

PALLADIUM BOOKS® PRESENTS:

RIFTS® WORLD BOOK 16:

FEDERATION OF MAGIC™

By Kevin Siembieda & Peter Murphy



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Dedicated to Kristin, Joann, Craig, and Ted. Good friends who never doubted I could do it.

Peter Murphy, 1997

To everybody who has brought a little magic into my life, not the least of which include Mom, Dad, Brian, Alex, Adam, Monica and my dear Maryann.

Kevin Siembieda, 1997

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RIFTS" WORLD BOOK 16:

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Written by: Kevin Siembieda & Peter Murphy

Additional Text & Concepts: Patrick Nowak, Doug Coughler

Editors: Alex Marciniszyn

Jim Osten

Wayne Smith

Proofreader: Julius Rosenstein

Cover Painting: Keith Parkinson

Interior Artists: Ramon Perez Jr.

Michael Dubisch

Scott Johnson

Wayne Breaux Jr.

Martin McKenna

Art Direction, Maps & Keylining: Kevin Siembieda

Typography: Maryann Siembieda

Base on the RPG rules, characters,
concepts and Megaverse® created by Kevin Siembieda.

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— Kevin Siembieda, 1997

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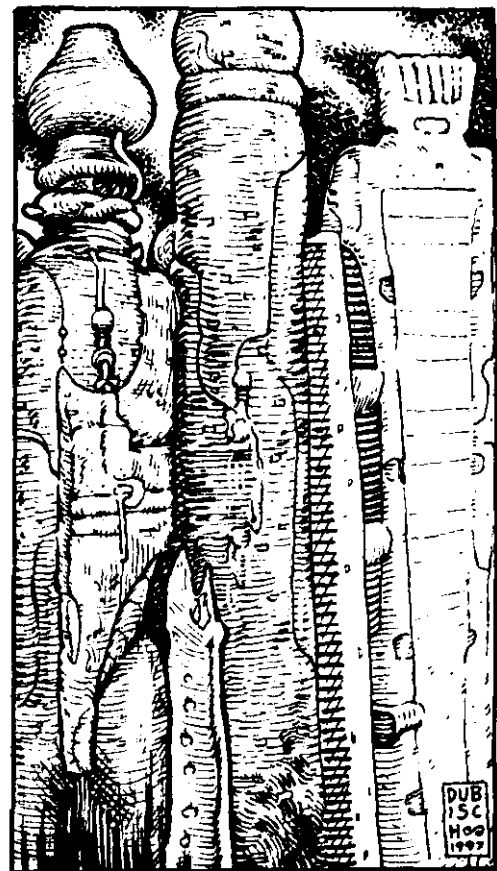
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What you get ...

As I began to work on this hook, my big dilemma quickly became, “what do I put in, and what do I leave out?”

I had countless ideas for the Federation of Magic and the Magic Zone, but it would take several 160 page books to even get half of them in print. To make matters worse, I had stated in **Rifts@ Spirit West™** that players could find Warlock/Elemental spells, Temporal Magic spells and Necromancy all reprinted in the **Federation of Magic**. Only as I began to add to Peter Murphy’s half of the book and write my own sections, I realized I would not have room for all the stuff I had intended to put in the book.

I valiantly fought the urge to make **Federation of Magic** bigger! To make it bigger would only delay its publication and frustrate everybody from me and distributors, to the Game Masters and players anxiously awaiting its arrival.

Eventually, I came to the conclusion that my only salvation was to *focus* on “The Federation of Magic” — kind’a appropriate considering the title of the hook.

This means that although the book contains all kinds of *new* magical stuff (over 140 new spells, a handful of new magic O.C.C.s, etc.), the main focus is on “key” people, places and powers associated with the “collective” known as the **Federation of Magic**. Now, as odd as it may seem, this is a good thing. Everybody who contributed to this book did an outstanding job, especially **Peter Murphy**. Poor Peter turned in his manuscript in January (or was it December, 1996?), didn’t know what to expect, and waited patiently and quietly for me to contact him. I was swamped with a million different things and never got back to him about it! I didn’t mean to, but I completely forgot. The best Peter got was one of my guys calling on the telephone to tell him something like, “Yeah, really. Kev said he liked what he saw and will call you back.” Poor Peter. Well, let me take this opportunity to say, Peter did an excellent job. He single-handedly came up with something like 120 spells (half of which were changed in some way, but he was the originator) and I had fun working his ideas and text into my vision of the Federation. The contributions of Doug Coughler and Chris Kommann were also a kick. And the artists did an excellent job considering the often vague descriptions I sent ‘em.

Best of all, you *can* count on more books in the future with even more details and information about the Magic Zone, ley lines, dimensional portals, notorious sorcerers and mystical villains, sinister and heroic organizations, plot twists, and more

about magic, magical O.C.C.s and information about the Federation of Magic.

As for Warlocks, Elemental Magic and Elementals, see **Rifts@ Conversion Book (One)**; Temporal Magic, Herbology and Druids, see **Rifts@ England**; and for Necromancy and African Tribal magic, see **Rifts@ Africa**. Sorry.

Rifts@ players looking for more magic and supernatural elements may also want to take a peek at **Dragons & Gods**, an epic book for **Rifts@** and the **Palladium Fantasy RPG** (Erick Wujcik and I outdid ourselves, if I do say *so* myself), the **Palladium Fantasy RPG, 2nd Edition**, and **Monsters & Animals** (for the Palladium Fantasy RPG), as well as **Through the Glass Darkly** for **Nightbane™** — all of which have fun magic, magic items and/or magical beings easily adapted to **Rifts@**.

Okay, that’s enough true confessions. Enjoy.

