. Many of these staves have some sort of figure, symbol or design on the top. Anybody who touches the upper half of the staff (other than the person wielding it) may be paralyzed (roll to save vs magic, 12 or higher). Requirements to Create: Paralysis: Lesser (5), Ensorcel (400), Ironwood (150), and an additional 200 P.P.E. Mega-Damage: 1D6 M.D. as a blunt weapon plus paralysis. Magic Powers: When touched by the silver the opponent feels whatever part of his body that was touched turn numb and the nearest limb becomes paralyzed; same effect as the Paralysis: Lesser spell (see page 98). Supernatural beings and creatures of magic are +2 to save; standard save vs magic (12). A successful save means M.D. but no paralysis P.P.E. Cost to Activate: 5 P.P.E. or 10 I.S.P.; paralysis effect of the staff lasts 30 minutes per each activation. Cost: 500,000-600,000 credits. Poor availability.

Power Glove. Another name for the Enforcer Gauntlet described earlier.

Sawstaff. The TW Sawstaff resembles a pole-arm or heavy staff with a long, flat, serrated blade housed at the top. When the user channels 10 P.P.E. into the weapon, the saw blade revs up and spins as if magically motorized. Requirements to Create: Long M.D.C. shaft with



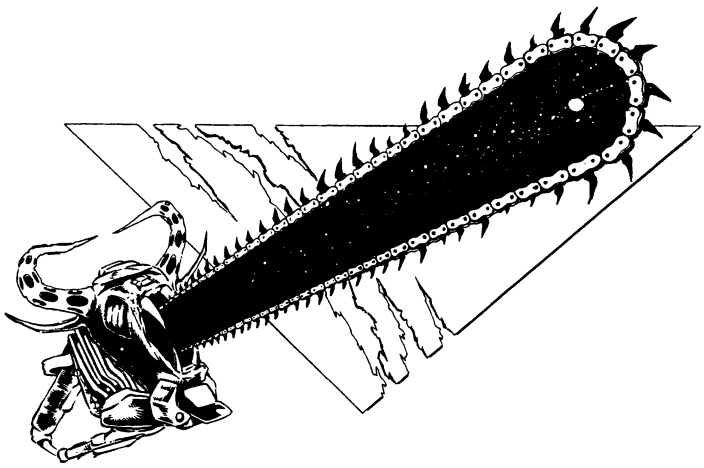
two handles (one in the middle), a buzz saw and motor, along with a pink or clear crystal and the spells, Horror (10), Spinning Blades (20), Thunder Clap (4) and Energy Bolt (6). Effect: While active, the saw blade produces an unnervingly loud buzzing sound that makes the weapon wholly unsuitable for stealth, but also produces a Horror Factor of 10. Any enemy who meets a Sawstaff wielder at 10 feet (3 m) or less must save vs that Horror Factor or be momentarily paralyzed with fear. Likewise, the first time one is hit by a TW Sawstaff, the wounds produced are so gruesome that the victim must save against a Horror Factor of 12 or again be stunned by shock. Mega-Damage: 3D6+2 M.D. per strike. P.P.E. Cost to Activate: 15 points or 30 I.S.P. Duration: Six minutes (24 melees) per activation. Bonus: +1 to strike and +2 to parry. Cost: 110,000 credits. Fair availability.



Scepter of Command. This is a dark black and purple rod or scepter engraved with symbols. It can be used as a blunt weapon, like a mace (no P.P.E. cost), or used to unleash spell magic. Magical Powers: 1. Command Ghouls (10 P.P.E.): The wielder can command 2D6 Ghouls. Fundamentally the same as casting the Command Ghouls Necromancy spell. This power of command lasts for one hour. 2. Animate and Control Dead (20 P.P.E.): Effectively the same as spell described under Invocations; lasts for one hour. 3. Domination (10 P.P.E.): Same as the Invocation. 4. Repel Animals (7 P.P.E.): Same as the Invocation. Can be cast twice per 24 hours. Bonus: The user of the weapon is +2 to save vs Necromantic magic. P.P.E. Cost to Activate: Each of the four spells requires the appropriate P.P.E. (or double in I.S.P.) to cast. Is always a Mega-Damage weapon. Mega-Damage: 2D6 M.D. per physical strike. Cost: 700,000 to one million credits. Rare.

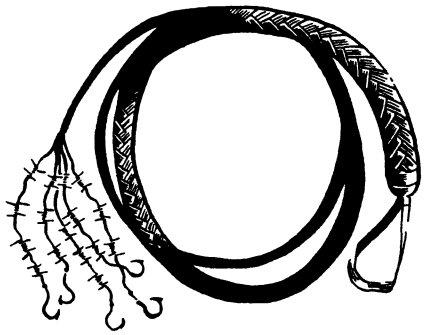
Spin-Disk Shooter. Spin-Disks look like the circular, toothy blade of a hand-held buzz saw. Most are roughly the size of a Frisbee or paper plate and fired either from a crossbow looking weapon or heavy forearm guards. The disks are launched from the bow or forearm housings to become lethal spinning disks like an M.D. flying buzz saw blade. If there is a drawback to the use of Spin-Disks, it is that they can only be fired one at a time, must be manually reloaded after each shot (like a crossbow bolt) and make a loud buzz saw noise once launched so they are not particularly well suited for stealth (but then most conventional "guns" aren't). Requirements to Create: The necessary blades and parts and 143 P.P.E. to create any type of shooter. Mega-Damage: 3D6 M.D. each. Can be used as paired weapons when mounted on both forearms, inflicting 6D6 M.D. per simultaneous dual shot at the same target or 3D6 M.D. at two different targets. However, when shooting at two different targets, NO bonuses to strike apply to hitting either one (the equivalent of shooting wild; natural dice rolls only, roll for each target). Rate of Fire: Same as W.P. Archery if that skill is known, otherwise each shot and each act of reloading counts as a melee attack/action (i.e. four attacks per round means two shots with this weapon). Effective Range: Crossbow: 700 feet (213 m; the disk is not as aerodynamic as an arrow bolt), forearm launcher: 400 feet (122 m). P.P.E. Cost to Activate/Launch: Five points to charge each disk to make it a magical M.D. attack (otherwise it does 3D6 S.D.C./Hit Point damage; silver edged blades will do 6D6 damage to the undead and other creatures vulnerable to silver). Bonus: +1 to strike. Duration: Becomes a

normal S.D.C. weapon after it is fired and hits something. May be charged in advance with the TW weapon, retaining its charge for 15 minutes per level of the user. Cost: 65,000 credits for the crossbow-style gun (has 25 M.D.C.), 95,000 for one forearm launcher that comes as a vambrace that attaches to the arm or armor (has 12 M.D.C. as a protective covering). Fair availability.



Techno-Wizard Chainsaw. Inspired by the Juicer Chainsaw, the Techno-Wizard chainsaw does M.D. without fear of breaking and uses magic as its power source. It is a heavy, unwieldy monster of a machine that resembles a large, conventional chainsaw. It is better suited as a tool than for combat, but those with a P.S. of 30 or higher find the device to be worthwhile despite its weight and clumsiness. Note: Those with a P.S. below 30 are -4 to strike and -6 to parry with this weapon. Moreover, any missed roll "to hit" has a 01-25% chance of accidentally hitting the user or someone or something nearby with the blade! More than one foolish user has sawed himself to death this way. When magically activated, the TW Chainsaw has a Horror Factor of 12 (same effects as the TW Sawstaff). In addition to use as a cutting "weapon," it is ideal for cutting through Mega-Damage chains, doors, and fortifications. Mega-Damage: 1D4x10 M.D. per strike. P.P.E. Cost to Activate: 20 P.P.E. or 40 I.S.P. Duration: Three minutes (12 melee rounds). Cost: 160,000 credits; fair to good availability.

Throwing Irons. Techno-Wizard Throwing Irons are small throwing disks like Shurikens or African style blades that fly in a rotating motion when thrown. They look like traditional versions except for a small clear or light blue crystal in the center of the disks or the hilt of the blades. They also are comparatively silent, except for the swooshing sound as they cut through the air, which makes them a favorite weapon of assassins, thieves, spies and Special Forces. Mega-Damage: 1D6 M.D. each for shuriken to saucer plate-sized disks, 2D4 for large paper-plate or Frisbee-sized throwing disks (never bigger, usually shuriken-sized), and 2D6 M.D. for African throwing irons or Australian boomerang style throwing irons. If made of, or lined in, silver, the weapon does double damage to creatures vulnerable to that metal (damage is Hit Point equivalent damage to vampires). Rate of Fire: Equal to number of hand to hand attacks per melee. As many as two shuriken or small dagger type and sized weapons can be thrown simultaneously, one-handed. Likewise, one (large or small) throwing iron in each hand can be thrown simultaneously to count as ONE melee attack, but only if the character has either the Paired Weapons or Targeting skill. Otherwise, the two-fisted attack counts as two melee actions. A simultaneous dual toss at the same target requires one roll to strike; either both hit or both miss, normal bonuses apply. If throwing at two different targets NO bonuses to strike apply to hitting either one; natural dice rolls only, and roll to hit for each target. Effective Range: 200 feet (61 m); farther than a non-magical throw. P.P.E. Cost to Activate: Two points. Duration: Becomes a normal S.D.C. weapon after it is thrown and hits something. May be recharged continuously to inflict M.D. Cost: 25,000 credits each. Fair to good availability.



Whip of Pain. The Whip of Pain is a black, 8 foot (2.4 m) long bull whip with small, razor sharp barbs on the end. This specially enchanted weapon is designed to immobilize the enemy with pain (Agony spell), leaving them helpless to resist further attacks.

Damage: As a simple metal barbed whip, it does 3D4 S.D.C./Hit Point damage. When activated to inflict magical *Agony,* it is effective against mortal and Mega-Damage beings, as per the spell (see page 114). Rate of Fire: Once the magic is activated it inflicts Agony to everybody it strikes (pain lasts for one minute/4 melees). Effective Range: 12 feet (3.6 m). Duration/Payload: The weapon remains charged for four minutes per activation. P.P.E. Cost to Activate: 20 P.P.E. or 40 I.S.P. Cost: 200,000 credits. Rare; favored by evil beings.

TW Firearms

Magic Energy Cells: Most Techno-Wizard firearms require either P.P.E. to be pumped directly into them to "load" or have "energy cells" that can be charged with P.P.E. These are essentially powerful Talismans that store P.P.E. The cells are uniform and often look and work like ordinary E-Clips (except for a few magic symbols) or are built into the weapon; sometimes crystals and gemstones serve as the power cell and conduit. The clips are standard, and will fit all TW weapons with clip housings. Cost: 40,000 credits each P.P.E.-Clip. This cost is half for recognized citizens of a particular community or area where TW items are manufactured. Allies, known heroes and regular patrons (mercenaries and adventurers included) *may* get a 10-20% discount (paying as little as 32,000 credits).

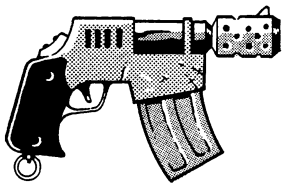
Recharging P.P.E. Energy Cells: Since the ammunition for these weapons consists of small enchanted P.P.E.-Clips that expend magically stored P.P.E. whenever the weapon is fired (i.e. a pre-programmed spell is discharged), it is relatively easy for any mage with the knowledge of making Talismans to recharge. Clips can be "recharged" in Stormspire for 12,000 credits, but at Tolkeen, Freehold, and Colorado Baronies, the cost is as low as 6,000 credits for those fighting against the Coalition. At Lazlo, New Lazlo and other magic communities, the price will vary from 6,000-10,000 credits.

In the alternative, Techno-Wizards can pump P.P.E. directly from themselves into the weapon (with or without a clip) to activate or recharge the weapon. Average energy blasts costs 10 P.P.E. per blast for most pistols and 20 P.P.E per blast for most rifles. Most weapons will have an *activation or recharge* "P.P.E. cost."

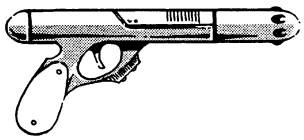
Listed Prices: These are the average prices. The cost will vary up or down (usually up) by 10-60% depending on availability, who is selling it and who is buying it (desperation and prejudice may have an influence on the price). Truly powerful and rare items command prices at 200-500% above the usual list price.

Note: Only the most common and notable weapons are listed with condensed stats. Most TW weapons can be found in the pages of the *Rifts® RPG, Federation of Magic™,* and *New West™.*

Techno-Wizard Pistols & Revolvers



TW Firebolt Pistol. Mega-Damage: 4D6 per blast of magic fire, Rate of Fire: Single shot, each blast counts as one melee attack. Range: 450 feet (137 m), Payload: 10 shots, Cost: Gun: 80,000 credits, P.P.E. clip: 40,000 cr.



TW Jammer Pistol. Mega-Damage: None, disrupts other machines and weapons. Whatever weapon or machine is hit by the blast is temporarily "jammed" (won't shoot or do what it is supposed to do) for one melee round (15 seconds). Effectively the same effect as the 7th level Negate Mechanics spell at 3rd level proficiency. Rate of Fire: Single shot, each blast counts as one melee attack. Range: 600 feet (183 m), Payload: 10 shots, Cost: Gun: 75,000 credits, P.P.E. clip: 40,000 credits.

TW (standard) Laser Pistol. Mega-Damage: 2D6 per blast of magic fire, Rate of Fire: Single shot, each blast counts as one melee attack. Range: 800 feet (244 m), Payload: 10 shots (costs 7 P.P.E. to reload/recharge completely). The Stormspire version with a P.P.E. clip has 24 shots. Cost: Gun: 50,000 credits, Stormspire versions cost 90,000 with a P.P.E. clip.

TW Naut'Yll Sonic Wand. This is a Techno-Wizard weapon that looks like a nightstick used by police officers, with two small nodules near the tip and a coil of wire near the handle. The user of the weapon must be psionic or a sorcerer with P.P.E. Mega-Damage & Payload: By channeling 10 P.P.E. or 20 I.S.P. the user can fire three individual sonic blasts, each inflicting 2D6 M.D. (and each counting as a melee action), or as one powerful blast doing 6D6 M.D. to the same target (counts as one melee action). By channeling 15 P.P.E. or 30 I.S.P. into the weapon, the character can fire two sonic stun blasts. Stun Damage: First victims get to save vs magic; 14 or higher. Only those who fail to save suffer the following. 3D6 S.D.C. damage, of which 2D4 actually passes through body and power armor to affect the character inside! Those stunned are -6 to strike, parry and dodge. Speed and attacks per melee are also reduced by half. Penalties last for 1D4 melee rounds. The weapon does 2D6 S.D.C. as a blunt weapon and has 100 M.D.C. Range: 600 feet (183 m). Cost: 45,000, but never sold or traded by Naut'Yll; rare. Not for sale to outsiders, but captured weapons may be available from the Black Market, Atlantis, pirates and sailors. **Note:** *Naut'Yll Conventional Weapons* can be found in *Rifts® Game Master Guide*, p 154, or *Rifts® Underseas®*, p. 153.

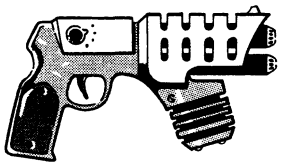


TW Nuhr Firebolt Musket. The appearance of this Techno-Wizard weapon is reminiscent of the pre-Rifts 18th century Brown Bess flintlock musket. It fires a slightly more powerful version of the Firebolt spell with great range and accuracy. This musket is very different than most TW weapons in that it can be used by normal people, not just by magic practitioners and psychics! The only drawback is that normal folks cannot reload the weapon. Once the weapon is fired, the musket's internal TW cell needs to be recharged at pyramids or by men of magic. Firebolt muskets are the standard issue weapon for all enlisted soldiers of the Queenston Harbor Guard. When the musket needs recharging, it is taken to the armory building attached to the magic pyramid. Extra muskets are stored in all guardhouses, barracks and Windjammer ships, so that in an emergency, troops don't have to run all the way back to the pyramid to recharge their muskets. Weight: 10 lbs (4.5 kg). Mega-Damage: 6D6 M.D. Rate of Fire: Aimed shots only. Effective Range: 1600 feet (488 m). Payload: 50 shots. Any magic practitioner can recharge the payload of the musket by spending 40 P.P.E. Bonus: +1 to strike. Market Cost: 52,000 credits. Several thousand of these muskets have been sold to pirates/privateers, mercenaries, adventurers and also the Lazlo Militia.

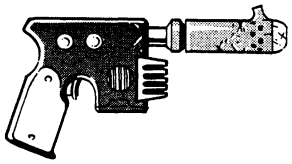


TW Nuhr Firebolt Pistol. This is a pistol version of the Firebolt Musket that is also modeled after an 18th century flintlock weapon. It fires the standard version of the Firebolt spell (see Rifts RPG, page 173), but with less accuracy and range than the musket. Anyone can use this weapon but its internal TW-cell can only be recharged by men of magic or at pyramids. Officers in the Queenston Harbor Guard are each issued a brace of pistols (two) rather than the Firebolt musket. Weight: 4 lbs (1.8 kg). Mega-Damage: 4D6. Rate of Fire: Aimed shots only. Effective Range: 800 feet (244 m). Payload: 35 shots. Any magic practitioner can recharge the payload of the pistol by spending 25 P.P.E. Market Cost: 25,000 credits.

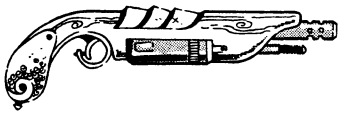
TW Nuhr Talisman of Armor. Same as Splugorth Talisman of Armor except it is worn as a belt buckle.



TW Shard Pistol. Mega-Damage: 3D4 per single shot (fires ice fragments like a sub-machine-gun) or 4D6 M.D. per short burst (uses up three shots). Rate of Fire: Single shot or short burst only; each shot or burst counts as one melee attack. Range: 700 feet (213 m), Payload: 12 shots, Cost: Gun: 72,000 credits, P.P.E. clip: 40,000 cr.



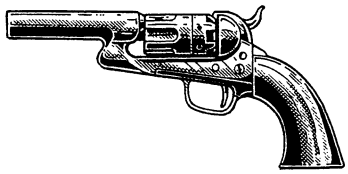
TW Shock Pistol. Mega-Damage: 2D6 per single bolt of electricity. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 330 feet (100.6 m), Payload: 10 shots, Cost: Gun: 52,000 credits, P.P.E. clip: 40,000 cr. Note: Popular for its reasonable fire-power and comparatively low cost.



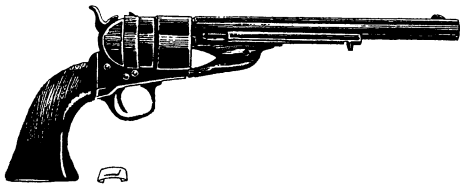
TW Starfire Pistol. Mega-Damage: 3D6 per single shot of a blue-white energy bolt. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 1000 feet (305 m), Payload: 12 shots, Cost: Gun: 80,000 credits, P.P.E. clip: 40,000 cr.

TW Telekinetic (TK) Pistol. Mega-Damage: 2D4 per single bolt of telekinetic force (3D6 M.D. at a ley line). Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 600 feet (183 m), Payload: 15 shots for a standard TK pistol, 30 for a Stormspire weapon with a P.P.E. clip. The Tolkeen and most other versions of this weapon do not use a P.P.E. clip and require one P.P.E. (or 2 I.S.P.) to reload/recharge the weapon with one TK round. Cost: Gun: 65,000 credits,

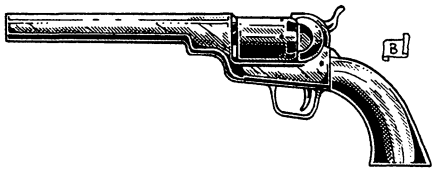
P.P.E. clip: 40,000 cr. Note: Telekinetic firearms have been one of the oldest and easiest TW weapons to manufacture. By amplifying and directing telekinetic energy, TK firearms hit their targets with bullet-hard bolts of force. Many of the New West revolvers fire TK bolts.



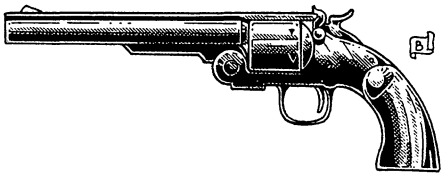
TW-38 Endless Revolver. Damage: 4D6 S.D.C. per single bolt (can not inflict M.D.), Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 500 feet (152 m), Payload: 38 shots. Cost: Gun: 30,000 credits; 6 P.P.E. or 12 I.S.P. to reload.



TW-45 Revolver ("Six Shooter"). Mega-Damage: 1D6 per single bolt, Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 500 feet (152 m), Payload: Six shots. Cost: Gun: 45,000 credits; 6 P.P.E. or 12 I.S.P. to reload/recharge.



TW Spitfire Revolver. Mega-Damage: 3D6 per single mini-fireball. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 500 feet (152 m), Payload: Six shots. Cost: Gun: 65,000 credits; 10 P.P.E. or 20 I.S.P. to reload/recharge.



TW Thundergun Revolver. Damage: 3D6 S.D.C. damage to mortal beings like humans, but 5D6 M.D. to practitioners and creatures of magic, and 1D6x10 to supernatural beings per single magical bolt of energy. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 200 feet (61 m), Payload: Six shots. Cost: Gun: 70,000 credits; 10 P.P.E. or 20 I.S.P. to reload/recharge.

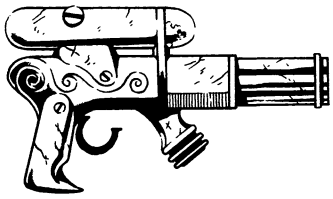
Xiticix Ranged Weapons are products of magic. They can be found in the *Rifts® Game Master Guide, p. 181* and in *Xiticix Invasion™, p.81.*

Techno-Wizard Rifles & Shotguns

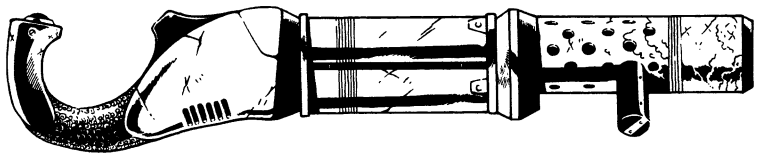
Australian TW weapons from Rifts® World Book 19: Australia. The reptilian **Mokoloi aliens** (also known as "Croc-men") of Rifts Earth (specifically, Australia) have, like the majority of the human population, lost most of their old technology, but use an *alien form* of Techno-Wizardry combining magic and machines, and making M.D.C. weapons and armor, as well as a form of *Stone Magic,* to build and control their environment. They also use human technology, weapons, equipment, vehicles, etc., acquired through scavenging, piracy, raids, and those won through combat (i.e. taking items from the corpses of the vanquished).

Approximately 12-15% of the overall Mokoloi female population also hold the secrets of *Stone Magic* used to build their pyramids and other stone structures, as well as to control and use ley line energy. Approximately 5% of the males, and another 10% of the females also wield *Ley Line Walker* (Invocation) magic. The average level of most Mokoloi sorcerers is, thankfully, only 1D4+2, with only one in a hundred being higher level (1D6+3; rarely higher than that).

The monstrous and aggressive Mokoloi will never share their secrets of magic with any other race, not even allies, no matter what. Consequently, they will never teach other beings their knowledge of their alien brand of Techno-Wizardry, Stone Magic or any other mystic art or alien technology they may have developed. This includes the *Horune Pirates* with whom they have established an uneasy and tentative diplomatic relationship (it's a bit too soon to call it an alliance, although things seem to be heading in that direction). **Note:** The Mokoloi's small numbers, and paranoid and isolationist outlook, combined with the remote isolation of the Australian Continent, means their weapons, equipment and magic are unknown anywhere else in the world. Very rare.

