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ADVENTURE SOURCEBOOK

BY KEVIN SIEMMIEDA



CHI-TOWN 'BURBS™
THE BLACK VAULT™

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A Rifts® Adventure Sourcebook: *The Black Vault*™
The Chi-Town ‘Burbs & the Coalition States

Dedication

To Alex Marciniszyn, my best friend since eighth grade. Alex is a walking idea factory, amateur artist, Palladium stalwart and one of the nicest, gentlest people on Earth. It is my privilege to have him as my dearest of friends.

– Kevin Siembieda, 2003

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Rifts® Adventure Guide™
Rifts® Coalition Wars® (Tolkeen) #1-6
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The cover is by fan favorite *Freddie Williams II*, who originally did this powerful illustration of a pair of Coalition Juicers (members of a Hammer squad) for the ill-fated *Rifts® Collectable Card Game*. I don't recall if this illustration actually saw print or was for the second booster set that never saw the light of day.

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RIFTS®

CHI-TOWN 'BURBS™

THE BLACK VAULT™

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– Kevin Siembieda, 2003

Contents

Magic in the Coalition States	6
Magic in the ‘Burbs	8
The Coalition’s Campaign Against Magic	9
Anti-Magic Recovery Squad	9
The Hammers (AMRS)	10
Standard AMRS Squad	11
The Legend of the Black Vault	11
The trail to the Black Vault	12
The Black Vault	13
The Black Vault’s Inventory	13
Black Vault Defenses	15
Finding the Black Vault	17
Black Vault Adventures	17
A few subplots to consider	18
For Game Master Eyes Only	18
Suspected Location Number One	18
Suspected Location Number Two	19
Adventure Notes	19
 101 Magic Items	20
01% TW Animator	21
02% TW Can & Bottle Opener	21
03% TW Danger Cars	21
04% TW Fireflies	23
05% TW Laughter in a Can	23
06% TW Thunder Puff Gun	23
07% TW Instant Cooker	23
08% TW Cooking Pot	24
09% TW Frying Pan	24
10% TW Cigarette Lighter	24
11% TW Hover Table	24
12% TW Fire Resistant Foam	24
13% TW Radio Jamming Field Generator	24
14% TW Mini-Jammer	25
15% TW Mystic Insect Netting	25
16% TW Animal Repellent	25
17% TW Climb Claw	25
18% The Magic Miner (vehicle)	25
19% TW Magic Duct Tape	27
20% TW Miracle Pen	27
21% TW Food Preserver	27
22% TW Cooler/Ice Box	28
23% TW Insulated Gloves	28
24% TW Healing Body Suit	28
25% TW Drop Chute	28
26% TW Running Lights	28

27% Air Rope	29
28% Nose Ring of Breathing	29
29% Thunderblust	29
30% Dragon Cleaver Rune Weapon	29
31% Dragon Power Gloves	29
32% Dragon’s Eye Crystal	30
33% Dragon’s Tooth Dagger	30
34% Vampire Bone Spear	30
35% Elventoe Magic Boots	30
36% Hidden Face	30
37% Hidden Hands	31
38% Mercurial Blades	31
39% TW Sewing Machine	31
40% Magical Sewing Needle & Thread	31
41% Magic String Rope	31
42% M.D. Leather Armor	31
43% Medieval Power Armor	32
44% TW Magic Augmentation Armor	33
45% TW Ley Line Power Suit	33
46% TW Teleportation Suit	34
47% TW Ley Line Mines	34
48% TW Ley Line Cluster Bombs	34
49% TW Ley Line Electric Spiders	35
50-52% Charm Gems	36
53% TW Spy Audio Recording Disk	38
54% TW Talking Disk	38
55% TW Computer Eye Medallion	39
56% Flash Fire Cape	39
57% Fire Cloak	40
58% Magic Sculpt	40
59-65% Enchanted Masks of Mystery	40
66% Magic Power Gloves	41
67% TW Holographic Camera & Projector	42
68% TW Stealth Shadow Aircraft	42
69% Alien Electro-Robot	43
70% TW Robot Bees	44
71% TW Flying Observation Sphere	44
72% Magic Weapon Ring	44
73% Magical Weapon Wand	45
74% TW Escape Gloves	45
75% TW Energy Disruption Disk	45
76% TW Environmental Field Generator	46
77% TW Disguised Optical Enhancements	46
78% The Pole Arm Grotesque	46
79% Experimental Magic Rifle	46
80-101% Magic Potions	47





A few words from the author

Welcome to the third **Rifts® Adventure Sourcebook** set in the Chi-Town 'Burbs. Like the others, it is designed to fill in blanks about the Coalition States, its people, culture and history while providing plenty of material for adventures. Readers may also notice that it departs, somewhat, from what the book was originally described to be. There is no additional information on the New Town 'Burb of Firetown, for example. Well, that's because these books often take on a life of their own once I actually sit down to write them. In this case, the Black Vault and its magical contents became the focus of this book, and I felt including more on Firetown would detract from the subject of the book. Besides, I thought G.M.s and players would love a hundred new magic items. I'm pleased with the end result and think you will be too.

The next sourcebook is something of a companion to this one because it continues the theme of *forbidden magic and secrets* as we take a look at the shadowy group of pro-Coalition practitioners of magic known as **The Vanguard**.

We have other big things planned for **Rifts®**, including a return to doing *World Books*, of which **Rifts® Africa Two** and **Rifts® China** are likely to be the first, both planned for a Fall, 2003 release. And if you have always wondered about the *origin* of Rifts Earth, you can't miss **Rifts® Chaos Earth™**, a new role-playing game and setting that takes place during the Great Cataclysm and bears witness to the collapse of human civilization, the transformation of Earth, the coming of the demon

plagues and the rise of magic. And it's all completely compatible with **Rifts®**. So far, **Rifts® Chaos Earth™** has met with overwhelming praise and excitement by those who have picked up a copy. Check it out, I think you'll be glad you did.

— Kevin Siembieda, 2003

Magic in the Coalition States

It is a well known fact that the people and government of the Coalition States hate (and fear) magic, and for good reason, their history with magic has been a dark and bloody one. Many are the tales of diabolical sorcerers, malevolent dragons, supernatural horrors and other magic wielding fiends who have tried to conquer, topple or enslave Chi-Town. Treachery at the hands of the *Federation of Magic* has left the deepest scars upon the psyche of the Coalition States, and the clashes between these two longtime adversaries are legendary. The myriad of other tragedies, mishaps and betrayals at the hands of those who command magic only serve to reinforce just how unpredictable and

dangerous magic is in the wrong hands. Unfortunately, the Coalition leaders have decided there is no such thing as the “right hands,” and have banned the use of magic completely.

Once, nearly five generations ago, the CS, itself, dabbled in the study and use of magic spearheaded by a group of loyal Chi-Town occultists known as the **Vanguard**. Back in its formative days, when Chi-Town was still an independent city-state and the idea of the Coalition States had yet to be hatched, things might have turned out differently. Proponents of magic had begun a movement to propose legislation to further study and regulate the use of magic for the betterment of human civilization. It was expected to pass easily and had it, the Coalition States might never have come into being. However, just as the pro-magic movement began to gather steam in Chi-Town, the Federation of Magic struck with devastating force. The militant sorcerers struck not only to avenge grievances from previous altercations but to make their most ardent bid to conquer Chi-Town. The Federation’s attack was merciless and vindictive. The bloodletting and loss of life was eclipsed only by the retaliation that would be unleashed by young General Joseph Prosek the First in what would become known as the famous *Bloody Campaign* of 12 P.A. As horrific as the Bloody Campaign would be, the real damage was done by the Federation, for the carnage unleashed by magic and the mystical monsters and demons under their command, convinced the people and leaders of Chi-Town that *magic* was, indeed, inherently evil. That its use corrupted the human spirit and turned men mad. Still reeling from the horror of it all, magic was forever outlawed and its practitioners exiled. Anybody who dared to openly support magic were branded as insane, evil, the pawns of supernatural forces or dissidents committed to undermining human civilization. General Joseph Prosek and the members of his political party would prey upon the deep seated fear, anger and insecurity of the people to further their own bid for power and control of Chi-Town, forever painting the use of magic as something deplorable and wicked.

From that time forward, magic, in all its forms, has been banned as evil and unnatural. The Chi-Town of old quickly changed from an open society, tolerant of magic and other ideas, to a frightened and closed society intolerant of new ideas and alien people. It elevated science, technology, industrialization and humanity to values more important than anything else, and used its technological superiority to cut itself off from the rest of the world and crush all who opposed or questioned them. Additional incidents and treachery involving other practitioners of magic only seemed to punctuate the idea that those who wielded magic were often power-hungry madmen or inhuman monstrosities from beyond the Rifts, many of whom seemed bent on using their magical powers to destroy or subjugate others.

When the Coalition States were formed, their leaders turned magic bashing into a new art. Emperor Karl Prosek and his regime have been especially masterful at playing upon their people’s fear and ignorance to manipulate the masses and grab ever greater amounts of power for themselves. They have succeeded in painting magic and its users in such a bad light, that most citizens of the nation’s greatest cities are convinced magic is so inherently evil and corrupting a force that no human should dare to embrace it lest he lose his very soul and any sense of humanity. Thus, even human practitioners of magic are regarded as *in-*

human monsters transformed by the terrible magic powers they try to control. And because they are now madmen and monsters, sorcerers are to be shunned and feared. Most Coalition citizens fear that keeping a magic item in one’s possession, even a benign or helpful item, is to flirt with madness and dehumanization. To perpetuate the imagined connection of magic with the monstrous and villainy, the Coalition propagandists are quick to point out that dragons, demons, and other supernatural, inhuman and monstrous beings usually possess magic as part of their “natural” abilities – further evidence, they say, of the foul and distorting nature of magic. This also explains why so many practitioners of magic associate with D-Bees, demons, dragons and monsters, for they have more in common with these horrid creatures than human beings, or so the propaganda preaches. The Coalition propaganda machine has so effectively demonized and vilified magic over the generations that many CS citizens loathe and fear it to the point of fanaticism. The Federation of Magic is just the Coalition government’s poster-child for the “villainy” of magic – a boogeyman that instantly evokes powerful emotions among the people, who demand their leaders do something to protect them from it. One of Emperor Prosek’s favorite sayings is that,

“Fear is power. And he who knows how to feed, stoke and direct that fear is master of the frightened, a wolf to whom the sheep turn for protection.”

It was this fear and loathing of magic that gave birth to the idea of building great, walled, fortress cities, and which sustains the Prosek regime’s unparalleled power over its people. Most don’t even begin to realize what they have given up in their quest to keep their families “safe.”

Within the fortress cities and sterile communities of the Coalition States, practitioners of magic are terrifying bogeymen and the study of the mystic arts a depravity. Thus, even the hint of magic sends their citizens into a terrified frenzy, compelling them to turn on neighbors, family and lifelong friends. The authorities are contacted immediately so that magic may be stamped out before it can take root. This includes those who might have acquired a book, artifact or device feared to contain magic or the secrets of magic, for fear they will, over time, corrupt or possess their owners, driving them to madness and compelling them to work wickedness against the innocent.

The ISS and NTSET are quick to respond to citizen reports of anything that smacks of magic, the supernatural or anything out of the ordinary. The Department of Propaganda is even quicker to paint even the most innocuous incidents involving magic (or even just the suggestion of magic) into a life threatening catastrophe narrowly averted thanks to the heroic actions of the Prosek government and its peacekeepers, particularly the psychics and Dog Boys of the ISS and NTSET.

The message is simple and clear: Magic is evil, magic corrupts, magic destroys, magic is to be feared and shunned by all good people. It is a message that most citizens of the Coalition States accept as gospel. That’s why a whopping 97% of citizens supported Emperor Prosek’s war on Tolkeen, and why they always support any action to protect them from practitioners of magic, especially the Federation of Magic. The fact that many groups of Rogue Scientists, Rogue Scholars, dissidents and D-Bees either use magic or accept magic as a benign force plays right into the Coalition’s hands, enabling the manipulative gov-

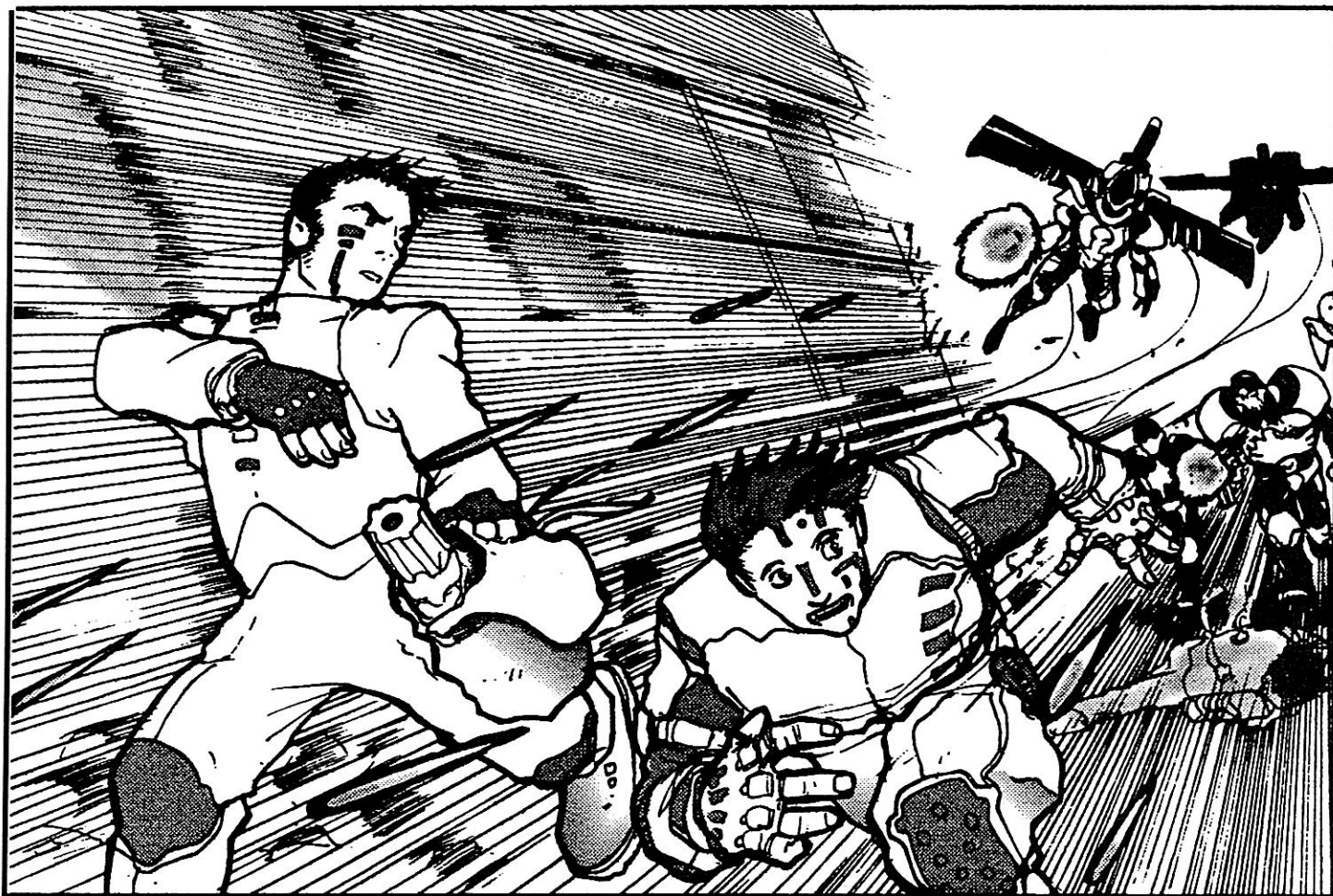
ernment to brand these well intentioned people as dangerous extremists who have fallen victim to the corrupting, evil influence of *magic*. Magic users and creatures of magic have become the Coalition government's favorite and most compelling excuse to say or do almost anything. One that never seems to lose its weight or influence over the citizenry.

No more than 2% of the citizens of the Coalition States' urban communities, including the fortress cities and other large CS cities, are willing to question the government's stance on magic. That number may increase by as much as double in rural areas, but no more. This tiny minority questions the Coalition's extreme position on magic and *may* secretly see magic as a potentially helpful tool. Such individuals may turn a blind eye to a suspected practitioner of magic (especially if he or she is one of their own) and may consider turning to magic if no other options are available to them. They may also collect forbidden books on the subject and might even own one or two minor magic items. However, owning such texts or magic items are crimes punishable by permanent expulsion from the CS or execution as a traitor, spy or dissident. Less than a half of one percent ever actually consider the pursuit and use of magic themselves, a crime punishable by death and likely expulsion of the practitioner's entire family.

Magic in the 'Burbs

The unreasoning fear and intolerance of magic extends into the 'Burbs, particularly the **Old Town 'Burbs**, where only 1-4% accept the use of magic in any way, shape or form. The overwhelming majority embrace the Coalition's "official" position on magic, rejecting and shunning it as an unholy abomination that corrupts and destroys. No one in the Old Town 'Burbs practices or deals in magic openly.

The **New Town 'Burbs** are another story. Here, the influence of outsiders, freethinkers and the criminal element (glad to make a quick credit on anything illicit, from magic to alien technology) promotes greater tolerance and understanding of magic. In this case, familiarity (seeing magic in action) has bred quiet acceptance and guarded appreciation. Many of the 'Burbies have seen magic used to save lives and perform many wonderful things. Witnesses to the beneficial workings of magic, and folks who have known good mages for years without them "turning evil or insane," realize that magic is not "inherently evil" nor a corrupting force, but can be used for good or evil depending on the individual. Despite this enlightened viewpoint, most don't realize the CS characterization of magic is deliberate and calculated. Instead, the Coalition authorities are seen as *mistaken* about magic, not manipulative or evil themselves. A solid 40% of New Town 'Burbies accept magic as useful and benevolent, but even they are leery to downright fearful of magic, magic items and practitioners of magic. In part, because of the Coalition propaganda, but more so because they have witnessed, first-



hand, depravity and horrors at the hands of sorcerers as well as well intentioned magic that has run amok. In addition, they have seen and/or heard stories about Necromancers who control the dead, Shifters who command demons and monsters, and sorcerers whose focus is dark magic that controls, manipulates, and harms their victims. Seeing the dark and unsavory side of magic as well as the awesome power of magic in the hands of good and noble sorcerers has given 'Burbies a reason to respect and appreciate magic, but also to fear its power and the wrath of those who wield it. **Note:** While as many as 40% of the New Town 'Burbies accept and appreciate magic to varying degrees, only 4-10% actively practice or benefit from any form of magic in these 'Burbs. The exact number of mages in any give New Town varies within each individual community based on a wide number of variables, including pressure from Coalition authorities to root it out, informers, supporters, crime, and so on.

The lawlessness, obstinance and "anything goes" attitude of newcomers in **Shanty Towns** make these shabby communities – to quote one leader of a CS Anti-Magic Recovery Squad (AMRS) – "the cesspools of magic and dens for demons, D-Bees and sorcerous scum within the 'Burbs." Indeed, 40-50% of the Shanty 'Burbies see nothing wrong with using magic or enchanted objects. Another 20-30% don't have an opinion on magic one way or the other, and as many as 10-15% practice the mystic arts or use magic items, sometimes quite openly.

The constant stream of refugees, adventurers, merchants and wanderers who visit and populate the Shanty Towns makes identifying regulars and sniffing out troublemakers and practitioners of magic nearly impossible. If one is looking to hide among the human refuse of the 'Burbs, the Shanty Towns are the place to do so. Likewise, they are the place for selling and trading all manner of contraband, including magic, as well as a good place to recruit human and D-Bee practitioners of magic (as well as other roughnecks, hired guns and lowlifes) down on their luck and desperate for work. That having been said, most serious collectors and dealers in magic and the arcane are found tucked away in the shadowy corners of the *New Town 'Burbs*. Any deals made in a Shanty Town are done at great personal risk, and may lead to a great deal on a real magic item, to getting one's credits stolen, the purchase of a fake artifact with no magic powers at all, or a slit throat.

The Coalition's Campaign Against Magic

The Coalition's response to magic in the 'Burbs is less than gentle. Since all things magical are regarded as inherently evil and deadly, the CS has made strenuous efforts to rid themselves of all magic. The use of magic on their own doorstep in the 'Burbs seems all the more reprehensible, dangerous and disquieting. Consequently, magic in the 'Burbs is viciously rooted out by any means necessary by all branches of authority.

Human practitioners of magic are frequently slain wherever they are encountered. Only sometimes are they captured, interrogated and executed after they have given up their secrets.

D-Bee practitioners of magic are usually shot on sight, or captured, tortured and put to death without a formal arrest or in-

quiry. Firefights drop suspected traffickers in magic laying in the streets and alleys of the 'Burbs, the lucky ones still breathing, left for dead in the gutters where they fell. Non-humans are captured and interrogated (i.e., tortured) only when they are believed to be involved in a larger "conspiracy of evil" as henchmen for the Federation of Magic, the fallen Kingdom of Tolkeen, the Splugorth or other magic kingdom, cult or faction and the CS desires to learn more about the organization, plots and other members operating in the region.



Conspiracy and treachery are perceived of anyone who smuggles, buys, sells or hides magic items (including books that tell of magic and magical creatures, items and supernatural beings), or simply has the misfortune to possess a magic item (such as mercenaries and adventurers who know nothing about magic but happen to have a magic weapon or Techno-Wizard device as part of their armaments). Again, most individuals found with a magic item are either killed, or interrogated and then killed. Those who the Coalition authorities believe are witless pawns or fools who have accidentally stumbled upon something magical are interviewed, threatened, possibly beaten (50/50 chance) and the magic item(s) confiscated before the fool is released. A second offense usually spells death. Those suspected (no hard proof is necessary) to be practitioners of, or dealers in, magic, or part of a magic organization (whether good or evil), are beaten, interrogated and imprisoned for further interrogation or killed.

The *Coalition Army*, *ISS*, and *NTSET* are all involved in keeping peace and order in the 'Burbs, finding magical contraband and eliminating practitioners of magic who pose a threat to national security – that's pretty much anybody who can cast a spell or work a magic item. But the most feared Coalition agents are the Special Forces group known as AMRS – the men and women of the *Anti-Magic Recovery Squad*.



The Hammers

CS Anti-Magic Recovery Squad

The CS Anti-Magic Recovery Squad is a special unit of the Coalition Army trained to identify, find and eliminate the "magic problem." Pronounced "am-ers" and nicknamed "Hammers" on the streets, this elite force can be thought of as a combination Commandos, DEA and EOD Specialists, except they specialize in handling and dealing with *magic*. Whenever a magic item is found or a dangerous magic item is reported, the Hammers are called in to handle the job. Whenever a cult or brotherhood of sorcerers is suspected to be operating in a part of town, or one or more creatures of magic or band of Federation terrorists are on the prowl, the Hammers come to investigate,

find the nest and exterminate every last one of the vermin. Hammers may be attached to (and work with) other military or police units, though they usually take charge of situations involving creatures of magic, sorcerers and magical devices. The soldiers of AMRS are very similar to NTSET only their knowledge of magic, magic items, Techno-Wizardry and creatures of magic (as opposed to the supernatural) is much more extensive (some have suggested to the point of heresy).

Though the Coalition authorities would be loathe to admit it, the 'Burbs, right in their own backyard, have been a source of magic since the first one sprang up. Try as they might, it has been impossible to crush the mystic underground that operates in the 'Burbs, or to keep magic items, components, services and practitioners out of the 'Burbs. That having been said, the combined Coalition forces of the CS military, police, ISS and NTSET relentlessly hunt down traffickers in magic and deal with them ruthlessly to keep them in check. The Anti-Magic Recovery Squads are the most unorthodox and ruthless of them all. The AMRS generally ignore all other types of crime and focus exclusively on *magic* and its eradication. Thus, most *Hammers* are zealous fanatics devoted to their job and function as hard-nosed investigators, man-hunters, and street jury, judges and executioners. Whenever Hammers strike, they do so with brutal precision and methodical ruthlessness. Sellers and smugglers dealing in magic are gunned down on the spot, as are most "buyers." Anybody taken prisoner is brutally interrogated and prisoners may include curious sightseers and gawkers stupid enough to hang around to catch a peek of the action.

Dealers in, and practitioners of, magic are so reviled and feared that AMRS seldom give any kind of advanced warning or any opportunity to surrender. They just kick in the door or crash through a skylight or window and start shooting. Target Number One: The fellows who look most likely to be a practitioners of magic. Target Number Two: The dealer in magic contraband. Target Number Three: Non-humans. The rest fall as they may. Shoot first and ask questions later is standard procedure. Leave no one standing is common practice. Brutalizing witnesses and doing whatever is necessary to eliminate purveyors of magic – including gunning down innocent 'Burbies (they aren't real CS citizens, after all) between them and the enemy, crashing through homes, burning books and property, and terrorizing the neighborhood to get information are all part of AMRS strategic operations and tactics. Their goal, to make 'Burbies fear them *more* than they fear or appreciate the renegade practitioners and dealers of magic. So far, the Hammers' gestapo tactics have worked surprisingly well. **Note:** This conduct would never be tolerated by true citizens of the Coalition States, but remember, the 'Burbs and their residents are a non-entity without an official rights or government representation, thus, they can be brutalized, threatened and treated like animals and no one but independent heroes (branded by the CS as rebels and dissidents) tries to stand up in their defense. Consequently, the AMRS and other CS authorities can pretty much do as they please to them.

The fanatical devotion and drive of Hammers keeps them from abusing their power for their own gain and amusement. This means they are not corrupt, never take bribes or look the other way when magic is involved, never consort with practitioners of magic or magical beings (or the supernatural), never make deals with criminal organizations, nor take unprofessional liberties with 'Burbies. They are all business, all the time, and

live for their jobs. Hammers fight a street war as super-patriots driven to eradicate magic from the Coalition States and free CS citizens from the tyranny of magic.

The collection of magic. For many, the existence of the Hammers is further proof that the Black Vault must exist, for part of their job is the *collection* and disposal of magic items. AMRS agents are knowledgeable enough to recognize magic items that can be destroyed (usually on the spot and the pieces swept up and hauled away) and which are indestructible or too dangerous to destroy. The latter are confiscated and hauled away. Exactly *where* these items are taken and what is done with them is unknown. Most folks presume they are locked away in the *Black Vault*.

AMRS is “officially” a new branch of the military introduced only a couple of years after the war on Tolkeen was declared, but many believe they have existed, in secret, for generations as the once ultra secret custodians and defenders of the Black Vault.

Standard CS Anti-Magic Recovery Squad (AMRS)

- 2-4 Coalition Juicers
- 2 Power Armor Pilots (SAMAS or ground units) or Cyborgs
- 2 Dog Boys/Psi-Hounds
- 1 Psi-Stalker or Ranger
- 1 Military Specialist*
- 1 Commando*
- 1 Psychic**

* A single asterisk indicates the character is literate in English and Dragonese/Elven.