— *Kevin Siembieda. 1997*

Please Note

The magic spells, powers, people and monsters described in this (or any Palladium RPG) hooks are works *offfiction*. They are not real. Although some elements may have been *inspired* by myths and legend, as well as fairy tales, books, movies, and the authors’ own fertile imaginations, the magic and monsters are not “real.” You cannot take anything from this role-playing game book to summon forth demons, travel through a dimensional portal, turn invisible, weave a curse, or anything else magical (other than the magic of friendship and using one’s imagination to have fun).

These are games. Entertainment. Fictional works made to excite and stimulate the reader’s/player’s imagination and to help build fun, new RPG adventures. Please don’t lose sight of that. If you start to think any aspect of these games are “real” and they start to affect your life, you should stop and talk to a parent, uncle, priest, psychologist, or somebody who can help you see reality and work through your fears and problems.

I know there are those of our readers who dislike these disclaimers and statements of what may seem obvious fact, but we, at Palladium, feel they are important. That having been said, read on and enjoy the ideas, wild tales and game to its fullest. We hope you have even more fun playing this stuff than we had writing it.

— *Kevin Siembieda, Author & Publisher*

The Federation of Magic

By Kevin Siembieda

with additional text & ideas by Peter Murphy

The following is a brief history and overview of the Federation of Magic. It is not intended to be all encompassing. It would take volumes of books to even begin to chronicle its entire history and the many groups, factions and brotherhoods associated with this infamous organization.

The Return of Magic

Even before Emperor Prosek's rise to power and his anti-supernatural propaganda, most communities were (understandably) wary of magic and the supernatural. Magic was, at best, a tool that could be used for good or evil, to help other people or to serve one's self. As often as it was used to heal and free people, it was more often used to destroy and enslave, or *so* it seemed.

Its rediscovery in the Dark Ages made the practice of magic new to the human experience. Never before was magic *so* accessible or powerful. Even today, the serious study and practice of magic on Rifts Earth (circa 105 P.A.) is roughly, only a hundred and fifty years old! **As** a "science" it is in its infancy, with many mysteries and dangers yet to be unraveled. Thus, even the best intentioned mage can inadvertently unleash magical and often monstrous and destructive forces far beyond his control.

Worse, are the evil, selfish and inhuman sorcerers who use their powers for personal gain, dark pleasures, or to conquer and kill. The legacy of the Necromancer, Shifter and Witch has given "magic" a black mark second only to the supernatural demons and horrors to whom magic seems second nature. Many people have wondered and asked if magic is not the province of demons and, if *so*, should not humans and all good people avoid that which gives the demonic their power?

So it has been that magic in all its forms holds both a certain fascination and fear in the human mind. Since its rediscovery, many have preached that magic represents absolute power, and that with absolute power comes absolute corruption and evil. For every sorcerous "hero," there seems to be five evil ones, a hundred if one includes the hordes of demons, monsters, and dragons who walk the Earth since the Great Cataclysm — many of whom, like the Splugorth of Atlantis and the Gargoyles of Europe, dare to conquer human soil and enslave its people ... or worse.

Sadly, it is the presence of magic in the hands of inhuman and supernatural beings that has made the integration of magic into human culture so difficult. The fact that magic is instantly associated with the inhuman and demonic makes it seen as one

and the same, a thing of evil. The anti-magic hype and propaganda campaigns waged by the likes of the Coalition States only adds to its reputation as evil and fuels the fears and misunderstandings of people.

In reality, magic is a great source of power and wonder that can be molded by the human and inhuman heart and mind to serve the needs and desires of those who have learned to channel its energy. In this regard, it is indeed a *potentially* dangerous force, for there are no other means of power so readily available (on Rifts Earth) and so easily tainted by the user. In fact, many a sage and sorcerer have pondered the philosophical paradox, "Is it the magic energy that corrupts the user, or the user who twists and turns evil the magic energy?" A poignant question, because the energy that men call "magic" is as much a part of nature as the rain. It is a natural source of energy the same as any resource drawn from the Earth (natural gas, oil, minerals, etc.). Just as these other resources can be combined and used by people to build or destroy, so can magic. The huge difference is the level of power represented by mystic energy compared to all others; not unlike trying to compare a hand grenade to a nuclear bomb — there really isn't a fair comparison to a force of that magnitude. Add to this that it is as accessible to the selfish and evil **as** the good and caring, and there is reason to fear it. Consequently, "magic" remains in the realm of the unknown, unexplained and feared. A fantastic force that seems to have few if any limits. A force that is easily bent to the will of its user and vulnerable to that user's emotions, mind set and desires. A force as easily used for vengeance and evil as it is for good, and all too often it seems to be used for the former.

The Legends

The Federation of Magic is both an organization and a place of legend forever tied to the Magic Zone. The stories that abound about its inhabitants, wizard duels, and dark secrets (including the secrets of immortality, alien magic and forbidden knowledge) are countless. Truth and reality blur and what takes their place is the stuff of myth, legend and fear carried on the tongues of the ignorant, boastful, hate-filled and misinformed.

It is said that demons are as plentiful **as** humans among the members of this murderous organization. That powerful sorcerers, dragons, demon lords and alien gods rule over kingdoms of enslaved people (human and D-bees), and that shapechanging and shapeless monsters serve these masters of the mystic arts as assassins, spies and henchmen.

Thus, the Federation of Magic represents many different things to many people.