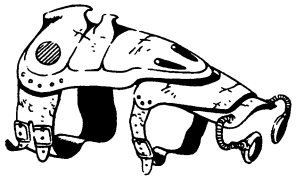


Australian: TW Mokoloi: Arl Wrl Kim, "Constrictor" Web Gun. This is an assault rifle or submachine-gun styled weapon with an oversized barrel and large muzzle that can fire Magic Nets! Mokoloi use these weapons to subdue or capture opponents, as well as for hunting on dry land. P.P.E. Cost: 55. Spells Needed: Energy Bolt (5), Energy Field (10) and Magic Net (7). Physical Requirements: A submachine-gun body styling with a Gatling-like barrel (eight barrels in all), and a clear or white crystal worth 300 credits/dollars or more, mounted into a cylinder mounted on the top, similar to a scope. Takes about 70 hours of work to build. Damage: The nets are nearly unbreakable and equal to a 5th level Magic Net spell. Rate of Fire: Each shot counts as one melee action. Range: 300 feet (91 m). Payload: Up to eight Magic Nets. Costs 7 P.P.E., per each net, to reload. Bonuses: +2 to strike, as the net splays out when fired to entangle the opponent. Cost: Exclusive to the Mokoloi. If one was to become available outside the Mokoloi culture, no Australian would know how it works or how to magically reload it, and therefore consider it to be worthless to anybody other than the Mokoloi. 48,000+ credits in North America where TW magic was developed (fundamentally the same as a *New West Snare Gun* with slightly better range).

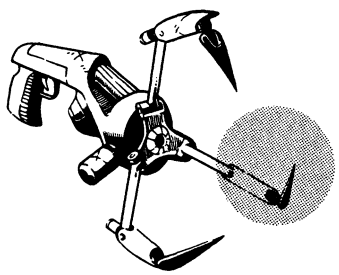


Australian: TW Mokoloi: Chatra Lava Gun. This TW weapon is the standard weapon of all Mokoloi troops and security forces. It has a low range for a rifle-like weapon, but the designers never intended it to be used for very long-range combat. It fires a ball or sphere of burning "goop" that can be hurled with tremendous force. The advantage of this is that it will injure anything it strikes, regardless of what it is. A supernatural P.S. of 13 (or 20+ conventional P.S.) is required to use this weapon, as it is heavy for its size. To fire it one-handed requires a supernatural P.S. of 18 or greater (26 conventional P.S.). Initial P.P.E. Cost: 98. Spells Needed: Telekinesis (8), Barrage (15), Energy Bolt (5), Energy Field (10), and some unknown quantity/element known only to Mokoloi Techno-Wizards (requiring 30 P.P.E.; Create Lava perhaps?). Physical Requirements: A large, long barrel made from iron or steel and a yellow quartz worth 60 credits/dollars or more. Takes about 60 hours of work to build. Mega-Damage: Each shot inflicts 4D6 M.D. to the main target and 1D4 M.D. from burning goop that is likely to splat-

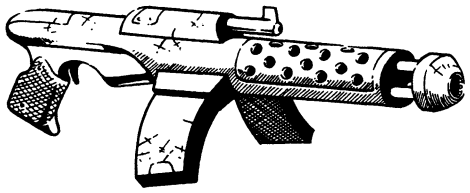
ter on everything within a five foot (1.5 m) radius of the main target (i.e. where it hits). Basically, a shotgun effect. The gun is also designed to be a two-handed parrying weapon and bludgeon (in the latter case, inflicting 1D6 M.D.+supernatural P.S. punch damage). Rate of Fire: One at a time with each shot counting as one melee action (ideal for aimed shots), or short bursts of four burning blasts fired in rapid, nearly simultaneous succession which count as two melee attacks. Roll 1D4 to see how many gobs hit the intended target. Those that miss hit nearby and may do additional, accumulative "splatter damage" to the intended target or those nearby. Range: 1,000 feet (305 m). Payload: 10 single goop balls can be contained in a pre-made "bulb" that can be loaded into the weapon like an ammo-clip, or can be magically created in the gun with the expenditure of 22 P.P.E. or 45 I.S.P. – a standard feature of most TW weapons is the ability to magically recharge or reload a weapon via magic energy. Bonuses: +1 to strike when within 50 feet (15 m). No W.P. really applies other than W.P. Heavy Weapon (only Mokoloi males have this W.P.). Cost: Exclusive to the Mokoloi. If one was to become available outside the Mokoloi culture, no Australian would know how it works or how to magically reload it because Techno-Wizardry doesn't exist there. A psychic or Mystic might get the general idea via object read, and can fire it until empty, but will lack enough clear knowledge to reload/recharge it himself nor enough to explain to a sorcerer how to pump P.P.E. into it. Consequently, they are considered to be worthless to anybody other than the Mokoloi. 90,000+ credits in North America where TW magic was developed.



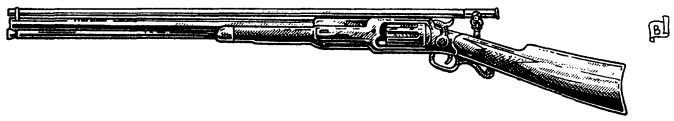
Australian: Mokoloi: Mok Karkra "Knuckle Dusters." This is a firearm mounted on the back of the hand and strapped around the wrist. Upon a flex of the hand and a mental command, it can either fire three energy bolts or create three, long, magical M.D. lightblades. Initial P.P.E. Cost: 120. Spells Needed: Globe of Daylight (2), Energy Field (10), Energy Bolt (5), and Lightblade (20). Physical Requirements: The hand/wrist apparatus and three small diamonds worth at least 1000 credits/dollars or more each. Takes about 110 hours of work to build. Damage: Instantaneous Triple Energy Blast: 3D6 S.D.C. or 3D6 M.D., similar to a laser. Lightblades: 3D6 M.D.; used like a laser-claw or Vibro-Blades to slice and dice opponents at close range. They extend to three feet (0.9 m) long. Rate of Fire: Each triple blast counts as one melee attack, while the lightblades can be kept out and activated for up to three minutes (12 melee rounds) per each activation. Initial activation counts as one melee action/attack and each use of the lightblades to stab or slice counts as a melee attack. Range: Blasts: 1200 feet (366 m). Payload: 20 blasts or 30 minutes of use as the lightblades (every 90 seconds the lightblades use up one blast). Bonuses: +1 to strike as a long-range weapon, +2 to strike in hand to hand combat. Cost: Exclusive to the Mokoloi. No ordinary Australian would know how it works and therefore consider it to be worthless. 150,000+ credits in North America where TW magic was developed!



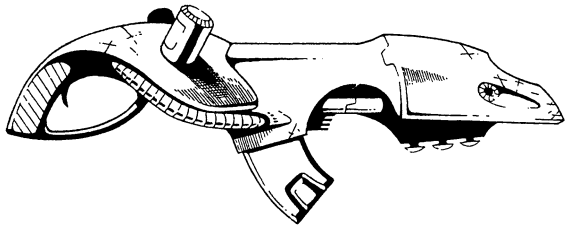
TW Disrupter Gun. Mega-Damage: The effect is the same as if an Energy Disruption spell has been cast. Affects one specific target per shot. Rate of Fire: Single shot only; each shot or burst counts as one melee attack. Range: 500 feet (152 m), Payload: Five shots, Cost: Gun: 150,000 credits, P.P.E. clip: 40,000 cr.



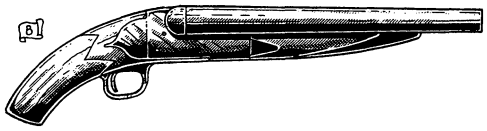
TW Fireburst Rifle. Mega-Damage: 3D6+6 per single shot or 3D6+6x2 for a three round burst of mini-fireballs, or x3 for a five round burst. A spray or shooting wild uses up 10 blasts and does 3D6+6 M.D. to 1D6 different targets. Rate of Fire: Single shot or burst. Range: 1200 feet (366 m), Payload: 20 single fireballs, Cost: Gun: 150,000 credits, P.P.E. clip: 40,000 cr. Note: The Tolkeen and other manufacturers' versions of this weapon do not use a P.P.E. clip and requires 18 P.P.E. or 36 I.S.P. to reload/recharge the weapon with 10 fireballs.



TW Eagle Eye Marksman Rifle. Mega-Damage: 2D6 per single laser-like blast. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 1800 feet (548 m), Bonuses: See the invisible, nightvision, and telescopic enhancement, +1 to strike. Payload: Six laser blasts. Requires 15 P.P.E. or 30 I.S.P. to reload/recharge the weapon with six more shots. Cost: Gun: 80,000 credits.



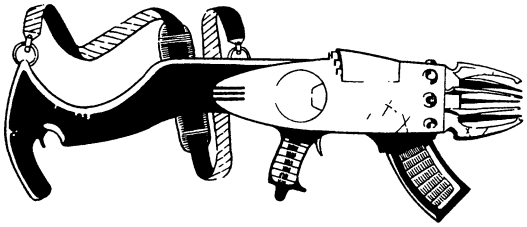
TW Force Cannon (heavy rifle/bazooka type weapon). Two-man heavy weapon or can be used by those with a P.S. 24 or higher. Mega-Damage: 1D6x10 per single bolt of telekinetic force (3D6 M.D. at a ley line). Rate of Fire: Single shot only, each shot counts as one melee attack. Range: 2000 feet (610 m), Payload: Six shots. Note: The Tolkeen version of this weapon does not use a P.P.E. clip and requires 32 P.P.E. or 64 I.S.P. to reload/recharge the weapon with two force blasts. Cost: Gun: 300,000 credits, P.P.E. clip: 40,000 credits; rare.



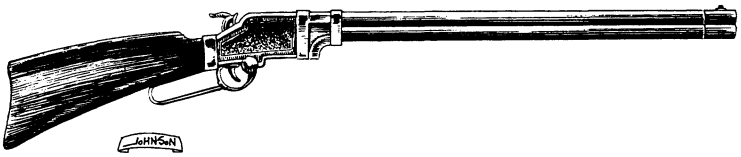
TW Hellfire Shotgun. Mega-Damage: 6D6 per single fire ball. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 300 feet (91.5 m), Payload: Two fire balls. Requires 16 P.P.E. or 32 I.S.P. to reload/recharge the weapon with two fire balls. Cost: Gun: 60,000 credits.

TW Naut'Yll Sonic Rifle. This is a rifle version of the Techno-Wizard Sonic Wand with greater range and number of shots. In this case, the weapon can be charged and ready to be used by anybody. Like a regular rifle, the shooter simply aims and fires. However, only a Techno-Wizard, other practitioner of magic or psychic can recharge the weapon. Weight: 6 lbs (2.7 kg). Mega-Damage: 5D6 M.D. per blast or stun. Stun Damage: Same as Sonic Wand, previous. Range: 2,000 feet (610 m). Payload: 30 sonic blasts and 20 sonic stuns. 60 P.P.E. or 120 I.S.P. are required to recharge the weapon; 200 P.P.E. to make it. Cost: 80,000 credits, but never sold or traded by Naut'Yll; rare. Not for sale to outsiders, but captured weapons may be available from the Black

Market, Atlantis, pirates and sailors. Note: The magic rifle has 100 M.D.C. points and is very durable and never jams.

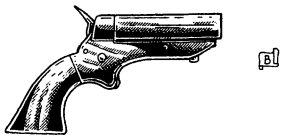


TW Nova Rifle. Mega-Damage: 1D4x10 per single bolt of red, swirling energy. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 1200 feet (366 m), Payload: Eight shots. Note: The Tolkeen version of this weapon does not use a P.P.E. clip and requires 25 P.P.E. or 50 I.S.P. to reload/recharge the weapon with two energy blasts. Cost: Gun: 130,000 credits, P.P.E. clip: 40,000 cr.; rare.

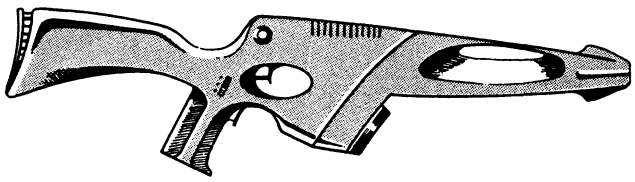


TW Old Lightning Rifle. Mega-Damage: 5D6 per single lightning bolt. Rate of Fire: Single shot only; each shot counts as one melee attack. Range: 1200 feet (366 m), Payload: Six bolts. Requires 15 P.P.E. or 30 I.S.P. to reload/recharge the weapon with one bolt. Cost: Gun: 80,000 credits.

TW Sapper Sawed-Off Shotgun. Mega-Damage: 4D6 to magic barriers, including force fields and armor. Against living opponents it drains its victims of P.P.E.: Mortal beings lose 1D6 P.P.E. points, practitioners of magic 3D6, and the supernatural or creatures of magic 4D6 points. Rate of Fire: Single shot only. Range: 600 feet (183 m), Payload: Stormspire clip holds 12 shots, but most other types can store up to 24. Cost: Gun: 175,000 credits, P.P.E. clip: 40,000 credits (12 shots). Costs 10 P.P.E. or 20 I.S.P. to load/store one "sapping" energy bolt.

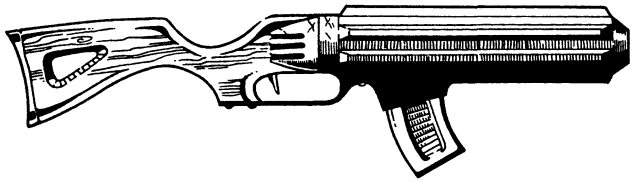


TW Snare Gun. Mega-Damage: Creates/fires a Magic Net as per the spell of the same name at 5th level spell strength. Rate of Fire: Single shot only. Range: 600 feet (183 m), Payload: Stormspire: 8 nets per clip, other types of Snare Guns can store only two at a time. Cost: Gun: 175,000 credits, P.P.E. clip: 40,000 cr. Costs 12 P.P.E. or 24 I.S.P. to load/store two Magic Nets into the gun.

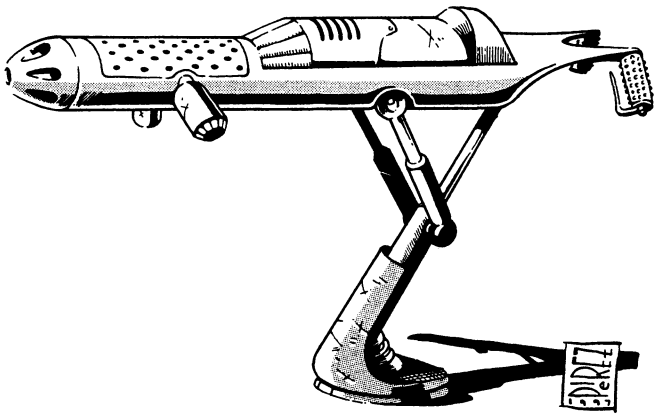


TW Sonic Rifle. Mega-Damage: Unleashes a modified version of the Shockwave spell. Damage is as per the spell to all around the target, but the primary target is struck with double damage. Rate of Fire: Single shot only. Range: 600 feet (183 m), but the shockwave affects everything within a 30 foot (9 m) radius around it. Payload: Five per clip. Cost: Gun: 320,000 credits, P.P.E. clip: 40,000 credits (five shots); rare.

TW Storm Rifle. Mega-Damage: 5D6 per single bolt of lightning or the equivalent of a 3rd level Wind Rush spell. Rate of Fire: Single shot only, each shot counts as one melee attack. Range: Lightning: 2000 feet (610 m), Wind Rush: 1000 feet (305 m). Payload: Six shots.



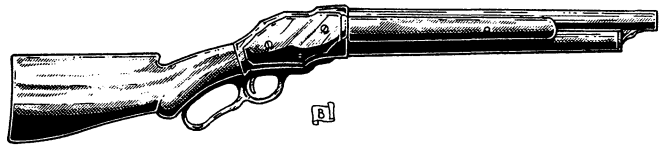
Note: The Tolkeen version of this weapon does not use a P.P.E. clip and requires 20 P.P.E. or 40 I.S.P. to reload/recharge the weapon with one energy or wind blast. Cost: Gun: 280,000 credits, P.P.E. clip: 40,000 cr. (six blasts).



TW Starfire Pulse Cannon. Mega-Damage: 2D6x10 per single bolt of energy. Rate of Fire: Single shot only, each shot counts as one melee attack. Range: 2000 feet (610 m). Payload: Two shots per P.P.E. clip. Note: The Tolkeen version of this weapon does not use a P.P.E. clip and requires 50 P.P.E. or 100 I.S.P. to reload/recharge the weapon with one energy blast. Cost: Cannon: 520,000 credits, P.P.E. clip: 40,000 cr. (Stormspire cannons hold eight clips for 16 shots). Very rare outside of Stormspire in the Magic Zone.

TW Super-Six Carbine. Mega-Damage: 2D6 per single bolt of energy. Rate of Fire: Single shot only, each shot counts as one melee attack. Range: 1500 feet (457 m), Payload: Six shots, Cost: Gun: 80,000 credits-15 P.P.E. points to reload/recharge or 30 I.S.P.

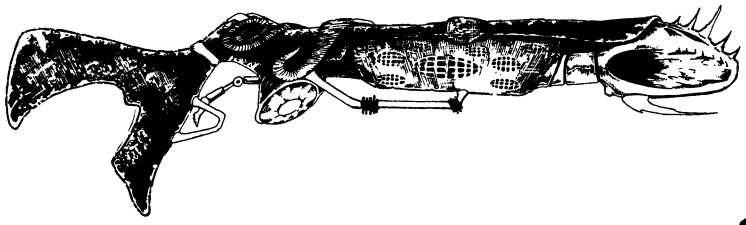
TW Telekinetic "TK" Assault Rifle. Mega-Damage: 2D4 per single bolt of telekinetic force (3D6 M.D. at a ley line) or 3D6 M.D. per burst (5D6 M.D. at ley lines). Rate of Fire: Single shot or three round burst; each counts as one melee attack. Range: 1500 feet (457.2 m), Payload: 15 shots for a standard TK Rifle, 30 for a Stormspire rifle with a P.P.E. clip. The Tolkeen and most other versions of this weapon does not use a P.P.E. clip and requires One P.P.E. (or 2 I.S.P.) to reload/recharge the weapon with one TK round. Cost: Gun: 90,000 credits, P.P.E. clip: 40,000 cr.



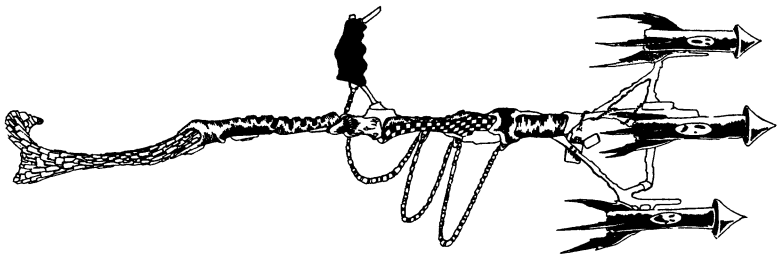
TW Windblaster Rifle (a.k.a. "Wind-Chester"). Mega-Damage: The equivalent of a 5th level Wind Rush spell. Rate of Fire: Single shot only, each shot counts as one melee attack. Range: 300 feet (91.5 m). Payload: Two wind blasts. Note: The Tolkeen version of this weapon does not use a P.P.E. clip and requires 25 P.P.E. or 50 I.S.P. to reload/recharge the weapon with two wind blasts. Cost: Gun: 90,000 credits, P.P.E. clip: 40,000 credits (holds eight blasts).

TW Heavy Weapons

Also see pages 135-138 of **Rifts® Ultimate Edition** for TW conversions and devices.

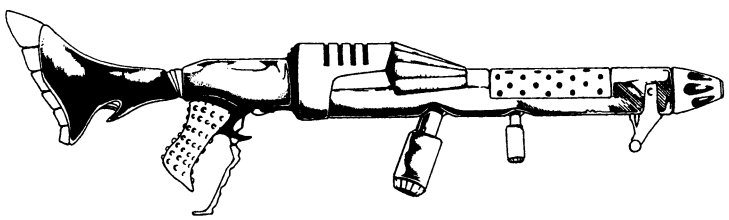


Plasma Rifle. A large, heavy weapon that fires bolts of M.D. fire with devastating effect. A favorite of heavy infantry troops, Brodkil, Gargoyles and strong D-Bees. Mega-Damage: 4D6 per single fiery bolt (1D4x10 at ley lines). Rate of Fire: Single shot; each counts as one melee attack. Range: 1500 feet (457.2 m). Payload: 10 shots for a standard plasma weapon, but 15 for a Stormspire weapon with a P.P.E. clip. The Tolkeen version and most other versions of this weapon do not use a P.P.E. clip and require 12 P.P.E. (or 24 I.S.P.) to reload/recharge the weapon with five blasts. Cost: Standard Rifle: 80,000; Stormspire Gun: 95,000 credits plus 40,000 for the P.P.E. Clip.

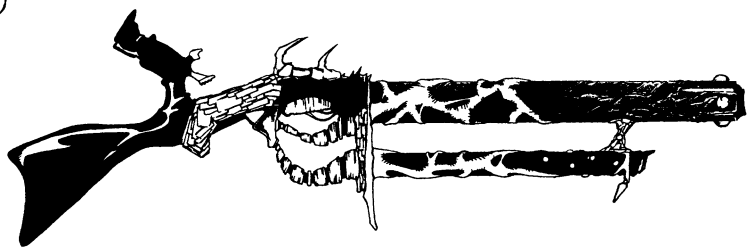


Rocket Staff. The weapon itself resembles a simple pole, except a rocket (or several small rockets) is mounted on the top end. To fire, one simply pulls off a pin, pumps 4 P.P.E. into each rocket to be activated and fired, and a mental command sends them flying to their target (must have visual contact; optical augmentation can be used to view long-range targets). Mega-Damage: Large rocket: 2D4x10 to everything in a 30 foot (9.1 m) radius. Mini-Rockets: 4D6 per rocket fired. Effective Range: Large rocket: up to three miles (4.8 km); Mini-Rockets: up to 4000 feet (1219 m), but can be fired in volleys. Payload: One large rocket or 2-6 small rockets. P.P.E. Cost: 140 to create the staff; 4 P.P.E. to activate and launch a single missile. Cost: 65,000 credits for the staff. 10,000 credits for each mini-rocket and 30,000 for one large rocket.

Shard Rifle. An upgrade of the TW Shard Pistol, this sleek, automatic weapon is a certified troop-killer, able to pin down entire columns of the enemy with lethal burst and spray firing. It fires magically created ice fragments rather than metal projectiles. Range is still a problem, but this assault weapon is lightweight and reliable. Mega-Damage: 2D6+1 per single shot. 4D6 M.D. per short burst. 6D6 M.D. per long burst. 1D6x10 per entire magazine burst. Rate of Fire: Single-shot or burst firing. A short burst fires 5 shots, a long burst fires 13 shots, and a full melee burst fires 24 shots. Effective Range: 1,200 feet (366 m). Payload: 24 shots per P.P.E. clip. Cost: 140,000 credits for the rifle. 40,000 credits for each P.P.E. clip.



Starfire Rifle. Mega-Damage: 6D6+6 M.D. per shot (1D6x10+6 at ley lines). Rate of Fire: Single shots only, each counts as one melee attack. Effective Range: 1,500 feet (457.2 m). Payload: 6 shots per P.P.E. clip, but the Stormspire version can accommodate two clips at a time (12 shots). The Tolkeen version of this weapon does not use a P.P.E. clip and requires 20 P.P.E. (or 40 I.S.P.) to reload/recharge the weapon with three blasts. Bonus: +1 to strike. Cost: Tolkeen version: 250,000 credits; Stormspire version: 225,000 credits for the rifle and 40,000 credits per each P.P.E. clip.



Telekinetic (TK) Rifle. Mega-Damage: 2D4 per single bolt of telekinetic force (3D6 M.D. at a ley line) or 3D6 M.D. per burst (5D6 M.D. at ley lines). Rate of Fire: Single shot or burst; each counts as one melee attack. Range: 1500 feet (457.2 m); double at ley lines. Bonus: +1 to strike. Payload: 15 shots for a standard TK weapon, but 30 for a Stormspire weapon with a P.P.E. clip. The Tolkeen version and most other versions of this weapon do not use a P.P.E. clip and require one P.P.E. (or 2 I.S.P.) to reload/recharge the weapon with one TK round. Cost: Standard Rifle: 75,000; Stormspire Gun: 65,000 credits plus 40,000 for a P.P.E. Clip.