** 50% of the psychics in an AMRS team are Psi-Nullifiers, 10% Nega-Psychics, 10% Psi-Ghosts, 10% Burstors or Zappers, 15% Mind Melters and 5% other (any human); literate in English and Dragonese.

Special AMRS Training

All Hammers have special AMRS training to help them recognize and combat magic. These are in addition to their usual O.C.C. skills, but reduce available Secondary Skills by half and O.C.C. Related Skills by two.

1. **Arcane Skills:** Lore: Magic (+30%), Lore: Demons & Monsters (+20%), Lore: Psychics & Psionics (+20%), Lore: D-Bees (+15%), and Mythology (+20%).
2. **Recognize Magic:** A Hammer can recognize and activate, turn off and operate Techno-Wizard devices, as well recognize most known and legendary magic items and artifacts, and common magic components, dragons, Faerie Folk, Minions of Splugorth and other creatures of magic. They understand the basic principles of magic (i.e., how it works, ley lines, etc.), the importance of ley lines to spell casters, Shifters and the opening of dimensional Rifts, and know the fundamentals about magic O.C.C.s operating in North America, including those from Atlantis and even a bit about Native Americans. The focus of this knowledge is the identification

of practitioners and creatures of magic – their appearance, common practices and habits, strengths and weaknesses – and how to most effectively attack and counter them.

3. **Recognize Enchantment and Possession:** These Special Forces can also recognize possession, magical mind control/charms and enchantment cast upon people or objects.
4. **Bonuses:** In addition to those from their base O.C.C. and attributes, AMRS operatives are +3 to save vs Horror Factor, +2 to save vs possession and +1 to save vs illusion magic.

The Legend of the Black Vault

Intelligent people have asked themselves an obvious question: If Coalition authorities actively track down, seize and collect magic weapons and devices, *what* becomes of them? And if many magic items are indestructible, then the CS must store them away someplace – *where?*

For decades, rumors have circulated that the Coalition does not destroy all the magic items they acquire, and that these objects of magic are removed to a safe place where they can be kept out of the hands of evil sorcerers.

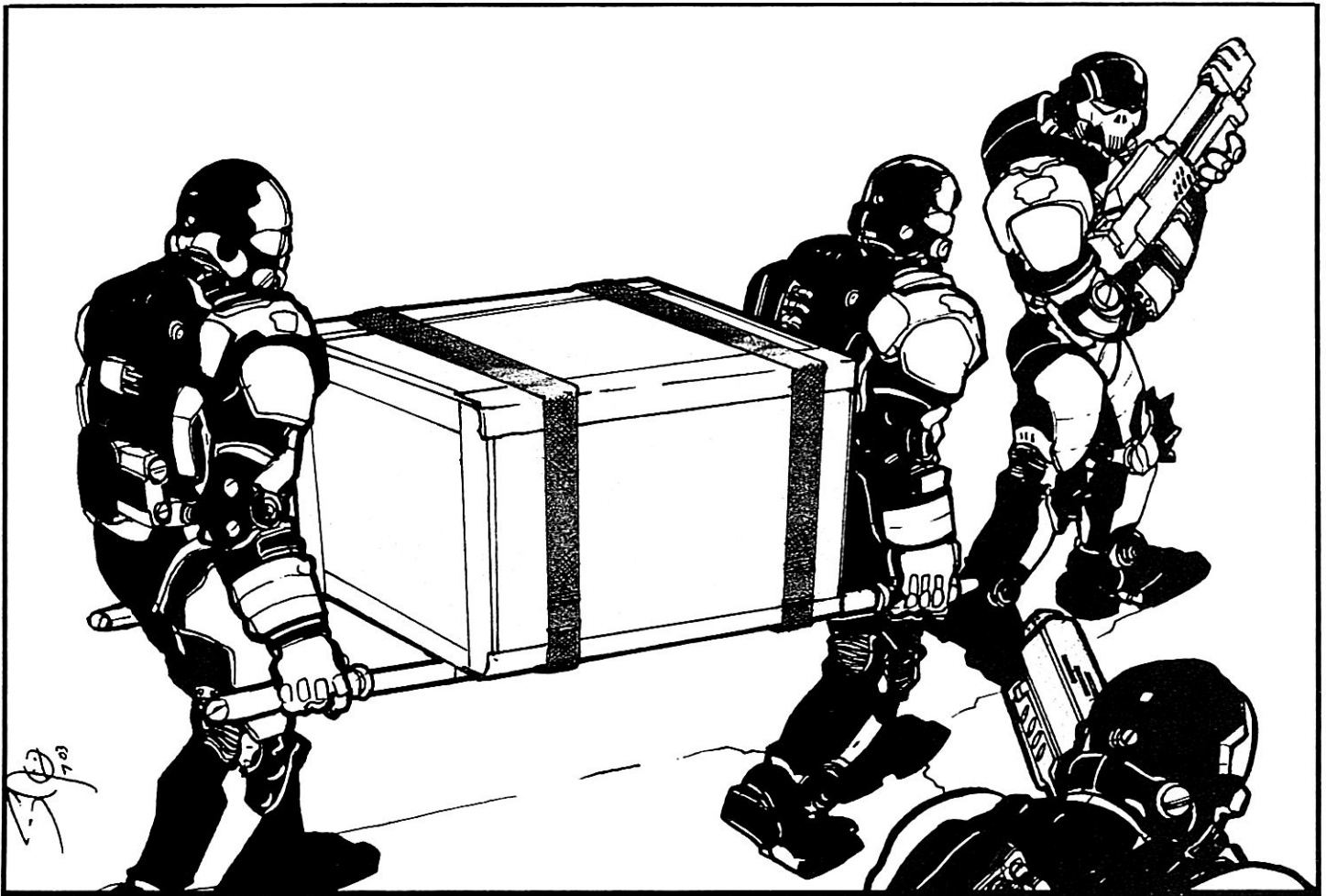
And so the legend of the **Black Vault** was born.

Tales of the Black Vault go back as far as 35 P.A., shortly after the official formation of the Coalition States. All stories claim that the original (and largest?) vault is located somewhere in the bowels of Chi-Town, though some suggest that other “similar” vaults may exist at the Lone Star Complex, Iron Heart, and New Waukegan (the latter currently under construction). According to street lore, the Black Vault is a top secret, maximum security, military facility specifically designed to contain dangerous magic items hidden somewhere in or under Chi-Town. Some believe it may be part of a scientific complex that also studies magic and magic items, though others contend (and rightly so) that the CS is too paranoid about magic to let any of its personnel, even its most trusted, learn too much about magic or what is contained in the Black Vault for fear its secrets could fall into the wrong hands.

If the stories are true, the Black Vault is a sort of giant warehouse where the CS stores all the magic items which they cannot destroy or fear might have dangerous ramifications if destroyed – which, according to urban myth, is just about everything that falls into the Coalition’s hands.

The secure location for the safekeeping of these magic items is spoken in whispers to be the Black Vault. The Coalition maintains that they destroy ALL magic items that they obtain and vehemently denies the existence of such a facility as the Black Vault. Yet, the stories persist.

The CS magic collection. The war on Tolkeen has given this long-standing legend renewed vitality and significance. The Coalition Army has been seen collecting magic weapons and artifacts from the battlefields of Tolkeen as well as searching the ruins of the fallen cities of Magestock, Tolkeen, Freehold and other Tolkeen cities and magical research facilities. While many items are obviously destroyed (especially books, scrolls, common TW devices, large vehicles and war machines), others that



prove to be indestructible or appear to be unique or important are collected, crated and taken . . . to where? Presumably, to someplace for further study and/or safekeeping. Likewise, there have been stories throughout the war telling of Coalition Special Forces (AMRS and others) deployed to find and capture, or sabotage and destroy, “magic weapons of mass destruction” as well as specific ancient magical artifacts gathered by Tolkeenites in preparation for the war. Civilians and adventurers have also reported witnessing attacks by Tolkeen resistance fighters, Revenge Squads, Minions of Splugorth and other magic using factions on Coalition military convoys headed back to Chi-Town in which magic items were said to be their cargo. In some cases, the witnesses “claim” to have seen actual magic items, scrolls and books pulled from the army cargo carriers, though many admit all they really saw were crates *said* to contain magic items recovered from Tolkeen. Still, it seems unlikely that agents of the Splugorth, the Federation of Magic, and others magical factions would attack a Coalition military convoy unless it was to retrieve something (or someone) important to them, like magic weapons and artifacts. According to many refugees and supposed “eyewitnesses,” the Coalition Army is locked in a secret race and battle to gather all of Tolkeen’s magic weapons, charms, scrolls, books, formulas, and magic devices before rival magic factions like the Splugorth and Federation can get their hands on them. Once in CS possession, they are taken from the fallen Kingdom of Tolkeen to be destroyed later or stored someplace where practitioners of magic can never get their hands on them again. That unidentified place is believed to be the legendary *Black Vault*.

The fact that Tolkeen is *known* to have gathered some of the greatest magic weapons and artifacts in the world and from around the Megaverse, as well as having created revolutionary Techno-Wizard devices on their own, has made the quest of finding and raiding the Black Vault of paramount importance to anti-Coalition forces, magical kingdoms and plain, old greedy opportunists. Many famous and powerful magic artifacts (see **Coalition Wars Chapter One** for some of the most notable) have disappeared from the Tolkeen war front, causing countless treasure hunters, mercenaries, spies, thieves, mages, creatures of magic, and power-mongers (magical and mundane) to search for them. Many of these items are worth a king’s ransom, others are coveted for their raw magical power, and still others have great philosophical, historical or religious significance.

The smartest treasure hunters try to acquire specific items before the CS does, and, failing that, to steal it or take it back by force or cunning *before* it gets hauled off and locked away. However, there is no denying that thousands, perhaps tens or even hundreds of thousands of items have already been collected by the Coalition Army and taken to, or are en route to, the fabled *Black Vault*.

The trail to the Black Vault

Those who believe the Black Vault exists want to find its location more than ever before. The most cunning and greedy have reasoned that *if* the Black Vault does exist (and surely it must), more magic goods than at any time in history are being

collected by the Coalition States. That means there must be more traffic and shipments to the Coalition's secret storage facility than ever before. All one needs to do is chart that traffic, or better yet, follow a known shipment of magical contraband to where it is taken. The idea may sound good at first glance, but it is too simple. Inevitably, the cargo is taken to a secure CS military base where outsiders are unable to follow without being discovered and killed, so the trail ends there, and God and Emperor Prosek only know where (or how) the magic artifacts are transported from there. Certainly the next leg of transportation is under a veil of secrecy and the magic stockpile could be split up, disguised and taken almost anywhere or to several locations.

Another prospect is to find a Coalition operative who knows the location of the Black Vault! However, this is another unlikely scenario. First, only members of the uppermost echelons of the Coalition government or army are likely to know anything about it, and rumor suggests that very few, even within the Coalition High Command, know the location of the Black Vault. Furthermore, it is said that magical cargo is often disguised as crates of ordinary supplies and machine parts, and that the transport team has no idea what it is they are *really* carrying.

Others have suggested hacking into the Coalition's computer database to find the vault's location or clues to the location, but a) no one has ever been able to do this (most can't even gain access to the CS internet because it is only accessible to those in Coalition cities) and b) rumor has it that there is no computer or hard data of any kind about the Black Vault – those who know, know.

The least thought out plan involves staking out the sprawling fortress cities of Chi-Town, New Waukegan and Iron Heart, as well as the Lone Star Complex (the most likely locations of the Black Vault) with the purpose of (somehow) breaking into the fortified compound, (somehow) finding clues to the vaults, (somehow) breaking into the vault, (somehow) finding what they are looking for in the vault, and (somehow) getting away with the loot.

Many have tried (or are in the process of trying) all the above schemes along with dozens of other angles in the hope of acquiring riches and magical power beyond their wildest dreams. A few think they have actually located the fabled vault and all that remains is breaking in and taking what they want.

The Black Vault

Despite the official disclaimers to the contrary, the Black Vault *does* indeed exist, buried deep within the belly of the first of the great fortress cities, Chi-Town. Its existence is known only to a few key people, its location is known to even fewer, among them Emperor Prosek, his son Joseph the Second, General Cabot and a tiny handful of high-ranking scientists and Generals (outside of Chi-Town, Dr. Desmond Bradford is the only person authorized to have this information). The full knowledge of the Vault's contents and the capabilities of all the things found within is known to no one, not even Emperor Prosek.

The Black Vault's Inventory

The inventory is catalogued in a series of handwritten journals that go back 80 years and are incomplete with missing entries (no record whatsoever) and erroneous information (misidentification, improper classification, etc.). In short, nobody knows what all is locked in the vault or where, exactly, it can be located. The first 40 years are especially mistake ridden due to misidentification and no one has ever gone back to review the inventory.

Any concern over inadequate records, however, is something of a moot point, because what goes into the Black Vault seldom comes out. The whole intention behind the facility is to keep dangerous magic items out of the hands of CS enemies and locked away safely where they can do no harm. With rare exception, once an object of magic is logged, crated, the crate identified (by number only) and filed away, it is never again un-

sealed or examined, thus there are easily a thousand or more misidentified and forgotten magic items, great and small, tucked away somewhere in the cavernous storage facility.

Although the stories about the magic trove in the Black Vault have reached mythic proportions, especially in the Federation of Magic and some circles of practitioners of magic, exactly what has been placed under lock and key is unknown, even to the CS, and many of the lost, missing and legendary weapons outsiders have presumed to be in Coalition custody are not. And even if they were, finding them in the Black Vault could take months, even years. The magic items it does contain range from the awesome and alien to the insignificant and commonplace. Although some of these magic items are truly amazing or incredibly powerful, others are relatively minor, designed only for convenience, as playthings, experimental devices, or on a whim of the creator. Still other items are only useful in certain situations or places (like on a ley line), or designed for a narrow, specific purpose. The reason these items are together is that the Coalition doesn't know what most magic items can do (especially those collected in the first 40 years when the CS chose to shun and ignore magic as much as possible) or because they didn't know what else to do with them, so they filed them away inside the Black Vault. A third reason is a constantly flip-flopping plan that the CS "should" collect and study all types of magic to better understand its magic using enemies. When this notion is in place, all kinds of items are gathered and stored for future study, but when it is deemed to be too unsafe, imprudent, or unsavory, the study plan is abandoned and the collection of common magic items is dropped, at least for the time being (seems



to be on again, off again every 1D6+4 years). Since the Coalition is more concerned with containing magic as opposed to truly understanding (let alone using) it, they will usually prefer to err on the side of caution when a magic item is found, and either destroy it or lock it up. The current trend, thanks to the aftermath of the war on Tolkeen, is a weird split: On one hand, Emperor Prosek has decided there must be an elite fighting force (the AMRS) who has a reasonable understanding of magic to recognize and counter its practitioners and their magical weapons and devices. On the other hand, the CS is more paranoid about magic items than ever, gathering and destroying, as well as locking away, an unprecedented number of them. This is due, in large part, to the fact that the Kingdom of Tolkeen had collected and created an equally unprecedented number of magic artifacts, weapons and equipment for the war. They saw the handwriting on the wall, knew war was inevitable, and had built, bought, traded for or uncovered tens of thousands of Techno-Wizard and numerous other magical devices from around the world and throughout the Megaverse to oppose the Coalition Invasion Force. Tolkeen's preparedness is why the CS struggled against them so hard for so long. Now that the war has ended with the obliteration of the kingdom of magic, thousands upon thousands of these magic items need to be dealt with. The thinking of the Coalition Army is that as many as possible must be collected and destroyed, with indestructible items and a representative number of others saved for possible future research, and that's exactly what the CS is doing at a frenzied pace.

Ironically, this all means that the Coalition States (Chi-Town specifically) has one of the largest, most impressive and diverse collection of magic items in the entire world. Something Emperor Prosek tries not to think about lest it keep him awake at night.

Black Vault Defenses

First, the Black Vault is hidden away someplace in the great fortress city of Chi-Town. Its top secret location is known to less than a dozen highly placed people in the Prosek regime. Even the troops assigned to its defense don't actually know what it is they are guarding. These loyal guards know it is a top secret facility of grave importance to the security and future of the CS, but don't have a clue that it's the legendary *Black Vault*. Most assume they guard either a secret scientific research lab, an arsenal of experimental weapons, or the financial nerve center of the Coalition States (essentially, the CS's equivalent to the Federal Reserve Bank). These soldiers are not allowed to enter the massive containment chamber (a veritable military complex in and of itself) nor do they question their assignment, or the importance of their duty. They are the best and most loyal soldiers in the Coalition Army, and each is prepared to die keeping the secret facility safe regardless of what it is. Dereliction of duty or entering the facility they guard are offenses punishable with expulsion from the military or summary execution.

The Black Vault is a fortified facility within a fortified complex with redundant defense measures and a battery of failsafes. The containment center, a Mega-Damage bunker that is believed to be impregnable, has M.D.C. walls that are 40 feet (12.2 m) thick with 2000 M.D.C. points per 10 square feet (0.9 sq. m) of surface area, and that's just to breach the outer walls of the perimeter containment center.

Within the perimeter defensive chambers are four companies with four platoons of 60 troops each.

2 SAMAS Platoons

1 Super SAMAS Platoon

1 Heavy Robot Platoons of mostly IAR-2 Abolishers & IAR-1 Enforcers

1 Light Armor Platoon of mostly IAR-4 Hellraisers & IAR-5 Hellfires.

1 Light Armor Platoon of Maulers & Terror Troopers

1 Platoon of Special Forces (Juicers, Cyborgs, Commandos, & AMRS)

2 Dog Boy Platoons

3 Platoons of Skelebots (new style)

4 Infantry Platoons

Other manned perimeter defenses include a C-T60 double-barreled laser turret modified for a short 1000 foot (305 m) maximum range suitable for the confined space (see the illustration of the Black Vault for an idea of what it and the perimeter looks like), mounted atop a reinforced bunker. Laser damage is 1D6x10 M.D. per single blast, each blast counting as one melee attack of the gunner. A mini-missile launcher is mounted on top of the laser cannon.

The second bunker has a C-300DH Rail Gun mounted on top of it, also modified for a shorter range of fire for the confined area of the outer defense complex – 3D4x10 M.D. per 100 round burst (200,000 round payload, for a 2000 burst capability).

Note: The perimeter guards *never* enter the inner containment building proper (e.g. the Black Vault) under any circumstances, not even to pursue an intruder. Anyone who gets past them and into the Mega-Damage bunker that is the vault is not to be pursued but left to the formidable automated defenses inside and the elite squad that responds to the incursion.

Automated perimeter defenses include 200 mini-missile launchers concealed in the walls (each can fire a volley of two missiles per attack and has a payload of 12 mini-missiles), as well as 100 strategically placed double-barrel light lasers also concealed in the walls (2D6 per single blast, 4D6 M.D. per double blast, three attacks each, per melee round). In addition, a powerful knockout gas can be activated to fill the perimeter containment area within two melee rounds (30 seconds; invaders need to roll a 16 or higher to save). This gas can be triggered by the facility's defense commander, and automatically activates (along with sending a silent alarm to Military High Command who will send a battalion or two of reinforcements that arrive within 2D4+3 minutes) when either the walls or the giant hatch to the Black Vault have been breached/opened.

The Black Vault itself is made of even denser, stronger Mega-Damage material with an intersecting weave of M.D.C. metal rods layered between M.D.C. concrete and experimental materials (4000 M.D.C. per 10 square foot/0.9 sq. m area), and that's before one reaches the inner M.D.C. alloy walls made of laser resistant material similar to the Glitter Boy's (with an additional 1400 M.D.C. per 10 square foot/0.9 m area of wall). The main vault door has 16,000 M.D.C. and is so heavy that it takes one minute (4 melee rounds) to open wide enough for a human to squeeze through even after access has been authorized.

Internal defenses include the same kind of automated, concealed wall lasers and half as many mini-missiles and launchers, and a platoon of Skelebots patrolling the interior of the vault. One of the secret security measures is that anyone entering the Black Vault must be wearing a working identification transponder the size of a dime concealed on the person's armor. Those without the transponder are instantly attacked as intruders, and blasted until there is nothing left of them. Of course, even getting to this point seems impossible, because one must *first* learn the top secret location of the Black Vault, get to it – presumably by getting inside of Chi-Town, making one's way, unnoticed, through the city, past other security and police check points, and to the outer containment center – and then take out or bypass the perimeter defenses without alerting the authorities and bringing reinforcements down on them. Sound impossible? It probably is, because for all the decades the Black Vault has existed, no outsider has ever even learned its location, let alone come close to getting near the perimeter defenses.

If an invader should, by some miracle, actually get inside the Black Vault, he/they must avoid, disable or fool the automated defense system or be attacked, and if that was accomplished, the best the intruder(s) can hope for is to snatch and grab whatever is handy and escape before it's too late. Trying to find a specific item means rooting through thousands of pages of journal entries (if it is even logged in) and then trying to find the crate by its identification number. Even random searches of the many crated artifacts would take forever to find a specific item, but lucky thieves might stumble onto some interesting items just by digging around (see 101 New Magic Items for some ideas).

Getting away with the loot is one's next problem, because the thieves can't very well go tromping through Chi-Town with their arms full of magic items or hauling numbered crates stamped "top secret" and "danger." And lastly, the thieves will have to survive the **Black Eagles**, the elite AMRS who will hunt them down until they are found, terminated and the magic items taken, recovered and returned to the Black Vault.

In addition to the perimeter guards and automated defense mechanisms, there is also an elite squad of defenders recruited from the CS Anti-Magic Recovery Squad (AMRS). They are the only soldiers authorized to go inside the Black Vault as necessary. If any intruder gets into the vault, this squad is the Coalition's last line of defense. If any intruder escapes from the Black Vault, this is the squad who will hunt them down.

Only the Black Eagles know they are guarding the legendary Black Vault, but are psychologically conditioned to be unable to tell anyone outside of their teammates or superiors even if they wanted to, and they don't. These are the most loyal CS soldiers and rabidly fanatical anti-magic people on the planet.

To join this squad, the soldiers are selected by a special unit of officers in Military Intelligence. This is not a duty that may be volunteered for. Indeed, most of the Coalition Army is not even aware this group exists. The candidates then undergo a program of intensive psychological conditioning, which includes being mentally probed and manipulated by CS Mind Melters. Candidates who wash out of the program are considered to be security risks and their memories altered by Mind Melters (in order to forget about the Black Vault and the elite squad) and returned to their regular duties.

The successful candidates join an elite group, three squads within the AMRS, known as the *Black Eagles*. They operate outside the normal CS military chain of command and are answerable only to their immediate superiors within the unit and to General Cabot and Emperor Prosek, directly! The transponder chip (unknown even to them) is implanted inside their bodies where the individual will never find it. The Black Eagles are seldom reassigned to any other duty away from the Black Vault, except for special, high risk, top security missions involving, 1) the recovery of extremely dangerous magic items located outside the CS, 2) hunting down those who have stolen magic from the CS, or 3) locating and *neutralizing* serious magical threats to the CS (including high-powered members of the Federation of Magic and other groups and individuals, dragons, powerful demons and similar). They are generally allowed to use whatever means necessary to accomplish their mission and are encouraged to use extreme prejudice on practitioners of magic.

When their tour of duty is over (or if they are reassigned), a Black Eagle must undergo brainwashing to have his memory altered and portions completely removed. If a member of the team goes AWOL or MIA (Missing In Action), the other members of the group will search relentlessly until he is found and rescued (if MIA), confirmed dead without a shadow of a doubt, or made dead if AWOL (his loyalty irreparably in question). Furthermore, the squad (perhaps with the assistance of Military Intelligence and/or Special Forces or Psi-Battalion) will retrace the



deserter's trail while he was AWOL and terminate anyone they *suspect* he has shared top secret information with or who might compromise the security of the Black Vault or the Coalition States as a sovereign nation.

Note: The Black Eagles are the most highly trained of all the AMRS teams, with each member being 9th to 12th level of experience and fiercely committed to the job; most will die in the line of duty. Also note that all Hammers, including the Black Eagles, may know a great deal about magic and how to operate enchanted weapons and equipment, but they *NEVER* resort to using magic, even in self-defense. The only exceptions are to turn off, stop, negate, counter or destroy a magic item that an enemy has already activated. Magic items that are recovered are never used by the Hammer team nor kept as souvenirs. The more these elite warriors see and learn about magic, the more abhorrent and loathsome they find it to be, and are glad to help destroy and hide magic from the world.

Finding the Black Vault

The Black Vault contains one of the greatest treasure troves of magic on Rifts-Earth, rivaling the legendary treasures of Atlantis. Over the years, countless enemies of the CS, practitioners of magic, adventurers, thieves, and opportunists have dreamt of finding, cracking and looting the Black Vault. Many have done more than merely dream about it, and the graveyards are filled with such intrepid souls. Still, the promise of power and wealth beyond imagination beckons others to try their skill at doing the impossible. With the collapse of the Kingdom of Tolkeen, finding the Black Vault has become the *Holy Grail* of the mystical world.

A handful of insiders living in the Chi-Town 'Burbs think they know where the Black Vault is located. Some look to sell their information for a hefty profit (a big payment up front and a cut of the loot). Others seek "partners" willing to accompany them to help raid the Black Vault (or to do all the dirty work and share the profits 50/50). Others seek revenge on the CS and hope to prove the CS is not as invulnerable as people believe by looting the vault. Many seek only glory or vast riches by doing the impossible. And still others seek a particular item of great magical power – an item they believe is located somewhere inside the legendary Black Vault.

In fact, the Chi-Town 'Burbs buzz with all kinds of rumors, maps and clues to where the Black Vault is *supposedly* hidden. Of course, ninety-nine percent of them are fantasies, unsubstantiated rumors, wild speculations, and lies or con games to make some low life a fast credit by tricking the gullible. But what about that one percent? Could somebody really have information that could lead to the Black Vault?

Black Vault Adventures

This is where you, the Game Master, step in to weave an adventure around the Black Vault.

The starting place is probably the Chi-Town 'Burbs, but it could also start in the ruins of Tolkeen, the Federation of Magic, Lazlo, the Pecos Empire, Atlantis or any number of places.