The Coalition States regard the Federation of Magic **as** their oldest and greatest enemy. An enemy they have tried to obliterate many times, but who seems vested with supernatural power that enables them to return from the **ashes** of defeat, time and time again. They see the "Federation" as a conflagration fueled by decadent humans blinded by unnatural power, and who have given themselves to demonic masters. Madmen and monsters who seek to destroy the Coalition States, enslave humankind and rule the world. Some people think of the Federation of Magic as a confederacy of as few as six to **as many** as two hundred powerful kingdoms united in a common goal against a common enemy, the Coalition States. In this role, the Federation is heralded as a defender of freedom. Many persecuted D-bees

in lands far from the Magic Zone (so their knowledge comes exclusively from stories and rumors) consider the Federation of Magic to be filled with heroes who dare to stand against the devouring evil of the Coalition — or at worse, is the lesser of two evils.

Other people insist the Federation of Magic is a place of high ideals, magical wonders and gleaming towers. A kingdom of good and honorable men persecuted by the likes of the Coalition States for their beliefs, inhumanness and mastery of magic. A heroic force of diverse people, including noble sorcerers, seers, wise men, knights and angels dedicated to the betterment of life and freedom for *all* people.

Many people believe the Federation of Magic to be a den of evil and despicable wickedness. A land where demons roam freely and men consort with every imaginable evil in their quest for unholy knowledge. A splintered and waning conglomeration of hundreds of factions composed of men, women, D-bees, dragons, monsters and gods dedicated to the destruction of the Coalition States and the conquest of North America.

Some see the Federation and the Magic Zone simply as a place of primal and mysterious energy. A land that breeds evil and attracts horrific monsters. A land inhabited by people and a place to be avoided by all peace-loving and god-fearing men.

Countless are the varying shades of reality attributed to the Federation of Magic and the Magic Zone. And, to great degree, the Federation of Magic is all of these things and more .. (or less, depending on one's point of view).

A promising beginning ...

In the last days of the Dark Age and the early days of the "New Age," practitioners of magic often found themselves shunned outcasts, or even hunted, not by monsters, but by their fellow human beings. **Thus**, it seemed only natural that somebody would create a separate society where those who practiced magic would be welcomed. In the North, near the ruins of old Toronto, the noble and glittering city of **Lazlo** was established; to the northwest, where Minneapolis once stood, was Tolkeen; and in the midwest, headquartered on the bones of Old Chicago, the Federation of Magic. Scores of tiny towns, brotherhoods and communities could be found elsewhere, hundreds were scattered throughout the even then fabled Magic Zone, but these three "First Magic Kingdoms" were among the earliest to prosper and rise to power. They were already well established and growing for generations before the formation of the Coalition States in One P.A.

Established by *Nostrous* Dunscon near the end of the so-called "Dark Age," the Federation of Magic was designed to create an independent society (if not a nation) of magic using creatures. The "Federation" itself, was a loose-knit confederacy of independent people and communities who recognized the value of an expansive and powerful union. Practitioners of magic, brotherhoods, cults, villages and towns throughout the Midwest and the Magic Zone joined this promising society.

Nostrous Dunscon, who would soon become known as the "Great Dunscon," was a powerful and highly respected Temporal Wizard. It was said he had traversed the Megaverse and kept company with demons and ancient dragons. Under his strong and charismatic leadership, many joined "his" Federation of Magic and thousands made the pilgrimage to what the Great

Dunscon called the Grand City. Here, he and his followers planned to erect the greatest kingdom of sorcerers and creatures of magic the world had ever known. Still, many individuals and small communities chose to keep their distance and remain in the relative seclusion of the Magic Zone or their wilderness retreats.

In hindsight, if the Great Nostrous Dunscon made any one mistake, it was to select the ruins of Old Chicago as the site of this hold endeavor. At the time, the decision seemed to make sense. Illinois sat on the border of the Magic Zone, the ruins of Chicago was home to several ley lines and a few nexus points, and the close proximity to Lake Michigan provided the resources of the Great Lakes and a means of transportation and commerce. Furthermore, it placed the city within one hundred miles (160 km) of the other great human power growing in that part of the world — Chi-Town.

At this moment in history, Joseph Prosek was a promising but little known Colonel in the Chi-Town Army. He would not *many* for another ten years and Karl Prosek was not even a twinkle in his eye. Chi-Town was "The" power in the region and its leaders spoke of forming a great union (not unlike Lord Dunscon's) with other growing kingdoms to build a "coalition" of free states. Chi-Town, although leery of magic, allowed its practice, and even had a division of spell casters serving in its Army. A visionary, The Great Dunscon, could see the seeds of an "empire" taking root around Chi-Town, and imagined he and his Grand City would soon become an important part of that dream — in a way, he was right. Over the next few years, supernatural creatures, D-bees, and thousands of wizards, human and inhuman, joined the budding Federation of Magic. Lured by the promise of safety and acceptance, the Grand City lived up to its name and grew at an impressive rate. Positions within the Federation of Magic and the Grand City were based on magical knowledge and power. The greater one's powers, the higher one's rank. This led to intense rivalry and duels, but all and all, the Grand City became the haven it was intended to be and the Federation included thousands of practitioners in the mystic arts throughout the country. Even *Tolkeen*, an independent kingdom of good repute, became a member of the Federation. In time, communities in the Magic Zone began to follow the Federation of Magic's lead. Rival factions began to settle down and other towns and cities that welcomed magic as an equal or alternative technology began to sprout up in the Magic Zone. For nearly 20 years, Nostrous Dunscon's ideal society seemed to be everything he had imagined.

Unfortunately, as the Federation grew in power, so did the Great Dunscon's vision. Made heady by success and power, Dunscon fell into dreams of conquest. To him, the prosperity of the Federation demonstrated the obvious superiority of magic over technology, and thus the superiority of magic users over those who used technology. This was in part, fueled by his resentment for being excluded from the formation of the Coalition States, an event marked by the creation of the Post *Apocalyptic Calendar* (the CS instituted the P.A. calendar and declared that with the creation of the unified States, it was a New Age for humankind).