Telekinetic (TK-60) Light Machine-gun. Mega-Damage: 2D4 M.D. per single shot, 4D4 per short burst, 4D6 per long burst and 2D4x10 M.D. from a full melee burst of 30 shots. Rate of Fire: Standard machine-gun burst firing only. A short burst fires 3 shots. A long burst fires 6 shots. And a full melee burst fires 30 shots. Effective Range: 2,000 feet (610 m); double at ley lines. Bonus: +1 to strike when supported against a solid base, or if the shooter has a P.S. of 20 or greater. Payload: 30 shots per the "standard" Tolkeen version and most other manufacturers. The Stormspire version comes with two P.P.E. clips for a payload of 60 TK rounds. The Tolkeen version and most other versions of this weapon do not use a P.P.E. clip and require one P.P.E. (or 2 I.S.P.) to reload/recharge the weapon with one TK round. Cost: 100,000 for the "standard" light TK machine-gun; Stormspire Gun: 90,000 credits plus 40,000 for each P.P.E. Clip.

TK-80 Heavy Machine-gun. The TK-80 heavy machine-gun is a powerhouse weapon that offers increased range and rail gun-like fire power. It is often mounted on vehicles or used with a bipod or tripod. Brodkil love this weapon and are strong enough to use it as a two-handed assault rifle. Characters with a P.S. of less than 24 are -4 to strike even when using it with both hands. Mega-Damage: 2D4 M.D. per single shot, 3D6 per short burst, 5D6 per long burst and 2D6x10 M.D. from a full melee burst of 50 shots. Rate of Fire: Standard machine-gun burst firing only. A short burst fires 5 shots. A long burst fires 10 shots. And a full melee burst fires 50 shots. Effective Range: 4000 feet (1219 m); double at ley lines. However, without a spotter near the target site or some kind of enhanced vision, the gunner will be at -3 to strike any target beyond 3,000 feet (914 m). Bonus: +1 to strike. Cost: 500,000 credits for the machine-gun. 100,000 credits for each P.P.E. power pack. Payload: 200 TK rounds per the "standard" Tolkeen version and most other manufacturers. The Stormspire version comes with two P.P.E. clips in addition to the standard payload for 260 TK rounds fully charged. All versions of the TK-80 machine-gun can be recharged/reloaded for the cost of one P.P.E. (or 2 I.S.P.) per one TK round. Cost: 160,000 for the "standard" TK-80 heavy machine-gun; Stormspire version: 140,000 credits plus 40,000 for each P.P.E. Clip.

TW Arrows. See Goblin Bombs (effectively the same).

TW Pyrotechnics & Explosives

Flamethrower: "Dragonfire" (Heavy) This is an ornately decorated flamethrower with a dragon's head at the nozzle, designed specifically to appeal to the Cult of Dragonwright. It is an effective and dangerous weapon, being able to fire streams of magical flame to incinerate the enemy, often catching multiple targets at once. Unlike a modern flamethrower, the Dragonfire needs no fuel tank — magic provides the flames. Mega-Damage: 1D6x10 M.D. (2D4x10 at a ley line) to everything in its 100 foot (30.5 m) length of fire. Roughly equivalent to a second level Fire Gout spell. Rate of Fire: Single shots only. However, the flame can be whipped back and forth, striking multiple targets in both directions. Moving it back and forth will hit everything in a corridor 10 feet (3 m) wide and 100 feet (30.5 m) long, but uses three melee attacks/actions. Effective Range: 100 feet (30.5 m). Payload: 8 blasts per P.P.E. clip. Cost: 150,000 credits for the thrower. 40,000 credits per clip.



Flamethrower: Firedemon Flamethrower (Heavy; by Mark Somimoto). Imagine watching, frozen in fear, as a fiery screaming demon blazes through the air towards you. Then imagine it wrapping around your body, its flames eating through your armor, as you struggle in vain to pull it from you. If you can visualize this, then you know what it feels like to be on the receiving end of the TW Firedemon. This vicious weapon is all the rage in the New West and Stormspire. The basic function of this weapon is the same as a flamethrower. It launches a burst of fire that clings to its victim and continues to burn until used up or magically extinguished. The big selling point to it is that the flames launched magically take the appearance of a wailing banshee, mouth wide open and clawed fingers on outstretched arms. Seeing this weapon in action sends shivers up the onlooker's spine, but locks the victim in horror. Truly, this is a weapon designed with intimidation in mind. The magic is either built into a revolver or a flamethrower, depending on the buyer. Creation Requirements: A ruby worth 2000 credits and either a gold plated revolver or a flamethrower with a gold plated nozzle. 250 P.P.E. for revolvers and 350 P.P.E. for full-sized flamethrowers. Spells needed: Fire Globe (40), Fire Ball (10), Fuel Flame (5), Fly as the Eagle (25), Horror (10), and Horrific Illusion (10). Time to build: 1D4 days. Mega-Damage: 5D6 M.D. per single blast (hits one target) per melee round. In addition, living targets must save vs Horror Factor 14 or higher or will lose one attack, lose initiative and is -4 to dodge. Range: 1000 feet (305 m). Payload: Two blasts for revolvers and 10 for flamethrowers/rifles. P.P.E. to Recharge: 50 points or 100 I.S.P. for two blasts. This means 250 P.P.E. or 500 I.S.P. must be spent to fully reload a full-sized flamethrower. Cost: 300,000-350,000 credits for the revolver and 450,000 credits for the flamethrower. Fair availability.

Flamethrower (Light). This weapon looks similar to an ordinary flamethrower except for the magic symbols and fire pattern painted on it. It can project a fiery burst (one shot) or a sustained stream (counts as five blasts) for the entire melee round. P.P.E. Cost to Make: 55. Spells Needed: Ignite fire (6), Fireblast (8), and Fire Ball (10). Physical Requirements: The mechanical weapon complete with fuel canister (holds magical energy and is an integral part of the weapon) and a red or orange sapphire worth 1200+ credits. Mega-Damage: 3D6 M.D. (or 5D6 M.D. at ley lines) per single shot. Rate of Fire: Fires single shots or a sustained stream that can be trained on one target (2D4x10 M.D.) for an entire melee round or used to sweep an area (3D6 M.D. to every six feet/1.8 m hit by the flame); counts as five shots. Effective Range: 300 feet (91.5 m). Payload: 15 shots. Cost to Charge and Recharge the Weapon: 10 P.P.E. or 20 I.S.P. (10 I.S.P. for seven shots). Cost: 80,000+ credits; poor availability.

Flare: Animal Repellent. This is a hand-held flare that ignites when a cord is pulled. It doesn't fire anything but releases a minty scent and a magic aura that will repel as many as six large animals like wolves, and 20 small animals like rats, mice, and bats. Duration: 1D4 minutes. The magic aura covers a tiny area of about five feet (1.5 m), although scattering several around an area will increase the area of effect. Moving the flares will cause them to dissipate twice as quickly. The mint smell is only for effect. When the flare stops burning its magic is ended. Cost: 6,000 credits per flare.

Flare: Globe of Daylight. Another magic flare that is fired into the air by a flare gun or lit and launched like a rocket. Explodes 200 feet (61 m) in the air to release a magic globe of daylight that slowly drifts down until it stops and hovers, stationary, about 20 feet (6.1 m) above the ground. The flare forces vampires to the edge of its light, holding them at bay and preventing them from entering the lighted area (same as spell). Note: Shooting the magic flare into a vampire does NO damage; bounces off and away, but will still burst into a globe of light. Also excellent as a signal flare, scaring animals and lighting an area. Duration: 3D4 minutes. The globe is stationary and can't be moved. Cost: 2,000 credits per flare.

Flare: Storm. A magic flare that is fired into the air by a flare gun or lit and launched like a rocket. Blows up 2000 feet (610 m) in the air and causes a sudden rainstorm. The storm covers a small 100 foot (30.5 m) circle and lasts 1D6 minutes. Storm damage inflicts 4D6x10 Hit Point damage for every HALF melee round (7.5 seconds) a vampire is exposed to the cleansing waters. Cost: 10,000 credits per flare. Note: Shooting the storm flare into the vampire does NO damage and doesn't create a storm.



Goblin Bombs. These are a variety of Techno-Wizard hand grenades the size of a softball but with the face of a Goblin. The following are the types of magic hand grenades available. The creation cost in P.P.E. and time outweighs the cost of materials. Although excellent for special situations and surprise attacks, it is much more cost effective to make or buy conventional explosive and smoke grenades and bombs. Mega-Damage: Varies depending on the "spell effect" of the bomb. All unleash the effect of an equivalent spell at roughly third level spell strength. Thus, these magic "bombs" (or arrows) are basically an alternative "spell delivery system." For reasons not fully understood even by Techno-Wizards, most spells can not be placed into a hand grenade/bomb or other weaponry (at least not by known TW means). Low level spells are most easily turned into a Goblin Bomb; the higher the level the less likely it can be a grenade. So far, "magic bombs" are limited to those listed below.

Blinding Flash. Great indoors and in the dark to momentarily blind one's opponent. The grenade has the face of a Goblin wearing sunglasses.

Carpet of Adhesion. Whoever or whatever is struck by this bomb will suddenly find himself/itself stuck to a Carpet of Adhesion for up to 30 melee rounds (roughly 7 ½ minutes); 2D6 rounds if the victim makes a successful save vs magic. The Goblin's face of this bomb is covered in goo and dripping from the eyebrows and nose.

Extinguish Fire. This grenade with the face of a smiling Goblin, instantly and completely puts out fire within a 20 foot (6 m) radius from the impact point of the grenade.

Fear Grenade. Creates an aura of fear that affects everybody within a 20 foot (6 m) radius from the impact point of the grenade. The grenade has the face of a screaming Goblin.

Fire Bomb. Does 4D6 M.D. to a six foot (1.8 m) diameter by fire. Combustibles have a 01-80% likelihood of bursting into S.D.C. flame. No spell description necessary (draws on the Fire Bolt spell). If nothing catches fire, the flames created by the grenade burn out in four seconds. This grenade shows the face of a Goblin with fire for hair (including flaming eyebrows).

Fuel Flame: Causes any fire to double in size, and affects up to a 10 foot (3 m) diameter. Shows the face of a Goblin breathing fire. No spell description necessary.

Lightning Bomb. An electrical blast bursts forth from the grenade inflicting 2D6+2 M.D. to everybody in a three foot (0.9 m) radius from the impact point. Typically affects only one individual, but as many as three or four characters may be affected if clustered close together. Shows the face of a Goblin with eyes wide open, teeth gritted and hair (including eyebrows) standing on end. No spell description necessary (based on Electric Arc).

Orb of Cold. Does 3D6 M.D. plus cold penalties to a three foot (0.9 m) radius from the impact point. Typically affects only one individual, but as many as three or four characters may be affected if clustered close together. Shows the face of a Goblin with closed eyes and icicles from its eyebrows and nose.

Smoke. A grenade with the face of a Goblin with lips pursed as if to blow smoke rings. Creates a 30x30x30 foot (9.1 m) cloud of smoke that lasts for 45 seconds (3 melee rounds). Excellent for creating cover, distractions and impairing vision.

P.P.E. to create TW Grenades & Goblin Bombs: 130 P.P.E. to create, plus the normal P.P.E. cost of the spell effect being evoked. To activate a Goblin Bomb/Grenade a pin is pulled and 2 P.P.E. (or 4 I.S.P.) must be pumped into it. The user then has five seconds to throw it before it detonates. Duration and Effect: Most are instant, otherwise equal to a spell cast by a 3rd level mage. Effective Range: These "bombs" can be thrown up to 100 feet (30.5 m) by humans, double for those with a P.S. of 20 or greater, triple for creatures with Supernatural P.S., or dropped by flyers and aircraft, and fired from catapults (up to 1200 feet/366 m). These "bombs" can also be made into warheads for magic arrows in the shape of large capsules, but shooting range with them is reduced by half because they are heavier and less aerodynamic. Payload: Single-use. Once the device goes off, it is destroyed. Cost: Generally 4,000 credits per level of the spell evoked. A Carpet of Adhesion spell bomb evokes a fourth level invocation so it would usually cost 16,000 credits. Higher level magic can not be placed in Goblin Bombs.

Grenade: Firebomb. A Firebomb is another type of grenade that creates an explosion of magical flame and flying embers. It closely resembles a modern hand grenade, and can be easily confused with such. As with any grenade, it is good for only one use. These grenades are painted red. Mega-Damage: 6D6 M.D. to a 10 foot (3 m) area. Rate of Fire: One can be thrown per attack. Range: Can be thrown 100 feet (30.5 m), affects a 10 foot (3 m) radius. Cost: 25,000 credits each.

Grenade: Flash Freeze. These are normal looking grenades painted white to designate their nature. When thrown, a Flash Freeze grenade will detonate, instantly encasing the area around it in solid ice, including anyone unlucky enough to be too close. The freeze effect covers a 10 foot (3 m) radius sphere (though it will not go through the ground). Large targets will not be completely covered, as the sphere is the full extent of the effect. Rather, they will be partially covered in ice, and probably able to break free. Living creatures fully encased by the ice will enter suspended animation until the ice is removed. The ice lasts for 3D6 minutes and has 50 M.D.C. Trying to blast someone out is possible, but there is a 50% chance that each attempt will hurt both the ice and the victim (unless using precision tools). Each grenade is good for only one use. Mega-Damage: 1D4 M.D. Rate of Fire: One can be thrown with each attack. Range: 100 feet (30.5 m); affects a 10 foot (3 m) radius. Cost: 25,000 credits.

Grenade: Mokoloi: Explosives (Australia). The Mokoloi also employ many types of explosives. These are the same as those mentioned in **Rifts® Ultimate** (page 260). The Mokoloi explosives use the same rules as the Coalition equipment, and are different only in physical styling and appearance. The Mokoloi may use Fragmentation Grenades, Plasma Grenades and Fusion Blocks only. What few hundred Mokoloi explosives they have were brought with them when they were Rifted to Australia. Any others are prizes won in combat against City-Goers and other humans. Cost: 300-500 credits each.

Grenade: Paralysis (By Eric Swanson): These are used to impair resistant detainees as well as for slowing down any hostile forces. A pin is pulled, the grenade is thrown, and it activates on impact; but rather than explode, the grenade emits a mystic field (invisible to most people). Weight: Half a pound (.22 kg). Magical Effect: Equivalent to *Paralysis: Lesser.* It paralyzes a *random limb* (roll percentile dice: 01-25 right arm, 26-50 left arm or prehensile tail if the character has one, 51-75 right leg, 76-00 left leg or wing if the character has one) of 1D4+2 mortal beings within a 10 foot (3 m) diameter of the grenade. Standard save vs Magic applies (12 or higher). Duration of Paralysis: 4 minutes (16 melee rounds). Range Throwing: 60-100 feet (18.3 to 30.5 m). Requirements to Create: A thick cardboard tube or canister, a small cube-cut crystal (any kind) worth 100 credits, a light metal pull ring, and the spells Energy Bolt (5), Paralysis: Lesser (5) and a total of 60 P.P.E. Takes 1D6 hours to make. Reuseable: The canister can be picked up, recharged and re-used up to 10 times. Cost to Recharge: 12 P.P.E. or 24 I.S.P.; can only hold one charge at a time. Cost: 8,000 to 10,000 credits per grenade. Fair availability. **Note:** On ley lines and nexus points, the grenade has double the radius and duration (10 feet/3 m and 8 minutes).

Grenade: "Vampire Chaser" Steam Grenade (By Jason Richards & Siembieda). A Vampire-fighting weapon designed by the Techno-Wizards at Arzno Weapons Manufacturing (Arizona) and copied by Colorado Baronies. The grenade does little damage and is used basically as a riot-control style tear gas against ordinary people (burns and blinds). Against vampires, it is used to flush them out of their hiding places and disperse large groups. It is a round grenade, most frequently painted blue, with one small aquamarine gem that serves as the trigger button. Requirements to Create: 60 P.P.E., one small aquamarine (40 credits), a conventional grenade and the spells Create Water (15), Ignite Fire (6), and Fuel Flame (5). Once created, it can be used by anybody just like a normal hand grenade. Effect: Against humans and vampires the hot steam burns unprotected skin and temporarily *blinds* them (-10 to strike, parry and dodge) while in the area of effect and for 1D6 melee rounds after leaving the steam cloud. Damage: 2D6 S.D.C. per melee round to ordinary mortal beings, but 6D6 Hit Point damage per melee round to vampires and causes great burning pain that blisters the vampires' skin and compels them to flee the painful steam. Duration of Steam Cloud: One minute (4 melee rounds). Range: Thrown, 100 feet (30.5 m); Steam cloud has a 10 foot (3 m) radius. P.P.E. Required to Recharge: The Steam Grenade can be picked up and reused by charging it with 25 P.P.E. or 50 I.S.P.; can be recharged at least 60 times before burning out. Cost: 2,000-4,000 credits; only 1000 along the border of Mexico where they are most common; fair to good availability throughout North America.

Naut'Yll TW Grenades. Theses are ordinary looking canisters that release magic spells when activated. All have a six second delay and are dropped or placed in an area. Black Water Grenade: Same as the spell. Sonic Blast: 4D6 M.D. to a 20 foot (6.1 m) blast diameter. Cost: 1000-2000 credits each.

Shockstorm Landmine. Anti-personnel mine having the ability to wipe out large numbers of enemies without the necessity of being stepped on. The mine possesses magical "sensing" abilities that cause it

to trigger if something moves within five feet (1.5 m). The moment the mine senses something, an arc of electricity leaps to the victim, scorching them and automatically knocking them down. The mine can shock multiple targets at once, and will keep shocking them as long as they remain in the area of effect. Each electrical attack automatically hits. The Shockstorm mine looks like a flat, silver disk about a half foot (0.15 m) in diameter. It can take 30 M.D.C. before being destroyed. Mega-Damage: 2D6 M.D. to all susceptible targets within its range. Most mortal victims will be knocked off their feet (01-70% likelihood) and lose one melee action and initiative. Rate of Fire: Special. Can deliver one attack to every target in a 12 foot (3.6 m). radius. It can do this twice per melee. Range: 12 foot (3.6 m) radius. Payload: Once activated it will continue to inflict damage to living creatures, vehicles and metal (which it is attracted to) for one minute/4 melee rounds. Once expended the mine may recharged by a Techno-Wizard and reset. Cost: 100,000 credits per mine. 20,000 credits to recharge.

Vampire-Slaying TW Weapons

Techno-Wizard "Water Blasters" typically look like squirt guns or real looking automatic weapons (can not fire bullets, only water) that appear to be empty. However, when 10 P.P.E. or 20 I.S.P. are pumped into the blaster, it will fire a high-powered jet of water. Payload and Rate of Fire: The typical weapon can fire 40 bursts before requiring a recharge of 10 P.P.E. or 20 I.S.P. Each water blast generally counts as one melee attack/action. Aimed shots, bursts, and wild shooting are all possible and bonuses from W.P. Automatic Pistol or Rifle, as the case may be, apply to these water guns. The great thing about TW water blasters is that they do *not* require a reservoir of water, the water magically appears when fired, which makes them more durable, lightweight (no water weight!) and easy to use. The range is also significantly greater than conventional toy water guns.

TW Plastic Water Pistol. Range: 150 feet (46 m). Damage to Vampires: 2D6 Hit Points. Payload: 40 blasts. Cost: 6000 credits.

TW Metal Water Pistol. Range: 200 feet (61 m). Damage to Vampires: 2D6 Hit Points. Payload: 40 blasts. Cost: 10,000 credits.

TW Pump Style Water Pistol or Sawed-Off Shotgun. Range: 200 feet (61 m). Damage to Vampires: 4D6 Hit Points; wider concentrated blast (more water). Payload: 40 blasts. Cost: 20,000 credits.

TW Full Size Water Shotgun. Range: 300 feet (91 m). Damage to Vampires: 5D6 Hit Points. Payload: 40 blasts. Cost: 25,000 credits.

TW Full Size Water Rifle. Range: 600 feet (182 m). Damage to Vampires: 4D6 Hit Points. Payload: 40 blasts. Cost: 40,000 credits.

TW Rifle and Water Grenade Launcher. Range: 600 feet (182 m). Damage to Vampires: Rifle blast: 4D6 Hit Points; the grenade is a concentrated ball of water that erupts on impact covering its target in water (approx. 15 gallons of water to a 10 foot/3 m area), inflicting 1D4x10 Hit Point damage. Payload: 20 blasts. Cost: 60,000 credits. Limited Rate of Fire: Can fire grenade only two times per melee and each grenade counts as two rifle blasts. Not available as hand thrown grenades.

TW Water Cannon Bazooka. Range: 600 feet (182 m). Damage to Vampires: 2D4x10 Hit Points; fires a concentrated ball of water that erupts on impact, covering its target in water (approx. 30 gallons of water to a 10 foot/3 m area). Payload: 20 blasts. Cost: 70,000 credits. Limited Rate of Fire: Can shoot only three times per melee.

TW Water Cannon. This weapon looks like a two-handed flame thrower with hose and small, one gallon hip or back tank. Range: 300 feet (91 m). Damage to Vampires: 3D6x10 Hit Points; fires a high pressure stream of water the full 300 foot length, covering its target in water (approx. 50 gallons of water to a 10 foot/3 m impact area). Payload: 20 blasts. Cost: 150,000 credits. Limited Rate of Fire: Can shoot only six times per melee.

TW Vampire Water Field. The TW water field is a silly, but amazingly popular device with people in the vampire plagued west. The basic device is a compact backpack that weighs five pounds (2.3 kg). When activated by 10 P.P.E. or 20 I.S.P., an umbrella-like tube framework (no protective membrane) sprouts up and sprays water all around the individual wearing the pack (some of the water hits the wearer too, especially if moving or on a windy day). Despite the ridiculousness of the "portable shower," as it is frequently called, the device does keep vampires away. A vampire will suffer 3D6 H.P. damage every time he steps into the shower of water. Duration: Five minutes. Range: 2 feet (.6 m) around the wearer. Cost: 50,000 credits.

TW Modified Wood Firing Rail Gun. This is a very rare and expensive weapon said to have been developed by a Techno-Wizard at Lazlo with the help of a wizard from another dimension (Palladium). Any rail gun can be magically converted, but the lighter models are preferred because they can be used by more people. Like the TW water weapons, no external ammunition drum is required, only the rail gun itself; the rapid fired wood shards magically appear. Normal rail gun rounds can not be fired from these weapons. Damage: A burst inflicts 1D4 M.D. or 3D6x10 H.P. to vampires. Range: 4000 feet (1219 m). Payload: 40 bursts per every 20 P.P.E. or 40 I.S.P. Cost: 500,000, very rare, but becoming more common.

TW Steam Grenade. Described in the previous grenade section.

TW Storm Flare. Described in the previous grenade section.

Vampire-Killer TWW-2000 (By Jason Richards & Kevin Siembieda). What can we say? If you want to kill vampires, this weapon kit will do the job. It's a must have for any serious vampire hunter. Model: Arzno TWW-2000. Weight: 30 lbs (13.5 kg). The kit includes the following.

1. Silver-Bladed TW Chain Saw. Damage: 1D6x10 S.D.C. or 5D6 Hit Point damage to Vampires. Range: Arm length, +2 feet. P.P.E. to Activate: 5 P.P.E. or 10 I.S.P. for five melee rounds of use. Most are designed to take an E-Clip for ten hours of continuous use.

2. Cross Spotlight: Can be a hand-held flashlight unit or mounted over a chain saw or on a gun. Damage: 3D6 Hit Points to Vampires. Range: 100 feet (30.5 m). Payload: Battery powered; effectively unlimited.

3. Grenade Launcher: May be mounted on the chain saw (the right of it) or a separate weapon. Damage: Varies. Wood fragmentation does 2D6 M.D. or 8D6 Hit Point damage to Vampires plus a 01-05% chance of hitting the heart of any given vampire in the 10 foot (3 m) diameter of the blast. May also fire Water Grenades (does 1D4 damage to all vamps in the 10 foot/3 m radius), TW Steam Grenades, and Storm Flares as well as conventional explosive grenades (typically 2D6 or 4D6 M.D.; no damage to vampires). Range: 200 feet (61 m). Rate of Fire: Holds 5 grenades per clip.