1. The Tolkeen connection. Some refugee, Tolkeen freedom fighter, mage, Retribution Squad, or member of the old guard has *military intelligence* that Tolkeen was unable to use before its collapse. Perhaps said individual enlists the player characters to help him by appealing to their hatred of the CS or love for Tolkeen, and convinces them to loot the vault in an attempt to re-arm Tolkeen's resistance fighters and rekindle the spark of insurrection and rally people to rise up against the CS in Minnesota or maybe even in the 'Burbs. In the alternative, he may appeal to the group's ego or greed, promising them fame, power and a cut (20-33%) of the loot. If some member or group of the fallen kingdom is involved, the player characters may be part of a larger group or work in concert with one or more Retribution Squads, though it will be the player group (perhaps accompanied by one or more Tolkeen NPCs) who will "go in." **Note:** The intentions of this Tolkeen character(s) may be true and honorable or all a scam for him (them) to get everything (or the most important, valuable or powerful items) for himself, though he may be willing to share with those who help his cause. The latter is a fact that will not please player characters who are genuine Tolkeen supporters or who hope to topple the CS.

2. The Federation of Magic is likely to take a similar approach as #1, above, playing on the characters' dislike of the Coalition States or their greed. The Federation is less reputable than most groups so they are capable of saying and doing almost anything to get what they want. The information they have may have come from Tolkeen or their own intelligence. The Federation has been fighting and plotting against the CS for generations, so one of its agents may very well have uncovered what he believes is the location of the Black Vault. Again, whether the Federation agent the player characters are dealing with lives up to his end of any bargain will depend on that individual.

3. The Splugorth. It may be surprising, but the Splugorth are not that interested in the Black Vault (they have zillions of magic items) and care little about the CS, its evil Emperor or any crimes against humanity or justice the CS may have committed. Consequently, the Minions of Splugorth are not likely to get involved in any direct plots to raid the Black Vault or to undermine the Coalition States. On the other hand, they will be glad to fence, buy and sell any magic items that may be taken from the CS. The Splugorth are also more likely to get involved in plots to recover a specific, rare magic item lost in the ruins of Tolkeen or in the hands of the Coalition Army before it makes its way to the Black Vault. For that kind of operation they are always looking to hire "independent contractors."

4. Dragons & Creatures of Power. Dragons and other powerful and greedy creatures of magic, as well as greater demons, demon lords and other alien beings, may covet some or all of the magic reported to be held in the Black Vault. Dragons, for example, are famous for acquiring and hoarding treasure, and for some, the temptation of the Black Vault will be more than they can resist. Others may seek a particular rare item, and those once linked to Tolkeen and/or Freehold *may* seek retribution on the CS. They may come upon information about the Vault and its location by any number of ways, including magic and intimidation.

5. Sorcerers' Cabal. A cabal, brotherhood, cult, group or powerful individual is the source of the group's information. He/they have their reasons for this expedition, which they may share or not (or pretend to represent one thing but serve another). They may want a specific item or number of items or a crack at everything or even seek to destroy what's there. The goals and purpose could be almost anything from the heroic to the malevolent. Remember, many practitioners of magic and nonhumans have it out for the CS and this may all be part of a plot to undermine the Coalition government or to destroy Chi-Town or Emperor Prosek.



6. Independent Adventurers. All sorts of treasure hunters, merchants, adventurers, warriors, practitioners of magic, thieves, raiders, and opportunists have a reason for wanting to find and loot the Black Vault, and many are willing to explore whatever it takes to do so. For most, fame, wealth and/or power are the motivating factors, not necessarily in that order. Most are smart enough to know they can't pull a caper of this magnitude off by themselves and are willing to partner up and share the spoils to get what they want. Rich entrepreneurs, crime lords, mercenary camps and organizations may try to *hire* experts (or expendable people), offering high pay or a small percentage (1-3%) of the take, on the condition that the hired specialists are successful. That means no salary or up-front money, but possibly some basic or special supplies/equipment to help ensure the success of the mission. How trustworthy and honest is this partner or employer? Only time will tell.

7. Archie-Three, Free Quebec, the Pecos Empire, a Vampire Kingdom, the Calgary Kingdom of Monsters and other unlikely players in North American politics and power struggles might also be interested in looting the Black Vault. Getting their hands on this kind of magic would definitely give any of these factions a leg up against their opponents, the CS included. In Archie's case, he'd be interested for one of two reasons: to study them, or to simply take them away from the Coalition.

A few subplots to consider:

The rival team – ideally evil – is hot on the player group's tail (or ahead of them?) in their search for the Black Vault. These guys may be human, inhuman, Tolkeen freedom fighters, a Retribution Squad, agents of the Federation of Magic, or just out for themselves. They are tough, resourceful and mean, and may try to mislead, sabotage or harm the group to prevent them from getting what they see as belonging to them. If the player characters get to the treasure first, their rivals may try to bush-whack them and take it all for themselves. In the alternative, these clowns (good, selfish or evil) may simply cause trouble for the group by unintentionally tripping alarms, drawing attention to the player group, bringing the CS (or other group or powerful creature or old enemy) down on them and so on.

Another is **treachery**, in which an NPC teammate, helper, employer, partner, friend, etc., is using the player group for his own personal gain, cause or purpose. He may honor any commitment to them or he may have no interest in their welfare at all. As soon as he, or his agent (all NPCs), gets what he (or the organization he serves) wants he abandons the group, sneaking off and leaving them in the lurch. Perhaps even arranging it so they get found out (and presumably destroyed) so there are no witnesses to what he has acquired (or why or for whom).

Another is that **nothing is what it seems**, and the player group is being played as pawns in a larger (and probably different) scheme. They may be a diversion, a test run, a joke, or any number of things.

For Game Master Eyes Only

WARNING: Players who read anything beyond this point may see things that will ruin for them adventures involving the Black Vault. Stop reading here and wait to experience the excitement.

Suspected Location Number One: The Reserve Water Treatment Plant

This reserve water treatment plant is located outside of the fortress city of Chi-Town. It is, of course, heavily guarded as a vital resource for the city, only some observant individual(s) has

noted that it has NEVER been used to pump or purify water! Other clues and information confirm this is the hiding place for the Black Vault.

Sure enough, a careful investigation reveals it is a secret Coalition compound and the arrival of a shipment of magic items from Tolkien should allay any doubt.

Good news is that the facility, though heavily defended, is not as secure as one might believe. The exact layout and defense we leave to the ingenuity of the individual Game Masters.

The truth behind this compound is that it serves as a *decoy* to lure those looking for the Black Vault out into the open where they can be unmasked, ambushed and destroyed. Most of the troops here are in on the deception and have sprung this trap successfully, wiping out *all* would-be raiders, every time. That is the secret they will wish to preserve at this location.

In addition to the defenses of the compound, there are numerous hidden cameras and recorders to capture the image (and hopefully faces, insignias and identifying marks and equipment) of those who might slip out of the Coalition's trap. Anyone who escapes will be pursued and hunted for weeks even if they manage to avoid the first chase and a subsequent manhunt.

Notes: 1. This facility is about one third of the Black Vault perimeter description in every way and has none of the inner vault defenses. Instead, the storage area inside the vault has one or more squads inside waiting to jump and ambush the invaders. Since this is a decoy operation, the troops here will take prisoners for questioning before executing them 48 hours later. The goal is to ferret out everyone involved, including informants, fences, and collectors. With a little luck, the CS may also find out about other illegal magic and non-magical operations in the 'Burbs and around them (i.e., spies, dissidents, Retribution Squads, raiders, practitioners of magic living in the 'Burbs, etc.).

2. To make the deception complete, *real* magic items are stored here, and new shipments arrive regularly, though most of which are eventually taken to the Black Vault at a later date, making this something of a medium security holding area for the legendary Vault.

3. Depending on how everything shakes out, the player characters may actually lay their hands on some of the magic items stored here, G.M.'s discretion.

4. A common ploy is to close the big vault door after the invaders have entered the fake Black Vault. Overconfident Coalition forces may not have enough men and firepower to defeat the player group, which means if the group can defeat the Coalition stooges before they call for help, they could suddenly find themselves alone, surrounded by hundreds of crates of genuine articles of magic. It's only a matter of time (3D6 minutes) before a squad or two from the perimeter area opens the door to investigate, but that may be enough time for our heroes to snag some magic and prepare for their getaway.

Suspected Location Number Two: The Chi-Town Underground Complex

This seems like the real thing in every way: A huge Downside secret complex deep within the subterranean levels of the city of Chi-Town. Whoever the player characters are getting

their information from also has a map of a maze of tunnels, pipes and sewers that should take them right inside the storage area, bypassing the formidable outer perimeter defenses! (Remember, nobody knows about the transmitters and internal defenses – and if they suspect something like it or have heard other frightening rumors about defense measures, their informant should have some magic or alien device that is supposed to be able to counter anything the CS might have in place. An electronic/sensor cloaking device, perhaps, that will make them invisible to any sensors that might otherwise trip the internal defenses.)

However, the trek through the pipes has its own dangers. The group could encounter monsters, refugees, spies, smugglers, or ISS or NTSET agents on the way, and this journey should be a nerve wracking adventure all by itself.

The truth. Wow, the characters are close, but don't win a cigar. This is a top secret, high security *holding area* for the Black Vault! A secure installation (with about half the defensive measures and a third of the personnel as the Black Vault) where magic items recovered in the field are examined, identified, sorted (with common items and multiple duplicates that aren't indestructible placed in bins earmarked for destruction and incineration), crated and marked before being taken to the Black Vault for permanent storage. Before a player character gets the bright idea of crating himself up or somehow hitching a ride inside or with one of the magic shipments slated for transport to the Black Vault, each crate and package is x-rayed and bombarded with deadly doses of radiation and microwaves to kill bacteria and any unwanted stowaways *before* being taken to the Vault. Any stowaways found hiding among the crates are executed on the spot.

Notes: 1. How close the real Black Vault may be to this holding area, or whether it is on the same floor, above, below or miles away is unknown.

2. Those working here are isolated individuals, most of whom know very little about magic or how it works. They identify items by appearance charts with odd items going to (AMRS) specialists or scientists for further analysis and I.D.

3. One AMRS is present at all times.

4. No one here knows anything about the Black Vault, not even the Hammer squad, and crated shipments go through such a transport procedure that the final cargo haulers don't know what they have, where it came from or where exactly it's going. That information is available on a need to know basis and they don't need to know.

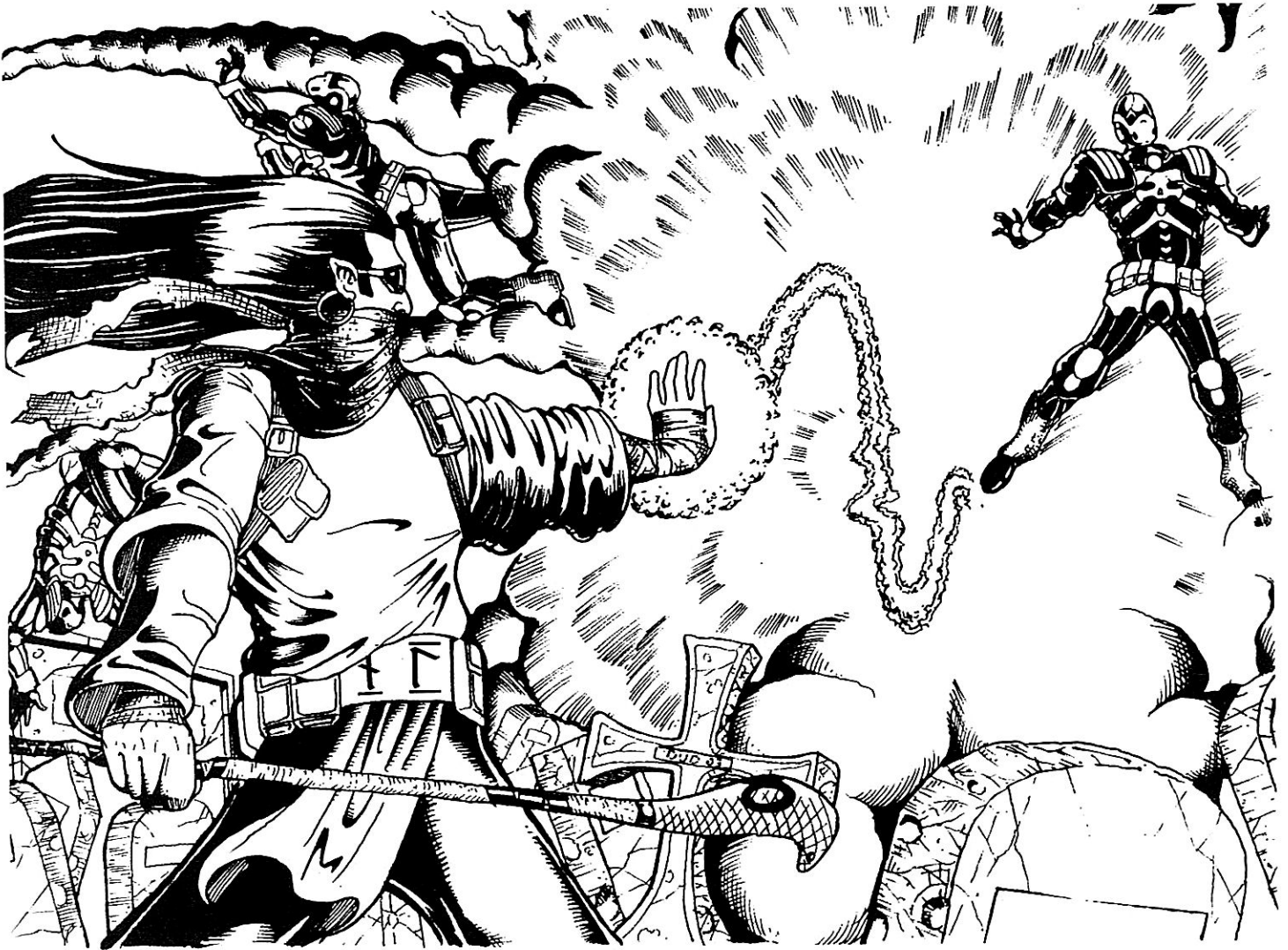
5. Getting into this facility may be easier than getting out, for once the intruders are discovered they will be hotly pursued, even if it's back through the dark, disgusting tunnels from which they entered.

Adventure Notes

In both cases the location is heavily guarded, seems like the real thing, and contains magic items, some of which the player characters may be able to get their hands on (see the giant magic item section that follows for some of the possible goodies).

Crucial G.M. Note: Game Masters, make this find exciting and fun. For all intents and purposes, the player group should *believe* they have really found the Black Vault. The truth should

come much later, but the adventure should still be satisfying and rewarding. The group may even be convinced they have indeed found and successfully plundered part of the Black Vault for weeks or months to follow (they may never learn the truth depending on how events unfold). Some outsiders will believe them and others will scoff, but that would happen even if they really did enter the Black Vault and lived to tell the tale – many few people would just not believe it. Thus, even if the whole truth about the holding compound or decoy is revealed to them, the player group may not believe it, dismissing the truth as lies coming from people who are jealous of their success. Of course, they are wrong, and neither facility is the real Black Vault.



101 Magic Items

The following is an offering of magic items one *might* find in, or on its way to, the **Black Vault** from Tolkeen. One must remember that the Coalition's paranoia about magic actually prevents them from studying what they acquire. Consequently, the Coalition field agents (unless AMRS) seldom accurately identify the items they find and may regard a magical Techno-Wizard can opener with the same awe and fear as a Greater

Rune Weapon or ancient artifact that could destroy half the continent if it were to be unleashed. This means they take no chances, handle everything carefully, and often ship mundane magic items to be locked away along with the miraculous or super-powerful. Tolkeen being a mystical kingdom means magic, especially Techno-Wizardry, was applied to many household items, some of which have been collected by Coalition forces and shipped away with weapons and alien technology. In addition, the CS wants some mundane items so they have a good cross section of magic in their archives (even these household items are impressive to the CS and help them to un-

derstand their enemy). As a result, the following items include both the magnificent and insignificant, the deadly and the benign. Game Masters can pick any number (or a small handful) of items or roll percentile dice to make a random selection of magical treasure as needed. Not only can this expansive table be used for items found in CS magic stockpiles, but among the salvage found in the ruins of the fallen kingdom of Tolkeen. Specific magic items described in **Coalition Wars® One, New West™**, the **Book of Magic** and other **Rifts®** titles may be substituted or added.

Note: Comments about availability apply only to places where Techno-Wizard items and other types of magic are commonly accepted and/or manufactured, such as Atlantis, Tolkeen, Lazlo, the Federation of Magic/Magic Zone, Colorado Baronies and similar. Otherwise, magic items are rare and unusual in the Coalition 'Burbs and most non-magical societies.

01% TW Animator

A spike or wooden stake with an electronic device at the end. To engage this gruesome mechanism, the user plunges the business end of the spike into the back, spine, neck or skull of a corpse (human or animal) and activates the machine with 12 points of P.P.E. A hand-held, thumb controlled joystick-style remote control is then used to "pilot" and control the corpse just as one might control the movement of a remote control toy. This requires line of sight.

Range: 600 feet (183 m) and line of sight.

Duration: 10 minutes per 12 P.P.E. pumped into the device (more may be added as desired to keep the zombie operational).

Limitations: Only one Animator device and control can be used by a single individual at a time.

The Dead: Stats of the animated dead are the same as the 7th level spell *Animate and Control Dead*.

Market Price: 5000 credits. Uncommon; poor availability.

Quantity Found (optional): Roll percentile: 01-33% 1D6 of them, 34-66% 1D6x10 of them, 67-00% one case of 144.

02% TW Can & Bottle Opener

A multi-purpose tool that resembles a conventional electric can opener, only it has no cord or batteries (it works on P.P.E.). The device can change its shape and function to open cans, soda bottles and other types of bottle tops, as well as puncture sealed containers for pouring out liquid or granule contents.

Size: About that of a small toaster.

Range: Touch.

Duration: Takes two seconds to grab and open a bottle or puncture a container, 4-6 seconds to open a can of something by removing the top/lid. Remains operational for one month per two P.P.E. points placed into the opener, indefinitely when on or within five miles (8 km) of a ley line.

Market Price: 500 credits. Excellent availability wherever TW products are manufactured and sold.

Quantity Found (optional): Roll percentile: 01-33% 1D4 of them, 34-66% 1D4x10 of them, 67-00% one case of 72.

03% TW Danger Cars

Danger Cars are small, fast, sensor packed Techno-Wizard vehicles designed for speed and reconnaissance. They are equipped with a full array of sensors to enable them to get to the source of problems as quickly and efficiently as possible.

These cars were first captured in the Pecos Badlands by forces from the Lone Star Complex. Dr. Desmond Bradford believes them to be an attempt by some magic using kingdom to either curry favor with the Pecos Empire by outfitting them with new magical vehicles, or to entice the Pecos Empire to use these vehicles against the CS in an attempt to weaken both nations. Or it could be the Pecos Empire preparing for their inevitable conflict with Lone Star and the CS military. At any rate, since Dr. Bradford had too many other projects on the burner to deal with them, he just shipped the vehicles to Chi-Town with the request that they be returned when Chi-Town is through studying them. Actually, Dr. Bradford never expects to see the cars again. He just figures that by sending them to Chi-Town as a gesture of loyalty and goodwill, Emperor Prosek will feel beholden to him and Bradford can call in a favor should he need one in the future.

Quantity Found (optional): Roll percentile: 01-25% One of each, 26-50% 1D4 of just one variety (G.M.'s choice of which), 51-75% 1D4 of both varieties, or 76-00% 1D6+4 of one variety (G.M.'s choice of which).

Note: May be substituted with other types of non-combat and light combat TW vehicles such as Floaters, Wing Boards, Floating Chairs, Chariots, Skiffs, etc.

The TW Hazard

The original model is known as the Hazard. It carries little in the way of armor or firepower, preferring to rely on speed and maneuverability to avoid and escape foes. The Hazard's main function is to let its pilot quickly and quietly scope out a situation and either call for back-up or return with information. Like the Floater and some of the other vehicles encountered at Tolkeen, these vehicles incorporate conventional mechanical engineering with magic.

It looks like a basic, roofed, dune buggy or two-man ATV able to roll across the rugged grasslands, rocky deserts and ground terrain common to Texas and the southwest, but there's more to this mighty little ATV than that. Techno-Wizard features make the engine purr as soft as a kitten, plus the vehicle can hover three feet (0.9 m) above the ground for 10 minutes at a time, drive on the surface of water (for up to 20 minutes), and move with surprising speed as well as roll across rugged terrain with its big wheel traction and 4-wheel drive.

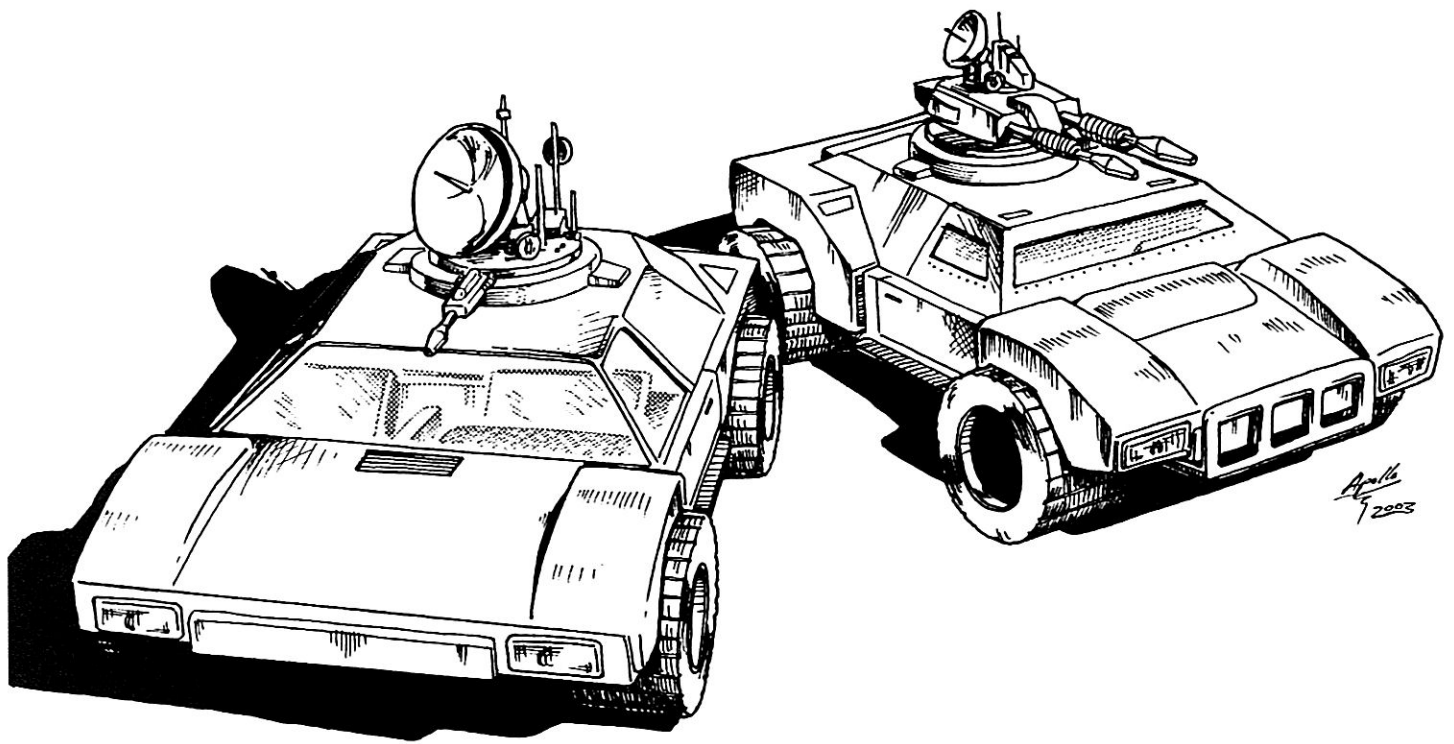
Class: Techno-Wizard All-Terrain Vehicle for Reconnaissance and Hunting.

Crew: One driver and one sensor operator or passenger.

M.D.C.: Main Body: 100, wheels (4): 15 each, and headlights (2): 8 each.

Maximum Speed: 150 mph (240 km) driving on the ground or on water, half when airborne in hover mode, and double all speeds when driving along a ley line.

Sensors: The Hazard is equipped with an extensive array of sensory apparatus, both technological and magical. These in-



clude (technological) infrared optics, thermo-imager, ultraviolet system, nightvision, dosimeter, ecto-sensor, radar, motion detector, and radar detector. Range for most is about 1400 feet (427 m). Magic based sensor features include See the Invisible, Sense Magic, Sense Evil, Detect Concealment, and See Wards, but require the driver or sensor operator to wear a special helmet and goggles wired to the vehicle. Range for magic sensors is 600 feet (183 m).

Engine: A hybrid that uses both a conventional motor with magic to dramatically increase efficiency. Basically a gallon of gasoline (has a 12 gallon tank) is good for 90 miles (144 km). Likewise, 20 P.P.E. will power the vehicle for 90 miles (144 km) and no fuel or energy is necessary along a ley line because the TW vehicle draws upon the ambient energy.

Creation Cost: P.P.E.: 400 total (or 800 I.S.P.).

Weapon Systems: 1. **Light Laser:** The Hazard has a small, single-barreled laser mounted on the front or top of the of the vehicle. The turret is capable of 180 degree rotation and a 30 degree arc of fire up and down.

Primary Purpose: Defense.

Mega-Damage: 3D6 per single blast or 6D6 per short burst.

Range: 2000 feet (610 m).

Rate of Fire: Equal to the total number of hand to hand attacks per melee (usually 4 to 6).

Payload: Effectively unlimited on ley lines, otherwise requires 5 P.P.E. per single blast or a conventional E-Clip (20 shots per clip).

Appearance: The Hazard looks like a dune buggy or big wheeled ATV with a very impressive array of antennas and sensors sticking out of it.

Bonuses: +5% to piloting skill, +1 on initiative to dodge and make sudden moves.

Black Market Price: 300,000-500,000 credits. Rare outside of the Pecos Empire, Colorado Baronies and Tolkeen. Fair to

poor availability even at these locations. Unknown to the CS, the Colorado Baronies are the manufacturers and factions within the Pecos Empire are some of their less well-considered clients, as was Tolkeen.

The TW Warlord

A larger, new model TW Danger Car is the **Warlord**, better equipped for combat with more armor and greater firepower, but sacrificing some of the original design's speed and maneuverability. Though suitable for wilderness scouting and light combat, the Warlord is still primarily a magical reconnaissance and passenger vehicle, not an armored front-line combat vehicle. Other than this, it has most of the same basic features as the Hazard.

Class: Techno-Wizard All-Terrain Vehicle for Reconnaissance and Hunting.

Crew: One driver, one sensor operator and two passengers; may have a gunner.

M.D.C.: Main Body: 180, weapon turret (1, forward mounted): 50, wheels (4): 20 each, and headlights (4): 8 M.D.C. each.

Maximum Speed: 110 mph (176 km) driving on the ground or on water, and half when airborne in hover mode, but double all speeds when driving along a ley line.

Engine: Same hybrid as the Hazard, above.