At first, he was enraged and insulted by being excluded from this new nation. However, he composed himself and decided it must have been an error. Thus, he was delighted to be invited to a meeting with the heads of the States one week after the union

had been announced. The “Great” Dunscon believed the meeting was to invite The Grand City and his Federation of Magic into the Coalition. Instead, he was outraged to learn that the CS would *never* admit the Federation into their new nation.

The purpose of the meeting was to warn him that the fledgling States were “concerned” about the “people, affairs and conduct of The Grand City and the powerful Federation of Magic.” Although not yet dedicated to human supremacy, the Coalition States (Chi-Town in particular) was predominantly human. Only 12% of the overall population was nonhuman; half of which were the mutant Psi-Stalkers. Supernatural beings and creatures of magic were already banned, and the issue regarding the “evils of magic” was a hotly debated subject on **all** levels of society. The CS leaders pointed to a recent survey which showed less than **2%** of Chi-Town citizens dabbled in magic on any level, and that **55%** of the public feared and distrusted magic and its practitioners. Moreover, 70% feared and distrusted nonhumans, especially dragons and monsters (inhuman D-bees included), and **41%** specifically mentioned The Grand City as a source of concern.

This being the case, the leaders wanted to insure that the Grand City was not a danger and that Lord Dunscon would take certain “measures” to put the CS at ease. Among the most notable of the 134 requests to have been made that day, was for Lord Dunscon to forbid the summoning or association with so-called demons, dragons, elementals, aliens and supernatural forces. To not allow such beings to become citizens of the city or the Federation, and to avoid trade with extra-dimensional life forms. The CS also suggested stronger laws governing personal freedoms and the use of magic. As an olive branch, they offered to increase trade of non-magical wares with the Grand City and to establish an embassy there to offer further assistance in “securing peace for all our benefits.”

A tenth of the way through the meeting, the Great Dunscon rose to his feet, teeth and fists clenched. In a voice more like a hiss, he addressed his neighbors:

“You demean yourselves as well as me and my people, by giving voice to your ignorance, fear and ridiculous requests. I came to you in peace as a friend and a willing ally. Instead, you treat me like a conquered enemy or beaten animal to whom you can issue veiled threats and ludicrous demands.

“Know this. We, the people of The Grand City and my brothers in the Federation of Magic, do not fear your new nation of frightened and small-minded people. Nor shall I or the multitude I represent kneel down before your ignorance **or** your laughable technology. I have seen wonders beyond this world that you cannot begin to fathom. Magic is liberating. It unlocks the imagination, gives flight to the **soul** and places the universe at your fingertips. You cannot know this, or you would not ask me to **turn** away from it and hide my head in the sand. No. We will follow our destiny as we deem fit. And without a thought for your ‘concerns.’

“There is nothing further to be said, so I take my leave. In closing, let me assure you of two things: One, you have nothing to fear from me **or** mine, as long as you leave us to our own devices. We will conduct our affairs as we see fit, so please give us our berth. Two, if you dare to challenge us, you will earn an enemy who will tear your kingdom apart as easily as a child kicks aside toy building blocks. Unless you cast the fiat stone, I

see no reason why we cannot co-exist as equals, in isolation and peace. Good day.”

With that, the Wizard turned, his cape unfurling with style and flair. He walked briskly toward the door, but vanished (teleported) before reaching it.

Perhaps needless to say, Lord Dunscon’s speech, punctuated by his flamboyant departure, did nothing to put the CS at ease. Fearing a conflict at that time could destroy all that they had worked to build, the Coalition States decided to let sleeping dogs lie, and leave the Grand City and Federation of Magic **un-**molested. However, relations were permanently damaged, and paranoia grew as each began to think the worse of the other.

By 5 P.A., Lord Dunscon and his council had secretly formulated a plan to conquer North America. Their **first** target, and greatest threat, the fortified city of Chi-Town, the largest and most advanced of the technological enclaves, and the heart of the Coalition States. By this point, the Great Dunscon had convinced himself that the CS feared him, or else they would have taken immediate and firm action against him. His counselors also agreed that his obvious superiority was the real reason for excluding him in their “nation of humans,” because they feared to let “a wolf into their flock of sheep.”

Talk of power, superiority, vengeance and destiny would simmer for the next five years. The only thing staying Dunscon’s wrath was the fact that all members of the Federation of Magic did not support the idea of going to war against the Coalition States. In addition, the Great Dunscon was confident he could sway more of the independents to join the ranks of his Federation, increasing his power base. This would not come to pass, as the original splendor and glory of Dunscon’s dream began to visibly tarnish. People whispered that the Great Dunscon had changed. Some suggested he had become cold, hitter and cruel, perhaps even insane. That he was not the “great” man who had first given birth to the dream of a haven for mages, not if he now spoke of vengeance and war. *Tolkeen* was the first to break from the Federation of Magic in protest of a war against the Coalition States. In Dunscon’s mind, it was an act of treachery that would haunt him to his grave.

During this same period, the Great Dunscon gathered those who supported his dreams of power and turned them into an army. There were thousands who believed themselves superior and thousands more who craved war. Magic weapons, armor and devices were created and distributed to the growing legion of supporters within The Grand City. Dark forces and demonic allies were summoned and pacts made. All was building to an inevitable conflict. As emotions boiled over **or** experiments in summoning went awry, clashes between Coalition forces and the denizen of the Grand City occurred with increasing frequency. Impudent sorcerers unable to contain themselves struck against encroaching CS outposts. Coalition spies were uncovered and executed — and vice versa. On one occasion, a Shifter experimenting in opening a Rift to an alien world, unleashed a force of winged demons that laid waste to a quarter of the Grand City and ravaged the Burhs of Chi-Town. Despite the fact that the Grand City suffered the worst of the damage, the CS accused them of a deliberate attack and now, Brigadier General Joseph Prosek suggested the damage to the sorcerers’ domain was the result of betrayal by the very forces they intended to send against Chi-Town. If nothing else, it showed **just** how dan-

gerously unstable and potentially destructive magic could be, turning more CS citizens against both the weavers of magic and nonhumans.