4. Basic Gear: One 12 inch (0.3 m) wooden cross, six wood stakes, one wooden mallet (does 1D4 damage as a blunt weapon against people and vamps), one pocket mirror, one TW Storm Flare, one Globe of Daylight Flare and two TW Steam Grenades. Note: Grenades for the Launcher sold separately.

Cost: 200,000 credits. Excellent availability at the city of Arzno, Arizona, fair most elsewhere along the Mexican border. Outlawed by the Vampire Kingdoms.

Water Dagger TWW-1050 (By Jason Richards). A smaller version of the Water Sword below. Requirements to Create: 80 P.P.E., a metal pipe and three aquamarines worth 100 credits each, the spells Telekinesis and Create Water. Range: Hand-held, 2-4 feet (0.6 to 1.2 m) long. Duration: 10 minutes per activation. Damage: One S.D.C./H.P. point because the water feels hard. 2D6 Hit Points to vampires. P.P.E. Cost to Activate: 7 P.P.E. or 14 I.S.P. Cost: 18,000 credits, typically twice as much elsewhere in North America.

Water Sword TWW-1000 (By Jason Richards). Arzno Weapons Manufacturing offers a weapon that is merely a pipe made into a hilt (hand-guard optional), often with grip or tape rapped around it. Three aquamarines are placed around the diameter of the hilt. When activated, water pours out of the handle and is telekinetically held into the

shape of a blade. Regardless of the surface hit, the blade remains solid but drenches its victim. Requirements to Create: 100 P.P.E., a metal pipe and three aquamarines worth 100 credits each, the spells Telekinesis and Create Water. Range: Hand held, 2-4 feet (0.6 to 1.2 m) long. Duration: 10 minutes per activation. Damage: 1D4 S.D.C./H.P. because the water feels hard. 4D6 Hit Points to vampires.

P.P.E. Cost to Activate: 10 P.P.E. or 20 I.S.P. Cost: 25,000 credits in the southwest, typically twice as much elsewhere in North America.

Techno-Wizard Bionics

Originally appeared in Rifts® World Book 20: Canada

TW Bionics are extremely rare and few people other than the Momano Headhunters are willing to use them (according to one legend, they are were originally developed for a particular clan of heroic *Momano Devil Slayers,* a select form of Headhunter O.C.C. According to another, they were developed in the Splugorths' Atlantis). Although most experienced Techno-Wizards can make them, few will consider it, and even fewer people will consider buying and using them. The items and effects are actually relatively simple. Most are cast upon or built into "mechanical" weapon attachments that are not directly linked to the partial cyborg's body, such as forearm weapons. As a rule, bionics, electronics, metal, artificial parts and body armor have a negative effect on magic, reducing its potency or negating its effect entirely. Consequently, only characters with a comparatively low level of bionics can use TW Bionic devices.

TW Finger Blaster. Instead of firing a light laser, it can fire a magical bolt of energy. Initial P.P.E. Cost: 38. Spells Needed: Energy Bolt (7) and Fire Ball (10). Physical Requirements: Firing mechanism with a diamond worth 2000 credits or more, plus physical enchanted rounds. Takes about 45 hours of work to build. Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion. Damage: 3D6 M.D. Range: 200 feet (61 m). P.P.E. Cost to Fire: 7 P.P.E. or 14 I.S.P. per blast.

TW Flaming, Shooting Knuckle Spikes or Bullets. A moment after a seemingly conventional knuckle spike (or bullet) has been launched, it magically bursts into flame, like a mini-fire ball. Initial P.P.E. Cost: 38. Spells Needed: Energy Bolt (7) and Fire Ball (10). Physical Requirements: Firing mechanism with a diamond worth 2000 credits or more, plus physical enchanted rounds. Takes about 45 hours of work to build. Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion. Damage: 3D6 M.D. each (3D6 H.P. to vampires). Range: 200 feet (61 m). P.P.E. Cost to Fire: 3 P.P.E. or 6 I.S.P. per each flaming spike or projectile. Cost: 18,000 credits for the bionic weapon and 15-30 credits per round of enchanted ammunition. **TW Gun Note:** This projectile shooting TW item can also be converted into a bionic forearm weapon with a payload of 100 rounds and a range of 400 feet/122 m; costs 35,000 credits. Furthermore, a TW 14 shot pistol or six-shot revolver (200 foot/61 m range, 3D6 M.D., costs 25,000 credits) and TW rifle (1800 foot/548.6 m range, 3D6 M.D., costs 55,000 credits) are also available. All of these projectile weapons require enchanted ammunition that costs 15-30 credits (depending on availability) per each individual round/bullet.

TW Electro-Blaster. This can only be a forearm weapon or bionic hand. The hand can not have any other bionic features other than being mechanical. When the magic is activated, the hand is enveloped in electrical energy that does 2D6 M.D. plus the 'Borg's normal punch damage. As a forearm weapon, the blaster fires an electrical arc short distances. However, although limited to short range, many supernatural beings are vulnerable to electricity, making it valuable. Initial P.P.E. Cost: 30. Spells Needed: Energy Bolt (7), Electric Arc (8) and Power Weapon (35). Physical Requirements: The standard bionic weapon system or hand slightly modified with copper wire and plating. Takes about 65 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon or hand plus 100,000 for the TW conversion. A pistol and revolver version of this is also available for only 50,000 credits. The gun version holds six shots but costs 12 P.P.E. or 24 I.S.P. to magically reload with another six shots. Damage: Electric Arc: 2D6; Electro-Fist: 2D6 M.D. plus the 'Borg's normal punch damage. Even a gentle touch will inflict 1D6 M.D. Duration: Electric Arc: Instant. Electro-Fist: one melee round (15 seconds). Range: Forearm weapon or handgun: 200 feet (61 m). Bionic Hand: Melee combat/hand to hand. P.P.E. Cost to Activate Electro-Fist: 8 P.P.E. or 16 I.S.P. P.P.E. Cost to Fire Forearm Gun: 8 P.P.E. or 16 I.S.P. per ranged, arcing blast. Note: Can not have both an electrical forearm weapon and electro-fist; select one or the other.

TW Flaming Retractable Sword. A seemingly ordinary retractable blade or Vibro-Blade that becomes a magical flaming sword when sufficient P.P.E. or I.S.P. has been pumped in to activate its magic. The activation counts as one melee action and the blade can be no smaller than a short sword.

Initial P.P.E. Cost: 85. Spells Needed: Fire Bolt (7) and Power Weapon (35). Physical Requirements: The standard bionic weapon and two rubies worth 1000 credits each. Takes about 60 hours of work to build. Cost: Standard cost of the bionic weapon plus 55,000 for the TW conversion. Damage: 4D6 M.D. Duration: Two minutes (8 melee rounds). Range: Hand to hand melee combat. P.P.E. Cost to Activate: 7 P.P.E. or 14 I.S.P.

Cost: Standard cost of the bionic weapon (30,000) plus 70,000 credits for the TW conversion.

TW Hydraulic Stake Driver. Fundamentally the same as the ordinary bionic Stake Driver, except that by pumping P.P.E. or I.S.P. into the weapon, it magically creates the wooden stakes it fires out of thin air! Initial P.P.E. Cost: 75. Spells Needed: Energy Bolt (7), Fly (15) and Create Wood (10). Physical Requirements: The standard bionic weapon system slightly modified with topaz or yellow quartz. Takes about 65 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon plus 90,000 for the TW conversion. A TW shotgun version of this is also available for 85,000 credits. The gun version holds two stakes and can be magically reloaded with another two shots by expending 4 P.P.E. or 8 I.S.P. Damage: 3D6 H.P./S.D.C. No damage to most M.D. creatures. Maximum Effective Range: 15 feet (4.6 m; the shotgun has an effective range of 50 feet/15.2 m). P.P.E. Cost to Load With Two Stakes: 4 P.P.E. or 8 I.S.P.

TW Magical Silver-Plated Blades. Knuckle spikes, finger blade(s), forearm blade(s), claws and similar hand to hand weapons that are plated in silver and magically enchanted to make them effectively magic weapons! This simple magic is typically a magical glow or weak magical energy field and other low level effects that are just enough to make it a magic item. To activate the magical aspect of the weapon (and make it useful against the supernatural and creatures of magic), the character must expend four P.P.E. or 8 I.S.P. to enchant the weapon for a 15 minute period. Once the "magic" effect ends, the weapon returns to being an ordinary non-magical bionic weapon. Additional P.P.E. or I.S.P. is required to reactivate or prolong the magical effect. Initial P.P.E. Cost: 25. Spells Needed: Varies; typically Lantern Light (1) or Globe of Daylight (2) and Aura of Power (4). Physical Requirements: The standard bionic weapon system slightly modified with a magic power crystal (pink quartz or a diamond). Takes about 8 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon plus 10,000 for the TW conversion. Damage: The weapon's normal damage does the equivalent in Mega-Damage when used against supernatural beings and creatures of magic only (vampires suffer the normal H.P./S.D.C. damage). Ineffective against Mega-Damage armor unless the items was an M.D. weapon to begin with, like Vibro-Blades. Range: Hand to hand melee weapons only. P.P.E. Cost to Activate the Magic Aura: 4 P.P.E. or 8 I.S.P. Duration: 15 minutes.

TW Sunbeam Blaster. This can be a finger laser, forearm weapon, or eye blaster whose laser beam is magically turned into a bolt of sunlight. This beam of light has no ill effect on humans but does laser-like damage to vampires, Shadow Beasts, Russian Demons, and other crea-

tures of darkness who are vulnerable to sunlight. Initial P.P.E. Cost: 30. Spells Needed: Energy Bolt (7) and Globe of Daylight (2). Physical Requirements: The standard bionic weapon system slightly modified with a rose quartz. Takes about 45 hours of work to modify and enchant, quadruple the time and cost for bionic eyes. Cost: Standard cost of the bionic weapon plus 125,000 for the TW conversion. A pistol and revolver version of this is also available for only 110,000 credits. The gun version holds six shots but costs 12 P.P.E. or 24 I.S.P. to magically reload with another six shots. Damage: 1D6+2 points of damage to supernatural beings injured by sunlight. No damage to most creatures. Range: 600 feet (183 m). P.P.E. Cost to Fire: 2 P.P.E. or 4 I.S.P. per blast.

TW Water Gun. A forearm weapon that squirts a stream of water, only no physical reserve of water is necessary as the precious H20 is magically generated. Initial P.P.E. Cost: 60. Spells Needed: Energy Bolt (7), Fly (15) and Create Water (15). Physical Requirements: The standard bionic weapon system slightly modified with a blue quartz or blue sapphire. Takes about 65 hours of work to modify and enchant. Cost: Standard cost of the bionic weapon plus 45,000 for the TW conversion. A TW pistol version of this is also available for only 50,000 credits. Damage: 2D6 H.P./S.D.C. to vampires. No damage to most other creatures. Maximum Effective Range: 50 feet (15.2 m; the same for the pistol). P.P.E. Cost: 8 P.P.E. or 16 I.S.P. creates the equivalent of one gallon of water or 30 shots!

Non-Weapon Techno-Wizard Devices

Eyes of Thoth Reading Glasses (By Jason Richards). A pair of glasses (no lenses necessary) with several small topaz stones lining the earpieces. Worn like normal glasses, but let the user read *any language* (but not magic wards, circles or symbols). Requirements to Create: Ten small topaz totaling about 300 credits/dollars. An old set of frames is the only other physical requirement. The spells required are Eyes of Thoth (8) and an Energy Bolt (5) and an initial 375 P.P.E. P.P.E. Cost to Activate: 10 points or 20 I.S.P. Duration: 10 minutes per activation. Cost: 8000 to 20,000 credits. Can also be installed in visors, helmets of body armor, and similar optics for an additional 30%. Poor availability (new); in high demand among scholars, scientists and practitioners of magic.

Language Translator (By Jason Richards). The device is made from a walkie-talkie or small radio transmitter and receiver with one large quartz and three small garnets in the center or each the transmitter and receiver. The translator can be hand-held or attached to a strap around the neck, and the receiver is placed on an earpiece of some sort, usually a large set of headphones. When the transmitter is placed over one's Adam's Apple it translates what that character is saying into another language, via the spell "Tongues." Likewise, the receiver translates any unknown, foreign words into the base language of the user, provided it is set to translate that language. Up to five languages can be installed at the base price, but as many as another 100 languages can be added for the cost of 160 credits each. Requirements to Create: Two large quartz worth roughly 150 credits each and six garnets worth 50 each. Also needs an old radio or walkie-talkie and requires the spells Tongues (12) and Energy Bolt (5). Total P.P.E. to make: 300. P.P.E. to Activate: 10 points or 20 I.S.P. Duration: 10 minutes. Cost: 15,000-30,000 credits. Fair to poor availability.

Magic Respirator & Air Mask (By Jason Richards). A breathing apparatus that helps a severely injured person breathe. It is made of a breath mask or filter with two medium quartz at the top where the bridge of the nose fits. An accordion-looking tube is attached at about the chin and moves in and out when the mask is active. Requirements to Create: 80 P.P.E., a breath mask or filter and two clear quartz worth 50 credits each. Creation Spells: Energy Bolt (5), Breathe Without Air (5), and Wind Rush (20). P.P.E. Cost to Activate: 5 points or 10 I.S.P. Duration: 15 minutes. Effect: Temporarily breathes for a patient. It offers a +40% to save versus coma or death if the trauma is respiratory related and offers a +2 save against smoke or toxin inhalation. It can also function as an air mask, making the wearer impervious to inhaled toxins including magic smoke, fumes and clouds. Cost: 13,000-20,000 credits, easily three times as much on the Black Market. Fair to poor availability. TW Medical devices are generally a rare commodity in high demand.

Night Goggles. Magic goggles that enable a person to see in the dark and see the invisible. Range of vision is 120 feet (36.5 m). Costs 25 P.P.E. or 50 I.S.P. to activate. Duration is 15 minutes. Initial creation cost P.P.E.: 140, modified Eyes of the Wolf spell. Market Value: 50,000 credits.

Psi-Blocker Helmet. This is an impressive Techno-Wizard version of the CS helmet that is considered the ultimate protection against psionic attacks and probes. P.P.E. Cost to Make: 100. Spells Needed: Mute (50), See Aura (6), Befuddle (3), Energy Disruption (12), and Frequency Jamming (15). Physical Requirements: Tourmaline crystals and an M.D.C. helmet, modified with electrodes and the occasional quartz crystal. Psionic Abilities: None. Fundamentally the same as a Mind Block, plus the wearer is impervious to See Aura, Sense Evil, and Remote Viewing (the psychic gets no reading) and is +2 to save vs psionic mind control and magic illusions, and +1 to save vs possession. Penalties: None, except the character is closed to dangerous and beneficial probes and communications alike. If worn by a Psychic he is completely "closed" to psychic impressions/sensitivity and psionic communication, and cannot use psi-sensitive powers. Cost to Charge and Recharge the Helmet: 10 P.P.E. or 20 I.S.P. per every 30 minutes of protection. Cost: 250,000+ credits; rare and coveted.

"Psi-Bloodhound" Psi-Tracker. TW scanner device that resembles a hand-held computer or mini-radar system. It can detect psionic energy within 400 feet (122 m) at 01-89% efficiency, and can pinpoint the source or sources (can identify up to five specific targets, typically zeroing in on the five most powerful). The Bloodhound is not only capable of detecting psionics, but it will indicate the approximate level of power: low (Minor), medium (Major), high (Master Psychic) and off the scale (suggesting an experienced Master Psionic or superhuman being). Unfortunately, it cannot discriminate between mortals and supernatural beings or creatures of magic. Maximum Effective Range: 400 feet (122 m) at maximum efficiency (89%). Reduce effectiveness by 15% for each additional 100 feet (30.5 m) or any increment thereof; so at 401 to 500 feet (122 to 152 m) the accuracy of a reading is 74%, at 600 feet (183 m) it is 59% and so on. Cost: 80,000 to 100,000 credits; poor availability.

Psychic Camera. A regular camera modified with a clear quartz crystal lens. It can store up to 100 images on ordinary film and can photograph the invisible, including entities, spirits, Astral Travelers, and the magically invisible (the user can also see the invisible through the magic lens). Any psychic with the *telepathy* power can also leave mental "images" on the crystal film, like snapshots, merely by touching the camera and concentrating on the image sent (takes one melee round/15 seconds). Psychics with the power of Remote Viewing or Machine Ghost can mentally read/see the pictures without developing the film, they only need to touch the camera and concentrate (sees 25 per melee round). P.P.E. Cost to Make: 55. Spells Needed: See the Invisible (4), See Aura (6), Sense Evil (2) and Globe of Daylight (2). Physical Requirements: The mechanical camera with modified crystal lens and ordinary film. Rate of Fire: One aimed photo shot counts as one melee action, or three unaimed, wild snaps of the shutter count as one melee action. Effective Range: Varies with lens; standard 3-300 feet (0.9 to 91.5 m). TW Macro and Telescopic lenses add to the range and cost 5000 credits. Payload: 100 photographs per standard roll or disc of film. Cost to Charge and Recharge the Camera: 8 P.P.E. or 16 I.S.P. (8 I.S.P. for 50 snapshots). Cost: 50,000+ credits; poor availability.

SCUBA Wet Suit and Diving Gear (TW). A special, breathe without air respirator with a small air tank attached, is worn instead of the normal air tanks and hose. Costs 5 P.P.E. to activate. Duration is 20 minutes, but can be instantly refilled/reactivated by an additional 5

P.P.E. or 10 I.S.P. Also effective against toxic fumes or in an airless environment. Initial creation cost in P.P.E.: 200; plus Breathe Without Air spell. Market Value: 10,000 credits.



Shadow Cloak. This pitch-black cloak is sized for humans, and will not fit those larger. The Cloak gives the wearer some power over shadows, allowing them to hide or distract the enemy. The Cloak is quite fragile and not intended as armor. M.D.C. of the Cloak: 15. Magical Powers: 1. Shadow Meld (10 P.P.E. to activate), same as the spell at 5th level power (10 minutes max). 2. The wearer can create the appearance that their shadow has come to life, moving and distracting opponents; fundamentally the same as the Shadows of Death Necromancy spell (45 P.P.E. to activate). The wearer gains an Horror Factor of 12, and opponents suffer -2 on all combat bonuses. Bonus: +20% to hide in shadows (when not Shadow Melding). Spells required: The two above plus Cloak of Darkness (6), Invincible Armor (30) and Energize Spell (12). Cost: 200,000-300,000 credits.

Silencers. These are nifty little devices that use a variation of the Globe of Silence spell to totally negate all sound from the weapon being fired. They can be used on magic firearms or conventional weapons. TW Silencers look just like ordinary silencers except for a trio of magic symbols, and a black or dark blue crystal. Initial P.P.E. Cost: 45. Spells Needed: Energy Bolt (5) and Globe of Silence (20). Physical Requirements: A length of tubing that attaches to the muzzle of the weapon (not applicable to shotguns, machine-guns or rail guns), plus three magic symbols, and a black or dark blue crystal worth 200 credits or more. Takes about 3D4 hours to build. Effective Range: Reduces the weapon's range by 10%, but completely muffles all sounds from the weapon. P.P.E. Cost to Charge & Recharge the Item: 10 P.P.E. or 20 I.S.P. for 10 silenced blasts. Payload: A fully charged TW Silencer will obliterate the sound of 10 gun shots. To recharge the silencer to muffle another 10 shots, the shooter must concentrate and pump in the appropriate amount of P.P.E. (or I.S.P.) into the magic silencer; counts as one melee action (takes 2-3 seconds). Cost: 15,000 credits; fair availability. A favorite of gamblers, highwaymen, bounty hunters and assassins.

Super Swimmer Diver's Suit. This is a simple air mask and skin-diver's wet suit with a crazy looking contraption built into the belt. The gizmo instills the magic powers of Swim As A Fish and Breathe Without Air. Costs 11 P.P.E. or 22 I.S.P. to activate. Duration: 15 minutes. Initial creation cost in P.P.E.: 600. Market Value: 50,000 credits.

Thieves' Gloves. The gloves appear to be normal leather with a metal plate on the top, knuckle part with wires running along the seam of the fingers, with crystal studs on the knuckles. They give the wearer the power of magic concealment (palming) and escape. Requires 16 P.P.E. or 32 I.S.P. to activate. Duration is 15 minutes. Initial creation cost in P.P.E.: 200, plus Concealment and Escape spells. Market Value: 250,000 credits (the gloves' sale is prohibited in many towns).

Thought Projector. Light years ahead of any comparable holographic projector that can be made using conventional technology, the TW Thought Projector can be used by psychics to transform their thoughts into moving pictures with sound. The projector is a small camera-like device, with a wire frame contraption worn on the head of the psychic, transmitting his thoughts into moving, three dimensional images. The wearer of the thought transmitter must be within 60 feet (18.3 m) of the projector. P.P.E. Cost to Make: 120. Spells Needed: Globe of Daylight (2), Apparition (20), Illusion Manipulation (60) and Distant Voice (10). Physical Requirements: The mechanical camera with modified crystal lens and transmitter helmet/cap. Duration: Up to 10 minutes per I.S.P. charge. Effective Range of the Projection: Up to 100 feet (30.5 m) away (double at ley lines). Cost to Charge and Recharge the Projector: 20 P.P.E. or 10 I.S.P. (yes, in this case it requires less I.S.P. than P.P.E. Cost: 90,000+ credits; poor availability.

Techno-Wizard Vehicles

TW Vehicle Conversion

North American Techno-Wizards as well as other magic-friendly folk utilize a large number of conventional vehicles, from hovercycles and trucks to robot horses and power armor, that have been *converted* to TW specifications. Such TW conversions are typically made from small, fast, one- and two-man vehicles to keep costs in parts and P.P.E. down as low as possible. As a rule, these TW converted vehicles have a P.P.E power system/engine and 1-4 magical features (i.e. chameleon cloaking system, TW weapon mounted or built-in, etc.), but the largest may have as many as six.

The most commonly converted vehicles include: Big Boss ATV (**Rifts® Ultimate Edition**, p. 266), Hovercycle Assault Hover Bike (**Juicer Uprising™**, p. 85), Hovercycle: Speedster (**Rifts® Ult. Ed.**, p. 266), Hovercycle: Various (see **Lone Star**, p. 54-61), Icarus Flight System (**Juicer Uprising™**, p. 86), Mountaineer ATV (**Rifts® Ult. Ed.**, p. 266), Motorcycle: Highway-Man (**Rifts® Ult. Ed.**, p. 266), Motorcycle: Road Boss (**Juicer Uprising™**, p. 82), Motorcycle: Wastelander (**Rifts® Ult. Ed.**, p. 266), Rolling Thunder Transport (**Juicer Uprising™**, p. 84), and Tarantula Combat Jump Bike (**Juicer Uprising™**, p. 81).

Standard Conversions & Features

All Techno-Wizard "converted" or "modified" vehicles have the following:

P.P.E. power system/engine that uses magic energy (P.P.E.) as its power source instead of conventional fuels. While 25% of these vehicles have some sort of combustion engine, the use of P.P.E. as a power source often means the conventional engine can be scrapped, and replaced by a smaller (often bizarre and improbable looking) TW engine or generator. See page 92 of the **Rifts RPG**, numbers 9-12, for information about different types of magic-powered vehicles and devices. **Note:** A practitioner of magic can NOT draw P.P.E. from his vehicle to cast spells.

Special magical properties: A small converted vehicle can have as many as four "special magic-based features," large ones can have six. Most have one or two due to cost; typically only vehicles owned by Techno-Wizards will be "fully loaded." Note that each "magic weapon" (TW weapon turret, blaster, etc., that is built into the vehicle) counts as one feature — conventional weaponry does not. This means an ordinary laser, ion blaster, or mini-missile launcher, does not count as a TW feature, however, the size and design of the vehicle may preclude a vast number of weapons. Furthermore, most mages tend to rely more on magic than heavy weapons, so one or two guns usually suits them fine. **Note:** Most magical "features" can be activated with a word or thought from the pilot. The P.P.E. or I.S.P. necessary to activate the TW feature can come from the pilot or a passenger. Practitioners of magic often own TW modified vehicles.