Sensors: Because of its need for more weaponry and armor, the Warlord has had to sacrifice some of its sensory apparatus as well as speed. However, this vehicle is still equipped with a formidable array of sensors, including infrared optics, thermo-imager, ultraviolet system, nightvision, radar, and motion detector (1200 foot/366 m range), plus a helmet system to see the invisible and sense magic (400 foot/122 m range).

Creation Cost: P.P.E.: 312 total (or 624 I.S.P.).

Weapon Systems: The Warlord has one of three possible main weapon systems:

1. **Twin Lasers:** The Warlord has a twin pair of lasers mounted on a turret in its roof. The turret is capable of 360 degree rotation and 180 degree angle of fire (side to side primarily/very limited up and down motion is possible).

Primary Purpose: Defense.

Mega-Damage: 3D6 per blast from a single laser or 6D6 per a dual blast from both lasers; either use counts as a single attack.

Range: 2000 feet (610 m).

Rate of Fire: Equal to the total number of hand to hand attacks per melee (usually 4 to 6).

Payload: Effectively unlimited.

2. **Light TK Rail Gun:** The alternative to the dual lasers is having a TW rail gun that fires Telekinetic bolts of energy and uses P.P.E. and I.S.P. as its source of ammunition.

Primary Purpose: Defense.

Mega-Damage: A burst is 16 rounds and inflicts 4D6 M.D., one round does 1D4 M.D.

Range: 3000 feet (914 m).

Rate of Fire: Equal to the total number of hand to hand attacks per melee (usually 4 to 6).

Payload: Eight TK bursts cost 20 P.P.E. (or 40 I.S.P.); unlimited when driving along a ley line. The P.P.E. battery can hold the equivalent of 40 bursts, otherwise a burst is available as fresh P.P.E. is made available to load the gun.

3. **Conventional Light Rail Gun:** A light rail gun mounted on a simple turret that can rotate 180 degrees from side to side and has a 45 degree arc of fire.

Primary Purpose: Defense.

Mega-Damage: A burst is 20 rounds and inflicts 5D6 M.D., one round does 1D4 M.D.

Range: 4000 feet (1200 m).

Rate of Fire: Equal to the total number of hand to hand attacks per melee (usually 4 to 6).

Payload: 3000 round drum, that's 150 bursts. Reloading a rail gun requires special equipment and takes about 15 minutes for those not trained, but a mere five minutes for trained personnel or an Operator.

Appearance: The Warlord looks like a lightly armored all-terrain vehicle (ATV) with an impressive array of antennas and sensors sticking out of it. It greatly resembles the Hazard (naturally enough) but is larger, better armored and slower.

Black Market Price: 350,000-550,000 credits. Rare outside of the Pecos Empire, Colorado Baronies and Tolkeen. Fair to poor availability even at these locations. Unknown to the CS, the Colorado Baronies are the manufacturers, and factions within the Pecos Empire are some of their less well-considered clients, as was Tolkeen.

04% TW Fireflies

A child's toy that resembles a simple pull-string confetti popper. Pull the string and the small, throw-away shooter fires its payload of a dozen swirling little balls of magical light. They resemble fireflies and are meant to amuse children. They inflict no damage and have no magical effect, though people unfamiliar with magic may be fascinated by the little balls of fluttering

light. The distraction makes them -1 on initiative and less likely to notice things going on around them.

Duration: The lights last for about 30 seconds (two melee rounds) before vanishing.

Limitation: Used up after one activation.

Market Price: 6-10 credits each, usually made for fun, not profit. Fair availability.

Quantity Found (optional): Roll percentile: 01-33% two, 34-66% ten, 67-00% an entire case of 244.

05% TW Laughter in a Can

Another children's toy and party favor. Pop the top and "canned" laughter booms from the small canister. The laughter can sound like a throng of people at a party, a cheerful or playful laugh, a deep booming laugh or a menacing maniacal laugh (the latter has an H.F. of 9 and any of them can be used to frighten, confuse, distract or trick others).

Range: Can be heard clearly up to about a 100 foot (30.5 m) radius.

Duration: The laughter lasts for one minute.

Limitation: Used up after one activation.

Market Price: 6-10 credits each, usually made for fun, not profit. Fair availability.

Quantity Found (optional): Roll percentile: 01-33% 1D6, 34-66% 2D6, 67-00% an entire case of 72.

06% TW Thunder Puff Gun

A children's toy that comes in both pistol and rifle models. They are clearly plastic toys or replicas. When charged with sufficient P.P.E., the toy makes a booming noise like a not too distant thunderclap, though not loud enough to hurt the ears or crack glass. It also fires a puff of compressed air that can knock over cans and other light targets, or mess the hair or clothing of one's opponent/playmate. Hitting the body with the air gun at close range (within 10 feet/3 m) feels like getting hit by a Nerf ball or an open palm push; it does no damage but is definitely felt.

Range: 60 feet (18.3 m).

Duration: Instant.

Attacks per Melee: Each air blast counts as one melee attack.

Payload: One P.P.E. point provides one air blast and boom sound.

Market Price: 100-150 credits each, usually made for fun not profit. Fair availability.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% three, or 67-00% an entire case of 12.

07% TW Instant Cooker

A magical appliance that resembles a microwave oven with a small computer keypad and monitor plugged into it. Simply place the prepared, but uncooked food into the oven, close the door, type on the computer what the food/meal is (i.e., pot roast, pork chops, hot dogs, turkey with all the trimmings, apple pie, soup, etc.), pump in 6-12 P.P.E. (the larger the serving, the more

P.P.E. required), and voila, it is instantly cooked and ready to serve. Specifications such as rare, medium and well done can be indicated on the computer.

Range: Prepared food, ready for cooking, must be placed inside the Instant Cooker.

Duration: 1-4 seconds.

P.P.E. Cost: 1-12 points per meal or item depending on size. For example, toasting 1-4 bagels or slices of bread costs 1 P.P.E. and takes only a second or two, a bowl of soup, hot dog, and other larger, denser items costs 2 P.P.E. and takes 2 seconds to cook, while something like a large bowl of spaghetti, a roast, whole chicken, turkey or goose costs 12 P.P.E. points and takes four seconds to completely cook.

Market Price: 5,000-8,000 credits. Fair availability wherever Techno-Wizard items are manufactured and sold.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, or 67-00% four.

08% TW Cooking Pot

An ordinary looking pot with a handle(s) but with the coil of a heating element attached to its base and a TW doomahickey sticking out from the side of the heating element. Once activated, water placed in the pot takes 3 seconds to reach a full boil; most other liquids take six seconds to boil. Boil water, heat soup and cook food within a matter of seconds.

Range: Touch.

Duration & P.P.E. Cost: 10 minutes per initial three points of P.P.E. Can be turned off at will.

Market Price: 1,000-1,600 credits. Good availability wherever Techno-Wizard items are manufactured and sold.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% three, or 67-00% six.

09% TW Frying Pan

An ordinary looking frying pan with the coils of a heating element attached to its base and a TW thingamajig sticking out from the handle. Three P.P.E. points turns the pan on, causing it to heat at a low temperature, four P.P.E. points increases the heat to medium and five P.P.E. to high.

Range: Touch.

Duration & P.P.E. Cost: 10 minutes per initial three points of P.P.E. Can be turned off at will.

Market Price: 1,200-2,000 credits. Good availability wherever Techno-Wizard items are manufactured and sold.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% three, or 67-00% six.

10% TW Cigarette Lighter of Perpetual Flame

This lighter works the first time, every time, even in the heaviest downpour and even underwater! Underwater, it can only provide a bit of light equal to a candle, but under dry conditions and in an air environment it can be used to light a cigarette or fuse, start a fire, etc.

Market Price: 4,000-6,000 credits; after all, it lasts forever unless the item is broken (has 10 M.D.C.). A fairly common TW item.

Quantity Found (optional): Roll percentile: 01-33% two, 34-66% 12, 67-00% an entire case of 144.

11% TW Hover Table

A lightweight, tri-fold platform that unfolds to be a sturdy, flat surface equivalent to a six foot (1.8 m) table. It has no legs but floats stationary 3-5 feet (0.9 to 1.5 m) above the ground, as specified by the user.

Duration: Five minutes per P.P.E. point above the five it costs to activate the magic.

Limitations: Maximum weight tolerance is 200 pounds (90 kg), anything more will cause the table to sag and droop or teeter crookedly.

P.P.E. Cost: Five points to activate, one additional P.P.E. point per five minutes of hovering, hovers indefinitely when used on a ley line.

Market Price: 3,500-5,000 credits, fair availability.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, or 67-00% four.

12% TW Fire Resistant Foam

A flare-like, hand-held mechanism that instead of firing sparks, unleashes a great spraying mound of fire retardant foam used to put out fires under 15 feet (4.6 m) in diameter.

Range: Activated by touch, but fires foam up to 15 feet (4.6 m) away and covers a 15 foot (4.6 m) diameter. Line of sight.

Duration: Instant.

Limitation: Used up after one activation.

P.P.E. Cost: None, pull the string and the foam shoots out.

Market Price: 1,000-1,500 credits each; good availability.

Quantity Found (optional): Roll percentile: 01-33% two, 34-66% 12, 67-00% an entire case of 144.

13% TW Radio Jamming Field Generator

This soccer ball-sized device rather resembles a small sputnik-like satellite or oversized Christmas tree ornament. Once activated, the device scrambles and blocks all radio waves within a 500 foot (152 m) radius. Spacing several of these TW devices apart, but within the 500 foot (152 m) radius, extends the range another 500 feet (152 m) and can be used to create a large zone of radio interference or "dead space" where radios don't work. Fairly small, they are easily concealed behind bushes, under tables or pieces of debris, inside a box, under camouflage netting, and so on.

Range: 500 foot (152 m) radius per unit. Multiple units can work in unison to extend the range.

Duration: Eight hours per 15 P.P.E. pumped into it; 48 hours maximum payload, but may be recharged as energy levels drop for a constant web of interference. Works indefinitely

when placed on an ley line and has double the usual jamming range (1000 feet/305 m).

P.P.E. Cost: 15 P.P.E. to activate and keep running for eight hours.

Market Price: 25,000 credits, poor availability (mainly for military operations).

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% four, 51-75% eight, or 76-00% an entire crate of 24.

14% TW Mini-Jammer

A small device about the size of a pocket calculator or a mini-cassette tape that magically sticks to anything it is placed on. Once activated, the device scrambles the electronics of the mechanism or the transmission of data to effectively scramble the radio, camera, radar, sensor, computer, optic system, etc., that it is attached too.

Range: Touch.

Duration: Four hours per activation.

P.P.E. Cost: 15 P.P.E. to activate and keep running four hours at a time.

Limitations: If discovered and removed (a P.S. of 9 is all that is required), the electronics instantly unscramble and begin to function as normal. Easily destroyed; only has one M.D.C. point or 100 S.D.C. Rechargeable after every use.

Market Price: 5,000-7,000 credits each, poor availability.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% four, 51-75% eight, or 76-00% a case of 144.

15% TW Mystic Insect Netting

Another type of field generator that creates an invisible energy net that keeps pesky mosquitoes, ticks, fleas and other biting insects away. The device resembles an alarm clock and is about the size of a lunch box. Placing two or more at the edge of another's area of effect increases the size of the area protected.

Range: 20 foot (6 m) diameter; about the size of a typical camp.

Duration: Six hours per activation.

P.P.E. Cost: 15 P.P.E. to activate and keep running for six hours at a time. Rechargeable after every use. Runs indefinitely on a ley line because it draws on the ambient energy.

Market Price: 5,000-6,500 credits.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% four, 51-75% eight, or 76-00% a case of 36.

16% TW Animal Repellent

Like some of the children's toys, this item comes in a one-shot, pop-top delivery system. Pull the string for immediate effect.

Range: 20 feet (6.1 m).

Duration: Instant, causing normal animals without any motive (i.e., they are not protecting young, feeling cornered, commanded by a higher power, etc.) to flee without further incident. Great for chasing away nosy predators, scavengers and troublesome critters like skunks and snakes.

P.P.E. Cost: Not applicable.

Limitation: One time use.

Market Price: 1,200-2000 credits, fair to poor availability.

Quantity Found (optional): Roll percentile: 01-33% two, 34-66% 12, or 67-00% a case of 96.

17% TW Climb Claw

A mechanical looking, claw-like hand with long, oversized fingers that end in spikes. Attached to the claw is a climb cord with a tensile strength of 1200 lbs (540 kg). The Climbing Claw can be tossed to grab hold and climb, or started at the bottom and allowed to climb to whatever height is desired. The claw can only climb surfaces it can dig its claws into (S.D.C. and M.D.C. surfaces are possible), and will leave noticeable scratch marks where it has climbed and holes where it anchors itself. Once anchored, the user can climb up the cord without fear of the claw losing its grip/hold. In a pinch, the Climb Claw can continue to climb with someone attached/hanging from it, but each movement of the claw requires it to dig into the surface and the climb is ponderously slow, roughly a speed of 4. Can climb any hard S.D.C. or M.D.C. surfaces, except glass and glass-like smooth surfaces.

Range: 50 feet (15.2 m) throwing; double if the character has W.P. Chain weapons and the strike bonus can be used to place the claw precisely where it is desired (a roll of 10 or higher means success, unless the target area is small, awkward or at the edge of the character's range).

Duration: Climbs for 10 minutes per activation.

P.P.E. Cost: 20 per activation/10 minutes of activity.

Market Price: 9,000-12,000 credits, fair to poor availability.

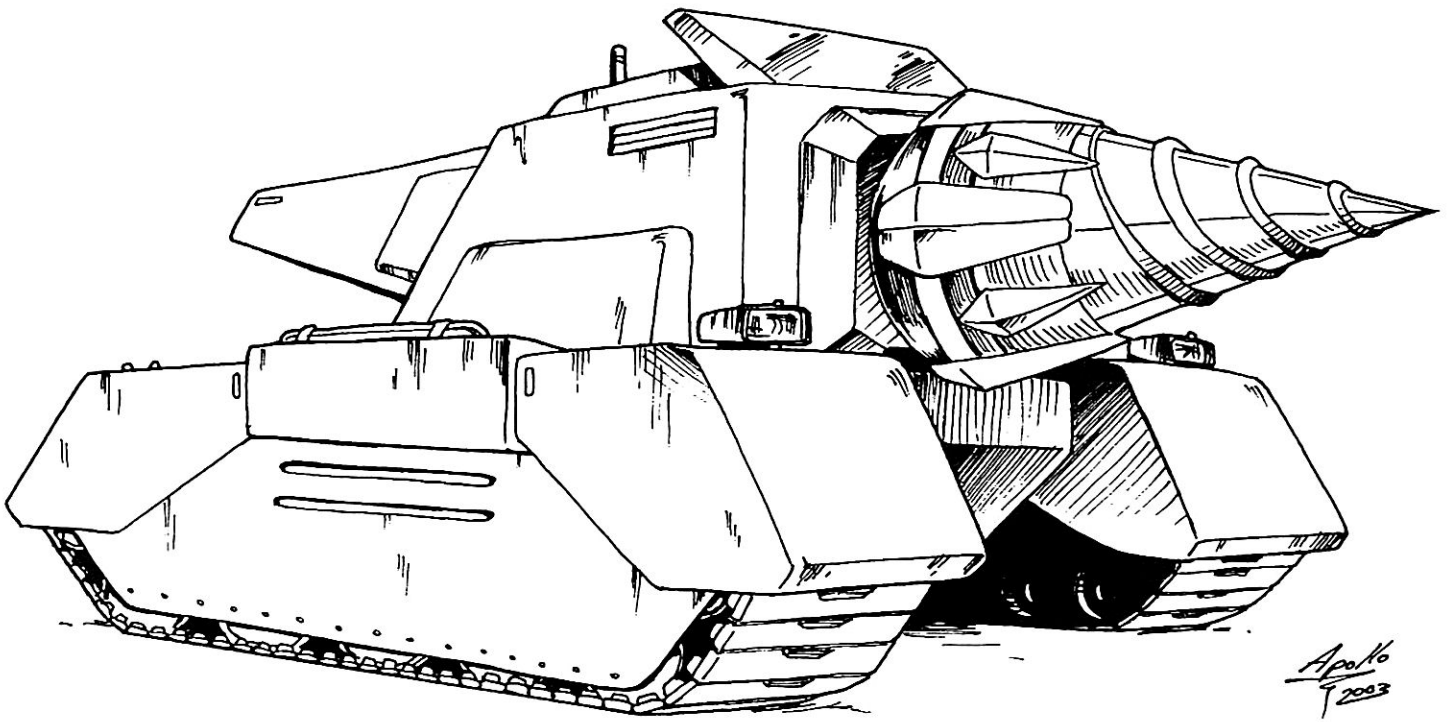
Quantity Found (optional): Roll percentile: 01-33% two, 34-66% 12, or 67-00% a case of 96.

18% The Magic Miner

This device is *believed* to have been designed by a cabal of Warlocks and Techno-Wizards who lived somewhere in Massachusetts along the Atlantic coast. Originally designed simply for mining and excavation operations, it would prove to be ideal for finding and identifying raw minerals and salvage.

How it eventually came to be in the hands of the Coalition is still vague, for only a few of these vehicles were ever created and the original designers are long gone. At any rate, when the CS impounded it, they immediately figured the infernal contraption was a war machine built for tunneling under or drilling through enemy fortifications (a function which, incidentally, the original builders never considered). The Magic Miner was unearthed by a CS patrol and has been sent to Chi-Town for safekeeping.

The machine uses magic to locate and identify minerals (as well as underground sources of water) when traveling underground, tunneling like a mechanical mole. The Magic Miner can also engage in more routine operations to dig tunnels, mine shafts, basements, and though not intended as such, to chop through solid rock and M.D.C. fortifications. In order to accomplish these feats, a variety of different Earth Elemental spells must be activated. Note that the drill, though it spins and can do



damage, actually unleashes a magical force that digs through earth and chops through stone.

The Magic Miner somewhat resembles a light assault tank or armored personnel carrier but with a large drill attached to the front of the vehicle (magic actually makes the drilled hole large enough for the entire vehicle to pass through). Its treads provide superior traction.

Class: Mining and Underground Exploratory Vehicle (about the size of a van or small truck).

Crew: Two: One pilot and an engineer/pro prospector, plus four additional passengers can also be accommodated.

M.D.C. by Location:

Forward Drill – 125

Forward Headlights (2) – 3 each

Extendible/Retractable Searchlight (1) – 25

Windshield – 35

Tread Coverings (2) – 120 each

Treads (2) – 65 each

**** Main Body – 290**

Reinforced Crew Compartment – 65

**** Depleting the M.D.C. of the main body will shut the miner down completely, rendering it useless.**

Speed & Digging: 60 mph (96 km) maximum above ground.

Tunneling speed will vary with the type of material being tunneled through (dirt, sand, stone, etc.). It can burrow, leaving a collapsed tunnel of dirt behind it, at a speed of 1000 feet (305 m) per minute, but half that speed when burrowing through sand or clay, and one tenth that speed/distance when leaving a passable tunnel behind for others to use. Burrowing through rocky or debris filled earth is 10 feet (3 m) per minute and drilling through solid rock is three feet (0.9 m) per minute, half those speeds to create a passable and lasting tunnel. Actually, all of these speeds and distances are amazingly fast and defy conventional science and engineering.

Statistical Data:

Height: 10 feet, 5 inches (3.13 m).

Width: 11 feet (3.3 m).

Length: 17 feet, 7 inches (5.4 m).

Weight: 9 tons.

Cargo: A small space about the size of eight square feet (0.74 m) is available for extra food, clothing, supplies, ore samples, oxygen tanks, and personal items. The Magic Miner itself is a full environmental vehicle with a magically purified air and cooling system. On the surface, additional equipment can be lashed to the exterior of the vehicle and the Magic Miner can tow/pull up to 20 tons.

TW Creation Cost: 1340 P.P.E. plus engine cost (2540 total).

Power Systems: 1. Magic: All Magic Miners have a magical primary power supply. With a life of 100 years at a P.P.E. Creation Cost of 1200. However, if the miner is on a ley line or nexus point (either above or below ground), its power supply is effectively unlimited.

2. Gasoline: There is a gasoline engine as a secondary, back-up power supply just in case the machine runs into a situation where magic does not work (such as a Negate Magic spell or Anti-Magic Cloud). This engine provides the vehicle with enough fuel for movement but will not run the main drill nor will any of the other mining abilities work. The gasoline engine has a capacity of 30 gallons (144 liters), only gets 10 miles (16 km) to a gallon, and has a maximum speed of 15 mph (24 km); it is meant to be used only for emergencies.

Magic Programs: The Magic Miner is programmed with the following Earth Elemental spells (their activation costs are in parentheses): Dowsing (2), Identify Minerals (3), Rock to Mud (6), Dirt to Sand (6), Crumble Stone (10), Dig (8), Locate Minerals (10), Chasm (25), Travel Through Walls (20), and Travel Through Stone (35), all at 10th level proficiency.

Weapons: Other than whatever hand-held weapons may be in storage, the Magic Miner has no weapons, per se. However, the main drill may be used as a weapon. On a successful strike, it inflicts 3D6x10 M.D.C. upon its initial attack. Moreover, a critical strike (a roll of a natural 18-20) means that the drill has struck a weak spot and does an extra 1D6x10 M.D. and the victim is caught or impaled on the drill. Until (and unless) the target frees itself, all subsequent attacks automatically strike (no roll to strike is required) and inflict another 2D6x10 M.D. per every melee round. Victims such as power armor, giant robots, and armored vehicles may roll under their P.P. at -6 (any attribute or skill bonuses are applicable) to see if they can slip free of being impaled. Failure to roll under one's P.P. means the victim is still caught on the drill.

Black Market Cost: 10-15 million credits. Super rare. Although Magical Miners have been found from time to time over the ages, none are currently known to exist, other than this one.

Notes: 1. The function of the Magic Miner is tunneling and mining. It is not a combat vehicle and has no weapons, though it is reasonably heavily armored and could have weapons added to it. Normally, when the Magic Miner encounters something that it cannot outrun, it tries to escape by burrowing underground and collapsing its own tunnels. If it still cannot shake a pursuer (it can be vulnerable to attack underground by subterranean beings, Elementals and other certain monsters and demons). Its occupants may try to surface and run away before the vehicle is torn apart. **Note to G.M.s:** Surface dwelling attackers may find battling a Magic Miner traveling underground is much like anti-submarine warfare but on land. If the attacker on the surface has some means of tracking the vehicle (such as a seismograph or vibration detector), they can attempt to follow its trail and either be waiting at the surface when the Magic Miner finally shows itself, use underground explosives and/or send troops or missiles down the tunnel after it (a tactic that only works if the tunneling vehicle doesn't collapse the shaft behind it as it moves on). This can provide some excellent opportunities for role playing.

2. The Magic Miner can remain underground indefinitely though surface dwellers will begin to feel claustrophobic after 10 hours +1 hour for every P.E. attribute point and want to return to the wide open spaces to stretch their legs and be in their natural environment. An environmental vehicle, the Magic Miner can also function underwater or in an airless or toxic environment. The air supply is magically replenished indefinitely, as long as the hull is not breached.

19% TW Magic Duct Tape

A powerful adhesive strip that can hold together weights of up to 500 lbs (225 kg) and can be used to hold together Mega-Damage materials. In fact it is itself considered to be a very light M.D.C. material with 50 S.D.C. or the equivalent of a half of one M.D. point per strip – one M.D. if two strips are placed one on top of the other (additional layering does NOT increase the M.D.C. of the tape). It is also water, heat and cold resistant (one third normal damage) and leaves no sticky residue

when the tape is removed. Removing the tape cancels the magical effect and renders the tape inert, unsticky and tattered.

Range: Touch.

Duration: Tough and long lasting under normal conditions and weathering; holds tight for 1D6+4 months, half that under stressful conditions with a lot of wear and tear.

P.P.E. Cost: Five P.P.E. points must be expended on every strip of tape, regardless of size, to make it M.D.C. capable.

Market Cost: 2,000-3,000 credits per 60 foot (18.3 m) roll of three inch wide tape. Excellent availability wherever TW and magic items are sold.

Quantity Found (optional): Roll percentile: 01-33% two rolls, 34-66% 1D6+2 rolls, or 67-00% a case of 72 rolls..

20% TW Miracle Pen

Writes from every angle – upside down, vertically, etc. – and on virtually any smooth surface from paper and plaster to M.D.C. ceramics and metal. It even writes underwater and in a vacuum! Comes in fine point (pen-like), medium (like a thick but pointed marker, like a Sharpie, making a line about an eighth of an inch thick) and thick (a half inch wide), and in the colors black, blue, green, red, and violet. Great for writing graffiti or decorating one's vehicle or power armor. The ink is durable and waterproof, but will wear off and can be scratched off of metal, ceramics, plastic, glass and similar hard, highly polished surfaces. Can also write on cloth and concrete, but rough, porous surfaces chew up the writing nib and reduce the payload/amount of writing by half.

Range: Touch.

Duration/Payload: Good for about 1000 written pages of writing; half for the thick variety. Once activated, the pen can be used continuously for up to five hours or intermittently for two.

P.P.E. Cost: One P.P.E. point to activate the pen and its all-terrain/surface and angle capabilities.

Market Cost: 2,000-3000 credits per pen. Excellent availability wherever TW and magic items are manufactured or sold.

Quantity Found (optional): Roll percentile: 01-33% two, 34-66% 2D4, or 67-00% a small box of 2D6+6.

21% TW Food Preserver

This is a simple, but high-tech looking container that can be the size of a small microwave to that of a small refrigerator (like the mini-fridges sometimes used in studio apartments). Some have handles or wheels, others don't. Some lock, others don't. 10 P.P.E. per day keeps food preserved, fresh and exactly like it was when placed inside the magical container. Thus, if it was placed in the container cold, it remains cold, if hot, it remains hot, if room temperature . . . well, you get the idea.

Range: The inside of the Preserver.

Duration: One week per 10 P.P.E. pumped into the Preserver.

P.P.E. Cost: 10 per week of preservation, up to six months worth (26 weeks).

Limitation: The size of the preservation unit.

Market Price: 10,500-16,500 credits, fair to poor availability.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, or 67-00% four.

22% TW Cooler/Ice Box

A basic portable cooler like those taken on picnics that keeps food and drinks cool and at a consistent temperature without actually needing ice or any apparent form of cold source (magical).

Range: The inside of the Cooler.

Duration: One day per three P.P.E. pumped into the Cooler.

P.P.E. Cost: Three P.P.E. for 24 hour period, up to 14 days.

Limitation: The size of the cooler unit.

Market Price: 4,000-6,000 credits, fair availability.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% three, or 67-00% a dozen.