In 10 P.A., the Federation of Magic encountered three beings of immense magical prowess. The Three claimed they were the Lords of Magic and wished to join the Federation. Fearing for his position, the Great Dunscon manipulated the council into allowing these “Lords” to join as “associate” members. Essentially, they could be present at council meetings, could give their opinions and advice, but had no political power. It may have been possible for The Three to have overthrown the council, but they saw no reason to do so. They intended to watch, learn and let nature take its course.

Two more years passed, during which time the Great Dunscon campaigned for war against the CS, and won the hearts and minds of many. The CS had grown increasingly intolerant of both nonhumans and practitioners of magic. “Proof,” according to Nostrous Dunscon, “of the Coalition’s true colors and foul intentions.” The call for battle rang out, and a multitude answered. The people of the Grand City and thousands of members of the Federation of Magic had reached a boiling point and screamed for war. The Lords of Magic and other Federation members protested the action as foolish, and vowed not to be any part of it.

Filled with dreams of conquest and power, the Federation of Magic invaded Chi-town in January of 12 P.A.

There are hundreds of accounts of the horrific battle that took place — too many to recount here. Suffice it to say that demon hordes, dragons and spell casters engaged the armored troops of Chi-Town. Magic bombarded the walls of the fortified city while missiles rained death upon the Grand City. The combined armies of the fledgling Coalition States would prove too many, too organized, and too powerful for their attackers. Furthermore, they were fighting to defend their homes and loved ones, so every man, woman and child fought with unexpected ferocity.

Thousands died on both sides, with injured that rocketed into the hundreds of thousands. The Chi-Town burbs were decimated in the initial 48 hour assault, the worst of the many battles. An estimated 50,000-80,000 people perished, but since exact numbers were not available and most of the casualties were not officially “citizens” (at least 25% weren’t even human), they have never been counted among the official casualty totals. The official death count from the initial attack would be 11,643 innocent civilians with nearly 80,000 others injured, and immense property damage. The war would claim the lives of 37,340 Coalition soldiers, with 196 missing in action. By CS accounts, for every “man” that fell he took two of the enemy to the grave with him — true numbers are unknown, but tens of thousands of warriors on the side of the Federation of Magic died in combat (claims range from 30,000-200,000). What is documented, is the approximately 30,000 sorcerers and their “accomplices” that were put to death after the war in General Prosek’s *Campaign of Blood*. Half of which had nothing to do with the Federation of Magic.

After the Battle of Chi-Town, the Federation’s army was forced to flee. The Chi-Town forces pursued, destroying every last Federation member it could find (and many who weren’t). The Federation was crushed. Within months, most Federation communities were gone, and many of the leaders were dead,

culminating with the death of Nostrous Dunscon at the hands of Joseph Prosek. For a long time after, lots of people wanted to believe the Federation died with its founder, but they were wrong. The Federation of magic survived.

As Erin Tarn has written:

Despite their magic powers, the Federation overestimated their own strength and vastly underestimated the ferocious opposition they would meet, especially from Chi-Town. Although put relentlessly under siege, the great walls and heroic soldiers of Chi-Town buckled many times, but never gave way.

This was the first test of the union of the Coalition of States and they stood together. It was the Glitter Boy legions, power armored troops and soldiers from the Coalition States of Free Quebec and Iron Heart, as well as troops from CS Missouri and mercenary forces who would quickly turn the tide. Had the States faltered or hesitated in this war, Chi-Town would have most certainly fallen to the Federation of Magic. But they did not falter. They stood united as no other nation had done since the aftermath of the Great Cataclysm and would stand triumphant. Witnesses from a distance were horrified by the magnitude of the sorcerers’ attack and the atrocities they encouraged to crush their foes. It was a war of vengeance and terrible to behold. Furthermore, it was clear from their words and deeds that the Great Dunscon and his troops would not stop with Chi-Town. This, combined with the display of savagery and explosive power of the Federation, galvanized unallied communities, adventurers, Cyber-Knights, and even Lake Pirates, practitioners of magic and nonhumans among them, to join the battle on the side of Chi-Town. Others withdrew their support of the sorcerers or stood back from the fray entirely, helping neither side.

Although the war would rage for another eleven months, the sorcerers had lost. They were promised a quick victory. After all, magic was far superior to technology, Great Dunscon had promised. The Coalition States were weak and spineless, their fragile union would shatter with the attack of Chi-Town, as Great Dunscon had foreseen. But when the other Coalition States, joined by the independent people throughout the land, rallied behind Chi-Town, it was the Federation of Magic whose morale was shattered. The Federation of Magic was at the best of times, a loose collection of sorcerers and their respective kingdoms, clans and brotherhoods. Most were powerful and influential, but small and fragile, ruled by one or two powerful leaders, so when the leaders fell in battle, the support of their kingdoms or groups fell away, leaderless, confused, and frightened. When the quick and easy victory promised to them did not come, many forces became disenchanted or frightened. Others could not sustain the (unexpected) losses from an extended and brutal conflict and were forced to retreat. So it was that when the fragile fabric of the Federation of Magic began to unravel, it did so rapidly. Although the Dunscon Family and loyal supporters would deny it, the Federation had no chance of winning the war a mere three months after it had started.