Common TW Vehicular Features

For those Techno-Wizard characters not content to follow the beaten path and convert the same conventional vehicle everybody else is converting, or to the tinkerer who wants to add something really special to his conversion, the following features should prove useful.

All of these add-ons are spell based. High level spells can not be incorporated into Techno-Wizard devices or machines. In all cases, these TW features, although magical in nature, are a physical, mechanical part or device built into the vehicle. The cost listed may vary up or down by 20% and is only the cost of the TW feature, one must first purchase the vehicle to be modified/converted.

Breathe Without Air
Chameleon Cloaking System
Cleansing System
De-Icer
Energy Disrupter Mechanism
Float System
Flight System
Impervious to Energy
Impervious to Fire
Ley Line Booster
Mystic Alarm
Protective Energy Field
Shadow Cloaking System
Sound Cloaking System
Super-Stealth Mode
TW Weapon System

Chameleon Cloaking System. The ultimate in concealment! When the magic is activated and the vehicle is parked with the engine running, or stopped and standing still, it is completely undetectable from a distance, blending in completely with the background. Can not be seen by the human eye nor with special optics, including thermo-imaging, infrared or ultraviolet. **Note:** There is a 01-15% chance of seeing the magically cloaked vehicle if one is within 20 feet (6 m) of it, +10% for every three feet (0.9 m) closer and +10% if one is actively looking for it. The magic is instantly broken the moment the vehicle begins to move. Duration of Magical Effect: One hour per 5 P.P.E. spent to activate it (120 P.P.E. for 24 hours). P.P.E. Cost: 300 P.P.E. to install, and 5 P.P.E. (or 10 I.S.P.) to activate. This is the cheapest means of concealment available, and extremely popular. Cost: 220,000 credits for small vehicles up to a mid-sized car, double for large ones.

Cleansing System. This self-cleaning feature will instantly transform a dirt and grime covered vehicle into a sparkling clean one. This magic only cleans, it does not repair paint chips, scratches or dents. Duration of Magical Effect: Instantly cleans; vehicle remains clean until dirtied through normal use. P.P.E. Cost: 270 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate. Market Cost: 160,000 credits for small vehicles, double for large ones.

De-Icer. Not only does this feature keep windows from fogging or moisture from freezing on them, but when activated, any ice or fogging instantly vanishes. In addition, locks, hinges, doors, hatches, and mountings never freeze, no matter how cold, nor will the engine. Seconds after the De-Icer spell is activated the engine and other machine parts are thawed out and ready to go. Ideal for use in the tundra and arctic conditions! Duration of Magic: Two hours per 5 P.P.E. spent to activate it (60 P.P.E. for 24 hours). P.P.E. Cost: 190 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate. Cost: 120,000 credits for small vehicles, double for large ones.

Energy Disrupter Mechanism. The vehicle momentarily disrupts energy to punch through man-made and magically created *energy barriers,* meaning it can drive through force fields and magical energy barriers created by magic without damage to the vehicle or its passengers (i.e. circle or wall of fire, wall of force, etc., to a magically created wall of stone, ice, thorns, etc., provided they are not permanent solid structures — i.e. the "wall" will disappear at the end of the spell's duration). This is a *momentary disruption* that lasts only a moment or two, just long enough for the vehicle to pass through it. If the vehicle is stopped in the middle of the energy field, it will become lodged/stuck in the field, unable to move (the Energy Disrupter System is unable to be of any help in dislodging it), making the foolish driver and his vehicle a sitting duck. If damage is normally inflicted by the energy field, those stuck in it will suffer normal damage. **Note:** This vehicular disruption system only works on large energy fields, so it has no effect on most "personal" defense systems; i.e. man-sized force fields. However, it will disrupt any energy field around a giant or robot larger than 12 feet (3.6 m) tall. Of course, the only way to disrupt that field is to slam into it, causing a crash and subsequent damage to both the victim/target and the TW vehicle and its occupants. This disruption does not work in places magically protected by the Sanctuary spell or barriers created by Spells of Legend, nor does it disrupt or hamper a ley line, nexus, Rift or other type of dimensional portal. (Nor does it work against the Palladium Fantasy RPG spell: Immobilize.) Furthermore, it can only be used on small vehicles, nothing larger than a mid-sized automobile. Duration of Magic: One minute per 20 P.P.E. pumped into the vehicle. P.P.E. Cost: 495 P.P.E. to install and 20 P.P.E. (or 40 I.S.P.) to activate. Cost: 1.2 to 1.5 million credits for small vehicles, not available for large ones.

Environmental Hazard Defense System (Breathe Without Air). The pilot of a hovercycle, the wearer of power armor, or the driver and passengers inside the vehicle can "breathe without air" as long as they remain on or in the vehicle and this feature has been activated. This protects them against foul smells, man-made gases and lack of oxygen (even enables them to breathe underwater or in a vacuum). However, it does not protect against magic gases and airborne toxins; they have full effect. Duration of Magical Effect: 20 minutes per 5 P.P.E. pumped into the vehicle. P.P.E. Cost: 300 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate. Cost: 200,000 credits for a small vehicle, double for large ones.

Float System (Aerial). Conventional vehicles with the TW Float System become lighter than air whenever this feature is activated. This will allow them to float up into the air, stopping at 500 to 1000 feet (152 to 305 m; 1D6x100+400 feet) high depending on the strength of the wind and circumstance. If unguided, the floating vehicle is left to the mercy of the wind and carried in whatever direction it blows like a helium-filled balloon adrift. To land, the spell must elapse or be canceled by the pilot. In either case the vehicle suddenly begins to drop vertically at a swift but safe pace and lands with a gentle thud. However, the lightweight, floating vehicle can be easily pushed, pulled and directed by another flying vehicle, flying individual or flying animal. Under the guidance of another being or aircraft, maximum flying speed is 20% less than usual for the lead flyer (mainly due to drag and encumbrance) if the vehicle is reasonably aerodynamic and 30% less if not. Maximum height is 10,000 feet (3048 m). The floating vessel can be hauled along a specific course and brought down to an easy landing (once down it must be tethered or the spell canceled to prevent it from floating away). The Aerial Float System itself usually has the appearance of small to medium-sized hover jets, exhaust tubes, or disk-like protrusions (at least four). Characters who possess magical or psionic levitation and/or telekinesis can also manipulate a "floater" by using those powers to move the vehicle. In this case, maximum speed is 15 mph (24 km) and maximum altitude is 200 feet (61 m), because the character must keep the vehicle anchored to the ground via his telekinetic abilities. To let go means to be cast to the wind. Note: Also see TW Floaters under vehicles. Speed when carried by the wind: Varies with the wind. No wind, it simply bobs around up in the air, moving only a few feet one way or the other every ten minutes. A light wind is 1-10 mph (1.6 to 16 km). A moderate wind is 11-20 mph (17.6 to 32 km). A strong wind is 21-35 mph (33.6 to 56 km); reaches maximum altitude of 1000 feet (305 m) in a strong wind whether one wants

to or not. Anything stronger is a storm wind, 36-75 mph (57.6 to 120 km; rarely higher than that). If caught in a storm wind, the vehicle exceeds its maximum altitude by twofold (2000 feet/610 m) and visibility will be poor (1D6x100 feet/30.5 to 183 m) to terrible (can't see beyond 10 yards/meters in front of their faces) due to cloud cover or mist, airborne particles and debris, and probably rain. Those caught in a storm wind are likely to have no idea how far they have traveled (at least 3D6 miles/4.8 to 28.8 km per 20 minutes; probably double), or what direction. Weight Capacity: Can carry up to 200 lbs (90 kg) of weight per square foot of passenger/cargo space (does not include the weight of the vessel itself as it is magically light as a feather). For every 200 lbs (90 kg) above and beyond that, reduce the altitude by 100 feet (30.5 m). These Floaters can be weighed down so heavy that they hug the ground or can't move at all. Note: Requires the key spells of Levitation, Float in Air, and Featherlight in addition to others. Duration of Magical Effect: One hour per 5 P.P.E. pumped into the vehicle. P.P.E. Cost: 312 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate. Cost: 200,000 credits for a small vehicle, double for large ones the size of a truck or van, 600,000-800,000 credits for really big ones up to 50 feet (15 m) long (typically a barge or boat).

Flight System. The power of flight is conveyed to an ordinary ground vehicle, be it a motorcycle/hovercycle or a mid-sized passenger vehicle. The magical speed of flight is slow compared to most high-tech wonders, however, the "flyer" can maneuver low to the ground or weave through trees with little difficulty, and it makes minimal noise (the normal sound of the engine and rush of air). Flying Speed: Limited to 50 mph (80 km) for man-sized power armor under 10 feet (3 m) tall, 40 mph (64 km) for small, one- or two-man motorcycle/hovercycle type vehicles, and 30 mph (48 km) for larger vehicles (nothing larger than a pickup truck or van). Speed can be increased by 30% if the vehicle also has been designed to "float," however it is a bit less stable and negates the bonuses noted below. Maximum altitude: 10,000 feet (3048 m). Duration of Magical Effect: 30 minutes per 15 P.P.E. put into the vehicle. Bonuses: +1 to parry and +2 to dodge; applicable only to man-sized and hovercycle-sized vehicles. P.P.E. Cost: 344 P.P.E. to install and 15 P.P.E. (or 30 I.S.P.) to activate. Cost: 500,000-600,000 credits for small vehicles, 700,000 to 900,000 for large.

Impervious to Energy. An invisible magic aura surrounds the vehicle to protect it from most forms of energy, including most forms of S.D.C. and M.D.C. energy blasts, weapons, plasma, fire, heat and electricity/lightning (does no damage). **Note:** Provides no protection against projectile weapons (i.e. arrows, bullets, rail guns, etc., as well as punches and kicks), and particle beam weapons inflict 1D6 M.D. damage (roughly 15% of normal). Duration of Magical Effect: Five minutes per 20 P.P.E. pumped into the vehicle. P.P.E. Cost: 750 P.P.E. to install and 20 P.P.E. (or 40 I.S.P.) to activate. Cost: 800,000 credits.

Impervious to Fire. An invisible magic aura surrounds the vehicle to protect it from fire and heat, including M.D.C. fire from magic and energy weapons (does no damage). Not only does this magic protect the vehicle itself, but the passengers also stay cool and comfortable.

Duration of Magic: 10 minutes per 5 P.P.E. pumped into the vehicle for maximum M.D.C. protection, or two hours per 5 P.P.E. to function as a mystical "air-conditioning system." The latter provides no physical protection other than keeping the driver and passengers (including the rider on a cycle-type vehicle) cool. P.P.E. Cost: 500 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate. Cost: 170,000 credits for small vehicles, double for large.

Ley Line Booster. A relatively small, simple-looking conversion unit that attaches to the engine to enable the vehicle to draw upon ambient P.P.E. whenever riding on a ley line or within 100 feet (30.5 m) of one. This additional magic energy enables the vehicle to attain speeds 50% greater than normal (e.g. if the vehicle can normally go 120 mph/192 km it can do 180 mph/288 km along a ley line). Furthermore, the "duration" of any magical effects from TW vehicular features is also increased by 50% (e.g. if the normal duration is three minutes, it goes up to four and a half minutes along a ley line), likewise the maximum altitude of fliers is also increased 50% higher, and the pilot is +1 to strike and dodge. Penalties: -10% on piloting skill, particularly when trying stunts and evasive maneuvers. Duration of Magic: For as long as one is driving along a ley line; all bonuses and "boosts" instantly vanish the moment the vehicle is out of range of the energy line. P.P.E. Cost: 389 P.P.E. to install. Automatically engages whenever the vehicle is at or along a ley line, but the pilot has complete control as to whether or not he takes advantage of the boost. Cost: 600,000-800,000 credits.

Mystic Alarm. The owner of the vehicle is mystically connected to his vehicle and, through this magic, knows when somebody has opened a door, gone inside or is tampering with it as the event is happening. Moreover, the character will have a strong idea of what part of the vehicle has been tampered with, modified or vandalized (this will help him to find tracer bugs and explosive devices, but only if he inspects the vehicle and gives that area a close look). Unlike the spell version, this "alarm" is a permanent, mechanical "feature" of the vehicle just like a real car alarm. However, if the physical TW alarm mechanism is removed or destroyed, while the owner will know it, this feature is destroyed. The alarm sounds off only inside the head of its owner and lasts for 30 seconds. Duration of Magic: Automatic and permanent as long as the mechanical alarm is in place and working. Range is thousands of miles, but the owner can not receive the alarm if he and the vehicle are in different dimensions. P.P.E. Cost: 800 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate (like a mental command that turns on a car alarm). The alarm is turned off when the owner of the vehicle enters it or he mentally turns it off. Cost: 110,000 credits for small vehicles, double for large.

Protective Energy Field. An energy field surrounds the vehicle to provide 50 M.D.C. per 10 P.P.E. (or 20 I.S.P.) pumped into the vehicle. Duration of Magic: 10 minutes per 10 P.P.E., or until M.D.C. is depleted. P.P.E. Cost: 200 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate. Cost: 250,000 credits for small vehicles, double for large.

Shadow Cloaking System. The vehicle is very difficult to see in the dark and at night, resembling nothing more than a shadow or fleeting movement in the darkness itself. Even the light emitted by its own headlights (sometimes necessary for the pilot or the passengers) seems diffused. Normally the magic enables the driver (and only the driver) to see in darkness up to 1000 feet (305 m) for good visibility even in the darkest of nights. Bonuses: Attackers are -6 to strike and -4 to dodge this cloaked vehicle at night or in darkness (i.e. unlit or dimly lit tunnel, parking structure, etc.). When parked or idling still in darkness (including shadows large enough to cover 90% or more of the vehicle), it is effectively invisible, concealed the same as the Chameleon Cloaking System described earlier. Penalties: The Shadow Cloaking applies only to the vehicle and conceals those inside as long as they are quiet. Opening the car door, talking or playing the radio will break the concealing magic and turn the vehicle visible (can be attacked without penalty). In the light of day, the vehicle has no special properties other than being able to seemingly disappear when entering deep shadows and darkness. Duration of Magic: 30 minutes per 10 P.P.E. spent to activate it (240 P.P.E. for 12 hours). P.P.E. Cost: 800 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate. Cost: 750,000 credits.

Sound Cloaking System. Requires a special muffler system that completely masks all noise made by the vehicle. And we mean all noise, including the opening and closing of doors (no sound even when slammed), tire squealing, as well as engine noise and the use of any built-in/on-board systems (i.e. sound from electric windows, window washers, weapon turrets, etc.). Penalty: Can not have a radio of any kind built in to the vehicle. Likewise, the use of portable radios and talking between the passengers will be heard and defeat the sound cloaking system. Duration of Magic: Five minutes per 10 P.P.E. pumped into the cloaking system. P.P.E. Cost: 390 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate. Cost: 200,000 credits.

Super-Stealth Mode (Invisibility Superior). The vehicle becomes invisible to all means of detection including radar and most other sen-

sors even when moving. The vehicle doesn't even leave tire marks or an impression in the grass! Bonuses: +20% to surveillance or tailing skill when following somebody in this invisible vehicle. Penalties and Limitations: -30% on piloting skill when trying to negotiate through anything other than light to little traffic. Since nobody else can see the invisible vehicle the driver must be ever vigilant of other vehicles to avoid a collision. If more than 90 M.D.C. is inflicted in a collision, the TW vehicle becomes visible (must reactivate to turn invisible again). Of course, one can touch the invisible vehicle at any time. The instant the vehicle is used in an aggressive way (weapon systems activated, trajectory and speed suggests a ram or sideswipe attack, road rage, etc.) or a window or door is opened, the vehicle instantly becomes visible. This is a stealth vehicle only, in fact, most don't even have weapons built into them. Duration of Magic: Three minutes per 20 P.P.E. pumped into the vehicle. P.P.E. Cost: 450 P.P.E. to install and 20 P.P.E. (or 40 I.S.P.) to activate. Cost: 1.5 million credits to install in small one- or two-man vehicles, three million in larger ones.

TW Weapon System. Basically the equivalent to one of the TW pistols, rifles or cannons built into or mounted on the vehicle. Integrated systems (built into the vehicle) are usually controlled and operated by the pilot, co-pilot or a gunner. "Manned" weapons are typically mounted weapons (near a hatch?) that require a gunner to operate and usually need the gunner to stick his head out from the vehicle to fire. Cannons and other heavy weapons count as two TW features and can only be built into large vehicles. A one- or two-man hovercycle, flyer, body armor or similar small, light vehicle can NOT be equipped with a cannon or heavy weapon. Note: The size, aerodynamics, available space and other design limitations and considerations may limit the number of weapons a vehicle may have, especially if small. Game Masters have the final say on what is acceptable and should use logic and discretion.

Common Optional Weapon Features for TW Vehicles

The following TW weapons or weapon features can be added to most TW vehicles. Such "customization" is typically done for those who engage in a life of adventure and exploration (or who have many enemies). A maximum of three TW/magic weapons can be added, or four conventional, non-magical ones. **Note:** All long-range weapons have a bonus of +1 to strike.

1. Fireball Launcher: Mounted on a mechanical arm on the underside of the platform, this weapon fires magic fireballs. Damage: 4D6 M.D. Payload: 10 per every 12 P.P.E. spent. Range: 1,000 feet (305 m). Cost: 60,000 credits.

2. Lightning Blaster: Mounted on a mechanical arm on the underside of the platform, this weapon fires magic bolts of lightning. Damage: 5D6 M.D. Payload: 10 per every 15 P.P.E. spent. Range: 2,000 feet (610 m). Cost: 100,000 credits.

3. P-Beam Cannon: Mounted on a mechanical arm on the underside of the platform, this weapon fires magically created particle beams with great damage and impressive range. Damage: 1D4x10+6 M.D. Payload: 10 per every 25 P.P.E. spent. Range: 1,000 feet (305 m). Cost: 150,000 credits.

4. TK-Mini Gun: Mounted on a mechanical arm on the underside of the platform, this weapon is a Gatling-style machine-gun that fires telekinetic bolts instead of bullets. Damage: 5D6 M.D. Payload: 10 bursts per every 16 P.P.E. spent. Range: 2,000 feet (610 m). Cost: 100,000 credits.

5. Super-Laser Cannon: Mounted on a mechanical arm on the underside of the platform, this weapon fires magic beams of light with incredible range. Weight: 40 lbs (18 kg). Damage: 4D6 M.D. Payload: 10 shots per every 25 P.P.E. spent. Range: 3,000 feet (914 m). Cost: 150,000 credits.

6. Combat Tentacles: At the cost of 25 P.P.E., a pair of powerful, magically created ectoplasm-based tentacles sprout from the underbelly of the platform, usually from the nose/front of the vehicle. Each tentacle has a reach of 15 feet (4.6 m), 30 M.D.C. and a supernatural P.S. of 21. They inflict 2D6 M.D. per strike, or 2D6 M.D. every melee round with a constricting attack. Duration: Ten minutes and each attack counts as one of the pilot's. Combat bonuses for the tentacles are: +3 to strike and parry, and +4 to entangle, the pilot's bonuses are not applicable. Cost: 300,000 credits per set, up to three pairs can be added but each pair counts as a weapon feature.

Optional TW Defensive Features

A maximum of four additional features can be added to the platform.

1. Circle of Protection (Simple): At the cost of only four P.P.E., the pilot can activate a simple circle of protection which has been built into the perimeter of the vehicle around the pilot area. All effects are identical to the magic ritual of the same name, except that the circle cannot be "rubbed out" unless the vehicle loses 50% of its M.D.C. P.P.E. Cost: 4; Duration: One hour per activation. Cost: 100,000 credits.

2. Circle of Protection - Superior: At the cost of 20 P.P.E., the pilot can activate a superior circle of protection which has been built into the perimeter of the vehicle around the pilot area (sometimes part of the passenger area or a separate passenger area too). All effects are identical to the magic ritual of the same name, except that the circle cannot be "rubbed out" unless the vehicle has lost 50% of its M.D.C. P.P.E. Cost: 20. Duration: One hour per activation. Cost: 250,000 credits.

3. Force Field: At the cost of 10 P.P.E., the pilot can activate a force field that protects the entire platform, including the pilot. The light force field has 60 M.D.C. Duration is 15 minutes, twice that when on a ley line. Cost is 300,000 credits.

4. Enhanced Speed and Maneuverability: At the cost of 15 P.P.E., this feature can propel the platform to 20% faster than its normal speed and +1 to dodge. Duration of this enhanced speed is 15 minutes. Cost is 250,000 credits.

5. Breathe Without Air: This feature is only available to vehicles with an enclosed compartment. This magic can be activated if the hull is breached and oxygen is lost or toxic fumes are filling it. Within two seconds everybody in the area of effect can breathe without air. Typically divided between the cockpit and passenger area. Each costs the same amount: 100,000 credits and each needs 10 P.P.E. (or 20 I.S.P.) to be activated. Duration is 10 minutes per activation.

6. Additional Techno-Wizard Features: All standard TW features which can be added to most vehicles, including Flying Platforms. P.P.E. cost, duration, effects, and market costs are standard.

Specific TW Vehicles by Type

In the pages that follow is a summary of some of the most notable and common TW vehicles. See *Coalition Wars One* for TW hover chairs, chariots and other odds and ends.

Aircraft

Battle Skimmer

Manufacturer: Dweomer and others (**Federation of Magic**, p. 120)

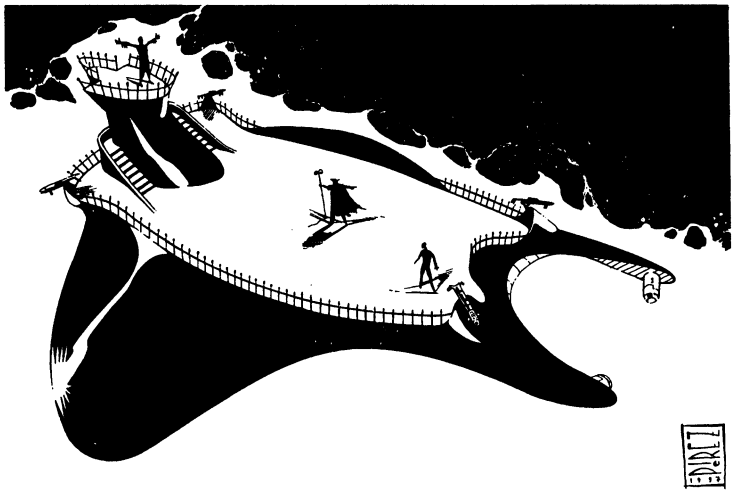
Class: Combat Barge/APC. **Crew:** One pilot, 4-6 gunners, up to 30 troops/passengers.

Main Body M.D.C.: 1280; two side fins 450 each, and bridge platform 300.

Maximum Speed: Flight: 200 mph (320 km) on a ley line. No movement off of a ley line.

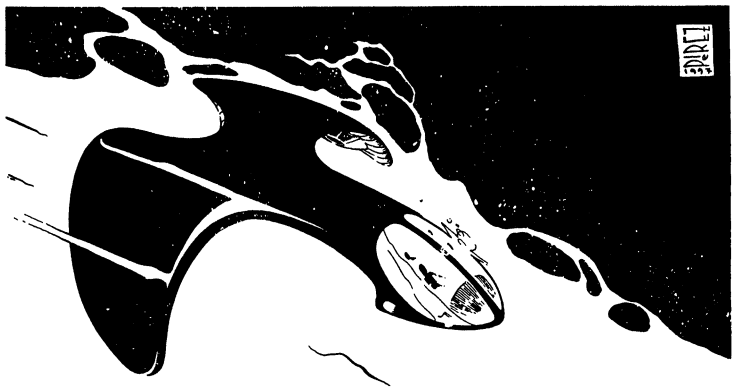
Maximum Range: Unlimited along ley lines.

Starfire Pulse Cannon: Mega-Damage: 2D6x10 M.D. Rate of Fire: Each blast counts as one melee attack of the gunner. Range: 2,000 feet (610 m). Payload: 16 shots.