23% TW Insulated Gloves

A pair of heavy canvas and/or rubber gloves that pull up to beyond the elbow about halfway up the biceps. At the top of the gloves is a small computer or calculator looking device about the size of a deck of playing cards. It is this control pad and the amount of P.P.E. that regulates what the gloves protect its wearer from: cold, heat or electricity. The wearer can handle whichever is selected without ill effect. For example, if cold is selected, the wear can handle ice, frozen material and even put his glove covered hands into a vat of liquid hydrogen without injury to himself or even feeling the slightest tinge of cold. If heat is selected, he can put his glove covered hands into a raging fire, a boiling vat of lava, or handle molten metal. The same applies to electricity.

Range: Touch.

Duration: One hour per 10 P.P.E. spent to activate the gloves.

P.P.E. Cost: 10 points per hour of use.

Note: The gloves magically adjust to the size of the wearer.

Market Price: 3,000-4,000 credits, poor availability.

Quantity Found (optional): Roll percentile: 01-33% one pair, 34-66% two pair, or 67-00% six pair.

24% TW Healing Body Suit

A complete environmental body suit and helmet that looks like something out of a twisted sci-fi movie with all kinds of knobs, wires and gizmos attached to and running through it. The suit can magically adjust to people's sizes from four feet (1.2 m) to 11 feet (3.3 m) tall and allows the wearer to walk around and function more or less like normal even though he may be seriously injured. One should avoid combat and strenuous activity while in the suit and it provides little in the way of M.D.C. armored protection (it has 8 M.D.C.). The Healing Body Suit uses a combination of magically induced therapies including applied heat and electric massage (the wearer rarely notices it other than a soothing tingle or comforting warmth) to relax and soothe muscles, burns and bruises, to stimulate healing, and relieve tension and stress. The magic also heals minor damage at a rate of 1D6 S.D.C. and 1D4 Hit Points per hour. It also prevents scar-

ring, strengthens bones and leaves the individual feeling relaxed and ready to go when the suit is removed. Four to eight hours of wearing time/healing is recommended.

While in the suit, the character can walk around and perform light work (i.e., sit at a computer or sensor monitoring system, shuffle paperwork, light cleaning or exercise, and so on) and continue to heal as if he were bedridden in a hospital. If sick/ill or poisoned, the character suffers half the usual penalties while suited up and the duration of the side effects or symptoms of the illness are reduced by half. Resulting penalties remain at half even after unsuiting, provided the Healing Suit is worn for a minimum of five hours. Likewise, burns and bug bites cease to hurt or itch while the suit is worn and the discomfort is half the usual after the suit is removed, provided it was worn for a minimum of four hours.

Range: Touch; the suit must be worn for at least one hour to get any benefit from it. Typically requires a minimum of 4-8 hours to derive maximum benefit from its healing powers.

Duration: One hour per activation.

P.P.E. Cost: 10 per activation/one hour of activity.

Market Price: 40,000-60,000 credits, fair to poor availability.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% four, or 76-00% a box of 1D6+6.

25% TW Drop Chute

This is a parachute-like backpack complete with rip cord, only there is no actual parachute, instead, the rip cord is pulled to activate the magical effect of slowing the speed of descent to a crawl, as if the character were a feather caught in a gentle wind and made to slowly float down to a soft landing, usually on one's feet. **Note:** If two people are using one chute, the fall is much less gentle, but damage is a comparatively minimal 4D6 S.D.C. and can be reduced by half with a successful roll vs impact. Suitable for parachuting and falls from heights as great as 60,000 feet (18,288 m) – the Drop Chute must be pulled/activated at no less than 1000 feet (305 m) for it to be effective, otherwise it doesn't work/activate in time to do any good.

Range: Touch; the Drop Chute must be worn by the user.

Duration: Instant effect, and takes 1-5 minutes to land depending on one's altitude when the chute was activated.

P.P.E. Cost: A Drop Chute can be used repeatedly, requiring 50 P.P.E. to recharge it. Once recharged, the user simply needs to pull the rip cord, so anyone can use a prepared and charged Drop Chute.

Market Price: 25,000-40,000 credits, fair to good availability wherever TW equipment is commonplace.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% four, or 76-00% a box of 1D6+4.

26% TW Running Lights

A glowing golden ball of light the size of a baseball or grapefruit. When activated, the ball can be rolled to unspool a string of small, but radiant blinking lights that can be used to mark a landing site, target, and so on. Typically two to four running lights are needed to accurately mark a landing or loading zone.

Range: Once activated, it can be tossed up to 30 feet (9.1 m) away, and unravel for a seemingly impossible 20 foot (6.1 m) length.

Duration: Remain lit and blinking for five minutes, after which the lights dim and rewind back into the glowing ball.

P.P.E. Cost: 6 P.P.E. to activate for five minutes.

Market Price: 6,000-8,000 credits per each ball of Running Lights. Fair to good availability wherever TW equipment is commonplace.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% four, or 76-00% a small box of 12.

27% Air Rope

The product of magic not known on Rifts Earth, Air Rope, also known as Cherubot Rope, is a length of magic rope that can be thrown into the air where it remains suspended and available to climb. Great for thieves, spies, escape artists, performers and adventurers.

Limitations: 1) It must always have one end touching the ground. 2) It *cannot* be manipulated to entangle or tie up an opponent. 3) The rope always moves in a straight vertical line, up and down. 4) It has all the strengths and weaknesses of real rope. 5) Can support up to 800 pounds (360 kg), but cannot be used like an elevator by grabbing the top and allowing the rope to carry one skyward, one must always *climb* the magic rope.

Length: The magic rope is typically 60 to 100 feet (18.3 to 30.5 m) long.

P.P.E. Cost: 2 P.P.E. to activate it for 10 minutes. The magic effect can be canceled at will.

Market Price: 8,000-12,000 credits. Rare.

Quantity Found (optional): Roll percentile: 01-25% one 100 foot (30.5 m) length, 26-50% two 60 foot (18.3 m) lengths, 51-75% three 100 foot (30.5 m) lengths, or 76-00% two 300 foot (91.5 m) lengths; uncommon.

28% Nose Ring of Breathing

A gold or platinum nose ring that enables the wearer to cast the spell *Breathe Without Air* upon himself.

Magical Effect: Identical to the spell.

Duration: 30 minutes per casting.

Limitation: Can be cast four times per 24 hours.

Note: A Techno-Wizard equivalent is available as a gas mask or air filter with a tiny SCUBA re-breather attached to it, except the spell effect is activated every time 15 P.P.E. are pumped into the magical device. Neither the ring or the TW gas mask leave air bubbles nor require any oxygen tanks or other equipment. Remove the mask or the ring and the wearer is deprived of the magical effect.

Market Price: 60,000-80,000 credits for the enchanted nose ring (25,000-30,000 credits for the TW gas mask which requires 15 P.P.E. to activate the spell magic it contains but can be used more than four times a day). Very rare as a magic ring, poor to fair availability for the TW mask version, at least wherever TW equipment is manufactured or sold.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, 67-00% three (double the numbers found if the TW mask rather than the magical ring).

29% Thunderblust

A magic gun shaped to look like an ancient black-powder pistol with a long, wide-mouthed barrel. It is unclear whether this weapon is a TW creation or something similar from another dimension.

Range: 1200 feet (366 m); increase by 50% when on a ley line, double at a nexus.

Damage: 4D6 M.D. per blast. Each blast counts as one melee attack.

Payload: Holds up to 12 blasts.

P.P.E. Cost: 8 P.P.E. recharges one blast, constantly has three loads/blasts whenever used on a ley line, six at a ley line nexus point.

Market Price: 80,000-100,000 credits.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, or 67-00% three.

30% Dragon Cleaver Rune Weapon

A magical double-headed rune axe. This weapon is about 30% smaller than a typical battle axe and the handle is short, only about one third the usual length.

Range: Hand-held melee weapon.

Basic Attributes & Abilities: All of the eight common rune weapon abilities, including an alignment, name, I.Q. and indestructibility; see page 268 of the *Rifts® Book of Magic* or page 126 of *Rifts® World Book Two: Atlantis* for complete details on Rune Weapons.

Damage: Its eternally sharp blades inflict 4D6 M.D. to most things, double damage to dragons and serpentine creatures of magic (a dragon slayer blade). In the alternative, the Dragon Cleaver can fire an energy blast that does 3D6 M.D. (double damage to dragons and serpentine creatures of magic) and has a standard range of 300 feet (91.5 m), but is increased to 500 feet (152 m) on a ley line and 700 feet (213 m) at a nexus point.

Special Abilities: Returns when thrown (counts as one melee action), +2 to strike when thrown, +1 to parry and disarm.

Market Price: 10-16 million credits. Considered a minor rune weapon.

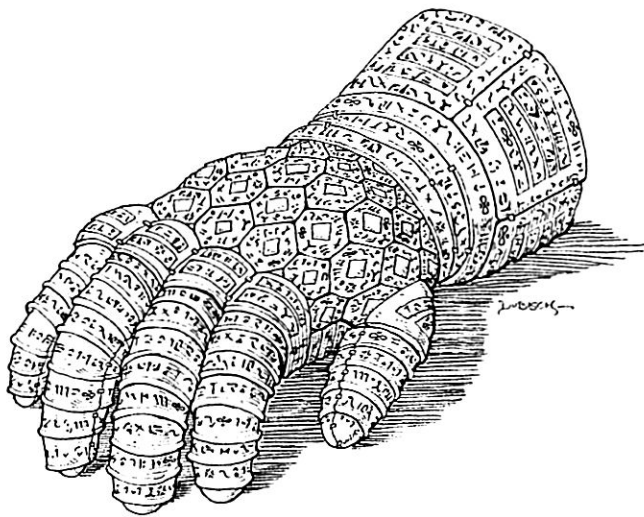
Quantity Found (optional): Roll percentile: 01-50% one or 51-00% two; rare.

31% Dragon Power Gloves

Another magical creation of unknown design and origin. Gives the wearer a Supernatural P.S. of 30.

Range: Touch, both gloves must be worn to get the Supernatural P.S.

Duration: Constant, always on as long as both gloves are worn by the same individual.



Damage: 5D6 S.D.C. on a restrained punch, 3D6 M.D. from a full strength punch or kick, 1D4x10 for a power punch or kick.

Special: The wearer is also resistant to fire and dragon's breath (both do half damage).

Market Price: 6-10 million credits; rare and coveted.

Quantity Found (optional): Roll percentile: 01-50% one pair or 51-00% two.

32% Dragon's Eye Crystal

Exactly where this item hails from is unclear. Some say it comes from China, others Atlantis and that it is really a small Eye of Eylor, while others claim it comes from another dimension. Whatever the source, they are rare and highly sought after, for this strange gemstone resembles a giant, glassy, petrified cat's eye (or more to the point, a dragon's eye) and gives its wielder the power to see through magical metamorphosis. Thus, someone in possession of this gem can, just by holding the stone, recognize a dragon, were-beast, demon or supernatural shape changer regardless of what form it has taken through magic or its own natural abilities. Furthermore, the gem gives its owner a bonus of +2 to save vs magical illusions.

Range: Must be touching/holding the Dragon's Eye to draw upon its power.

Duration: Indefinite, as long as the gem is being held it is in use.

Market Price: 5-10 million credits; very rare and coveted.

Quantity Found (optional): Roll percentile: 01-50% one or 51-00% two.

33% Dragon's Tooth Dagger

A curved dagger that seems to be made from a six to 10 inch long tooth of a dragon attached to a gem encrusted hilt. The tooth is sharpened to blade-like thinness on both sides and the weapon is indestructible. This item, like many others, is the product of sorcery on some other world and brought to Rifts Earth by dimensional traders, the Splugorth of Atlantis and multidimensional adventurers.

Range: A hand-held melee weapon.

Damage: 3D6 M.D. to most beings and against M.D.C. structures, but does double damage to other creatures of magic like the Sphinx, Elementals, Faerie Folk, etc., but not fellow dragons. The blade does its normal 3D6 M.D. to dragons and supernatural beings.

Special Bonuses: +1 to disarm and parry.

Market Price: 5-8 million credits; rare.

Quantity Found (optional): Roll percentile: 01-50% one or 51-00% two.

34% Vampire Bone Spear

According to rumor and legend, some otherworldly sorcerers make these spears from the bones of the undead. How this is possible is a mystery on Rifts Earth, making Vampire Bone Spears, also known as Undead Slayers, extremely rare and powerful magic items.

Range: A hand-held melee weapon, but may also be thrown great distances with remarkable precision; 600 feet (183 m) is the maximum throwing range.

Damage: 6D6 points to vampires and other types of *undead*, and if the spear pierces the heart (requires a called shot), the undead fiend shrivels up and turns to dust in 4-6 seconds (counts as two melee attacks), forever killing it. Against a Vampire Intelligence the spear does 6D6x100 M.D., otherwise, the weapon inflicts 4D6 M.D. to other types of M.D. creatures.

Special Bonuses: +2 to strike when thrown, +1 to disarm.

Market Price: 4-10 million credits; rare.

Quantity Found (optional): Roll percentile: 01-50% one or 51-00% two.

35% Elventoe Magic Boots

A pair of padded, leather boots the tops of which are covered in golden plate, like something a knight in armor might wear. They provide the following magical abilities: 1. Never leaves footprints, scuff marks, mud, water marks or any trace of having passed through. 2. Impervious to fire, including Mega-Damage and magical fire. 3. Silent, the boots don't make a sound – not a squeak or shuffle. Adds +10% to prowl skill.

Range: Self; must be worn.

Duration: Constant; remains in effect as long as the items are worn.

Market Price: 2-4 million credits; very rare.

Quantity Found (optional): Roll percentile: 01-50% one or 51-00% two.

36% Hidden Face

A strangely warm and elastic alien skin (almost as if it were alive) adheres to the face like a second skin. The wearer can see through the covering as if looking through clear glass, but those looking at him cannot see his eyes, mouth, nose or a single facial feature, making this a fabulous disguise. Furthermore, the second skin cannot be peeled off by anyone but the wearer while he is alive, unless the individual is a high level Bio-Wizard,

Druid or Shaman (9th level or greater). Presumed to be a product of alien technology. May be imported by the Splugorth of Atlantis or some other trans-dimensional dealer in the magical and/or strange (the Naruni perhaps?).

Range: Self/touch; must be worn.

Duration: Effect lasts for as long as the mask is worn.

Market Price: 150,000 to 300,000 credits. Rare, terrible availability everywhere but Atlantis where availability is poor to fair.

Quantity Found (optional): Roll percentile dice: 01-33% one, 34-66% two, 67-00% three.

37% Hidden Hands

A pair of thin, soft skinned gloves made of the same material as the Hidden Face. Wearing them conceals ones fingerprints, body oils and DNA, and the gloves are so thin that it's like wearing a second skin; many users forget they are even wearing them. No skill or touch penalties apply.

Range: Self/touch; must be worn.

Duration: Effect lasts for as long as the gloves are worn.

Market Price: 90,000 to 160,000 credits. Rare, terrible availability even on Atlantis.

Quantity Found (optional): Roll percentile dice: 01-33% one pair, 34-66% two pairs, or 67-00% three.

38% Mercurial Blades

Typically a magical dagger or short sword that does 3D6 M.D. and is made of a dense, pooling liquid, reminiscent of mercury. This insubstantial quality enables the weapon to liquify upon command to hide the weapon inside a canteen, gas tank or other container, as well as deep pocket, pouch, the lining of a backpack, and so forth. It can also be turned to liquid in order to pour through an opening or to slip under the crack of a door. The magical blade can also be made to form around its owner's forearm, appearing like an arm band or bracer, and forming into a blade right in its owner's hand upon mental or verbal command. Often used by assassins and spies. Said to be the creation of alien science first uncovered by the original founders of the Federation of Magic. Traded to Tolkeen by the Federation, the blades are rare and highly coveted. Some believe they are actually living, symbiotic creatures who feed on the life force of their owner and those they kill.

Range: Hand-held melee weapon. Can be thrown but at half the range of a normal weapon of its kind.

Damage: 3D6 M.D. to most, but Mercurial Blades do double damage to Vampires, Were-Beasts and other supernatural creatures of the *night*; 4D6 M.D. to ghosts, spirits and creatures whose normal state is insubstantial/intangible, and energy, but only half damage to creatures of earth/stone/crystal and water.

Market Price: 1-5 million credits. Rare, terrible availability everywhere but Atlantis where availability is poor to fair. It is also rumored that Mercurial Blades are found in China.

Quantity Found (optional): Roll percentile dice: 01-33% one, 34-66% two, 67-00% three.

39% TW Sewing Machine

A small to large, portable sewing machine with a computer screen and keypad. Scan or program the desired pattern and then simply feed in the proper material and the machine does the rest: cutting, sewing and embroidering the actual, finished article of clothing. The simpler the item the faster the process and the less P.P.E. necessary. Professional quality.

Range: Touch.

Duration: One hour per activation. Typically takes 20-40 minutes to make a dress or suit, 5 minutes to make a simple pair of pants, a shirt, robe or gloves.

P.P.E. Cost: 15 P.P.E. to activate and keep running 60 minutes.

Limitations: Can only sew S.D.C. materials, nothing M.D.C.

Market Price: 250,000-500,000 credits each. New, poor availability.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% four, or 76-00% eight.

40% Magical Sewing Needle & Thread

The tip of the needle never dulls and a line of thread magically appears as needed, never running short. Origin unknown. It is not a TW item.

Range: Touch.

Duration: Constant.

Limitations: Thread is available only in the colors black and white and the magic needle can only sew S.D.C. fabrics.

Market Price: 25,000-100,000 credits each. Poor availability.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% four, or 76-00% a dozen.

41% Magic String Rope

A thick green twine that has the strength of modern rope or cord. Can support 1000 lbs (450 kg) of weight. May be used like rope to climb, tie up and bind, but is the size and weight of string, compact, easy to carry and easy to use.

Range: Touch.

Duration: Constant.

Market Price: 5,000-15,000 credits per ball or roll of string; varies with length/amount on the ball. Uncommon and poor availability in most places (quite a bit has been recovered from Tolkeen).

Quantity Found (optional): Roll percentile: 01-25% one ball of 50 feet (15.2 m), 26-50% two balls of 50 feet (15.2 m), 51-75% one ball of 150 feet (45.7 m), or 76-00% 1D6 balls of 200 feet (61 m) of string.

42% Mega-Damage Leather Armor

A suit of padded leather armor enchanted by means not known on Rifts Earth with magical toughness and M.D.C., but is not an environmental suit.

Range: Touch, must be worn.

Duration: Constant until destroyed.

M.D.C. (varies): 2D6x10+60; excellent mobility and movement.

Market Price: 250,000-350,000 credits, triple for "self-healing" suits that regenerate lost M.D.C. at a rate of 2D6+12 per hour (double on ley lines). Self-healing suits can suffer as much as 40 points below zero and still regenerate to new in 18-24 hours.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% three, or 76-00% six.

43% Medieval Power Armor

Magic has always bewildered the Coalition States. The very purpose of the Black Vault is to contain these items that so vex the CS. However, these magical suits of armor, called "Medieval Power Armor" by Coalition researchers, stand out as an enigma even among the many strange items in the Vault. They look like old fashioned and unimpressive, medieval suits of plate armor – walking tin cans – but are, in reality, mobile suits of considerable power.

The CS first encountered these suits of armor in CS Missouri where a group of six armored figures approached the city of New Chillicothe. After repeated hails were ignored, a company of SAMAS and Spider Walkers were sent out to confront these strangers. A fight ensued and, despite the greater firepower the Coalition could bring to bear on their opponents, the armored figures employed magic that allowed them to perform astonishing deeds of strength and skill. However, although the CS forces sustained some casualties, the result was the destruction of the entire group, with the tattered remains of three suits taken into custody for analysis. To their amazement, by the time they arrived at a CS base in Wisconsin, the suits were mysteriously repaired and restored to as good as new condition.

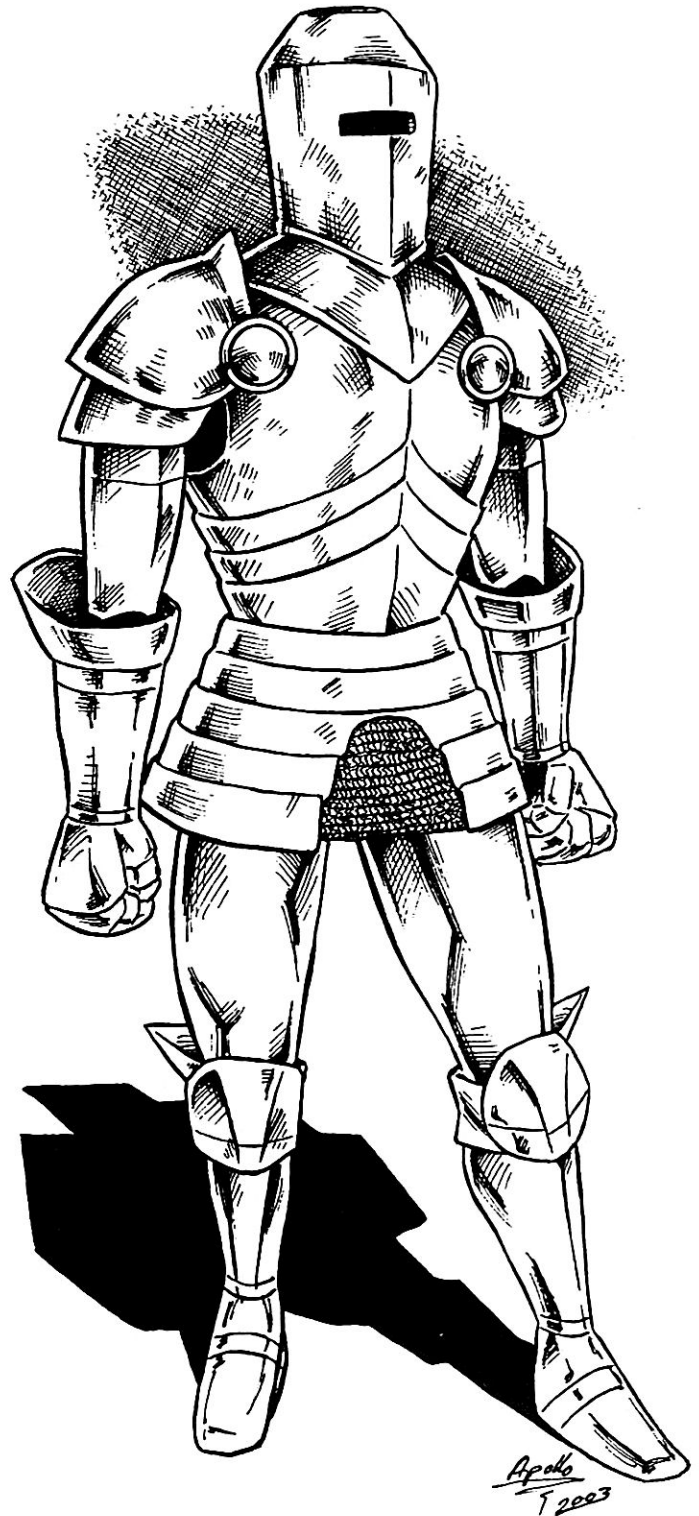
This armor are a very rare form of magical *battle suit* which confers mystical superhuman powers upon its wearer and affords them Mega-Damage protection. They resemble full suits of pre-Rifts plate armor from the 15th or 16th century and look as if they should be in a museum instead of out on the battlefield. What is very surprising to Rogue Scientists and Scholars who have access to carbon dating equipment is that, when analyzed for age, the armors register as being centuries old (in fact, from the very historical era that they seem to have originated from), suggesting they may have been enchanted in Earth's past and elevated to Mega-Damage levels with the Coming of the Rifts.

Aside from general appearance, no two of the armors are exactly alike, each with at least slightly (often dramatically) different styling and ornamentation. However, each share certain powers in common:

Common Abilities:

1. All Medieval armor are Mega-Damage structures with 4D6x10+120 M.D.C. Furthermore, the armor magically regenerates M.D.C., but not until its normal amount is reduced by 50% or more, at which point it regenerates 1D6x10+40 M.D.C. per hour until restored to full strength. The armor can repair itself even after its M.D.C. stores have been reduced to as low as 100 points below zero. This regenerative power applies only to the armor itself, not the wearer who could be dead or dying inside the battle armor.

2. When no one is wearing the Medieval armor, they are just under 6 feet (1.8 m) tall, ranging from 5 feet, 3 inches (1.6 m) to 5 feet, 9 inches (1.75 m), but expand or condense to perfectly fit anyone who tries them on, ranging in size from exactly 5 feet (1.52 m) to 8 feet (2.4 m) tall.
3. All of the armors are enchanted with the following four spells, each of which can be evoked four times per 24 hours. It is interesting to note that the powers of half of the suits are at 5th level proficiency and half are at 9th level. The four spells are Armor of Ithan, Breathe Without Air, Superhuman Strength, and Superhuman Speed.



Diverse Abilities:

Although there are always many similarities, the armors do look different from one another. In particular, the helmets range from the snouted kind that was so popular in medieval France to the box helmets favored by the Teutonic Knights, and all have different ornamentation, piping, and designs or art etched into them.

Powers also vary as follows (pick one or roll for random determination).

01-15% Impervious to cold, even magical and M.D. cold/snow/ice do no damage.

16-30% Impervious to fire, even magical and M.D. fire/heat do no damage.

31-45% Impervious to electricity, even magical and M.D. lightning do no damage.

46-60% Can hover and fly 70 mph (112 km) at will. No limit other than a maximum altitude of 15,000 feet (4572 m).

61-75% Fires bolts of energy from the hands/gauntlets. 4D6 M.D. per blast, 1600 foot (488 m) range, unlimited payload. Increase range and damage by 50% when the armor is operating on a ley line.

76-90% Resistant to magic: +1 to save vs spell magic, +2 to save illusions, +3 to save vs circle and symbol/ward magic, and impervious to magical curses and illness.

91-00% Resistant to evil: +3 to save vs Horror Factor, impervious to supernatural possession, +5 to save vs all other forms of possession, charms and mind control when the attacker is of an evil alignment or demonic in nature.

4. In addition to the standard four enchantments, each suit of Medieval armor will also have two other spells at its disposal, each at 5th level (01-50%) or 9th level (51-00%) power. Pick two from the following spells: Aura of Power, Energy Bolt, Fire Bolt, Fire Ball, Call Lightning, Agony, Impervious to Fire, Impervious to Poison, Impervious to Energy, Charismatic Aura, Heal Wounds, Greater Healing, Fortify Against Disease, Chameleon, Climb, Levitation, Fly as the Eagle, Swim as the Fish, and Cloud of Smoke. Each may be invoked only four times per day (24 hours) so they should be used wisely.
5. Lastly, the armors have one of the following: 01-25% Weightless, not encumbrance penalties (otherwise -10% to Climb, Acrobatics and other athletic skills, -20% to Swim), 26-50% Silent: No clinks, clunks, squeaks; +5% to prowl, 51-75% Enables its wearer to see the invisible and to have nightvision (400 feet/122 m), or 76-00% Bio-Regenerates damage/injury sustained by the wearer at a rate of 2D6 Hit Points/S.D.C. per melee round.