In the end, the Great Dunscon would be slain and the Grand City reduced to rubble, adding to the myths of the cursed, haunted and demon-filled ruins of Old Chicago. Although it would survive, the Federation of Magic would likewise be laid to ruin, forever associated with the Dunscon family, madness, war and evil. Before he died, the Great Dunscon would blame



others for his loss in the Battle of Chi-Town, pointing to the absence of Tolkeen, **Lazlo** and the infamous demigods known as the three Lords of Magic. Indeed, had these powers been party to the madness, Chi-Town would almost have certainly fallen and the Coalition States may have collapsed. To this day, the Dunscon family and many loyalists consider Tolkeen traitors, because they seceded from the Federation of Magic rather than support Nostrous Dunscon in the “Great War.” They mock the present day Tolkeenites and laugh at their woes with the Coalition States.

In recent years, **as** the Coalition turns its war machine against Tolkeen and threatens war, I have heard some of her citizens voice regret that their forefathers had not sided with the Federation of Magic to crush Chi-Town. The people of Dunscon insist it is the just deserts of “traitors.” I, for one, commend the forefathers of Tolkeen for keeping their heads and staying out of the bloodbath. Tolkeen has always striven toward learning and peace, I pray that the Coalition States will not force them to move away from this laudable tradition. Tragically, on that day, nearly one hundred years ago, when the nightmare of Nostrous Dunscon came to an end, his insane dreams of conquest and power gave birth to a new nightmare: the Coalition States under the Regime of the Prosek family.

*An excerpt from Erin Tarn's book,
Traversing Our Modern World — circa 100 P.A.*

A Legacy of Evil

The lasting legacy of the Federation of Magic is evil, blood and madness. Not only from that which sprang directly from Nostrous Dunscon, but that which was **born** in the Coalition States.

The wonderful and frustrating thing about history is one can look back and wonder: “What if?”

If only certain things had happened differently, perhaps the world would have been a different place. If Lord Nostrous Dunscon had not grown drunk with power, and had not attacked the CS, the States might never have risen to power, or may have grown to accept and even use magic.

If Lord Dunscon had not been so brazen in his outspokenness and dreams of dominating North America, or General Joseph Prosek the First was not so ambitious and driven to save humankind from all who *might* threaten it, the war and subsequent massacre of Federation members (and thousands of innocents suspected of practicing magic) might never have occurred. Certainly, the Prosek Regime would have had to find a different avenue to power, for it was the heroics of General Prosek against the magic wielding and inhuman invaders that catapulted him and the “Prosek” name into prominence and power.

How different might the CS have been without the Proseks at its helm, or with the existence of an expansive (benevolent?) nation of sorcerers like a Federation of Magic. Alas, history was painted in different colors — those of blood red and smoldering plumes of dark hatred. And while many artists contributed to the painting that has become the North America of today, its two chief architects were *Nostrous Dunscon* and *Joseph Prosek the First*.

And so the madness continues. Ironically, the Coalition States has grown into a menacing reflection of Dunscon's own

mad dreams for power and conquest. The people in power have become masters at manipulating its people and preying on their fears and hate to justify anything, even genocide.

As for the Federation of Magic, few people outside the organization can ever bring themselves to trust or believe any member of the fragmented leadership. The mere mention of its name brings fear or hatred to Coalition citizens and countless others. For over a century, secreted away in the Magic Zone and elsewhere, many have kept the dream of the Federation of Magic alive — no matter how twisted or self-serving. Those loyal to *Nostrous Dunscon* have often stirred the pot of hatred to reap foul vengeance against Chi-Town and other enemies. So far, all such conflicts have been small and contained; nothing lasting, nothing too serious. Mostly acts of murder and terrorism against members of the Coalition States and the innocent people of the great CS cities and Burbs. Others have evoked the name and memory of the Great Dunscon and his dream for a nation of magic users free of persecution and hate. But after the nightmare war against Chi-Town, and the slaughter of innocents that followed in the Campaign of Blood at the hands of Joseph Prosek the First, the words ring hollow and the dream a dark and fading memory. The spirit of enlightenment *and* freedom that the Federation of Magic once represented is forever stained with blood and madness. Even to many practitioners of magic, the Federation is regarded as a dangerous gathering of hate-filled madmen, power-hungry conquerors, demons, and dark forces.



The Federation Today

Like so many places, people and ideals on Rifts Earth, the Federation of Magic is rooted in both myth and reality. It is difficult to pigeonhole it as any one or two things. The only constant that can be said about the Federation is that it has always been a people divided.

Although occasionally united by one strong leader, such as Nostrous Dunscon in decades past, the Federation is a loose-knit conglomeration of a thousand diverse groups and individuals. These groups consist of powerful city-states and magical kingdoms, to villages, brotherhoods, guilds, clans, cults, enclaves, hands, gatherings and powerful individuals (including alien beings, demons, demon lords, dragons and gods). Most of the communities are tiny, seldom numbering more than a few hundred, but some have thousands. Ironically, it is often individual mages and small hands and cults who have fewer than a dozen members who seem to be the loose cannons, causing trouble, and bringing the Federation of Magic more infamy. These individuals and groups typically see their association with the legendary and feared organization as enhancing their own reputation and image. Thus, they use the name Federation of Magic like a sword or fear spell to make others bend to their will or relent in fear. Many join or associate with the Federation of Magic because they think they can profit from it in some way (the fear and respect brought by the name, access to magic, acquaintance with other sorcerers, tutelage in the ways of magic, opportunity, etc.). Some join in hopes of rising through its ranks to take their place as its leaders. A difficult task since few acknowledge any one leader and many claim themselves as the true leaders of the organization.

The agendas and goals of these groups and individuals frequently clash or work toward contrary and conflicting ends. This leads to constant violence, bloody skirmishes, feuds, vendettas and bitter long-lasting rivalries, not to mention inadvertently thwarting or stumbling over one another. In many respects, the Federation of Magic, and most of the groups and individuals operating in the Magic Zone, are a study in chaos.