Other Weapons: Addition weapons may be mounted on the vehicle, or its passengers may fire off the deck using personal weapons or spells.

Cost: 8-10 million credits. Uncommon except in battle zones.



Ley Streaker

Manufacturer: Dweomer and others (**Federation of Magic**, p. 120).

Class: Scout. **Crew:** One pilot and four passengers.

Main Body M.D.C.: 150

Maximum Speed: Flight: 600 mph (960 km) on a ley line. No movement off of a ley line.

Maximum Range: Unlimited along ley lines.

Electro-Blaster: Mega-Damage: 1D4x10 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m). Payload: Unlimited.

Other Weapons: Mini-missile launcher, double-barreled laser turret.

Cost: 5-6 million credits; 8 million credits with weapons package installed.

Seaside Hover Platform

Manufacturer: Atlantis (**Splynn Dimensional Market**, p. 178).

Class: Hover Vehicle and Boat rolled into one.

Crew: One plus 4-7 passengers (small craft), 10-14 passengers (medium craft) or 20-30 passengers (large craft).

Main Body M.D.C.: 100 (small), 150 (medium), or 200 (large).

Maximum Speed: Water: 30 mph (48 km). Flight: 40 mph (64 km) with max. altitude of 100 feet (30.5 m). TW versions can go 60 mph (96 km) and up to 10,000 feet (3048 m).

Maximum Range: 300 miles (480 km) for liquid fuel; unlimited with nuclear engine, one hour of flying per 10 P.P.E. (20 I.S.P.) or indefinitely along a ley line with a TW engine.

Cost: 175,000 credits (liquid fuel), 350,000 credits (Techno-Wizard), or 1.3 million credits (nuclear). Up to a million credits more for special features and weapons. Luxury features will also jack up the total price of the craft by 50-200%. Also, large craft cost 200% the average price. Moderate craft cost 150% the going price. Small craft go for list price, no modification.

Sky Boats

See **Rifts® Ultimate Edition**, pages 136-137, and *TW Floaters* in **Coalition Wars® One: Sedition**, page 73.

Tech-Flying Platforms

Manufacturer: Atlantis (**Splynn Dimensional Market**, p.178).

Class: Personal Transport. **Crew:** Pilot and up to 10 passengers.

Main Body M.D.C.: 120 (190 for large units).

Maximum Speed: Flight: 40 mph (64 km), max altitude is 3,000 feet (914 m).

Maximum Range: 300 miles (480 km) with liquid fuel, unlimited with nuclear engine, and one hour per 10 P.P.E. (20 I.S.P.); unlimited along ley lines.

Cost: 150,000 credits (liquid fuel), 250,000 credits (TW), 1.2 million credits (nuclear).

TK-Flyer "Classic"

Note: Basically a 1-2 man gyro-copter or glider propelled by magic and telekinesis.

Manufacturer: Found throughout North America (**Rifts® Ultimate Edition**, page 136).

Class: TW equivalent to the Hover Cycle. **Crew:** One pilot.

P.P.E. Cost: 136 to create. One point to activate and fly along ley lines.

Spells Needed: Fly (15), Float in Air (5), Wind Rush (20), Levitation (5), Energy Field (10), Call Lightning (15), Telekinesis (10), and a number of secret incantations.

Main Body M.D.C.: 125 small 1-2 man vehicle, 180 for 3-5 man aircraft.

Maximum Speed: Flight: 220 mph (352 km) along ley lines. Maximum altitude is 5,000 feet (1524 m); only works at and along ley lines unless it also has a light engine. VTOL capable.

Maximum Range: Indefinitely along ley lines. Does not work away from the lines.

Bonuses: +1 on initiative, +3 to dodge, +5% to piloting skill.

Cost: 60,000-100,000 credits, varies depending on size and perks. 30% have a conventional combustion engine for flight away from the ley line; add 25,000-50,000 to the cost of those.

Tree Trimmer

Note: Basically a flying bicycle.

Manufacturer: Found throughout North America (**Rifts® Ultimate Edition**, page 136).

Class: TW equivalent to the Hover Cycle. **Crew:** One pilot and one passenger.

P.P.E. Cost: 110 to create. 8 P.P.E. or 16 I.S.P. to activate and fly along ley lines.

Spells Needed: Fly (15), Float in Air (5), Levitation (5), Energy Field (10), Wind Rush (20), Telekinesis (10), and a couple of secret incantations.

Main Body M.D.C.: 40

Maximum Speed: Flight: 220 mph (352 km) along ley lines. Maximum altitude is 200 feet (61 m); only works at and along ley lines. VTOL capable.

Maximum Range: Indefinitely along ley lines. Does not work away from the lines.

Bonuses: +1 to dodge, +10% to piloting skill.

Cost: 7,000-15,000 credits. Good availability.

TW Jet Pack

See *TW Wing Pack*, below. Good availability.

Wing Board "Classic"

Note: The original, T-shaped wing board, as popular today as it has ever been

Manufacturer: Found throughout North America (**Rifts® Ultimate Edition**, page 137).

Class: TW equivalent to the Hover Cycle. **Crew:** One pilot.

P.P.E. Cost: 150 to create (1000 credits to build). One P.P.E. or two I.S.P. to activate and fly along ley lines.

Spells Needed: Fly (15), Float in Air (5), Wind Rush (20), Levitation (5), Energy Field (10), Call Lightning (15), Telekinesis (10), and a couple of secret incantations.

Main Body M.D.C.: 90

Maximum Speed: Flight: 150 mph (240 km) along ley lines. Max. altitude is 1,000 feet (305 m); only works at and along ley lines. VTOL capable.

Maximum Range: Indefinitely along ley lines. Does not work away from the lines.

Bonuses: +1 on initiative, +3 to dodge, +5% to piloting skill.

Cost: 6,000-12,000 credits depending on the quality.

Also see Tree Trimmers (flying bicycles), TK-Flyers (1-2 man gyro-copters and gliders propelled by magic and telekinesis) and Sky Boats in the *Rifts® RPG*, pages 94-96.

Wing Board: Crescent

Manufacturer: Tolkeen and others (**Coalition Wars One**, p. 78).

Class: TW equivalent to the Hover Cycle. **Crew:** One pilot.

P.P.E. Cost: 430 to create, 5 to activate and fly indefinitely.

Spells Needed: Fly Like the Eagle (20), Float in Air (5), Wind Rush (20), Levitation (5), Energy Field (10), Call Lightning (20), Telekinesis (8), Carpet of Adhesion (10), Armor of Ithan (10), and a number of secret incantations.

Main Body M.D.C.: 160

Maximum Speed: Flight: 60 mph (96 km), double when on a ley line. Max altitude is 10,000 feet (3,049 m); double on a ley line. VTOL capable.

Maximum Range: The Crescent Wing Board must be regularly recharged with 110 P.P.E. every four months. Without the P.P.E. recharge, the vehicle slows down; reducing speed and cutting all bonuses by half. If it goes without a recharge for 8 months it will lose all of its magical properties, bonuses and is -40% to pilot (can be restored with 110 P.P.E.), and works only as a high-tech hover cycle. Note that feeding the Crescent Wing Board anything less than 110 P.P.E. at a time is pointless. It is calibrated to process at least 110 P.P.E. at a time.

Bonuses: +1 on initiative, +1 to strike, +1 to dodge, +10% to piloting skill.

O.C.C. Bonuses: With a little training, pilots get the following additional bonuses: +1 on initiative, +2 to dodge, and +10% to piloting skill.

Electrical Blaster: Mega-Damage: 4D6 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m). Payload: Two bolts per hour, but the pilot can fire more by placing more P.P.E. into the board. Note: Increase range by 50% and add 1D6 M.D. to damage when the craft is on a ley line.

Cost: 350,000 credits.

Wing Board: Turbo

Manufacturer: Tolkeen and others (**Coalition Wars One**, p. 76).

Class: TW equivalent of a hovercycle.

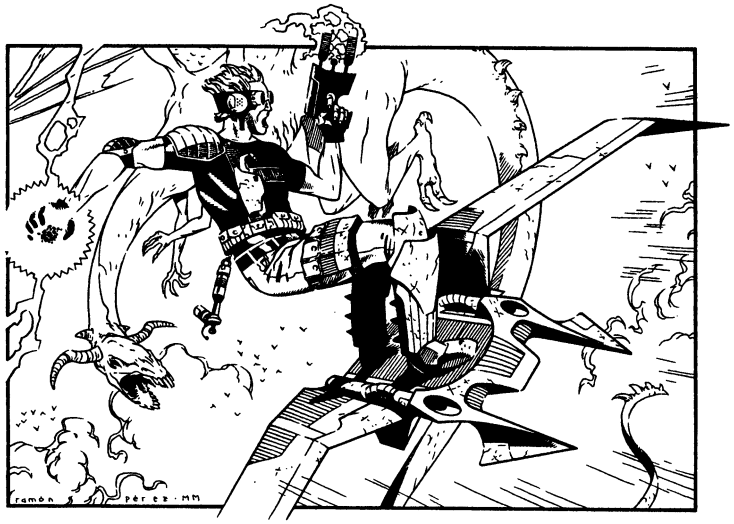
Crew: One with one rider in emergencies.

P.P.E. Cost: 395 to create, 5 to activate and fly indefinitely.

Spells Needed to Create: Fly Like the Eagle, Float in Air, Wind Rush, Levitation, Energy Field, Telekinesis, Carpet of Adhesion, Armor of Ithan, and a number of secret incantations.

Main Body M.D.C.: 130

Maximum Speed: Flight: 120 mph (192 km); double on a ley line.



Max. altitude is 10,000 feet (3,049 m); double on a ley line.

Maximum Range: The Turbo Wing Board must be regularly recharged with 90 P.P.E. every four months. Without the P.P.E. recharge, the vehicle slows down; reducing speed and cutting all bonuses by half. If it goes without a recharge for 8 months it will lose all of its magical properties, bonuses and is -40% to pilot (can be restored with 90 P.P.E.), and works only as a high-tech hover cycle. Note that feeding the Turbo Wing Board anything less than 90 P.P.E. at a time is pointless. It is calibrated to process at least 90 P.P.E. at a time.

Bonuses: +1 on initiative, +1 to strike, +2 to dodge, +5% to piloting skill.

O.C.C. Bonuses: With a little training, riders get the following additional bonuses: +2 on initiative, +2 to dodge, +1 attack per melee, +10% to pilot skill.

Cost: 160,000-200,000 credits.

Wing Pack (TW Jet Pack)

Note: Looks something like a tech jet pack with small, SAMAS-like wings.

Class: TW equivalent of tech jet pack. **Crew:** One.

P.P.E. Cost: 35 to activate and fly for two hours. 370 to create.

Spells Needed to Create: Fly Like the Eagle, Float in Air, Wind Rush, Levitation, Energy Field, Telekinesis, Armor of Ithan and a number of secret incantations.

Main Body M.D.C.: 110

Maximum Speed: Flight: 90 mph (144 km); double on a ley line. Max altitude is 10,000 feet (3,049 m); double on a ley line.

Maximum Range: Approximately 90 miles per hour of flight.

Bonuses: +1 to dodge.

Market Cost: 150,000-180,000 credits. Fair availability.

TW Boats & Water Vessels

Hover Yacht

Note: Found throughout North America.

Class: Hover water craft.

Crew: Up to 10+ (small), 20+ (medium), or 30+ (large) people.

P.P.E. Cost: 350 to create.

Spells Needed: Levitation (5), Floats in Air (5), Wind Rush (20) and Energy Field (20).

Main Body M.D.C.: 200 (small), 250 (medium), 300 (large).

Maximum Speed: 150 mph (240 km).

Maximum Range: Two hours per 20 P.P.E. points.

Cost: 100,000-160,000 credits (small, six-man boat); 250,000-600,000 credits (mid-sized, 20-person boat); one million credits (large, more than 20 people).

Self-Propelled Boat

Class: Sail Boat. Found throughout North America.
Crew: Up to 20+ people.
P.P.E. Cost: 210; 10 P.P.E. (20 I.S.P.) to activate.
Spells Needed: Wind Rush (20), Energy Field (10) and a couple secret incantations.
Main Body M.D.C.: 200 (small), 250 (medium), 300 (large).
Maximum Speed: 30 mph (48 km).
Maximum Range: Three hours.
Cost: 30,000-40,000 credits (small, six-man boat); 50,000-75,000 credits (mid-sized, 20-person boat); 125,000 credits (large, more than 20 people).

Underwater Ley Line Flyer

Class: Underwater Wing Board.
Crew: One.
P.P.E. Cost: 50 to create; 1 P.P.E. or 3 I.S.P. to activate.
Spells Needed: Swim as the Fish (12) and a couple other incantations.
Main Body M.D.C.: 35
Maximum Underwater Speed: 45 mph (72 km); maximum depth of 400 feet (122 m).
Maximum Range: Indefinitely so long as it is on a ley line. Off a ley line, it loses power.
Cost: 5,000-20,000 depending on the design and quality.

Underwater Scooter

Class: Underwater Jet Ski. **Crew:** One or Two.
P.P.E. Cost: 250 to create; 20 P.P.E or 40 I.S.P. to activate.
Spells Needed: Swim as the Fish, Energy Field, Wind Rush.
Main Body M.D.C.: 75
Maximum Underwater Speed: 60 mph (96 km); max depth of 400 feet (122 m).
Maximum Range: Six hours.
Cost: 50,000-75,000 credits (one-man scooter), 75,000-100,000 (two-man scooter). Add 25,000 credits for a conventional motor. Add 500,000 to add a protective energy field (50 M.D.C.), add 200,000 for a Breathe Without Air bubble.

Water Sled

Class: Jet Ski. **Crew:** One or two.
P.P.E. Cost: 270. 20 P.P.E. to activate.
Spells Needed: Swim as a Fish, Telekinesis, Energy Field.
Main Body M.D.C.: 80
Maximum Speed: Surface Water: 100 mph (160 km).
Maximum Range: Five hours.
Bonuses: +1 to dodge, +5% to piloting skill, +10% to balance.
Cost: 50,000 credits (one-man sled); 75,000 credits for two-man sled.

Windjammer TW Frigate

Most commonly built and used by the Nuhr Dwarven pirates at Queenston Harbor; its navy is composed of nine such frigates by the end of the Coalition/Tolkeen War. Three-masted frigates complete with sails, spars, rigging, figurehead and broadside cannons. These ships were even crafted in the old-fashioned way by shipwrights and carpenters with simple hand tools right in Queenston. The Windjammers are formidable warships thanks to ironwood spells which convert S.D.C. materials to Mega-Damage, and a glut of other magic systems and enchantments.

Besides the mystic *Ironwood* conversion, the Windjammers are also enchanted with *Armor of Ithan* and the equivalent of a *simple protection circle* (see page 130). This prevents lesser supernatural creatures, except those whose names are inscribed in the circle, from coming aboard the ship (effect is automatic and constant). The 20 Techno-Wizard TK cannons on the deck are every bit as lethal as modern cannons. Its most potent magic however, is the *Dome of the Elements* mounted on the stern castle/poop. This indestructible crystal is as powerful as a greatest rune weapon and, in addition to casting spells, can summon Major Elementals!

The Windjammer is an excellent vessel for coastal defense and harbor protection duties. With its complement of twenty cannons the frigate can pound enemy ships into flotsam like a floating artillery battery. However, because it relies on sail power or oars, the Windjammer is too slow for duty in open waters where enemy ships can avoid or outrun its barrage. Queen Lilia has authorized the sale of four Windjammers (minus the Dome of the Elements) that are currently under construction; these will be ready for purchase by the spring of 106 P.A.

Model Type: Windjammer Class TW Sail Frigate (**Sourcebook 4: Coalition Navy**, p. 125).
Crew: 63 total; captain and first mate (Warlock or Ley Line Walker O.C.C.), two navigators, three engineers, chief gunner, a medical officer (healer or priest), cook, three assistant cooks, 20 gunners, and 30 additional seamen.
M.D.C.: Main Body: 750 +150 from Armor of Ithan, each mast and cannon has 50 M.D.C.
Speed: Sailing 16 mph (26 km), all oars 6 mph (9.6 km); speed is doubled along ley lines.
Size: Width: 30 feet (9 m), Length: 130 feet (40 m), Weight: 50 tons. Cargo: 100 tons.
Power System: Natural wind power with magical back-up; see Dome of the Elements.
Primary Weapon Systems: TK Thunderball Cannons (20): These are TW versions of old-style, muzzle-loading, cast iron cannons. Instead of gunpowder, these weapons use telekinesis to hurl cannonballs with Mega-Damage force. Mega-Damage: "Thunderballs" inflict 5D6 M.D. per cannon, or 5D6x10 M.D. for an entire broadside (10 guns). Damage from a "Thunderfire" cannonball is 1D6x10 M.D., or 1D6x100 M.D. per broadside volley. Rate of Fire: Two shots per cannon, per melee round. Range: 3000 feet (914 m). Payload: One per cannon; requires manual reloading. 200 additional Thunderballs are stored aboard under normal conditions. For combat operations of an aggressive nature, 100 Thunderfire cannonballs are also carried.

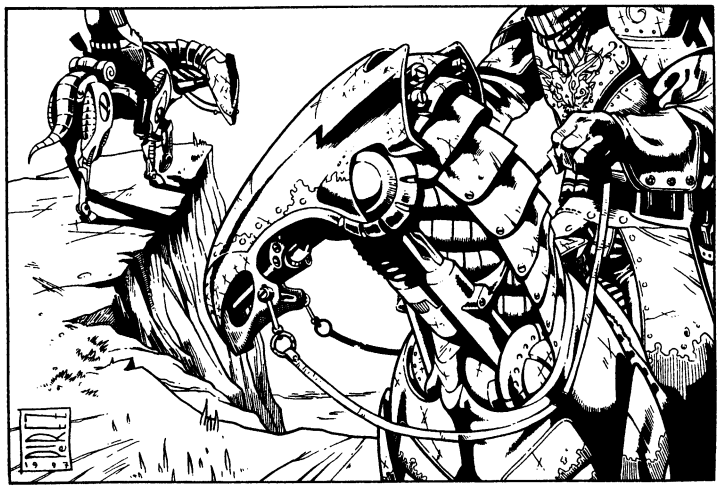
Dome of the Elements: Set into a stand on the Queenston Harbor Windjammer is an incredibly powerful magical device called the Dome of the Elements. These devices are solid, multi-faceted crystals, the size of a basketball, carved from naturally magic and Mega-Damage crystal that comes from a faraway dimension. Each dome is handcrafted and enchanted by a powerful D-Bee Warlock of unnamed origin known only as "Tides."

When the device is fitted to a Windjammer frigate, it serves as a mystical link to the ship's captain and first mate who must be either Warlocks or Ley Line Walkers. Only they can draw on the Dome's P.P.E. and use its powers. If either of these individuals is slain, a new person can be mystically linked to the Dome of the Elements through a ritual performed by the Warlock Tides. M.D.C. of the Dome: Indestructible. Payload: 1,000 P.P.E.! Regenerates at a rate of 100 points per day. The Dome can be instantly and completely recharged at a ley line nexus or stone pyramid. Spell Magic: Can be used to cast the following spells: Anti-Magic Cloud (140), Invisibility: Superior (100; masks the entire ship), Repel Animals (7), See the Invisible (4), Speed of the Snail (50), Summon and Control Storm (300), Sonar Hearing (10), Water Wall (25), and Impervious to Fire (5). Elemental Magic: Can be used to cast the following elemental spells: Change Wind Direction (6), Wind Rush (10), Calm Storm (20), Atmosphere Manipulation (50), Create Fog (5), Calm Waters (15), and Whirlpool (40). The Dome is considered to be a 15th level caster for the purposes of determining the range, duration and effects of spells it casts. Elemental Control: Twice per 24 hour period, the Dome can be used to summon Major Air or Water Elementals. The summoning process takes only 1D6 melee rounds and there is a 75% chance of success! Summoned Elementals obey the commands of the captain or first mate just as if he were a 15th level Warlock. Magic Bonuses: Whenever the ship captain and first mate are within 1000 feet (305 m) of the Dome, they gain the

following bonuses: +30 S.D.C. (M.D.C. for Mega-Damage creatures), +2 to save vs magic and psionics, +4 to save vs Horror Factor and immune to possession attempts.

Cost: 240 million credits for a fully loaded ship but without the Dome of the Elements. Queen Lilia will not allow sales of frigates with the Dome. If she did, the cost would rise to two billion credits!

Ground & Hover Land Vehicles



Glittermount Magical Horse

Class: Artificial horse. Made by the Colorado Baronies (**New West**, p. 218).

Crew: One rider, one passenger.

Initial P.P.E. Creation Cost: 285.

Spells Needed: Constrain Being (20), Energy Field (10), Armor of Ithan (10), Superhuman Speed (10), Globe of Daylight (2), Blinding Flash (1), Turn Dead (6), Levitation (5), and a number of secret incantations.

Main Body M.D.C.: 220.

Maximum Speed: Ground: 80 mph (128 km). Leaping: 20 feet (6.1 m) high and 50 feet (15.2 m) long at a running start. Double that on a ley line. Flying: Can run into the air (at double usual speed) up to 1,000 feet high(305 m) when running on a ley line.

Maximum Range: The Glittermount must be regularly recharged with 120 P.P.E. every four months. Without the P.P.E. recharge, the magical construct slows down; reduce speed, leaping distance, attacks per melee round, and all bonuses by half. If it goes without a recharge for 10 months it will slow to a crawl (Spd 6, no bonuses, can not leap, one attack per melee). Furthermore, it now needs a boost of 240 P.P.E. By 12 months, it shuts down completely and needs 400 P.P.E. to restart. Note that feeding the Glittermount anything less than 120 P.P.E. at a time is pointless. It is calibrated to process at least 120 P.P.E. at a time.

Energy Bolt Eyes: Mega-Damage: 2D6 M.D. Rate of Fire: Twice per melee round. Range: 500 feet (152 m). Payload: unlimited.

Cost: 6.6 to 10 million credits.

Iron Horse

Manufacturer: The Kingdom of Tolkeen and Colorado Baronies (**New West**, p. 220).

Class: Locomotive (train).

Crew: Engineer's compartment holds 8-10 people. Can hold up to hundreds of passengers depending on the number of cars and their configuration.

M.D.C.: Main Body: 640, cattle-catcher/prow: 450.

Boxcar M.D.C.: Typically 6-18 M.D.C. each.

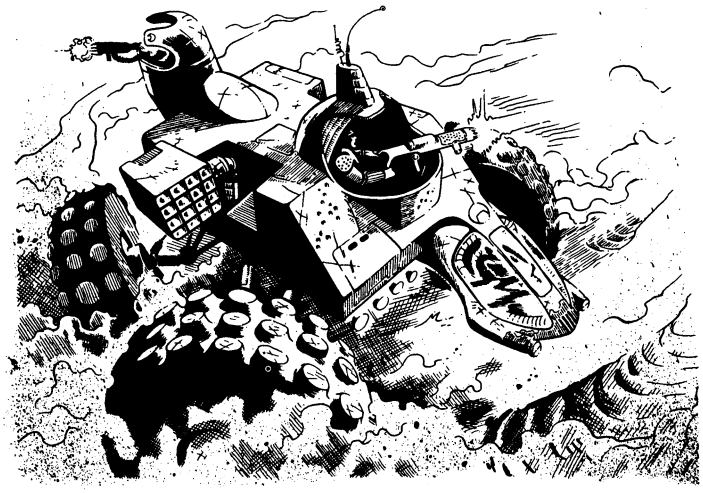
Maximum Speed: Flight: 100 mph (160 km), max. altitude is 1,000 feet (305 m), but it often stays below the surrounding treetops to avoid detection.

Maximum Range: Unlimited.

Bonuses: +1 on initiative, +2 to strike, +2 to dodge, +2 to roll with impact.

Main Weapon: Fire Bolts (2): Mega-Damage: 1D6x10 M.D. per double blast. Rate of Fire: Twice per melee round. Range: 1,000 feet (305 m). Payload: Unlimited.

Cost: 500+ million credits.



Trailblazer ATV

Manufacturer: Stormspire (**Federation of Magic**, p. 124).