Market Cost: Super rare, especially outside of Europe and Asia and highly desirable: 5-10 million credits. Fewer than a dozen are suspected to exist in North America, with perhaps as many as 500-800 in Europe and 300-500 in Asia.

44% TW Magic Augmentation Armor

A partial suit of classic Juicer body armor with a mystic battery pack, light helmet and a pair of bulky gauntlets both with electronic gizmos and a keypad to activate the suit's magical powers.

Range: Self; the suit and all its pieces must be worn.

Powers: Cleanse (armor and entire body instantly), Climb, Chameleon, Invulnerability (with 100 M.D.C., not the usual 50, and protects the armor and the wearer), Fly as the Eagle, Swim as the Fish, Multiple Image, Mystic Fulcrum, Superhuman Strength and Superhuman Speed. **Note:** All work like the spell of the same name unless noted otherwise above and last for five minutes per activation. The armor, itself, has 120 M.D.C.

Limitations: 1. Only one power can be engaged at a time. 2. Each power lasts for only five minutes (20 melee rounds) per activation. 3. Each activation requires 10 P.P.E.

P.P.E. Cost: 10 points per each activation of a single power.

Market Cost: 1-2 million credits. Rare, believed to have been an experimental type of armor developed toward the end of the Tolkeen War. Considering its limitations, the suit was probably not what its designers intended (i.e., the suit was probably intended to be able to draw on 2-5 abilities simultaneously to customize the armor to the specific needs or environment of the moment, and probably for a longer period of time. This is not the case and it would take a Techno-Wizard years to work the bugs out of this design).

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, 67-00% 2D4.

45% TW Ley Line Power Suit

This is a magical, environmental power suit (not armor) that only works on a ley line. It resembles a jumpsuit with bits of stylish armor at the shoulders and lower legs (armored boots), with high-tech looking gauntlets covering the hands and most of the forearms, and a cool looking helmet that resembles the face of a demonic skeleton without the teeth (smooth mouth/chin area). The suit has 20 M.D.C. but it and its wearer are usually protected by magic.

Range: Self; the suit and all its pieces must be worn.

Powers: Armor of Ithan (100 M.D.C. and regenerates 20 points per melee round due to the influence of the ley line), Fly as the Eagle, Swim as the Fish, Ley Line Transmission, Tongues, Energy Disruption, Fireblast, Fire Ball, Electric Arc and Call Lightning, all at 5th level proficiency and with range doubled. Damage is unchanged due to the construction of the suit and the channeling of magical abilities. Each power is engaged simultaneously and available for use as long as the character remains on a ley line. **Note:** All work like the spell of the same name unless noted otherwise above.

Limitations: Dramatically reduced abilities away from a ley line: Armor of Ithan becomes 50 M.D.C. with no regenerative powers, ranges return to normal spell equivalents and the activation of each magic ability requires the expenditure of P.P.E. This all happens within 1D6+3 minutes after exiting the ley line. For that brief time, however, the suit remains at full power, though the Armor of Ithan can no longer regenerate away from the line.

P.P.E. Cost: None on a ley line. The available powers built into the suit may be accessed by the wearer away from a ley line at 50% more P.P.E. than is necessary to cast the spell, thus an Armor of Ithan would cost 15 P.P.E. and so on; all function at 5th level spell strength on and away from a ley line.

Market Cost: 1-2 million credits. Rare outside of Tolkeen, though hundreds are finding their way to the 'Burbs, Lazlo, the Federation of Magic and elsewhere. Since the cities of Tolkeen, Freehold and Magestock were all bordered by ley lines and ley lines are found throughout Minnesota, thousands of these suits were manufactured for use by Tolkeen's military. The original design has been lost but it is only a matter of time (1D4 years) before some cadre of Techno-Wizards reverse engineer one and figure out how to mass produce them. In the meanwhile, the Coalition Army destroys them whenever they are discovered. Of course, an undisclosed number have been sent to Chi-Town for its magic archives.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% 1D4+1 or 76-00% 4D4.

46% TW Teleportation Suit

Another jumpsuit type contraption with wires running down along the shoulders and arms, connected to a backpack gizmo. Straps form an X across the chest and in the middle of the X is a simple control pad and a button. Hit the button to teleport.

Range: Self; the suit and all its pieces must be worn.

Powers: In addition to Teleportation, the suit can also activate an Armor of Ithan (50 M.D.C.) spell, but teleportation can *not* be performed while the armor is up. Creating the armor costs nothing when on a ley line, but 15 P.P.E. when not on one. A small button on the side of the chest control pad activates and deactivates the Armor of Ithan when on a ley line. Away from a line, the wearer must press the button and expend the 15 P.P.E. for armor. The spell works at 5th level proficiency.

Limitations: Line of sight only or anywhere along a ley line; flawless teleportation. The suit itself has only 20 M.D.C. Cannot be worn *over* body armor although it may be worn under body armor, but the armor must be loose for the user to slip his hand under the armor to activate the Teleportation magic.

P.P.E. Cost: None on a ley line. The Armor of Ithan power built into the suit may be accessed by the wearer away from a ley line at 50% more P.P.E. (15), but Teleportation can be done at only 100 P.P.E. thanks to the design of the suit. Maximum "jumps" per 24 hours away from a ley line is 12 before the TW system is exhausted and needs 12 hours to regenerate. Unlimited along ley lines. Functions at 5th level spell strength on and away from a ley line.

Market Cost: 1.5-3 million credits. Rare outside of Tolkeen, though dozens are finding their way to the 'Burbs, Lazlo, the Federation of Magic and elsewhere. Since the cities of Tolkeen, Freehold and Magestock were all bordered by ley lines and ley lines are found throughout Minnesota, a few thousand of these suits were manufactured for use by Tolkeen's military Special Forces and assassins. The original design has been lost but it is only a matter of time (1D4 years) before some cadre of Techno-Wizards reverse engineer one and figure out how to reproduce them. In the meanwhile, the Coalition Army destroys them whenever they are discovered. Of course, an undisclosed number have been sent to Chi-Town for its magic archives.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% 1D4+1 or 76-00% 1D6+4.

47% TW Ley Line Mines

A simple TW explosive device that floats 4-12 feet (1.2 to 3.6 m) above the ground when placed on a ley line, making them effective against ground troops and armor, but leaving flyers (like Techno-Wizards on Wing Boards) reasonably safe. Furthermore, when a dimensional Rift opens on the line or something else drains the line's energy, the mines drop to half their usual height, returning to normal when the line's energy level returns to normal. Similarly, when a ley line surges (full moon, equinox, etc.), the mines rise to double their height and inflict 50% more damage than usual. Though the mines float, they remain fairly well anchored in place, drifting no more than 1D4 feet (0.3 to 1.2 m) one direction or the other every 24 hours, often drifting back and forth in the same eight foot (2.4 m) diameter of movement. Ley Line Mines may be scattered wide apart or placed in relative close proximity to make a floating wall or field of explosives. **Note:** A Ley Line Storm will detonate 10% and scatter them across the entire ley line, which could be good or bad depending on the situation.

Range: Touch. Ley Line Mines are detonated by contact – a solid bump and *BOOM!*

Duration: Remain floating on a ley line until touched off and detonated.

Damage: 4D6 M.D. each to a 5 foot (1.5 m) blast radius; 6D6 when the line surges with energy and during Ley Line Storms.

Limitations: 1. Cannot distinguish from friend or foe. 2. Can only be used as an aerial mine within the confines of a ley line.

P.P.E. Cost: Not applicable.

Market Price: 2,000 to 3,000 credits per mine. Poor availability outside of Tolkeen where this weapon was invented and manufactured.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% two, 51-75% 1D4+1 or 76-00% 1D6+4.

48% TW Ley Line Cluster Bombs

Cluster Bombs are small, about the size of a baseball, and also float suspended on a ley line. As the name suggests, they are deposited in clusters of 10-100 and may be suspended low to the ground or high up in the sky as long as they are on a ley line. Unlike the mines, Cluster Bombs actually move to chase targets. They are attracted to fast moving (50 mph/80 km or greater) flying machines with a large quantity of Mega-Damage metal (i.e., SAMAS, Sky Cycles and Rocket Bikes, as opposed to Wing Boards, dragons or flying humanoids) and large armored ground vehicles like tanks, APCs, giant robots, large trucks and even large numbers (20+) of closely grouped troops in body armor. Cluster Bombs are attracted to a specific target in groups of 2D4+2.

If the target is slow moving, the bombs float over at a slightly faster speed and attach themselves like magnets. If the slow moving target immediately stops, the Cluster Bombs won't det-

onate and can be slowly and gently plucked off the surface and released to float back into the air nearby. However, any sudden movement or increased speed will attract another 2D4+2 bombs to attach themselves and *all* will detonate. There is a 01-33% chance the bombs detonate when the target attains a speed of 10 mph (16 km), 01-66% chance at speeds of 20 mph (32 km) and a 01-89% likelihood at 21-39 mph (33.6 to 62.4 km), and automatically detonate at 40 mph (64 km) or greater.

If the target is fast moving (40 mph/64 km or greater) they detonate the instant they touch the target. Magical devices, the Cluster Bombs can match the target's speed in about 12 seconds and exceed it to strike three seconds later (one melee round/15 seconds to chase and strike). Always hit as a volley (2D4+2 per every "cluster" the speeding vehicle passes). So those with Cluster Bombs locked onto them only have 14 seconds to shake the Bombs by exiting the ley line. Clusters Bombs can not go beyond the edge of the ley line. **Note:** Cluster Bombs do not detonate or get scattered by Ley Line Storms.

Speed: Maximum Cluster Bomb speed is Mach 4, always giving chase to speeding targets.

Range: Attracted to large M.D. targets that pass within a 300 foot (91.5 m) radius. Attracted to moving objects, man-size or bigger, going faster than 40 mph (64 km) and made of Mega-Damage alloys or metal. The bombs attach themselves to those moving slower than 40 mph (64 km) to explode in the near future when greater speeds are attained, but detonate *on contact* with those moving faster; strikes as a volley.

Duration: Remain floating on a ley line or attached to a target until they are detonated; hang in clusters of 1D10x10.

Limitations: 1. Cannot distinguish from friend or foe. 2. Cannot leave the ley line and must cease pursuit at the line's edge. 3. Similarly, Cluster Bombs attached to a slow moving vehicle that have yet to detonate explode as the vehicle exits the line, so it is wise to gently remove the bombs before exiting the line. 4. Cluster Bombs hang wherever they are placed. They may bob around a little in the wind but are otherwise stationary until they give pursuit to an inviting target.

Damage: 1D6 M.D. for each Cluster Bomb in the volley. Remember, a carelessly speeding ground vehicle or aircraft could streak past several "clusters," drawing more than one volley of 2D4+2 Cluster Bombs to them only a few seconds apart. **Note:** Massive vehicles like the Death's Head Transports, mobile fortresses, and similar, attract 1D6x10% of the bombs per cluster they pass within 300 feet (91.5 m).

P.P.E. Cost: Not applicable.

Market Price: 2,000 to 4,000 credits per Cluster Bomb. Poor availability outside of Tolkeen where this weapon was invented and manufactured.

Quantity Found (optional): Roll percentile: 01-25% 2D4, 26-50% 4D4, 51-75% 1D4x10 or 76-00% 2D4x10.

49% TW Ley Line Electric Spiders

A weird TW device that resembles a generator the size of a refrigerator laying on its side. Seismic and motion sensors track potential targets from a distance of up to one mile (1.6 km) but the unit does not attack until one comes within a 50 foot (15.2 m) radius. The attack comes from a ball of crackling energy cre-

ated by the generator. It is the size of an oil drum radiating 1D6 arms of electricity every melee round. These arms or tendrils lash out at any large, metal or armored unit within a 50 foot (15.2 m) radius of it. Furthermore, once the energy sphere latches onto a particular target it will follow that target, striking repeatedly (1D4+1 times per melee round), as well as, a single bolt at any similar target within range. There is a 01-45% chance the Electric Spider will switch to focus its attack on a different, large target vehicle that comes within its 50 foot (15.2 m) radius of attack, and a 01-95% likelihood if the new target is bigger or denser/heavier.

The electrical tendrils combined with the movement of the energy sphere makes the energy attack resemble a giant electric spider moving from one enemy to the next.

It is attracted to large metal machines like armored vehicles and giant robots, and flyers like SAMAS and Sky Cycles, as well as hover cycles and rocket bikes.

Speed: Maximum speed is 20 mph (32 km) so a victim should be able to outdistance the attack within a melee round or two, leaving it to stand idle until another suitable target comes into range. Will follow slow moving targets and hammer stationary ones.

Range: Attracted to large M.D. targets that pass within a 50 foot (15.2 m) radius of the containment generator or an activated Electric Spider. Attracted to moving objects, man-size or bigger, especially bigger, and always gravitating toward the biggest within range. The Electric Spider can travel miles away from its originating generator provided it is along the ley line; cannot leave the ley line.

Duration: The containment generator (the refrigerator-sized unit) remains constantly powered and active as long as it is on a ley line and until the infernal unit is destroyed (it has 180 M.D.C.). Once unleashed, the Electric Spider engages the enemy for as long as targets come within its reach/range and are active (it stops attacking when a vehicle, 'bot or whatever the target is appears to stop functioning – e.g., seems to be dead). This is good news for the crews of vehicles, because the vehicle may be destroyed but they may still be whole and well inside the belly of the machine and are able to make good an escape, on foot, when the Electric Spider moves on or dissipates.

Stops attacking and vanishes when the generator is destroyed or when no other targets come within range of it or the generator for more than eight minutes. **Note:** The Electric Spider is neither alive or intelligent, it is just a type of energy attack that responds to size, density and movement. It is the generator that creates the attacking energy sphere, so the Electric Spider can only be destroyed by destroying the thing that creates and runs it.

Limitations: 1. Cannot distinguish from friend or foe. 2. Cannot leave the ley line and must cease pursuit at the line's edge. 3. The generator is the "brains" and "creator" of the Electric Spider. 4. It can only create one Electric Spider at a time and cannot make another until the first runs out of enemies and fades away (requires eight minutes without contact with the enemy). 5. Generally ignores humanoids and lightly armored ground troops, but may target large, full conversion cyborgs, large power armor units and even true giants, dragons, and other huge living creatures.

Damage: 5D6 M.D. for each strike from an electrical arm/tendrill.

Attacks per Melee: 1D4+1 per melee round against its primary target, plus one additional directed at one other target within its 50 foot (15.2 m) radius of attack.

P.P.E. Cost: Not applicable; powered by the ley line and triggered by the generator.

Market Price: 90,000 to 150,000 credits for one working generator. Poor availability outside of Tolkeen where this weapon was invented and manufactured.

Quantity Found (optional): Roll percentile: 01-33% one working generator, 34-66% two, 67-00% 1D6 generators.

50-52% Charm Gems

No one is quite certain where the Charm Gems originated; however, the majority of them were taken from killed or captured mages who were connected with the Federation of Magic. It is generally assumed that these gems were created by Federation mages as a means of imposing their will upon others, but it is also possible that they traded goods or services with demonic beings to acquire them. There is also a school of thought among the Vanguard that the Charm Gems may have originally been created in Atlantis or China and eventually found their way to the Federation. (Actually, the Atlantis connection is wrong. Lord Splynnrcryth is aware of the gems and dismisses them as a mere novelty.)

Charm Gems, also called Charm Jewels or Charm Stones, are oval gems between half an inch to one inch in diameter. There are three different types of these gems, all of which essentially cast varying Charm-type spells. However, the gems contain some kind of entropic enchantment which actually causes changes in the resistance of its intended targets over repeated usage.

The three different types are **Gems of Persuasion**, **Gems of Charm**, and **Gems of Domination**. Depending upon the type of gem, they are either clear, blue or yellow, and they glow faintly when the stone's powers are invoked.

The gem must be in close proximity (ideally touched or held) to its wielder in order to be used, so it may be carried, or mounted in a ring, bracelet, necklace, tiara, crown, or other type of jewelry or placed in the pommel of a dagger, sword or other weapon, as well as a piece of armor or shield (however, the normal restrictions regarding armor and magic will apply). Thus, if a gem is set in a crown or tiara, it can be utilized, however, it will not work if it is mounted on the helmet of a suit of environmental body armor, power armor or a robot vehicle. The most potent magic jewelry will have all three of these gems.

The gems can be used by practically anyone but, since there is a P.P.E. cost involved, mages and other beings with high P.P.E. are able to use the gems more frequently. The gem is activated by concentrating for one full melee round (15 seconds) and then pumping in the proper amount of P.P.E. and making an audible request or suggestion to the intended victim. As long as the wielder's P.P.E. holds out, there is no limit as to how many times per day the gem can be used to influence others.

50% The clear Gem of Persuasion is the most common and least powerful of the three stones. This gem glows a faint white

when activated. Its basic effect is similar to the *Charismatic Aura* spell and the psionic power of *Hypnotic Suggestion* combined. Thus, the user can make himself appear to be much more impressive, charming and desirable than he really is, increasing the character's P.B. attribute (and charisma) by eight points. Everyone who meets and speaks with the individual is impressed, finds him/her charming and is likely to believe and trust what he says. Also adds a bonus of +12% to such skills as *Seduction*, *Interrogation*, *Intelligence*, and *Disguise*.

It can also be used like Hypnotic Suggestion, but in this case, the character can only make one suggestion at one intended target at a time. The victim gets to make a save vs spell magic, but with a penalty of -2 to succeed. A successful save means the intended victim is unaffected (but is still subject to future attacks). A *failed save means* the victim takes to the Gem user's suggestions as if they were the greatest ideas he has ever heard or as if they were his own, especially if they complement or appeal to the victim's personality, goals and alignment. This charmed individual is also likely to trust anything the gem wielder tells him and gives him benefit of the doubt in most matters. Note that though profoundly influenced by the gem wielder, his victim still possesses a free will and will not do anything they feel is wrong, too dangerous and contrary to their character.

Range: Close proximity, the closer the better. Typically within 1-20 feet (0.3 to 6.1 m) and requires eye contact and verbal communication.

Duration of Persuasion: Once an individual is charmed, he or she remains so until the gem user leaves their company (the victim will want to be with the gem wielder and will follow him like a puppy dog unless told otherwise or ditched) or uses the gem to charm another. Even then, the influence of the gem user's suggestions will linger for 1D6+4 minutes. The charm is not broken if the gem user sends his victim on a mission away from him but remains in line of sight (up to about 1000 feet/305 m).

When the victim recovers, the character may be somewhat bewildered at or embarrassed by their previous thoughts, impressions and behavior, but will not realize that they were ensorcelled. (**G.M.'s option:** Mages, psychics, or other high-level characters familiar with Charm-type spells may be allowed to roll under their I.Q. to see if they can figure out that they were ensorcelled.)

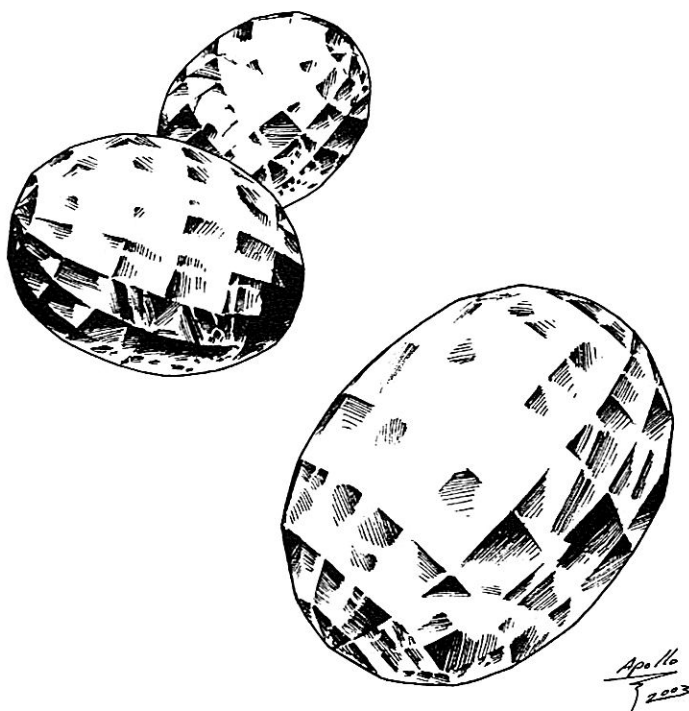
Note: Every time that the gem is used to implant a suggestion, even if the victim is already charmed, the intended target gets a new saving throw. Apply any bonuses to save vs magic or mind control attacks the character may possess, but also remember that the victim has a penalty of -2 to save due to the powerful magic of this stone.

Market Price: 250,000 to 500,000 credits. Uncommon, seldom available on the open market.

Quantity Found (optional): Roll percentile: 01-33% one Gem of Persuasion, 34-66% two, 67-00% three.

51% Charm Gem. Blue is the color of Charm Gems. It is less common and more powerful than Persuasion, and glows a pale blue when it is used.

Potential victims get to roll a save vs magic but with a penalty of -3 and greater, for Charm Gems somehow attune them-



selves to the sorcerer who uses them, adding the mage's spell strength bonus to the saving throw penalty of the victim. For example, a spell caster who gets a +1 bonus to his spell strength applies that to the penalty, making the victim -4 to save. If the sorcerer is +2 the victim has a penalty of -5 to save, and so on.

The Charm attack can be used on any living, intelligent creature and places the enchantment's victim under the immediate influence of the spell caster, or in this case, the wielder of the Charm Gem. An individual who is charmed believes everything the gem user tells him, trusts the character as if he were a trustworthy life-long friend, does his best to please/help/assist or protect the gem wielder, and will answer any questions asked of him by the gem user truthfully and with as much detail as requested, and may even reveal secrets. This also means the charmed character will be pleased to introduce the character to others and help him in any way, from lending him clothes, books, or personal belongings to letting him stay at his residence to lending or giving the character large amounts of money (as much as 25% of his savings). Note that other than perceiving the gem holder as his *best and favorite friend*, whom he is anxious to help and please, the charmed individual will not do anything that is contrary to his alignment or character. (The Charm spell can be found on page 104 of the *Rifts® Book of Magic*.)

Range: The initial Charm attack requires the "charmer" to physically touch the Charm Gem, be within close proximity of his target (the closer the better, typically within 1-20 feet/0.3 to 6.1 m), and requires eye contact and a verbal cue such as, "your will is mine now," or "trust me completely," or "we are the closest of friends," and similar as part of a statement. Once a character falls under the Charm, however, he or she can be sent miles away and remain under the influence of the Charm Gem.

Duration of Charm: The magic of the Charm Gem is much greater than the spell and lasts for 1D4+1 hours. Furthermore, once an individual is charmed, he or she can be sent by the gem wielder to perform a task that might take the charac-

ter miles away. Time is the limitation here, and the gem user must make certain his charmed pawn can accomplish the task within that allotted time.

When the victim recovers, the character may be somewhat bewildered at or embarrassed by their previous thoughts, impressions and behavior, but will not realize that they were ensorcelled. (**G.M.'s option:** Mages, psychics, or other high-level characters familiar with Charm-type spells may be allowed to roll under their I.Q. to see if they can figure out that they were ensorcelled.)

P.P.E.: 10 points are required to activate and direct the power of the Charm Gem each time it is used to charm another.

Limitations: Only three individuals can be charmed and under the gem wielder's influence at a time.

Charm Gem Spell Casting Capabilities: The wielder of the Charm Gem can also cast the following spells on himself or others via the enchanted stone at half the usual required P.P.E.: Calling (4), Charm (6), and Charismatic Aura (5).

Market Price: 1-2 million credits. Rare and seldom available on the open market.

Quantity Found (optional): Roll percentile: 01-50% one Charm Gem, 51-00% two.

52% Gem of Domination. Finally, there is the rarest, most powerful of all the Charm Gems. The Gem of Domination requires 15 P.P.E. to activate and glows a pale yellow when its powers are evoked.

Even just possessing the stone gives the individual an imposing presence and a 01-70% likelihood to invoke intimidation when calm and a Horror Factor of 10 when angry.

Evoking the power of Intimidation makes all who face the gem wielder in combat -2 on initiative and -1 to strike, parry and dodge when engaged in direct combat with him. Skill performance is diminished by -10% due to nervousness. Those interrogated by the character feel frightened, nervous and lack confidence, certain he must be seeing right through them.

Evoking Domination. This is the power to make another living, intelligent being completely subservient to the gem wielder. The same conditions and penalties to save vs magic for the *Charm Gem*, above, also apply to the Domination attack. In this case, a failed roll means the victim is so intimidated and heavily influenced by the gem user that he considers the individual to be his superior and master. As such, the dominated victim is obedient and subservient, agreeing with everything his "master" says, jumps to do whatever his master asks, and never challenges or defies his master unless the request is to commit suicide or slay a loved one, but other than that, the dominated individual will carry out whatever task is ordered of him, no matter how cruel, unjust or terrible. Furthermore, the victim of domination cannot lie or deceive his master, and even if he should try, the attempt is so feeble that it is transparent and obvious, and the victim confesses the deception the moment the master challenges it.

Range: The initial Domination attack requires the "dominator" to physically touch the magic gem, be within close proximity of his target (the closer the better, typically within 1-20 feet/0.3 to 6.1 m), and requires eye contact and a verbal cue such as, "your will is mine now," or "I am your master, bow down before me," and similar as part of a statement. Once a

character falls under the Domination, however, he or she can be sent miles away and remain under the influence of the Domination Gem.

Duration of Domination: *Minion:* One individual with an M.E. attribute of 9 or less can be turned into a lifelong minion/henchman by expending 100 P.P.E., mixing their blood via a pinprick and touching the two bloodied fingers together, and the gem wielder giving up one point of his own M.E. to his underling. The only way to break this enchantment is to kill the gem holder, for even if the gem is lost, the minion remains a loyal, sniveling henchman. The selection of a minion is never done in haste or without careful selection.

Otherwise, short term magical domination lasts for 2D6x10+40 minutes and is roughly the same as the Domination spell. Once an individual is dominated, he or she can be sent by the gem wielder to perform a task that might take the character miles away. Time is the limitation here, and the gem user must make certain his pawn can accomplish the task within that allotted time. When the victim recovers, the character may be bewildered, embarrassed or ashamed by his actions, perhaps even ruined, and will most certainly realize he was a victim of foul magic.

P.P.E.: 15 points are required to activate and direct the power of the Domination Gem each time it is used to dominate another.

Limitations: Only three individuals can be charmed and under the gem wielder's influence at a time.