It is rare for more than twenty percent of the various factions within the Federation of Magic to join forces under one leader, even for a short period. The Great Nostrous Dunscon had managed to rally little more than fifty percent of the overall magic community in his campaign against Chi-Town. No one since, not even his ambitious heirs or the three Lords of Magic, have come close to equaling his leadership and influence. **Lord Alistair Dunscon**, the current patriarch of the "one true" Federation of Magic, cannot get more than 15-20% to follow him in any organized effort, although he is a power to be feared. Likewise, while the Lords of Magic rule over a powerful city and have tremendous influence with some members of the Federation of Magic, they too have failed at uniting the magic community.

Generally speaking, the people of the Federation represent all alignments, although selfish and evil ones tend to dominate. Some live free and strive for greatness, while others lead simple, quiet lives in welcomed obscurity. Others are slaves locked in forced servitude to powerful human and inhuman monsters or live as (often unwitting) slaves of their own desires or folly. Some work for the betterment of all intelligent life while others

seek to enslave and destroy. Those motivated by goodness often act as protectors and strive to build and nurture, while those motivated by hate, greed or foul intentions are the notorious evil mages who have come to be identified with the Federation of Magic. Thus, the organization is many things to many people: home and refuge, a place to hide, a place of learning — exploration and expansion of the mind, a stepping stone to greater knowledge, a doorway to other worlds, a means to power, an ideal to be feared, a land (and people) to conquer, a means for revenge, infinite opportunity, death, and living hell ... to name a few.

The Magic Zone, with its multitude of ley lines, nexus points and sheltering wilderness, had always attracted practitioners of magic and supernatural beings. After the Great War, it also became the primary refuge for fleeing members of the Federation of Magic. Unfortunately, it quickly became a lasting haven and the second home of the shattered Federation. Even the most well-intentioned mages and heroes will admit that the majority of practitioners of magic who inhabit the fabled Magic Zone count themselves as members of the Federation of Magic and seem to be self-serving, evil or inhuman (good, selfish and evil). Worse, it is the selfish, evil and monstrous who are the most aggressive and notorious, giving the Magic Zone and its innocent inhabitants constant "bad press." Consequently, most outsiders and virtually all CS citizens consider **ALL** residents of the Magic Zone to be murderous members of the Federation of Magic.

The Powers That Be

Alistair stared down at the corpse, its head cruelly hacked off and lying a few feet away. At twelve years old, he was already a powerful practitioner of magic, a child prodigy. Still, there was nothing he could do. His father was dead.

He stared at the body of his father with a combination of grief and morbid fascination. His father had taught him to show no weakness. He would not cry. Alistair's face tightened in anger.

"They will pay," he thought. "Every last one who had any part in this will pay. I will sacrifice them to creatures of darkness, sending their souls to eternal torment as I increase my own power! Chi-town will burn for this ..."

"So, as dies the fool's quest, so dies the fool." The voice rumbled out of the darkness, shattering the quiet.

Alistair whirled around, hate flashing in his eyes. Before him stood the seventeen-foot tall bulk of Brethan D'zir, the "High Lord Magus." Alistair sneered. D'zir and the other two Lords of Magic had refused to stand at his father's side and fight against the Coalition States.

"Chi-Town has not won," Alistair protested. "We are merely scattered, not destroyed. I will take my father's place, and in time, we shall rise again!"

"No, I think not." One of Brethan's four arms moved, tossing a handful of trinkets at Alistair's feet. The lad recognized them as the personal possessions of the surviving Federation Council members.

"Those few council members to survive this conflict have been eliminated. I will not stand for this sort of idiocy again. My brothers and I will take the Federation of Magic into a new direction. We will start again, rebuild, and leave dreams of conquest behind."

"Traitor!" Alistair screamed. "You can't tell me what to do! This is all your fault! If you had lent your power to our cause we could have won. But no, 'conquest by force is foolish and unnecessary.' That's what you said, isn't it? What's this?! The same thing, no?! Bah. I see now that you just wanted to usurp my father's control of the Federation! I wouldn't be surprised if you secretly worked magic against him!"

With that, Alistair focused his power, and channeled a bolt of magic fire at Brethan. With a simple gesture, Brethan harmlessly deflected the spell.

"Do not try to match your feeble magic against mine, Alistair. You know you will not win. I cannot allow the stigma of your father to fester in the haven I hope to build, but you are free to go. I have no wish to harm a child. Do not push me, though, for I am not tolerant and you have seen what I can do."

Despite his grief and anger, Alistair remembered the sheer power of the creature standing before him and had the presence of mind to hold himself in check. In a fair fight, he would be obliterated by Brethan. He was too young, too inexperienced, and did not know how to fight a creature such as Brethan or his brothers. Still ... he would learn, and someday the Lords of Magic, Tolkeen and all the traitors would pay. Especially Chi-town. They would pay in blood.

"Very well," submitted Alistair. "You have won ... for now." Looking around at the corpse of his father and his dead protectors, he added. 'Enjoy the fruits of your victory, but know that my father shall be avenged.'

Gathering his power once again, he channeled both inward and outward, and disappeared in a flash of blue light.

Two more huge shapes stepped from the darkness, and moved to stand on either side of Brethan.

"For a moment, I thought the child would fight you, my Lord," said the one to the left, shorter and thinner than Brethan.

"So did I, Leizak. I was afraid I would have to kill him."

"Brother," spoke the third. "might it not have been better if you had done so? The lad is already powerful, given time, he could become a threat to that which we wish to achieve."