Class: Light Assault Vehicle. **Crew:** One pilot, three gunners.

M.D.C.: Main Body: 475+100 from force field. Starfire Cannons: 100. Tires: 100 each.

Maximum Speed: Ground: 100 mph (160 km); 50% faster on a ley line.

Maximum Range: Magic. The engine requires 30 P.P.E. per hour of use and can hold up to 300 P.P.E. Anyone may add their P.P.E. to the engine by touching it and willing their energy to it. Or, by parking on a Ley Line it will regenerate 40 P.P.E. per hour. When purchased, the engine will be fully charged.

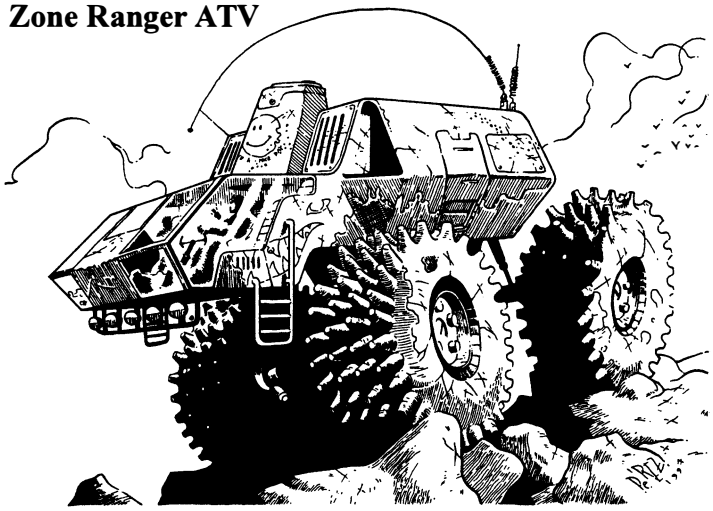
Starfire Pulse Cannons: Mega-Damage: 2D6x10 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m). Payload: 16 shots.

Nova Rifle: Mega-Damage: 1D4x10 M.D. to all targets in a 6 foot (1.8 m) area. Rate of Fire: Equal to the number of attacks per melee round. Range: 1,200 feet (366 m). Payload: 50 shots because it is hooked up to the vehicle's energy supply. Any shots after 50 require a separate P.P.E. clip. The 50 shot payload regenerates at a rate of 1D6 per hour or 10 per hour when sitting on a ley line.

Other Weapons: Mini-Missile Launcher, Magical Force Field.

Cost: 7-8 million credits for basic combat package.

Zone Ranger ATV



Manufacturer: Stormspire (**Federation of Magic**, p.122).
Class: All Terrain Vehicle. **Crew:** One pilot and up to six passengers.
M.D.C.: Main Body: 350. Top Hatch: 75. Tires: 100 each.
Maximum Speed: Ground: 120 mph (192 km); 50% faster when driving on a ley line.
Maximum Range: Magic. The engine requires 30 P.P.E. per hour of use and can hold up to 300 P.P.E. Anyone may add their P.P.E. to the engine by touching it and willing their energy to it. Or, by parking on a Ley Line it will regenerate 40 P.P.E. per hour. When purchased, the engine will be fully charged.
Optional Features: Float on water, chameleon, sky rider, shoot fire ball, call lighting, Starfire pulse cannon.
Cost: 1.5 to 2 million credits without any special packages added on.

TW Military Vehicles & Robots

Automatons of the Federation of Magic

These giant, Golem-like war machines house a single pilot in the head. They command terrifying power and truly cause the earth to tremble as they stride into battle. Though the Federation's record in warfare may not be sterling, their Automatons must be acknowledged as one of the most powerful array of magical weapons ever put on the battlefield. There are seven different types currently in use: the *Battlelord Automaton*, the *Colossus Automaton*, the *Earth Thunder Automaton*, the *Fire Demon Automaton*, the *Ice Drake Automaton*, the *Infiltrator Automaton* and the *Kilairgh Automaton.*

Battlelord Automaton

Manufacturer: Dweomer (**Federation of Magic**, p. 97).
Body Type: Metal or Stone. **Crew:** One.
Main Body M.D.C.: 1,000
Physical Strength: P.S. 45 (supernatural).
P.P.E. Battery: 200; regenerates 20 P.P.E. per hour.
Maximum Speed: Ground: 50 mph (80 km). Leaping: 20 feet (6.1 m) long and 8 feet (2.4 m) high.
Maximum Range: Unlimited.
Combat Bonuses & Features of Note: Horror Factor 15, +3 on initiative (+4 with sword), +4 to strike (+6 with sword), +6 to parry (+8 with sword). Critical strike on a natural 18-20. Cannot roll with impact. The bonuses of the pilot are not added to those of the Automaton but if piloted by a Controller, add +1 to each.
Two-Handed Sword: Mega-Damage: 1D6x10 M.D. (blade strike) or 2D6 M.D. (lightning blast). Rate of Fire: Equal to the number of attacks per melee round. Range: Sword has a 24 foot (7.3 m) reach. Lightning can reach 1,000 feet (Controllers get +300 feet per level of experience). Payload: Unlimited.
Eye Beams: Mega-Damage: 3D6 M.D. per single blast or 6D6 per double blast. Rate of Fire: Equal to the number of attacks per melee round. Range: 1,000 feet (305 m). Payload: Unlimited.
Magic Spell Casting Abilities: Only a Controller Magus, High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its Controller (a willing sacrifice). The battery regenerates at a rate of 20 per hour, with a total reserve of 200 P.P.E. Spells available to the Battlelord include: Magic Shield (6), Magic Net (7), Deflect (10), Watchguard (10), Implosion Neutralizer (12), Barrage (15), Call Lightning (15), Lifeblast (15), Targeted Deflection (15), Magic Pigeon (20), Sheltering Force (20), Desiccate the Supernatural (50).
Cost: Completely unavailable It would sell for millions if the buyer could activate and use it in any capacity. May sell as a work of art for several thousand credits.



Colossus Automaton

Manufacturer: Dweomer (**Federation of Magic**, p. 99).
Body Type: Metal; typically iron, steel or lead.
Crew: One; typically an experienced High Magus Controller or Lord of Magic.
Main Body M.D.C.: 1,000
Physical Strength: P.S. 70 (supernatural)!
P.P.E. Battery: 1,200 P.P.E.; regenerates 2D6x10 P.P.E. per hour.
Speed: Running: 50 mph (80 km). Leaping: 30 feet (9 m) long, 12 feet (3.6 m) high.
Maximum Range: Unlimited.
Combat Bonuses & Features of Note: Horror Factor: 18. +4 on initiative (+5 with mace), +7 to strike (+9 with mace), +7 to parry (+9 with mace), +6 to pull punch, critical strike on a natural 17-20, cannot roll with impact. The bonuses of the pilot are not added to those of the Automaton.
Iron Mace: Mega-Damage: +1D4x10 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: Reach is about 35 feet (10.6 m). Payload: Not applicable.
Earth Tremors: Mega-Damage: 4D6 M.D. to a swath 20 feet (6.1 m) wide and extending 100 feet (30.5 m) in front of the Colossus. People and items weighing less than a ton are likely to be knocked down, buildings suffer double damage. Rate of Fire: Up to once per melee round. Range: 100 feet (30.5 m). Payload: Unlimited.
Other Weapons: Mystic Eye Blasts.
Magic Spell Casting Abilities: Only a High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. Spells include: Deflect (10), Distant Voice (10), Death Curse (Special), Weight of Duty (10), Lifeblast (15), Wind Rush (20), Sub-Particle Acceleration (20), Wall of Wind (40), World Bizarre (40), Meteor (75), Collapse (70-400), Disharmonize (150), Firequake (160), Heavy Air (200), and Annihilate (600).
Cost: Completely unavailable. Would sell for hundreds of millions if the buyer could activate and use it. Stealing one is virtually impossible.

Earth Thunder Automaton

Manufacturer: Dweomer (**Federation of Magic**, p. 101).
Body Type: Stone or hard clay. Always a Mega-Damage structure.
Crew: One, typically a Battle Magus Controller.
Main Body M.D.C.: 500

Physical Strength: P.S. 30 (supernatural).
P.P.E. Battery: 100; regenerates 10 P.P.E. per hour.
Speed: Running: 40 mph (64 km). Leaping: 20 feet (6.1 m) long and 10 feet (3 m) high.
Combat Bonuses & Features of Note: Horror Factor: 14. +2 on initiative, +3 to strike (+5 with sword), +4 to parry (+6 with sword), critical strike on a natural 19-20, +2 to pull punch, cannot roll with impact. The bonuses of the pilot are not added to those of the Automaton but if piloted by a Controller, add +2 to each.
Single-Edged Sword: Mega-Damage: 1D4x10 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: Approximately a 12 foot (3.6 m) reach. Payload: Not applicable.
Magic Spell Casting Abilities: Only a Controller Magus, High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. Spells include: See Aura (6), Chameleon (6), Detect Concealment (6), Throwing Stones (5), Mystic Fulcrum (5), Fireblast (8), Spinning Blades (20; can be applied to giant sword), Wall of Defense (55), Deflect (10), Crushing Fist (12), Power Bolt (20).
Cost: Completely unavailable. Would sell for hundreds of millions if the buyer could activate and use it. May sell as a work of art for several thousand credits.

Fire Demon Automaton

Manufacturer: Dweomer (**Federation of Magic**, p. 104).
Body Type: Clay or coal turned to metal.
Crew: One, typically an experienced Battle Magus Controller.
Main Body M.D.C.: 500.
Physical Strength: P.S. 38 (supernatural).
P.P.E. Battery: 280; regenerates 30 P.P.E. per hour.
Speed: Running: 75 mph (120 km). Leaping: 40 feet (12.2 m) long and 20 feet (6.1 m) high.
Combat Bonuses & Features of Note: Horror Factor: 15. +4 on initiative (+5 with tail), +6 to strike, +5 to parry and dodge, +5 to pull punch, +4 to roll with impact, critical strike on a natural 19-20. Impervious to heat and fire, including M.D. plasma and dragon breath; can see through smoke without difficulty. The bonuses of the pilot are not added to those of the Automaton but if piloted by a Controller, add +1 to each.
Burning Hot Body: Mega-Damage: 1D4 M.D. per touch, 2D6 M.D. per five seconds of contact. +1D6 M.D. to physical blows. Rate of Fire: Constant. Range: Reach of about 10 feet (3 m). The heat alone prevents those not in environmental body armor or without a Mega-Damage body from approaching within 10-15 feet (3 to 4.6 m) of the unit. Payload: Unlimited.
Breathe Fire: Mega-Damage: 6D6 M.D. per blast of flame. The sulfur cloud that accompanies it will burn the eyes and throats of those without environmental helmets or air filters and goggles. Those affected are -3 on initiative, -1 to strike and parry, and lose one attack per melee round. The sulfur cloud lingers for 1D4 minutes. Rate of Fire: Equal to the number of attacks per melee round. Range: 100 feet (30.5 m). Payload: Unlimited.
Other Weapons: Flaming Hands, Fire Tremor.
Magic Spell Casting Abilities: Only a Controller Magus, High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. Spells include: Lantern Light (1), Fuel Flame (5), Ignite Flame (6), Fireblast (8), Fire Ball (10), Circle of Flame (10), Fire Blossom (20), Fire Gout (20), Fire Globe (40), and Dragon Fire (40).
Cost: Completely unavailable. Would sell for millions if the buyer could activate and use it.

Ice Drake Automaton

Manufacturer: Dweomer (**Federation of Magic**, p. 106).
Body Type: Made from sculpted ice or glass but transformed into a Mega-Damage material when magically turned into an Automaton.
Crew: One, typically a Controller Battle Magus.
Main Body M.D.C.: 300.
Physical Strength: P.S. 30 (supernatural).
P.P.E. Battery: 180; regenerates 20 P.P.E. per hour.
Speed: Running: 120 mph (192 km). It can also run, walk and stand on walls and ceilings. Leaping: 50 feet (15.2 m) long and 20 feet (6.1 m) high. Double with a running start. Flying: 400 mph (640 km). Flying Endurance: Unlimited.
Combat Bonuses & Features of Note: Horror Factor: 9. +3 on initiative, +5 to strike, +4 to parry, +4 to dodge (+6 in flight), critical strike on natural 19-20, +2 to pull punch, cannot roll with impact. The bonuses of the pilot are not added to those of the Automaton but if piloted by a Controller, add +2 to each.
Burning Cold Body: Damage: 1D6 S.D.C. per five seconds of physical contact or remaining within the unit's aura of intense cold. Rate of Fire: Constant. Range: Cold aura extends to about 10 feet (3 m). Payload: Not applicable.
Frost Blasts: Mega-Damage: 2D6 M.D. plus frost covers windows and visors, making it impossible to see until they are defrosted (1D4+1 minutes) or scraped clean (2D4 melee actions). Frost and numbing cold makes joints of body armor, power armor, cyborgs, and man-sized robots stiff. Reduce speed by 20% for 1D4+1 melee rounds. Against aircraft, power armor, and giant robots or vehicles, the wing flaps, landing gear and thrusters are stiff and slow to respond, as well as coating the surface in frost. Reduce seed by 10% and piloting skill by -15% for 1D4+1 melees. Living mortal/hit point creatures who are protected by non-environmental M.D. armor or magical armor are chilled to the bone and must roll to save vs. numbing cold (16 or higher). Failure to save means they suffer 3D6 S.D.C./hit point damage and lose initiative and two melee actions/attacks. Mega-Damage beings, like dragons and demons, must roll 11 or higher to save vs. the numbing cold. Failure to save means they suffer 1D4 M.D. and lose one melee action/attack. Rate of Fire: Up to twice per melee round. Range: 400 feet (122 m). Payload: Unlimited.
Magic Spell Casting Abilities: Only a Controller Magus, High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. Spells include: Energy Bolt (5), Float in Air (5), Chameleon (6), Orb of Cold (6), Wave of Frost (6), Frost Blade (15), Ice (15), Sub-Particle Acceleration (30, but at double the normal range), Wind Rush (20), Dispel Magic Barrier (20)
Cost: Completely unavailable. Would sell for hundreds of millions if the buyer could activate and use it. May sell as a work of art for several thousand credits. Rare.

Infiltrator Automaton

Manufacturer: Dweomer (**Federation of Magic**, p.108).
Body Type: Glass, but transformed into a Mega-Damage structure during construction.
Crew: None. The Controller Battle Magus effectively controls this Automaton via remote control. Maximum range is 500 feet (152 m).
Main Body M.D.C.: 220.
Physical Strength: P.S. 38 (supernatural).
P.P.E. Battery: 120; regenerates 10 P.P.E. per hour.
Speed: Running: 50 mph (80 km). Leaping: 10 feet (3 m) high and 15 feet (4.6 m) long.
Combat Bonuses & Features of Note: Horror Factor: 10. +2 on initiative, +3 to strike, +3 to parry, +5 to dodge, critical strike on natural 19-20, +6 to pull punch, +2 to roll with impact, prowl 60%. The bonuses of the pilot are not added to those of the Automaton but if piloted by a Controller, add +2 to each.

Weapons & Guns: The Infiltrator can use any type of weapon familiar to the Controller, from sword to laser rifle.

Momentary Intangibility: The Infiltrator can become intangible for approximately 2-3 seconds in order to pass through walls or floors like a ghost (counts as one melee action).

Magic Spell Casting Abilities: Only a Controller Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. Spells include: Chameleon (6), Concealment (6), Detect Concealment (6), Reflection (7), Electric Arc (8), Shadow Meld (10), Deflect (10), Ricochet Strike (12), House of Glass (12), Frequency Jamming (15), Mask of Deceit (15), Negate Mechanics (20), Phantom Mount (45), and Mystic Portal (60).

Cost: Completely unavailable. Would sell for hundreds of millions if the buyer could activate and use it. May sell as a work of art for several thousand credits.

Kilairgh Automaton

Manufacturer: Dweomer (**Federation of Magic**, p. 110).

Body Type: Metal or Stone.

Crew: One, typically an experienced High Magus Controller.

Main Body M.D.C.: 1,600.

Physical Strength: P.S. 55 (supernatural).

P.P.E. Battery: 400 P.P.E.; regenerates at approximately 1D4x10 P.P.E. per hour.

Speed: Running: 80 mph (128 km).

Combat Bonuses & Features of Note: Horror Factor: 16. +3 on initiative (+4 with claws), +6 to strike, +6 to parry, +4 to dodge, +4 to pull punch, +3 to roll with impact, critical strike on natural 19-20. The Controller gets a +2 bonus added to each of the above.

Pincer Claws (2): Mega-Damage: 1D6 M.D. (restrained punch), 1D6x10 M.D. (punch/blunt strike), 2D6x10 M.D. (power punch; counts as two attacks), 1D4x10+10 M.D. (cutting snip), 1D4x10 (clamp and tear), 1D6x10 (crush; per squeeze; counts as one attack). Grab and hold: requires a supernatural strength of 60 to pry the pincer loose. Rate of Fire: Equal to the number of attacks per melee round. Range: Reach is about 20 feet (6.1 m). Payload: Not applicable.

Magic Spell Casting Abilities: Only a Controller Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. Spells include: Orb of Cold (6; quadruple normal range), Electric Arc (8), Deflect (10), Horror (10), House of Glass (12), Lifeblast (15), Barrage (15), Wind Rush (20), Sub-Particle Acceleration (20), Ballistic Fire (25), Shockwave (35), Desiccate the Supernatural (50), and Disharmonize (150).

Cost: Completely unavailable. Would sell for hundreds of millions if the buyer could activate and use it. Stealing one is virtually impossible. Rare.

Iron Juggernauts of Tolkeen

As their conflict with the Coalition States grew closer, Tolkeen unveiled its fleet of new and monstrous TW war machines, a breed of fighting vehicle they called the *Iron Juggernauts*. By the time the Coalition invaded, launching the epic clash known as the *Siege on Tolkeen*, there were ten types of Iron Juggernauts commonly found on the battlefield.

Though Tolkeen ultimately lost its war against the Coalition (though diehards insist the conflict will never *really* be over), its Iron Juggernauts performed mightily, as evidenced by the fields of dead soldiers and smashed Coalition technology they left behind. Most of the Iron Juggernauts were ultimately destroyed during the Siege on Tolkeen's final days, but a substantial number of them fled the kingdom or simply disappeared. While they may never again appear in the large formations fielded during the Siege on Tolkeen, it is a good bet that the Iron Juggernauts will continue to roam North America well into the future.

Blazing Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars One**, p. 81).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 910.

Attributes of Note: P.S. 29 (supernatural), P.P. 22, I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the crackling of burning wood.

Maximum Speed: Running: 50 mph (80 km); double on a ley line. Leaping: 20 feet (6.1 m) high and 40 feet (12 m) long.

Maximum Range: Unlimited.

Attacks per Melee: Six physical or two by spell.

Bonuses: +3 on initiative, +6 to strike with punches and kicks, +4 to strike with ranged attacks, +3 to parry and dodge, +4 to pull punch, +1 to roll with impact, +10 to save vs Horror Factor, +6 to save vs mind control. It does not seem to breathe or need to eat food, drink water or rest. It travels without tiring.

Flaming Fists (2): Mega-Damage: Flaming punch: 1D4x10 M.D. plus combustibles ignite and burn. Flamethrower-like gout: 1D6x10 M.D. plus combustibles ignite (counts as two attacks). Fire Balls: 4D6 M.D. per single fire ball, 1D4x10+4 M.D. per dual blast. Rate of Fire: Equal to the number of attacks per melee round. Range: Ranged attacks: 1,600 feet (488 m). Payload: unlimited.

Laser Beam Eyes: Mega-Damage: 3D6 M.D. Rate of Fire: Equal to the number of attacks per melee round. Range: 2,000 feet (610 m). Payload: Unlimited.

Other Weapons: Spiked shield, steam attack.

Special Abilities: Keen vision and can see clearly up to one mile (1.6 km). 180 degree peripheral vision. Nightvision 2,000 feet (610 m). See the invisible. Magically understands all languages. Regenerates 3D6 M.D. per melee round. Impervious to possession, disease, gases, toxins, cold, heat, fire, plasma, lava, magic fires, and nuclear fire.



Vulnerabilities: Magic weapons whose magic is cold or ice inflict double damage.

Magic Spells: Lantern Light, Fireblast, Fire Whip and all Fire Elemental spells levels 1-4 at 6th level proficiency. **P.P.E.:** 1D4x100+360

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.

Earthwake Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars Three**, p. 74).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 1,187.

Attributes of Note:: P.S. 42 (supernatural), P.P. 22, I.Q. varies from 6-14.

Maximum Speed: Running: 60 mph (96 km); double on a ley line. Leaping: 15 feet (4.6 m) high and 30 feet (9.1 m) long. Double that from a running start. Double it again when on a ley line.

Maximum Range: Unlimited.

Attacks per Melee: Nine physical (seven when in the water) or two by magic spell.

Bonuses Underwater: +1 on initiative, +5 to strike, +3 to parry, +2 to automatic dodge, +4 to pull punch, +2 to roll with impact. +10 to save vs Horror Factor, +8 to save vs mind control. It does not seem to breathe or need to eat food, drink water or rest. Can travel without tiring. Note: Double all bonuses when out of the water and on dry land, but it loses its automatic dodge (+4 to dodge).

Lava Bolts from the Fingers: Mega-Damage: 6D6 M.D. from one large bolt or 4D6 M.D. from volley of four small bolts fired from the fingers (1D6 M.D. each). Rate of Fire: Each blast or volley counts as a single attack. Range: 1,200 feet (366 m). Payload: Unlimited.

Forearm Spear Launchers (2): Mega-Damage: 1D6 M.D. per individual spear, 3D6 for a volley of three fired simultaneously at the same target. 5D6 for a volley of six and 1D4x10+6 for a volley of nine. Rate of Fire: Single shot or volleys of three, six or nine. Range: 1,200 feet (366 m). Payload: Unlimited. Spears are magically replenished at the beginning of each melee round.

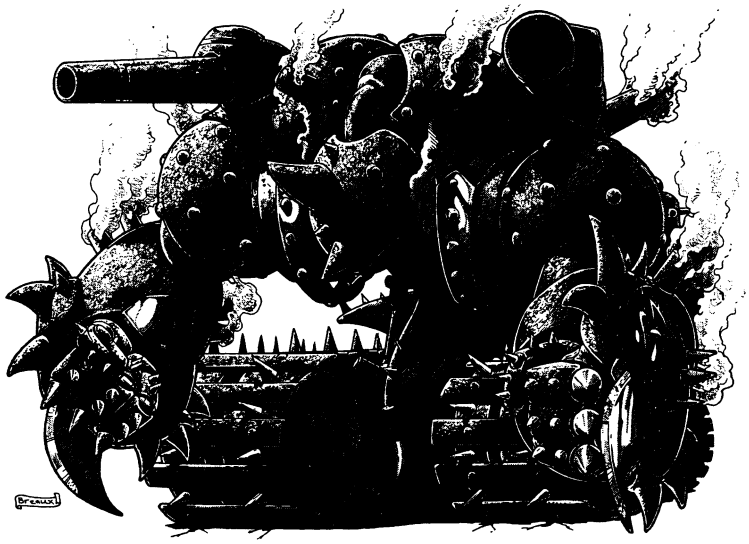
Other Weapons: Mini-missile launcher, steam attack.

Special Abilities: Keen vision and can see clearly up to two miles (3.2 km) away. 180 degree peripheral vision. Sees through dark, murky water. Nightvision 3,000 feet (914 m). See the invisible. Impervious to possession, disease, gases, toxins and normal cold and heat. Electricity, lightning, storms (including Ley Line Storms, tornadoes and hurricanes) and explosions do half damage. Land Navigation 98%. Sense approximate water temperature. Sense depth. Sense and locate water within 50 miles (80 km), 88%. Magically understands all languages. Regenerates 1D4x10 M.D. per melee round.

Vulnerabilities: Most M.D. weapons and spells do normal damage. Rune weapons inflict double damage.