Domination Gem Spell Casting Capabilities: The wielder of this foul gem can also cast the following spells on himself or others via the enchanted stone at half the usual required P.P.E.: Calling (4), Distant Voice (5), Befuddle (3), Fear (3), Charismatic Aura (5), Weight of Duty (5), Repel Animals (4), Influence the Beast (6) and Force Bonds (13).

Market Price: 4-6 million credits. Rare and seldom available on the open market.

Quantity Found (optional): Roll percentile: 01-75% one Domination Gem, 76-00% two. **Note:** Characters of good alignment are *not* likely to use this gem, maybe not even any of the Charm Gems, and certainly not for personal gain or on other good people.

53% TW Spy Audio Recording Disk

This magical audio recorder and player is suitable for fun and games as well as eavesdropping, spying, surveillance and all forms of espionage.

Physically, the device is about the size and thickness of an old silver dollar coin. It is a dull silver color, featureless, with a white plastic backing. To use, peel the plastic from the adhesive backing, stick wherever desired (usually someplace inconspicuous) and simply pump in 2 P.P.E. to activate the recording capabilities. The disc turns red and is now ready to record up to 10 minutes of sound. It automatically shuts off when all the recording space is used up, or it can be turned off prematurely by spending another 2 P.P.E. to "pause" the recording. Furthermore, as long as the entire 10 minutes of recording has not been used up, the device can be "rewound" to the beginning and recorded over. It can also be shut off by simply pulling it from its

sticking place and reapplying the plastic back. The disc turns green, indicating it has a recording ready for playing. Various shades of green, from light to dark, indicate how much of the Spy Audio Recording Disk has been used, with dark green being full up.

To play the recording, one leaves the back on and puts another 2 P.P.E. into the disk. Play starts from the beginning but spending one P.P.E. point can fast forward the recording.

Range of Recording: 30 foot (9.1 m) radius; ambient noise may make the recording difficult to hear or muffle the parts most desired unless the intended subject(s) of the recording was near the disk.

Duration: 10 minutes. Recording will last for an estimated 10 years or until the disk is destroyed. Can be wiped clean and reused by spending 12 P.P.E. to purge the contents and rewind.

Limitations: Range, sound quality and weakness of the material. The disk is an S.D.C. material that can sustain an impressive 60 S.D.C. points of damage, but that's nothing in a Mega-Damage world.

Market Price: 5,000-7,500 credits each. Poor to fair availability in places where magic is accepted, rare most elsewhere.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% 1D4+1, 51-75% 2D6+2, or 76-00% a case of 144.

54% TW Talking Disk or Button

Also known as the Noise Maker and Disorienter, these inauspicious names refer to a variation of the TW Spy Audio Recording Disk. Same basic size, shape and function, but different color coding (black, red and blue) and different application. In this case, the disk is prerecorded with specific sounds or a series of sounds, noises or conversation that is played aloud to create confusion, distraction and diversion. Two P.P.E. points are necessary to play the 10 minutes of sound/noise, four P.P.E. will loop (repeat) the recording with a three second pause as it rewinds. The recording that is played sounds loud, clear and real to life (i.e., it doesn't sound like a recording) and can be heard up to 300 feet (91.5 m) away. Like its predecessor, the tiny, flat disk can be stuck on a wall, behind a hanging picture, a potted plant, under a desk or chair, on the back of a piece of machinery, the belly of a vehicle and any number of other places.

Its uses are only limited by the imagination and a little preplanning. Special Forces, spies, thieves and assassins adore these devices for creating distractions.

Some examples of commonly recorded sounds include a few people talking softly, a couple (or a couple people) arguing loudly, a large group of people (a party perhaps) talking loudly, gunfire and/or explosions in the distance, loud gunshot or gunfire nearby (i.e., the next room, down the hall, etc.), a heavy object striking the ground, the hiss of gas escaping, running water and a person or people screaming and shouting, footsteps running, police siren, a blaring alarm (fire, burglar, intruder, overload, etc.), the thrum of an engine or motor, the sound of snorting or birds chirping, and many others. Of course, more than one sound can be recorded and played depending on the desired effect.

If properly placed, the sounds transmitting from the disk could get a few guards to leave their posts to investigate, civilians or workers to panic and flee or take cover or hide, and so on, providing a team of agents, soldiers, assassins, thieves, adventurers, etc., the opportunity to slip away or slip in, or hide or steal something, or sabotage something, or get someone to turn around and look the other way at an opportune moment, or leave the character(s) alone to do "X," or cover up the sounds of something else, or cause a commotion here while something else is happening there, and . . . the possibilities are endless. Of course timing, preparation and quick action may be necessary to take advantage of the distraction, but the Talking Button should provide the opening. The real fun begins when two or more are set off to cause a diversion where many personnel go to investigate numerous trouble spots or a great calamity is created to pull off something big or leaving a relatively large area unattended. Sometimes a relatively harmless device like a smoke grenade set off at an appropriate spot with an accompanying sound of the hissing of gas or fire or explosion can cause the evacuation of an entire floor or building. Even a relatively harmless magic effect can be combined with an appropriate sound to put fear, concern or confusion into the hearts of any who hear and see it.

Range of Sound Projection: 300 foot (91.5 m) radius, compared to about 50 feet (15.2 m) for the standard Spy Audio Recording Disk. Studio quality recordings are suggested for the most realistic sounding recording.

Duration: 10 minutes, but playing time can be doubled at the cost of 4 P.P.E. by repeating the previous recording. Recordings will last for an estimated 10 years or until the disk is destroyed. Can be wiped clean and reused by spending 12 P.P.E. to purge the contents and rewind, but sound quality deteriorates noticeably after four re-recordings.

Limitations: Range, sound quality and weakness of the material the disk is made out of. The disk is an S.D.C. material that can sustain an impressive 60 S.D.C. points of damage, but that's nothing in a Mega-Damage world.

Market Price: 7,000-9,000 credits each. Poor to fair availability in places where magic is accepted, rare most elsewhere.

Quantity Found (optional): Roll percentile: 01-25% one, 26-50% 1D4+1, 51-75% 2D6+2, or 76-00% a case of 144.

55% TW Computer Eye Medallion

This is a metallic, four inch by one inch by one quarter inch thick medallion that can not only provide information about almost any commonplace subject equal to a base Technical skill of 85%, but has unique, magical optical capabilities. One side of the copper colored medallion is blank, the other has an etched depiction of a human eye. By grasping one edge of the medallion and holding the eye up to any object or being, the computer can see it and answer questions about it. The user merely thinks of the question/request and the computer responds with a voice in his mind. "Tell me about the abilities of that D-Bee." "Decipher this writing." And so on. By actually saying the word "Ankara," the computer eye can be made to see inside an object/container and answer questions/requests about it. "How do I open this lock?" "What is inside this box?" In this case, the eye medallion has to be held closely to the item being studied

due to the fact that this x-ray power extends for only one foot (0.3 m). Letting go of the eye medallion turns it off.

Range: 90 feet (27.4 m) for most uses, but needs a clear line of sight. One foot (0.3 m) to use the x-ray capabilities. Must be held up to the eye to use.

Duration: Five minutes per use, typically provides basic information and background in less than two or three.

P.P.E. Cost: 5 points for common technical information (tell me about this kind of fruit, building, book, flower, D-Bee, etc.), 10 P.P.E. points for science and engineering information (tell me how this gun or device works, what's the physiology of this D-Bee, etc.), and 20 points to decipher real languages (not applicable to encryptions, codes and secret languages) and to explain, in layman's terms, what certain magic symbols, circles, fetishes/charms mean or to identify and tell about rare and unusual creatures of magic, supernatural beings, deities and aliens. This device does NOT know everything, and may not know a single thing about rare, exotic or previously unknown aliens, places, technology, magic and supernatural beings, including places on Rifts Earth like China, Lemuria, and Atlantis.

Market Price: 300,000-500,000 credits. Poor availability even at places where magic is accepted, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, 67-00% 1D4+1.

56% Flash Fire Cape

A floor length cape that seems to be made of a thin, dark blue plastic material. When activated (5 P.P.E. for 5 minutes), the cape seems to burst into flame about five inches tall, making the wearer appear to be covered in fire. However, the plastic does not get hot and the flame does not burn. It is an illusion and when used skillfully, designed to impress, startle, frighten and intimidate. One tactic is to use the cape to cover someone who is laying on the ground. Then when an enemy, or a predatory animal, appears, they are not likely to disturb the burning area. It can also be placed on a vehicle to give the impression it is on fire or in distress. Furthermore, any small, ideally flat items, like a letter, book, pocket computer, wrist watch, knife, gloves, etc., tossed on the fire (of the cape) also seem to catch fire and burn or melt accordingly. It's just another illusion, but can make an adversary believe the item has just been destroyed.

Size: The cape is 5-6 feet (1.5 to 1.8 m) long by 4-5 feet (1.2 to 1.5 m) wide.

Range: Limited to the area of the cape.

Duration: Five minutes per activation. The time may be extended without a pause in the fiery effect by pumping more P.P.E. into the cape.

P.P.E. Cost: 10 points to activate the illusionary fire (with sound) for five minutes.

Limitations: Range, size and lack of heat. The cape itself has 15 M.D.C. but is not meant to be used for physical protection.

Market Price: 500,000 to one million credits. Rare, poor availability even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, or 67-00% three.

57% Fire Cloak

This magical fabric actually bursts into flame and burns. The owner can use it like a flaming whip or net by holding onto the thin chain inside the collar and swinging it around. (Note: Does 1D6 M.D. damage to those it hits, but is awkward even if the character has the W.P. Chain or W.P. Net skill. He is -2 to strike and parry, -3 to disarm or entangle when using the burning cloak as a weapon.) Additionally, like the illusionary Flash Fire Cape, the cloak can be placed on a vehicle or object to make it seem as if it is on fire, though one must be careful to avoid setting it on fire for real. Likewise, it can be placed in a doorway to block an entrance or exit (those running through the fire suffer 1D6 M.D., those leaping over the top of the flames take one M.D.) and similar uses.

When not actually ablaze, the Fire Cloak can be made to cast the *Ignite Fire* spell by waving the cloak over the combustible material and expending the 6 P.P.E. to cast the spell. It can also instantly smother fire (at least small areas or an individual) by throwing the cloak on the burning subject and casting the 4 P.P.E. required to *Extinguish Fire* on whatever it is covering. If the cloak is pulled up over the head of its wearer and 5 P.P.E. are spent, the cloak can cast the *Breathe Without Air* spell on all underneath its protective cover. Meanwhile, the wearer of the Fire Cloak is *resistant to fire* (half damage even from magical and M.D. fire), while the cloak itself has 25 M.D.C. and is *impervious to fire*. Note: All spells are cast at 5th level proficiency.

Size: The cloak is typically 5-8 feet (1.5 to 2.4 m) long by 5-6 feet (1.5 to 1.8 m) wide, depending on the size of its owner.

Range: Limited to the area of the cloak and the distance one can whip or toss it (about 12 feet/3.6 m maximum).

Duration: Three minutes per activation. The time may be extended without a pause in the fiery effect by pumping more P.P.E. into the cloak.

P.P.E. Cost: 10 points to cause the cloak to burst into flame (the cloak is unharmed). As described above, other spell casting capabilities of the cape when it is not ablaze cost varying amounts.

Limitations: Range and size. The cloak itself has 25 M.D.C. but is not meant to be used for physical protection.

Market Price: 750,000 to 1.2 million credits. Rare, poor availability even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two, or 67-00% three.

58% Magic Sculpt

The clay-like material known as *Magic Sculpt* comes in 5 (2.25), 10 (4.5) and 15 pound (6.75 kg) blocks. It is used to duplicate any inorganic, non-magical object, like weapons, computers, desk lamps and other devices. All that is required is an amount of Magic Sculpt of equal weight and volume to the object being copied. After placing the Magic Sculpt next to the ob-

ject that is to be replicated, a small piece of the material (called a "seed") is removed from the main block and placed on the object. Once activated (100 P.P.E.), the main block of material behaves as if it is alive, becoming semi-liquid and engulfing the item to be copied. After a few minutes, it flows away from the item and begins to change shape right before one's eyes. Soon an exact duplicate of the item, down to the tiniest microscopic detail, is made. Any excess Magic Sculpt simply fades away. The entire item then hardens and is the same off-white color as the Magic Sculpt clay. The MS copy has all the physical properties of the original device and cannot be unmade or reused. It does not read as magic once it has finished duplicating something and is, in effect, a copy of the genuine article.

In the past, Magic Sculpt has been used to make exact copies of secret prototypes, machine parts, weapons, and even computer discs with data, with the owner of the original none the wiser. Also, a Magic Sculpt copy can be copied again with Magic Sculpt, without limit. However, the magic clay is super rare, and rumor has it that there is a limited supply, and once it's gone, that's it. Also known as Miracle Clay.

Range: Close proximity and touch.

Duration: Takes 1D4 melee rounds to copy simple items, 2D4 minutes to copy complex items like electronics and computers.

P.P.E. Cost: 100 points (regardless of size), which is amazingly small considering what the Magic Sculpt can do.

Limitations: Need a functioning copy to work from, sufficient P.P.E. and enough of the rare and expensive magic clay to do the job. Maximum size is about that of a microwave oven or 40 lbs (18 kg), whichever is bigger. Can NOT replicate living beings or magic items.

Market Price: 75,000 to 150,000 credits per five pounds (2.25 kg) of clay. Super-rare, even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% 10 lbs (4.5 kg), 34-66% 20 lbs (9 kg), or 67-00% 40 lbs (18 kg).

59-65% Enchanted Masks of Mystery

These masks are the product of some otherworldly magic and may be similar to Techno-Wizard magic or Rune magic, or something completely different. They are found scattered across the Megaverse, often presented to mortals as boons from gods or ancient religious or magical artifacts passed on from generation to generation to high priests, chosen leaders or heroic champions. In each case the mask becomes a living part of the wearer, though it can be removed as desired. When worn, they impart certain powers and abilities to the mortal wearer (won't work for creatures of magic or supernatural beings).

Common Properties:

Weight: 4-5 lbs (1.8-2.25 kg), but feel weightless when worn.

Mega-Damage: Varies with the type of masks but most give the wearer some sort of Mega-Damage combat ability. Additionally, all mask turn the wearer's Hit Points into M.D.C. and/or provide additional M.D.C.

Special Properties: Varies considerably.

Indestructible: The masks cannot be destroyed by any known means.

Known Types of Masks: The following are just the handful of known Masks of Mystery, there are almost certainly others.

Market Price: 2-5 million credits, 50% more for Demon and Angel Masks and 10-30 million for the Phoenix Mask. Super-rare, even at places where magic is commonplace, unheard of most anywhere else. Seem to be found or encountered where there are powerful dimensional forces at work, like China, England and the Magic Zone.

Quantity Found (optional): Roll percentile: 01-20% one Vampire Mask, 21-40% one Bear Mask, 41-60% one Panther Mask, 61-75% one Fire Dragon Mask, 76-85% one Demon Mask, 86-95% one Angel Mask, 96-00% one Phoenix Mask.

59% The Fire Dragon Mask allows the wearer to breathe fire as a dragon; range: 60 feet (18.3 m), inflicting 4D6 M.D. per blast. Furthermore, the character's bite does 1D6 M.D., he is impervious to fire (even magic and M.D. fire) and his Hit Points turn into M.D.C., point for point, and every two S.D.C. become one M.D.C. (in S.D.C. worlds, the character has a natural A.R. of 14 and his Hit Points are doubled, S.D.C. remain unchanged).

60% The Phoenix Mask is the most powerful of the known Masks of Mystery. It is the face of an eagle or hawk complete with beak and feathers. Abilities include perfect 20/20 vision, 180 degree peripheral vision (+1 on initiative, +1 to strike, +1 on automatic dodge), and flight, in which a pair of beautiful, multi-colored, feathered wings magically appear (hover and fly with a maximum speed of 200 mph/320 km, and maximum altitude of 20,000 feet/6096 m). In addition, the hands transform at will (use up one melee attack) into taloned claws that inflict 4D6 M.D. per claw strike and can parry M.D. melee weapons without injury. The character becomes a Mega-Damage creature with 100 M.D.C. that regenerates at a rate of 2D6 points per melee round, and if the character dies from poison, disease, or magic while wearing the mask, he is reborn, completely regenerated 24 hours later, even if the mask has been taken by someone else!

61% The Vampire Mask is a white human-like face with fangs, pointed ears and a mane of wild black hair. It makes the wearer impervious to the powers of the vampire, including mind control and the slow kill bite. The mask gives the character nightvision (1000 feet/305 m), a bite attack that does 1D4 M.D., turns his P.S. attribute number into Supernatural Strength but only at night, and turns both Hit Points and S.D.C., point for point, into M.D.C. Normal, man-made weapons do half damage, while silver S.D.C. weapons do the equivalent in Mega-Damage to this creature of the night.

62% The Mighty Bear Mask is the hairy, snarling mug of an angry bear. It gives the wearer increased P.S. and P.E. (double both and apply the appropriate bonuses), P.S. is the equivalent to *Robot Strength* and the character can lift, carry and pull his P.S. x70 in weight (not quite Supernatural, but close). Hit Points turn into M.D.C., point for point, and every two S.D.C. become one M.D.C. (in S.D.C. worlds, the character has a natural A.R. of 14 and his Hit Points are doubled, S.D.C. remains unchanged). Automatically has the skills Land Navigation, Iden-

tify Plants and Fruits, Dowsing, Climbing, Swimming and Wilderness Survival, all at 90%.

63% The Silent Panther Mask is the black or spotted head of leopard, complete with fur, whiskers and fangs. Special abilities include Nightvision 600 feet (183 m), leap 30 feet (9.1 m) high or across from a standing position (increase by 30% with a running start), retractable claws that magically appear at will (do not use up any melee attacks/actions) and inflict 3D6 M.D. per claw strike, as well as a biting attack that does 2D4 M.D. Also add 2D6+6 to Spd attribute, 1D6+1 to P.S. attribute, and P.S. is the equivalent of Augmented Humans/Juicers/Cyborgs. Automatically has the skills Prowl 90%, Climb 95/85%, Track Humanoids 80%, Track Animals 90%, and Land Navigation 90%.

64% The Demon Mask is the black face of a humanoid demon that turns the wearer's eyes a glowing red, and his tongue to that of a forked serpent. Magically understands and speaks all languages, can see the invisible, both Hit Points and S.D.C. turn into M.D.C., impervious to fire or cold (pick one), P.S. becomes the equivalent of Supernatural Strength, and lesser demons and sub-demons treat the character as if he were a greater demon. In addition, the character has the following *magical powers*: Cloud of Smoke (2), Turn Dead (6), Mask of Deceit (15), plus picks a total of 1D6+4 spell invocations selected from spell levels 1-5. P.P.E. available for spell casting: M.E. attribute number x5. **Note:** Can be worn by any alignment, but evil characters get an extra 20 P.P.E. for spell casting and bio-regenerate 1D6 M.D. per melee round.

65% The Angel Mask is an attractive, golden skinned humanoid face that makes the wearer's eyes twinkle, and has white feathers for hair. Magically understands and speaks all languages, both Hit Points and S.D.C. turn into M.D.C., and P.S. becomes the equivalent of Robot P.S. Also gets the following *magical powers*: Heal Wounds (10), Dessicate the Supernatural (50), Exorcism (30), Cleanse (6), and Fly as the Eagle (25), plus picks a total of 1D4+2 spell invocations selected from spell levels 1-4. P.P.E. available for spell casting: M.E. attribute number x10. **Note:** Must be of good or Unprincipled alignment to wear this mask, powerless on Anarchist or evil characters.

66% Magic Power Gloves

Another creation of otherworldly magic. When placed on the hands of a mortal, Hit Point/S.D.C. being, they give him M.D. punching power. It was discovered by accident that the gloves do nothing if worn by an M.D. being. The gloves appear to be made of ordinary leather with long, wide, stiff leather cuffs. Three golden rings are painted around the wrist area of each, and lightly carved into the leather are four wavy lines that run along the outer length of the gloves which then split into eight at the knuckles and weave around the fingers. These magical gloves weigh one pound (.45 kg) each, have 15 M.D.C. and are impervious to fire.

Range: Hand to hand combat.

Duration: Effective as long as they are worn.

Damage: Each glove gives the wearer the ability to do 1D6+1 M.D. punch damage and 2D6+2 from a power punch (the latter counts as two melee attacks). In addition, the character's grip is like iron, the equivalent of if his P.S. were Supernatural (applicable only to holding and pulling).

P.P.E. Cost: Not applicable.

Market Price: 75,000 to 100,000 credits. Uncommon even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-50% one pair, 51-100% two pairs.

67% TW Holographic Camera & Projector

Imagine a solid piece of black plastic that is six inches by four inches by two inches thick. The front of the device has three dark red, concentric rings painted in the middle and a push button on the top, at the far right, near the edge. There is a small sighting hole, or viewfinder, in the middle, near the top. Each Holo-Camera works as follows: 3 P.P.E. turns it on, it will then transmit a beam of light that scans a specific item, individual or scene (with multiple items/features in the scan). The image, simple or complex, large or small, is then projected inside the camera. It takes 5 seconds to capture a simple or single image, 10 seconds for a complex or large image and 15 seconds to capture a very complex image or entire scene (up to a 20 foot/6.1 m radius). The image captured must be within 30 feet (9.1 m) from the rings in front, then while looking through the viewfinder, the user can turn the projector until the hologram is in the desired location, press the button, expend 10 P.P.E. and the hologram is locked in place and the camera shuts off until needed again; can hold a total of 20 "scenes" or proportionately more less complex images. On the back of each projector is a simple line drawing in light green that shows the hologram just made, contained within. The image will last up to one hour unless another 10 P.P.E. is spent to make it permanent (20 P.P.E. for scenes and complex shots). This burns the image into a removable disc that looks like the standard one inch disc used in conventional cameras. The permanent image can be displayed/projected from the camera or a larger holographic projector. It is only then that the uninitiated realize how amazing this camera is, for it captures and displays the "picture" as a life-sized, 3D, color image. An image that, from a distance as little to as two feet (0.6 m), appears solid and real!

To erase a captured image that has not been made permanent, the user turns the projector on (3 P.P.E.), presses the button twice, rapidly (no more than two seconds apart), and the captured hologram disappears and the projector shuts off, or just waits for the hour holding period to elapse.

The hologram will appear real unless touched. The following are some clever field uses of the camera adventurers might find handy: A wall that is projected in a hallway, doorway or opening. A wall or other cover to conceal persons or objects so that pursuers cannot find them, or to conceal a doorway or actual hole in a wall. An image of guards standing alert and at the ready when the real guards have been incapacitated. An image of a weapon, robot, monster or vehicle to scare away attackers or intimidate intruders or enemy forces. Another might be a pile of jewelry or coins as bait for an ambush or to lure out a thief. And so on.

Range: 30 feet (9.1 m) distance to film/capture an image and 30 feet (9.1 m) from the camera to project it (double if using a full-sized holographic projector).

Duration: The projected image can be maintained for one hour per 10 or 20 P.P.E. (complex images and scenes cost the most).

Limitations: Though an impressive, life-like 3D image, it is a static, unmoving "still shot" and anybody looking at the image repeatedly or for a minute or more should realize that it is a hologram, not the real article.

P.P.E. Cost: 3, 10 and 20 points as described above.

Market Price: 50,000 to 80,000 credits. Fair availability at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% 1D4 plus a dozen holo-film discs, or 67-100% a partial crate with 2D6+1 cameras and 6D6 holo-film discs.

68% TW Stealth Shadow Aircraft

The Stealth Shadow is a prototype aircraft from the city of Lazlo. Although it showed initial promise, the plane had several flaws which ultimately caused the city-state to suspend development on it until these problems could be ironed out. The aircraft in CS possession was found abandoned by a patrol from Iron Heart that had gone to investigate a UFO sighting. The aircraft was placed under guard and ultimately sent to Chi-Town for study and safekeeping in the Black Vault. (The pilot/crew was never found.)

The Stealth Shadow was designed to be the ultimate in magical stealth transportation. It is invisible, silent, and designed for aerial surveillance and insertion of special operatives behind enemy lines. Once its invisibility is activated, the plane (along with anyone and anything inside it) becomes undetectable by ordinary vision, infrared, ultraviolet and other visual optics, as well as to heat, motion detectors, and radar, even an animal's sense of smell.

Any persons or items that are outside of the aircraft but in immediate contact with it are also invisible. However, anything that loses such contact instantly becomes visible again. For example, if a piece of equipment was strapped to the fuselage or wing of the Stealth Shadow, it would become invisible at the same time as the aircraft. However, if the strap broke and the item fell away from the aircraft, it would turn visible.

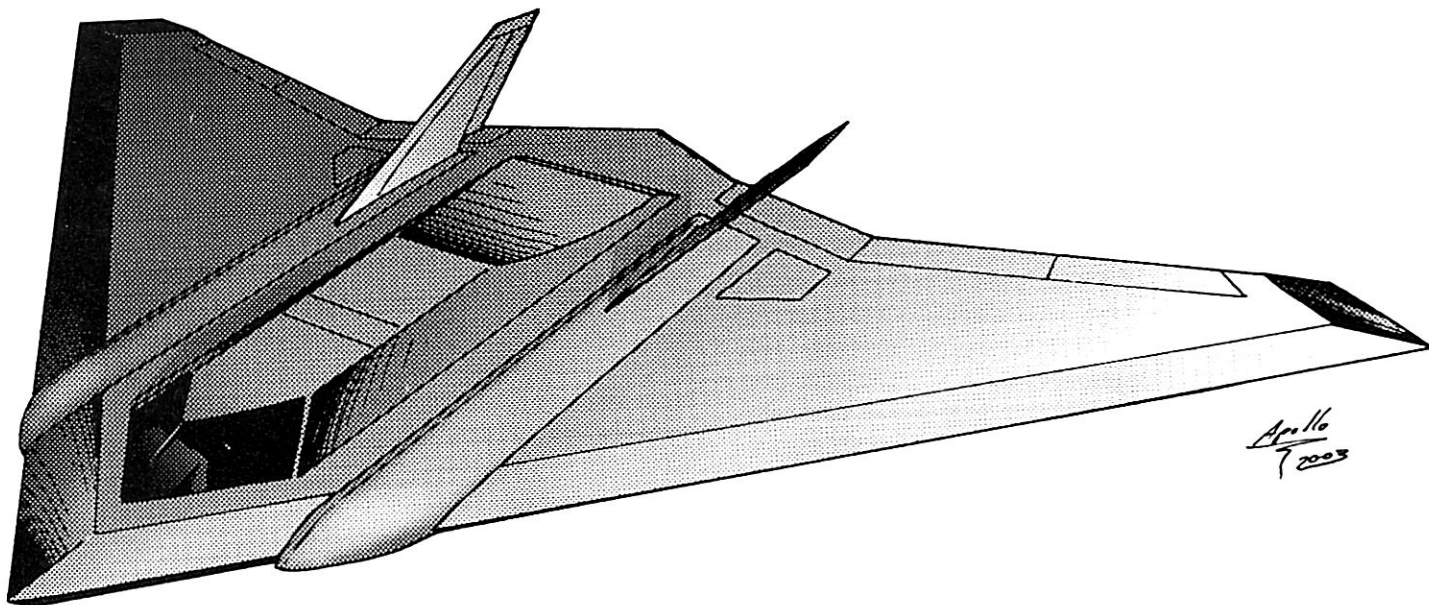
Depending upon its airspeed, the aircraft does make some sound as it cuts through the air. However, this is far less noisy than conventional jet or propeller aircraft and is seldom noticed in ambient noise as minor as light city traffic. If the Globe of Silence spell is activated, the vessel becomes completely silent, but there is still air turbulence.