Magic Spells: Chameleon (6), Climb (3), Concealment (6), Detect Concealment (6), Fool's Gold (10), Repel Animals (7), Dispel Magic Barriers (20), Locate (30), Stone to Flesh (30), Speed of the Snail (50), Purification (20), Water to Wine (40), and all Earth Elemental spells levels 1-3 at 6th level proficiency. **P.P.E.:** 1D4x100+224

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.



Fury Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars One**, p. 86).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 1,340

Attributes of Note: P.S. 40 (supernatural), P.P. 24, I.Q. varies from 8-14. Can not speak except in single words and short phrases (3-6 words) in a deep, rumbling voice.

Maximum Speed: Running: 50 mph (80 km); double on a ley line. It is a tracked all-terrain vehicle and can climb inclines as steep as 90 degrees.

Maximum Range: Unlimited.

Attacks per Melee: Six physical or two by magic.

Bonuses: +4 on initiative, +7 to strike with punches and kicks, +9 to strike with forearm blades, +3 to strike with ion cannons, +9 to parry, +2 to dodge, +8 to pull punch, +10 to save vs Horror Factor, +8 to save vs mind control. It does not breathe and does not require food or drink. It does not fatigue.

Ion Cannons (2): Mega-Damage: 6D6 M.D. per blast. Rate of Fire: Equal to the number of attacks per melee round. Range: 3,000 feet (914 m). Payload: Unlimited.

Forearm Blades (2): Mega-Damage: 7D6 M.D. (single blade; 2D6 M.D. plus normal punch damage) or 2D4x10 M.D. (simultaneous double blade strike). Rate of Fire: Equal to the number of attacks per melee round.

Other Weapons: Steam attack.

Special Abilities: Sees up to two miles (3.2 km). 180 degree peripheral vision. Nightvision 6,000 feet (1,829 m). See the invisible. Magically understand all languages. Regenerates 6D6 M.D.C. per melee round.

Vulnerabilities: Magic that is cold-based including ice spells and weapons, as well as wands and weapons made from a Millennium Tree and Rune weapons, all of which inflict double damage.

Magic Spells: Cleanse, Manipulate Objects, Throwing Stones, Shatter, Create Wood, Mystic Fulcrum, Light Target, all Earth Elemental spells levels 1-4 and all Air Elemental spells levels 1-2 plus the Air Elemental spells of Energy Disruption, Energy Field, Electric Arc, Dissipate Gases, Call Lightning, Ball Lightning, and Electric Field, all at 6th level proficiency.

P.P.E.: 1D6x100+600

Black Market Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.

Iron-Dragonfly
Heavy Air Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars Three**, p. 68).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 1,210

Attributes of Note: P.S. 35 (supernatural), P.P. 20, I.Q. ranges from 7-14. Can not speak except in phrases of 1-6 words. Voice sounds like a roaring wind.

Maximum Speed: Running: 30 mph (48 km), double on a ley line. Leaping: 10 feet (3 m) high and 15 feet (4.6 m) long. Flying: 600 mph (960 km); double on a ley line. Max. altitude is 20,000 feet (6,096 m), which means it outperforms SAMAS, most other types of flying power armor, and many aircraft.

Maximum Range: Unlimited.

Attacks per Melee: Six physical or two by magic.

Bonuses: +2 on initiative, +7 to strike with punches and kicks (+3 to strike with energy blasts), +10 to parry, +3 to dodge (+5 to dodge in flight), +5 to pull punch, +1 to roll with impact, +9 to save vs Horror Factor, +6 to save vs mind control. It does not breathe, eat, drink, or get tired.

Scythe Hands (2): Mega-Damage (Metal Blades): 1D4x10+4 M.D. Mega-Damage (Electrified Blades): 1D6x10 M.D. (supernatural P.S. included). Mega-Damage (Cross Blade Lightning Strike): 6D6 M.D. per bolt. Rate of Fire: Equal to the number of attacks per melee round. Range: 1,600 feet (488 m) for energy blast. Payload: Unlimited.

Forearm Mini-Missile Launchers (2): Mega-Damage: 1D4x10 (armor piercing) or 1D6x10 (plasma). Rate of Fire: Single shot or volleys of two, four or six. Range: One mile (1.6 km). Payload: 18 per arm for 36 total.

Other Weapons: Steam attack.

Special Abilities: Sees up to three miles (4.8 km). 180 degree peripheral vision. Nightvision 6,000 feet (1,829 m). See through smoke. See the invisible. Magically understand all languages. Regenerates 4D6 M.D.C. per melee round.

Vulnerabilities: Magic weapons whose magic is fire or earth based inflict double damage.

Magic Spells: Blinding Flash (1), Globe of Daylight (2), Energy Bolt (5), Thunderclap (4), Fingers of the Wind (5), Float in Air (5), Energy Disruption (12), Impervious to Energy (20), Wind Rush (20), Dispel Magic Barrier (20), Summon Fog (140). Also commands the following Air Elemental spells: Stop Wind (5), Change Wind Direction (6), Howling Wind (7), Call Lightning (10), Ball Lightning (15), Miasma (7), Dissipate Gases (15), Invisible Wall (30), Electrical Field (35), Darken Sky (25) and Atmosphere Manipulation (50).

P.P.E.: 1D4x100+188

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.

Sea Viper Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars Three**, p. 70).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 690.

Attributes of Note: P.S. 24 (supernatural), P.P. 22, I.Q. varies from 7-14. Can not speak except in phrases of up to 8 words in a deep voice.

Maximum Speed: Running: 35 mph (56 km). Leaping: 20 feet (6.1 m) high and 60 feet (18.3 m) long. Double if swimming at top speed and double again when swimming along a ley line. On dry land a leap is 10 feet (3 m) high or 20 feet (6.1 m) lengthwise. Underwater: 100 mph (160 km or 86 knots). Double that on a ley line. Can dive at double speed for up to 1,000 feet (305 m). Maximum depth tolerance is three miles (4.8 km). Can remain underwater indefinitely.

Maximum Range: Unlimited.

Attacks per Melee: Eight physical (six when out of the water) or two by magic.

Bonuses: +4 on initiative, +10 to strike, +8 to parry, +6 to automatic dodge, +6 to pull punch, +4 to disarm, +2 to roll with impact. +10 to save vs Horror Factor. +6 to save vs mind control. Does not breathe, eat, drink or fatigue. Reduce all bonuses by half when out of the water.

Blade Hands (2): Mega-Damage: 4D6 M.D. for most attacks, 6D6 M.D. for spinning blade attack.

Blade Feet (2): Mega-Damage: 5D6 M.D.

Special Abilities: Sees up to two miles (3.2 km). 280 degree peripheral vision. Nightvision 6,000 feet (1,829 m). See through smoke. See the invisible. Magically understand all languages. Regenerates 3D6 M.D.C. per melee round. Impervious to possession, disease, gases, toxins, pollution, and ordinary cold. Sense water depth, navigate 98% underwater, sense magnetic north, sonic echo-location.

Vulnerabilities: Electricity, sonic attacks, explosives, magic-based cold and water attacks do half damage. Magic weapons and other types of M.D. attacks do full damage. M.D. fire, plasma, magic fires, and nuclear fire do double damage.

Magic Spells: Turn Dead (6), Negate Magic (30), Energy Bolt (5), Magic Net (7), Escape (8), Summon Fog (140), Summon Rain (200), Summon Storm (300), Cleanse (6), Orb of Cold (6), Wave of Frost (6), Frost Blade (15), Create Water (15) and all Water Elemental spells levels 1-3 at sixth level proficiency. **P.P.E.:** 1D4x100+175

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.

Thundering Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars One**, p. 83).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 1,130

Attributes of Note: P.S. 34 (supernatural), P.P. 26, I.Q. Varies from 7-14.

Maximum Speed: Running: 100 mph (160 km); double on a ley line. Leaping: 60 feet (18.3 m) high and 120 feet (36.6 m) long; double when on a ley line. Flying: 60 mph (96 km) only on a ley line. Triple speed when riding during a Ley Line Storm.

Maximum Range: Unlimited.

Attacks per Melee: Nine physical or three by magic.

Bonuses: +6 on initiative, +9 to strike with punches and kicks, +11 to strike with forearm blades, +3 to strike with energy weapons, +7 to parry, +5 to dodge, +6 to pull punch, +2 to roll with impact, +10 to save vs Horror Factor, +6 to save vs mind control. It does not breathe, eat, drink or fatigue.

Forearm Blades (2): Mega-Damage: 6D6 M.D. for single strike, 1D4x10+4 M.D. for double strike. Rate of Fire: Equal to the number of attacks per melee round.

Mini-Missile Launcher: Mega-Damage: 1D4x10 M.D. (armor piercing) or 1D6x10 M.D. (plasma). Rate of Fire: One or two at a time. Range: One mile (1.6 km). Payload: Six total.



Other Weapons: Electrical bolts from the eyes, forearm laser.

Special Abilities: Sees up to two miles (3.2 km). 180 degree peripheral vision. Nightvision 6,000 feet (1,829 m). See through smoke. See the invisible. Magically understand all languages. Regenerates 5D6 M.D.C. per melee round. Impervious to possession, disease, gases, toxins, cold, heat, lightning and hurricanes. Lasers do half damage.

Vulnerabilities: Magic weapons that are the creation of Bio-Wizardry or Rune Magic inflict double damage.

Magic Spells: Light Target, Wind Rush, Electric Arc, Wave of Frost, and all Air Elemental spells levels 1-4 at 6th level proficiency. **P.P.E.:** 1D4x100+300.

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.

Warhawk Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars Two**, p. 61).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

Main Body M.D.C.: 770.

Attributes of Note: P.S. 27 (supernatural), P.P. 23, I.Q. ranges from 7-14. Can not speak except in short phrases of under 8 words. Voice sounds like a hoarse whisper.

Maximum Speed: Running: 40 mph (64 km); double on a ley line. Leaping: 20 feet (6 m) high and 40 feet (12 m) across. Flying: 350 mph (560 km); double on a ley line. Max altitude is 15,000 feet (4,572 m), which means it outperforms SAMAS, most other power armor and some aircraft. Death from above!

Maximum Range: Unlimited.

Attacks per Melee: Eight physical or two by magic.

Bonuses: +3 on initiative, +9 to strike with punches and kicks, +4 to strike with energy blasts, +7 to parry, +5 to dodge, +7 to automatic dodge while airborne, +6 to pull punch, +3 to roll with impact. +9 to save vs Horror Factor, +6 to save vs mind control. Does not breathe, eat, drink or fatigue.

Pole Arm: Mega-Damage: 4D6 M.D. (sickle blade) or 1D6x10 M.D. (lightning strike). Rate of Fire: Equal to the number of attacks per melee round. Range: 3,000 feet (914 m) for lightning strike. Hand to hand for sickle blade. Payload: Unlimited.

Silver Sword Forearm Blades (2): Mega-Damage: 6D6 M.D. each.

Other Weapons: Steam attack.

Special Abilities: Sees up to three miles (4.8 km). 180 degree peripheral vision. Nightvision 2,000 feet (610 m). See the Invisible. Magically understand all languages. Regenerates 3D6 M.D.C. per melee round. Impervious to possession, disease, gases, toxins, cold, heat, and ordinary fire. M.D. fire, plasma, magic fires, nuclear fire, electricity and sonic attacks do half damage. Its flight is silent. No whirl of gears or clinking metal parts, only the soft sound of rushing air; prowls at 65%.

Vulnerabilities: Magic weapons whose magic is cold or ice or water based inflict double damage. The fire cast by some Russian demons and gods inflicts double damage.

Magic Spells: Cloud of Smoke (2), Globe of Daylight (2), Thunderclap (4), Ignite Fire (6), Fuel Flame (5), Fire Bolt (7), Fire Ball (10), Energy Disruption (12), Impervious to Energy (20), Wind Rush (20), Magic Pigeon (20), Cleanse (6), Shatter (5), Lantern Light (1), Light Target (6), Manipulate Objects (2+), Chromatic Protection (10), Reflection (7), Featherlight (10), Implosion Neutralizer (12), Electric Arc (8), Fireblast (8), Wall of Wind (40), Shockwave (35). All spells are at 6th level proficiency. **P.P.E.:** 1D4x100+155.

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the Splugorth would love to get a few for their gladiatorial arenas.

Wing Blade Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars 6: Final Siege**, p. 59).

Classification: Iron Juggernaut TW Combat Robot.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C.: Main Body: 1480. Wings: 200 each. Tail Blade: 200. Scythe Arm: 440. Small Legs: 80.

Attributes of Note: P.S. 40 (Supernatural), P.P. 26, I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the hiss of steam.

Maximum Speed: Crawling: 30 mph (48 km; double on a ley line). Flying: 300 mph (480 km; double along ley lines). Altitude is 32,000 feet.

Maximum Range: Unlimited.

Attacks per Melee: Ten physical or two by spell.

Bonuses: +6 on initiative, +10 to strike, +7 to parry, +5 to dodge, +6 to pull punch, +2 to roll with impact, +10 to save vs Horror Factor, +6 to save vs mind control. It does not seem to breathe or need to eat food, drink water or rest. It travels without tiring.

Special Abilities: Hawk-like vision and can see clearly up to two miles (3.2 km). 180 degree peripheral vision. Nightvision 6,000 feet (1829 m). See the invisible. Magically understands all languages. Regenerates 3D6 M.D. per melee round. Impervious to possession, disease, gases, toxins, cold, heat, fire, plasma, lava, magic fires, and nuclear fire.

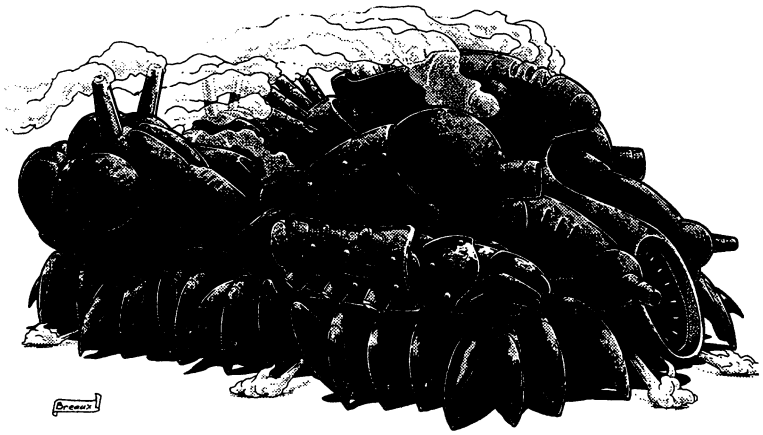
Vulnerabilities: Magic weapons whose magic is cold or ice inflict double damage.

Mega-Damage Hand to Hand Combat: It inflicts double damage to creatures vulnerable to silver or magic. Wing Strike with blunt edge of a blade: 1D6x10+25 S.D.C. or 4D6 M.D. from a full strength

strike, depending on how hard the Juggernaut desires to hit. Scythe Blade: 7D6+10 M.D. Power Punch/Stab: 2D4x10+10 M.D., but counts as two melee attacks. Blade Strike from "one" Lower (leg) Appendage: 6D6 M.D.; Power Strike/Stab: 1D6x10+6, but counts as two melee attacks. Simultaneous Blade Strike: 1D6x10+6 M.D., counts as two attacks. Tail Blade: 5D6 M.D. Small Leg Blades (near hip): 4D6 M.D. Small Spiked Legs (12): 2D6 M.D. each. Can stab in groups of 2, 4, or 6 but each leg strike counts as one melee action/attack. Used to stab and hold its opponent, so once they are stabbed "in" they are not released to stab again, but hold on. Flying Body Block: 3D6 M.D. and a 01-80% likelihood of knocking any opponent its size or smaller off its feet (victim loses two melee actions and initiative).

Magic Spells: Freeze Water (8), Sheet of Ice (15), Hail (20), Shards of Ice (15), Wall of Ice (20), Ten Foot Ball of Ice (30), Orb of Cold (6), Foul Water (6), Float on Water (4), Liquids to Water (10), Lantern Light (1), Globe of Daylight (2), Thunder Clap (2), and Northwind. The predominantly Water Elemental Spells levels are described in *Rifts® Conversion Book One* and in this book. All are cast at 6th level spell strength! **P.P.E.:** 1D4x100+140.

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being.



Millipede Iron Juggernaut

Manufacturer: The Kingdom of Tolkeen (**Coalition Wars 6: Final Siege**, p. 629).

Classification: Iron Juggernaut TW Combat Robot. Massive and rare even in Tolkeen.

Crew: Uncertain. Intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C.: Main Body: 1880. Forward Arms: 600 each. Forward Cannons: 400 each. Forward Turrets: 150 each. Rear Robot Fighters (2): 700 each. Legs (38): 110 each.

Attributes of Note: P.S. 40 (Supernatural), P.P. 26, I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the hiss of steam.

Maximum Speed: Running: 100 mph (160 km; double on a ley line). Flying & Leaping: Not possible. Full underwater capabilities.

Maximum Range: Unlimited.

Size: 34 feet (10.4 m) tall, 32 feet (9.75 m) wide, and 90 feet (27.4 m) long.

Attacks per Melee: Twelve.

Bonuses: +5 on initiative, +9 to strike with punches, +5 to strike with energy weapons, +4 to parry, +1 to dodge, +4 to pull punch, +10 to save vs Horror Factor, +5 to save vs mind control. It does not seem to breathe or need to eat food, drink water or rest. It travels without tiring.

Plasma Cannons (2): Mega-Damage: 1D6x10 M.D. per single blast, 2D6x10 per dual blast. Range: 4000 feet (1219 m). Payload: Unlimited.

Forearm Lasers: Mega-Damage: 4D6 M.D. Rate of Fire: Each blast counts as one melee attack. Range: 2,000 feet (610 m). Payload: Unlimited.

Flame Thrower (1; mouth): Mega-Damage: 1D4x10 M.D. per "bolt," or 5D6 M.D. from a stream of fire. Rate of Fire: Each blast counts as one melee attack. Range: Fire Bolt: 2,000 feet (610 m). Flaming Stream: 300 feet (91.5 m). Payload: Unlimited.

Mini-Missiles (12; forearm): Mega-Damage: 1D4x10 or 1D6x10 depending on the missile. Range: One mile (1.6 km). Payload: 36 total.

Other Weapons: Hand to hand punch attacks (6D6 M.D. for full strength punch) and steam attack.

Special Abilities: Hawk-like vision and can see clearly up to two miles (3.2 km). 180 degree peripheral vision. Nightvision 6,000 feet (1829 m). See the invisible. Magically understands all languages. Regenerates 3D6 M.D. per melee round. Impervious to possession, disease, gases, toxins, cold, heat, fire, plasma, lava, magic fires, and nuclear fire.

Vulnerabilities: Magic weapons whose magic is cold or ice inflict double damage.

Magic Spells: All first level Earth Elemental magic plus the following: Dirt to Sand (6), Crumble Stone (10), Mend Stone (15), Dig (8), Wall of Stone (15), Animate Object (12), Hopping Stones (6), Quicksand (15), and Sand Storm (15) at 6th level spell strength! Available **P.P.E.:** 1D4x100+100.

Cost: Presumably millions of credits but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being.

Other TW War Machines

Space limitations prevent us from including all the machines of war and destruction that have appeared in other books (although most small arms and major vehicles have been presented). **Coalition Wars One: Sedition** and **Coalition Wars Six: Final Siege** (especially the latter), include a number of additional TW combat vehicles. Most were designed and manufactured by the Kingdom of Tolkeen, and the secrets of their manufacture were lost with the fall of that great nation.



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A simple index for the most frequently used spell magic.

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X, Y, Z

Lonely letters with no spells.



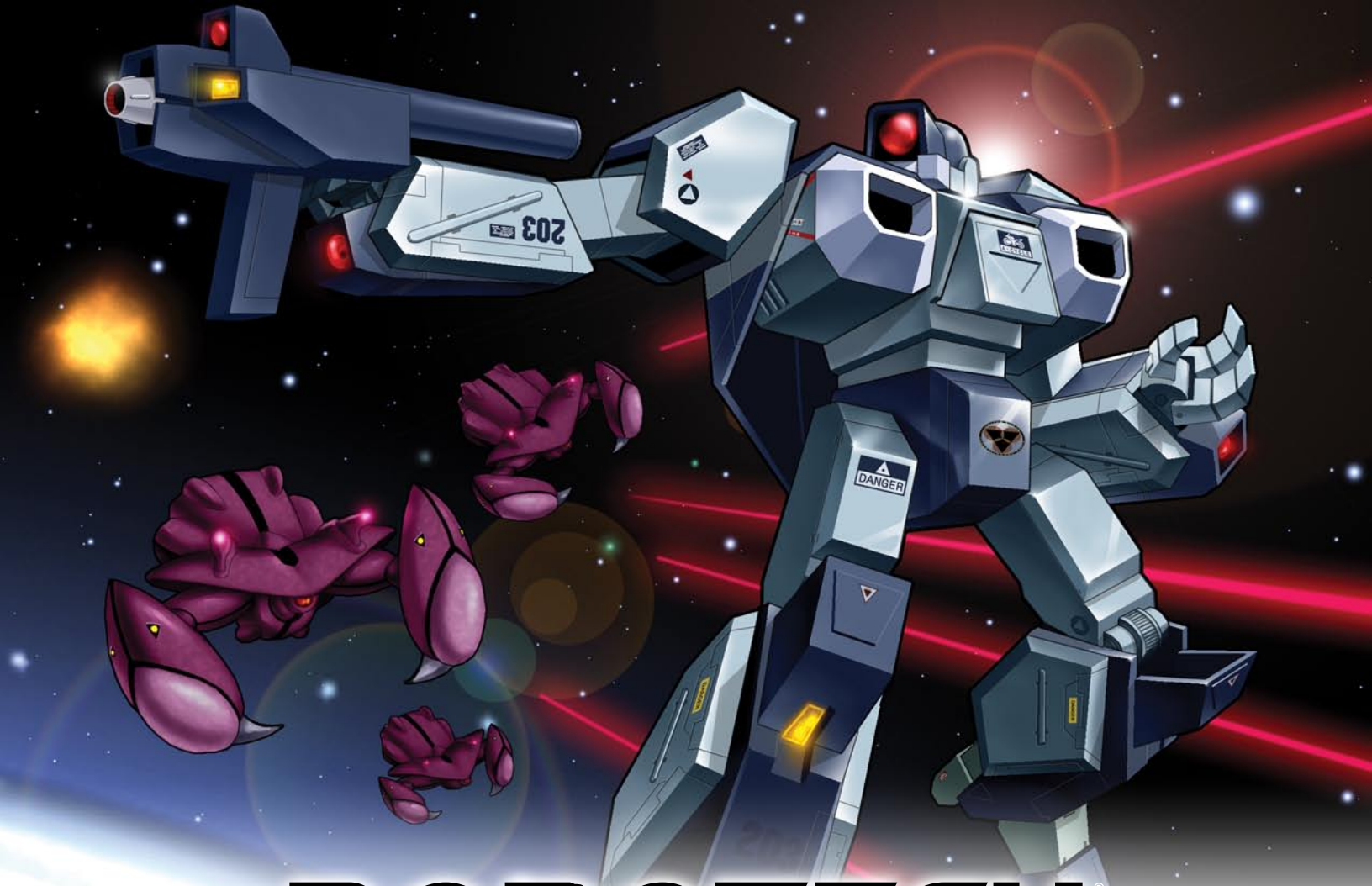
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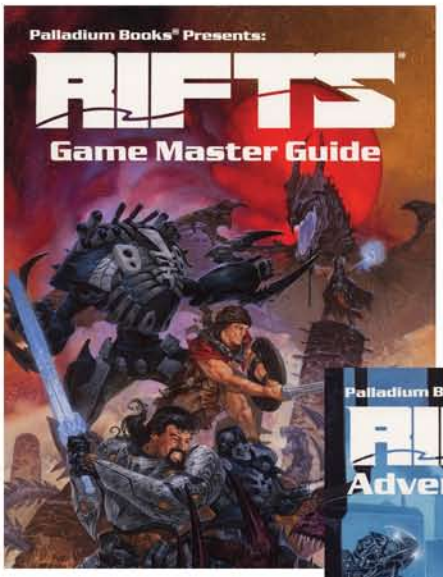
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