The Stealth Shadow itself carries no armament of any kind. If it is detected, it relies on evasive maneuvers and its cloaking systems to escape.

Class: VTOL Stealth Aircraft.

Crew: Two, a pilot and sensor and communications officer, plus four passengers in a cramped space.

Appearance: When visible, the Shadow Stealth is a delta-wing aircraft with dual-rudders and very much resembles old, pre-Rifts designs. The cockpit accommodates a crew of two people snugly with an equally tight antechamber for 2-4 passengers.



M.D.C. by Location:

Tail Fins (2) – 20 each

Wings (2) – 100 each

Reinforced Pilot's Compartment – 50

Main Body – 175

Maximum Speed: 510 mph (816 km; double along a ley line without additional noise). Maximum altitude is 16,000 feet (4,877 m). The main reason the aircraft is not supersonic is that despite their best efforts, even with the Globe of Silence activated, the roaring engines and the act of breaking the sound barrier create such levels of noise (i.e., a sonic boom) that it overcomes existing magical silencing features and defeats the purpose of stealth. The Lazlo TW engineers would offer a rich reward to anyone who can overcome this, thus far, insurmountable problem.

Maximum Range: Unlimited.

Bonuses: Whatever bonuses are gained through the various magic spells.

Weapons: None.

Magic Program: The aircraft is programmed with the following spells (their activation costs are in parentheses): Chameleon (6), Cloak of Darkness (6), Float in Air (5), Energy Field (10), Shadow Meld (10), Fly (15), Globe of Silence (20), Invisibility: Superior (20).

All of these spells are at 10th level proficiency. The P.P.E. battery has a capacity of 720 P.P.E.

Standard Equipment: Audio and video recording equipment, language translator, a full range of sensors, including radar, infrared and ultraviolet optics systems, thermo-imager, passive nightsight, backup infrared distancing optics (an active system that can be detected by other infrared optics and heat sensors), laser dancancer, and long-range radio with scrambler.

Black Market Cost: If this does go on the open market, it will fetch between 12 million and 20 million credits.

Notes: Despite its potential for spying and infiltration, Lazlo was disappointed in the Stealth Shadow for a few reasons: 1. Its lack of speed (most modern jet fighters are capable of su-

personic speed which means if the Stealth Shadow is detected by enemy aircraft, it is unlikely to be able to outdistance its pursuers). 2. Its (relative) frailty (low M.D.C.). The Stealth Shadow cannot withstand a determined attack that many hostile aerial fighters and even power armor are capable of inflicting upon it. 3. System failures – the various cloaking magicks inexplicably blink on and off, creating obvious problems. 4. Gremlins. Not bugs in the system, but real *Gremlins* (see *Rifts® Revised Conversion Book One* for stats) who are attracted to the magical aircraft for reasons unknown.

Quantity Found: The CS only has one.

69% Alien Electro-Robot

This is not a physical robot but a magical, electrical construct contained in a metal capsule about four inches long, usually worn on a chain around the neck. Simply by giving the bottom of the capsule a half turn to the left, the construct is made to leap out as a kind of electrical bolt and form a thin humanoid body composed of crackling electrical energy with a head that is devoid of features except for two crackling dots for eyes. It is a "robot" in that it is not *alive* and has an artificial intelligence programmed with skills, though it is limited to hand to hand combat without weapons. Orders are given to the construct by mental command of the capsule's owner. A half turn of the bottom of the capsule to the right retrieves the construct into the capsule. The time limit for this entity to fight is thought to be two hours maximum, but observers have never seen the Electro-Bot in action for more than twenty minutes at a time.

Obviously, this is the product of some unknown alien technology that is beyond any D-Bees currently on Rifts Earth. Even the Splugorth and Naruni are not familiar with this technology. Some have speculated that the inventors of this technology visited the planet more than a century ago during the Second Dark Age and went home or were obliterated ages ago, leaving only bits of their technology behind to suggest they were ever here.

Model Type: Magical Alien Energy Robot.

Class: Self-Sufficient Assault Robot.

Crew: None; artificial intelligence.

M.D.C. by Location: The energy thing is dispelled, zapping back into the capsule, when it has suffered more than 200 M.D.C. **Note:** Most kinetic and energy attacks inflict only half damage, most psionic attacks have no effect, including Telemechanic powers, but most magic weapons and spells inflict full damage, and water based attacks do 50% greater damage. Impervious to mind and emotion attacks, heat, cold, poison, drugs, disease and most environmental conditions.

Vulnerabilities: Only Negate Magic or Anti-Magic spells will stop it, causing it to disappear and return to the capsule immediately. However, the capsule must be within one mile (1.6 km) of it or it will dissipate and disappear forever.

Speed: Running: 70 mph (112 km). Leaping: 20 feet (6.1 m) high. Flying: None. Underwater Capabilities: None.

Statistical Data

Height: 6 feet (1.8 m).

Width: 2 feet (0.6 m).

Length: One half foot (0.15 m).

Weight: Weightless.

Physical Strength: Equal to a Supernatural P.S. 18.

Power System: Unknown, but it involves magic of some kind.

Weapon Systems: The Electro-Robot is the weapon.

Attacks per Melee: Five.

Contact Damage: Punches and kicks do 3D6 M.D., a power punch does 6D6 M.D. but counts as two melee attacks.

Energy Attack: Can fire an electrical blast that inflicts 5D6 M.D. and has a range of 2000 feet (610 m). Payload is unlimited, but each blast counts as one melee attack.

Power Limit/Running Time: It can only be active for two hours, per 24 hour period, before it automatically returns to the capsule.

Combat Bonuses: +3 on initiative, +5 to strike, +3 to dodge, +2 to disarm, impervious to Horror Factor, possession and mind control.

Market Price: 4-12 million credits. Extremely rare, seldom available even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% three; rare.

70% TW Robot Bees

These items always come in pairs and appear to be gold or silver pieces of jewelry the size of real bumblebees, but are really tiny TW robots. Worn as earrings or as a pair on a necklace or as a brooch (pin), they can be activated at will to provide a distraction or used for defense and can carry toxic stings. Each bee carries magical internal programming that makes it behave like a natural bee. Its actions are limited to close-range harassing flight, and stinging attacks (non-toxic or toxic).

Decoy/Distracting Action: Involves buzzing around someone's head, ears and eyes menacingly. Though the bees never actually inflict damage in decoy mode, they do inflict the fol-

lowing penalties on the person they are buzzing: -1 on initiative, -1 to strike, parry and disarm, and -10% on skill performance.

Attack/Defense Mode: This aggressive posture means the robot bees either attack a specifically identified target or defend their owner/wearer of the jewelry from the first person who threatens the character. Each Robot Bee has three attacks per melee round, a flying speed of 30 mph (48 km), 10 M.D.C. of their own, and their sting does 1D4 S.D.C. but may carry a toxic bite to it. Combat Bonuses: +2 to strike, +4 to dodge and an attacker/opponent is -2 to strike them because of their small size and speed. Toxins include sleep (3 minutes), paralysis (one minute) and poison (does 2D6 S.D.C. of additional damage for 1D4 melee rounds). However, each bee carries only two doses of one particular type of toxin. A non-toxic sting does 1D4 points of S.D.C./Hit Point damage.

Range: Stays within 500 feet (152 m) of its owner.

Duration: Five minutes per activation.

Limitations: Size, light M.D.C. (10 each) and minimal damage capacity.

P.P.E. Cost: 3 points per activation, more of a magical awakening.

Market Price: 125,000 to 180,000 credits. Poor availability even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one pair, 34-66% two or 67-00% four pair (two gold, two silver).

71% TW Flying Observation Sphere

Basically a flying spy camera the size of a grapefruit, only it transmits sound and images directly to the mind of its controller – whatever the Observation Sphere sees and hears, the individual it is linked to sees and hears. Special optics include: Nightvision 600 feet (183 m), infrared filters (can see the infrared spectrum of light including other infrared light beams), telescoping zoom lens, and wide angle, fish-eye lens.

Range: Stays within 500 feet (152 m) of its owner.

Duration: 10 minutes per activation, an additional 10 minutes per 6 P.P.E. pumped into it; unlimited activity on a ley line where it is powered by the available ambient energy.

Limitations: Size, light M.D.C. (10 each) and minimal damage capacity.

P.P.E. Cost: 6 points per activation, more of a magical awakening.

Market Price: 150,000 to 200,000 credits. Poor availability even at places where magic is commonplace, unheard of most anywhere else. Used primarily for reconnaissance, spying and bird watching.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% a box of 12.

72% Magic Weapon Ring

Weapon Rings are plain gold or silver bands that can produce one type of weapon each. With a thought, the ring magically turns into a preprogrammed weapon right in the hand of the wearer, ready for combat. When done, it turns back into a ring

with a thought, appearing right on the finger where it originated. These rings are another creation of alien magic.

Range: Hand-held for melee combat.

Duration: 10 minutes.

Limitations: Weapons include the knife, short sword, long sword, battle-axe, mace, morning star and similar melee weapons, no projectile weapons. The ring is preprogrammed to assume one shape, and take that shape every time it transforms. The only variable is whether it inflicts S.D.C. damage or Mega-Damage.

P.P.E. Cost: 5 points to have the ring transform into its designated form as an S.D.C. weapon, or 20 P.P.E. to inflict the equivalent in Mega-Damage.

Market Price: 50,000 to 80,000 credits. Rare, seldom available even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% three.

73% Magical Weapon Wand

This appears as a thin, metallic colored rod or shaft tapered at the front end and about a foot (0.3 m) long and one inch thick at the base. Point and mentally command to fire. Weapon Wands are the product of otherworldly magic and there are a few different kinds (pick one).

Damage & Range: Varies with type of attack. What follows are some of the most common Weapon Wands, but others exist. Each shot counts as one melee attack/action, point and shoot (+1 to strike plus any P.P. attribute bonuses).

Fire Bolt: A burst of flame that does 4D6 M.D., but has a range of only 1000 feet (305 m). It also makes its user resistant to fire (half damage).

Laser-like Light Beam: 3D6 M.D., 3000 foot (914 m) range.

Lightning Bolt: 5D6 M.D., 2000 foot (610 m) range.

Cold Blast: 3D6 M.D., 2400 foot (731 m) range.

Projectiles: May be wood (3D6 damage if a Undead Slayer Wand), stone or metal. 2D6 M.D. per blast.

Paralysis Blast: 1000 foot (305 m) range. Same as the Paralysis Lesser spell, except targets are -3 to save and the effect lasts for five minutes.

Dessicate the Supernatural: 800 foot (244 m) range. Same as the spell of the same name (see page 127 of the *Rifts® Book of Magic* for complete details). 3D6x10 M.D. unless the creature makes a successful saving throw at -1 to do so.

Wind Rush Blast: 1000 foot (305 m) range, otherwise same as the spell.

Limitation: Each wand can be only be used six times per 24 hour period.

Market Price: 60,000 to 80,000 credits. Rare, seldom available even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% 1D4+1.

74% TW Escape Gloves

Mechanical looking gloves with picks, keys and wires that slide out of housings along the fingers to perform the skills Pick Locks (90%), Palming (80%), Rope Works (70%), Safe Cracking (60%), as well as cut rope and slip bonds. If that fails, the wearer can cast the *Escape* spell at the cost of 8 P.P.E. 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, strait jackets, etc. One restraint or lock can be undone per each invocation (one per melee round is possible). The spell contained in the gloves is activated with a mental command and the expenditure of 8 P.P.E.

Range: Self/touch.

Duration: The skills and capabilities built into the magic gloves are a constant, the *Escape* spell effects are comparatively instant, usually managing an escape within one melee round (15 seconds) or faster.

P.P.E. Cost: Eight points to cast the *Escape* spell, otherwise the magic induced skills and tools in the gloves are always on.

Market Price: 75,000 to 120,000 credits. Poor availability even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% three.

75% TW Energy Disruption Disk

A small disk the size of a dessert dish with a crystal battery pack and small antenna on one side, a sticky adhesive on the other. Peel the plastic cover off the adhesive and apply to machinery, generator or power supply. When the disk is activated, it unleashes the *Energy Disruption* spell on whatever it is stuck to. A particularly useful magic in a tech environment, the invocation temporarily knocks out, stops, or immobilizes any electrical device it is applied to. This includes normal automobiles, computers, radios, surveillance cameras, sensors, appliances, entire fuse boxes, batteries, electric alarm systems, etc. The machine is not harmed in any way, it simply ceases to function. When the magic elapses, the item works perfectly, with no sign of malfunction, damage or energy loss. Cannot affect M.D.C. environmental armor, power armor, cyborgs, robots or military vehicles.

Range: Touch.

Duration: Five minutes. Reusable if the disk can be recovered.

P.P.E. Cost: 6 points for five minutes, 12 P.P.E. for 10 minutes.

Market Price: 100,000 to 150,000 credits. Poor availability even at places where magic is commonplace, unheard of most anywhere else.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% three.

76% TW Environmental Field Generator

A magical device that creates a protective field of energy that is used like a magical tent or light force field around the mage and others to keep out the elements. The maximum area of protection is an 8 foot (2.4 m) radius, roughly the size of a small room full of people where as many as 8-12 human-sized people can sleep or 2-4 can work comfortably. 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. Perhaps just as important is the fact that the area inside the protective bubble is kept dry, dehumidified and at a constant temperature of about 70 degrees.

Range: Self or others up to 60 feet (18.3 m) away.

Duration & P.P.E. Cost: Six hours per 40 P.P.E. necessary to activate it, indefinite/constant on a ley line, snapping off only when its M.D.C. is depleted.

Market Price: 500,000 to 800,000 credits, sometimes more. Poor to fair availability wherever magic is commonplace.

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% 1D4 or 67-00% 2D6.

77% TW Disguised Optical Enhancement

One ordinary pair of glasses with one of the following capabilities:

1. Mirrored lenses: See the Invisible as per the spell at a cost of 4 P.P.E. to activate for five minutes' worth of viewing.

2. Black lenses: Nightvision, 600 feet (183 m) at a cost of 4 P.P.E. to activate for 10 minutes worth of viewing.

3. Green tinted lenses: See in magical darkness and smoke, 400 feet (122 m) at a cost of 4 P.P.E. for two minutes' worth of viewing.

4. Blue tinted lenses: See Aura as per the spell at a cost of 6 P.P.E. to activate for one melee round of viewing.

5. Grey lenses with red circular swirls: X-Ray vision, 10 feet (3 m), at a cost of 12 P.P.E. for one melee round of viewing.

Market Price: 30,000 to 80,000 credits depending on type. Poor to fair availability wherever magic is commonplace.

Quantity Found (optional): Roll percentile: 01-33% one of any type, 34-66% 1D4 of any type, or 67-00% 2D6 of any one type.

78% The Pole Arm Grotesque

A weird magical pole arm. Each end of this odd weapon ends in a splayed quarter paddle shape to which is attached a gnarled hand with long, dagger-like finger nails. The wielder can mentally command each hand to grab and hold an object or opponent, or to slash with their long fingernails. The hands can also be used to carry objects, press buttons and levers, turn door-knobs, open windows, and similar simple tasks (no actual skills like writing, using a gun or operating a computer). Who made

the thing and why is unknown, but the Splugorth are the main suspects.

Range: Hand to hand combat, though the pole arm can range in size from 7-12 feet (2.1 to 3.6 m) long, depending on the size of its owner.

Weight: 5 lbs (2.25 kg).

P.S. of the hands/grip is equal to a Supernatural P.S. of 24.

Mega-Damage: Punch/Blunt Attack: 2D4 M.D., Claw Attack: 4D6 M.D.

Market Price: 75,000 to 100,000 credits. The Pole Arm Grotesque has been around for at least the last 120 years; fair availability wherever magic items are sold, good available on Atlantis (surprise, surprise).

Quantity Found (optional): Roll percentile: 01-33% one, 34-66% two or 67-00% four.

79% Experimental Magic Rifle

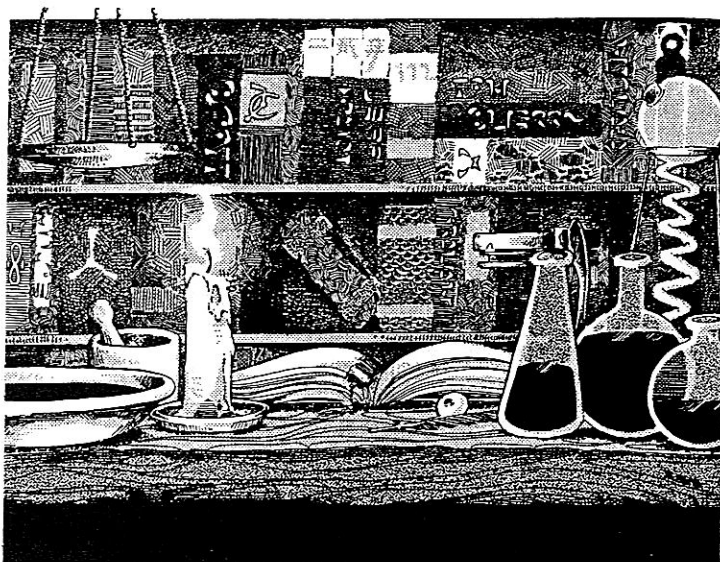
Tagged by the CS as a TW "rod rifle," this item is essentially a thick pipe with three curved protrusions at one end, and a wide slit opening that is cut for a short length at the underside toward the opposite end, with a hand guard. It fires an energy bolt (Elemental electricity) that does 5D6 M.D. up to a range of 1000 feet (305 m).

In the secret world of the Black Vault, sometimes things are not what they appear and their true nature is disguised. The rod rifle is really a magic rune scepter housed in a light metal alloy tube (for protection), closed at both ends, except for small slots to allow for the three curved pieces to protrude. If removed from the tube, most practitioners of magic should recognize it for what it really is, though there is a good chance anyone who finds it will take it at face value and assume the Coalition's evaluation that it is a TW rifle of some kind is correct, and never use the weapon to its full potential.

The actual scepter is covered in strange markings and gems and is a Greatest Rune Weapon of Elemental (Air) Power and Healing that inflicts 5D6 M.D. (1D6x10 M.D. to evil supernatural beings of all kinds) as a blunt weapon, can also fire a 5D6 or 1D6x10 M.D. energy bolt (1000 foot/305 m range) and teleports into the hand of its owner should it be dropped, lost or hidden away up to a distance of 10 miles (16 km). All in all a very impressive weapon calling itself Myzan the Eternal, Unprincipled alignment.

Market Price: Priceless, worth at least 30-50 million credits. Rare, one of a kind item, origins unknown.

Quantity Found (optional): A one of a kind item, but Myzan may be substituted for *any* other type of rune weapon as found in various **Rifts®** sourcebooks or of the G.M.'s own design. See page 267 of the **Rifts® Book of Magic** (or *Rifts® World Book Two: Atlantis*) for more about Rune weapons.



80%-101% Magic Potions

The secrets of making magic potions are not known on Rifts Earth, but that doesn't stop otherworldly creations from finding their way into the hands of sorcerers and adventurers. Though uncommon and expensive, magic potions can be used by anyone and do not require mystical knowledge, just drink and respond accordingly. The following are some of the most likely potions to make their way to Rifts Earth. **Note:** Potions automatically work unless *forced* on a character against his will, in which case he gets to save vs magic and needs to roll 14 or above to save. Spell equivalents are usually equal to a fifth level spell.

80% All-Purpose Remedy: A tonic that *cures* a number of miscellaneous ailments within 15 seconds after drinking! Eliminates headaches (reduces migraine to half), slight fevers, stuffy head/sinus, runny nose, minor stomach ailments, incontinence, hiccups, and drunkenness (instantly sober). It tastes terrible but works great. **Note:** It does not help against magic ailments, curses or Faerie Food. Costs 1,000-2,000 credits.

81% Charm: Same as the magic spell and costs 3,000 credits.

82% Chameleon: Same as the magic spell and costs 2,000-3,000 credits.

83% Fly (as the Eagle): Same as the magic spell and costs 3,000-5,000 credits.

84% Healing: Instantly restores 1D6 Hit Points and 2D4 S.D.C. Costs 3,000-5,000 credits.

85% Healing (Superior): Instantly restores 4D6 Hit Points or 6D6 S.D.C. Costs 6,000-8,000 credits.

86% Invisibility (Superior): Same as the magic spell and costs 10,000-12,000 credits.

87% Impervious to Fire: No damage, lasts for 20 minutes and costs 6,000-8,000 credits.

88% Negate Magic Potions: 01-65% chance of successfully negating/cancelling the effects of any magic potion, but causes nausea for 1D6 hours. Cost: 7,000-10,000 credits.

89% Negate Poison: 01-90% likelihood of successfully negating any type of natural or man-made poison/toxin/drug, but only 01-35% chance of negating magic poisons like those from the bite or stinger of some creatures of magic. If successful the

poison is instantly negated, however damage suffered before drinking the potion remains. Costs 5,000-7,000 credits.

90% Sleep: Same as the magic spell and costs 5,000-7,000 credits.

91% Shrinking (reduce to six inches): Same as the magic spell and costs 7,000-9,000 credits.

92% Grow Giant: Natural size, weight and P.S. double (a Supernatural P.S. remains unchanged), damage bonus changes accordingly and punches and kicks do an additional 1D6 damage due to the size and mass alone. Lasts for six minutes and costs 7,000-10,000 credits.

93% Superhuman Strength: Same as the magic spell and costs 6,000-8,000 credits.

94% Speed of the Snail: Same as the magic spell and costs 8,000-10,000 credits.

95% Truth Serum: Forces victim to tell the truth for one minute. Two questions can be asked per melee round. Costs 8,000-10,000 credits.

96% Tongues: Same as the magic spell and costs 2,500-4,000 credits.

97% Swim as a Fish (Superior): Same as the magic spell and costs 4,000-6,000 credits.

98% Metamorphosis Superior (any form except mist): Same as the magic spell and costs 10,000-20,000 credits.

99% Invulnerability: Same as the magic spell and costs 6,000-8,000 credits.

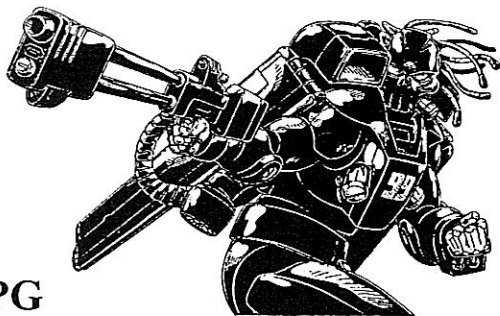
00% Might of the Palladium: Adds one additional attack per melee round and a bonus of +2 to strike, parry, dodge, and damage! Costs 14,000-18,000 credits.

101% Impervious to Magic: The character automatically saves against all types of magic leveled at him for five minutes. However, that means he is also impervious to beneficial magic such as healing and invisibility. This potion is very rare, sells for 30,000-50,000 credits and is available only if the G.M. deems it to be (the G.M. also limits the quantity).

Quantity Found (optional): 01-20% one of the above, 21-40% two of the same type, 41-60% 1D4+2 of the same type, 61-80% 1D4+1 different potions, or 81-00% 1D4 different types, but 1D6 of each.

Note: Feel free to substitute magic items from other Rifts® sourcebooks and/or other Palladium RPGs or create additional random item lists.

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Rifts® RPG

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Sourcebooks define the world, offer new types of player characters, different player races and monsters, adventures and/or adventure ideas. This line is currently Palladium's second best seller (behind *Rifts*® and just edging out *Heroes Unlimited*™). \$24.95 — 336 pages.



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A big, fun, 352 page role-playing game that presents everything one needs to create a world of super beings.

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Everything one needs to play other than dice and friends are in this complete role-playing game. Cover by Jim Steranko. Written by Kevin Siembieda.

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Mutant animal creation rules that make building your mutant characters fast, fun and challenging. Over 100 mutant animals presented. More than 40 animal powers and psionics; many more if you include weird abilities exclusive to certain animal species. Optional appearance and background tables. Plus *mutant human* creation rules and powers, world information, villains and "hot spots" in the world After the Bomb. Five adventures and additional adventure ideas. Written and designed by Erick Wujcik.

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Over 40 different types of martial arts, oriental mysticism, and superhuman abilities combined with spies, gizmos, super-vehicles, cybernetic implants and disguises, and more to create the ultimate spy and combat game. A complete role-playing game with everything you need to play. A complete game in itself as well as completely interchangeable with *Heroes Unlimited*™. Written by Erick Wujcik.

Nightbane® RPG

The world has never been the same since Dark Day. Some say the world governments have been supplanted, taken over by ... god only knows what.

But the lords of shadow are not unopposed. There are creatures of light, as well as creatures born from darkness but who champion the light. These are the Nightbane. Ordinary people, many teenagers, able to shed their human facade and assume a supernatural alter ego. A monstrous, inhuman visage imbued with superhuman power and the stuff of magic. Written by C.J. Carella.

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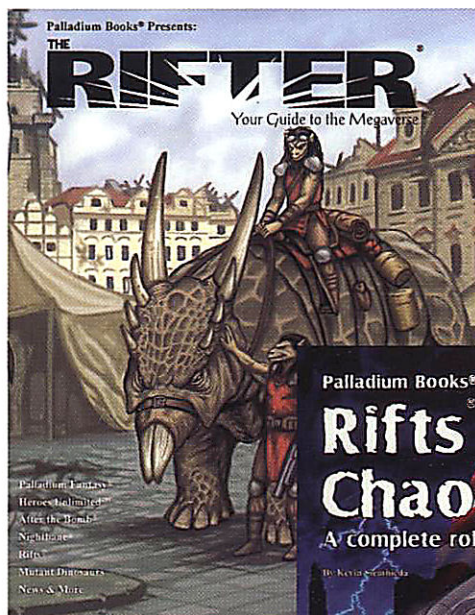
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