"No. Coran. He is but a child, twisted by his father. We shall allow him to make his own place in the world. If he should be a problem, then, when he can be held responsible as a man, we shall do what we must."

"So be it, but I fear the seeds of insanity have already taken root in the boy. He will be trouble Brethan. mark my words."

"And Chi-town?" asked the other.

Brethan let out a long sigh.

"For the time being, there is nothing we can do. Dunscon's foolishness has bred us a powerful enemy. We must pull back to a safer place and rebuild. We will teach these people many of our secrets so that they, and we, can survive in this world. We will grow and become strong once again. Should Chi-town threaten us, we can take steps to remove that threat. Come, let us leave this blood-soaked place. We have much work to do if we are to raise the Federation of Magic from the ashes of Nostrous Dunscon's madness."

A point of light appeared in the darkness. Bright white, it shimmered wildly. Brethan motioned, and the light twisted in on itself falling ever inward, and tearing through the barriers of reality. Brethan and his brothers stepped through the brilliant portal that had formed, vanishing instantly. The bodies of the fallen lay in the darkness as the first scavengers made their approach.

Although divided into hundreds of factions and subsets, there are two genuine powers in the Federation of magic, **Alistair Dunscon**, Lord of the "True" Federation of Magic, and the three (self-proclaimed) **Lords of Magic**, also known simply as "The Three."

The Dunscon family was typical of the kind of losses suffered at the Battle for Chi-Town. In addition to the death of Nostrous Dunscon, his wife, four uncles, eight aunts, and twenty-two cousins perished in the war. Entire families, clans, and Brotherhoods were wiped from the face of the planet. Of the Dunscon family, Nostrous' son, **Alistair**, was the only known survivor; six others vanished without a trace and were presumed dead.

In the absence of a Dunscon family member to lead them (Alistair was too young), a score of feuding Necromancers and sorcerers would try to claim leadership of the Federation and some would turn to the Lords of Magic, however, the overwhelming majority were sent reeling in shock and horror. The war and its bloody aftermath was too much to bear. The great dream had turned into a living nightmare. Even with the Lords of Magic offering refuge and aid, thousands of practitioners of magic, their families, friends and neighbors would perish. Thousands more would go into hiding or flee the region. The Federation shattered into a thousand pieces. In the years that followed, many would rise to claim leadership of the Federation of Magic. Rivalries and vendettas brought more blood to the once venerable organization and pushed many away. Furthermore, the Coalition States continued to extract revenge and probe ever deeper into the Magic Zone.

The Lords of Magic tried to stem the tide by inviting people to take sanctuary in their magical city of Dweomer, but to no avail. They had believed that the collapse of the Federation of Magic would send people racing to them to pick up the mantle of leadership in the Federation. Unfortunately, not The Three or anybody else could have anticipated just how devastating an affect the loss of the Great Dunscon, the war, the ensuing aftermath of genocide at the hands of the CS and the collapse of the Federation would be on the magic community. Instead of racing to a new savior, the people ran from him. They wanted nothing to do with the Federation of Magic or any organization or nation. They simply wanted to run and hide from the apocalypse they had helped to unleash; whether as willing participants or by standing mute as idle observers.

It was one of the few times in their long lives that the Lords of Magic were caught dumbfounded. The Three were at a loss as to what to do next. To stand against the Coalition States now was pure insanity. To assume leadership of the Federation of Magic was equally foolish. The multitudes who grieved over the loss of the Great Dunscon and their own loved ones would never accept the three as their leaders, and those who might would always wonder whether or not the words of young Alistair Dunscon were true — that they had, in a calculated measure,

stood back from the war not to preserve the peace but to steal the mantle of power from the Great Dunscon (which was true). Suddenly, their well laid plans had fallen apart, and they too were victims of the war. All they could do was try to help as best they could by assuming the roles of grieving survivors offering a hand to help those who had suffered far more than they. Thus, The Three opened the gates of their city, **Dweomer**, to any refugee who wished sanctuary there. Furthermore, they vowed to use all the power at their disposal to keep the people safe.

The City of Dweomer

In the decades after the Great War, thousands of humans, D-bees, and supernatural beings have found sanctuary from the persecution of the Coalition States at Dweomer. It is a city established and ruled by the mysterious Lords of Magic. A city *run* entirely by magic. A place where technology is not merely ignored in preference to magic, but is actually disdained (Techno-Wizard devices, which are plentiful, are considered creations of magic and not technology). The Lords of Magic wisely share (at least some) of their magic knowledge with their citizens which has attracted many students of magic and helps to breed loyalty. To better facilitate the study of the arcane arts, they have established a special “college” of magic (the Dweomer Institute), as well as the Dweomer Defense Academies (the Brotherhood of Battle, the Brotherhood of Magic, and the Brotherhood of Creation; where the Magi are trained), and has made allowances for the peaceful coexistence of several different magic guilds, brotherhoods and practitioners of magic. **Note:** At least half of the spells presented in this book, particularly the combat oriented ones, were developed by the Lords of Magic or one of the Military Defense Academies. Only Necromancy, Bio-Wizardry/Rune Magic, and Witchery are completely forbidden. Temporal Magic is not encouraged and is viewed with some concern, but allowed in moderation.

Dweomer City is the largest and most powerful faction within the Federation of Magic. It is believed to be the third largest city of magic known to exist in what was once the old American Empire. Only *Tolkeen* and *Lazlo* are known to be larger (*Dunscon* drops in at number four, and *New Lazlo* at number 10). Under the guidance and protection of the Lords of Magic it has prospered and is magnificent in a way most Technos (those who rely on technology) find hard to believe.

Dweomer looks like the fantasy cities of old faerie tales, with a bit of the alien added in for good measure. The outer perimeter of the city is demarcated by a massive mega-damage wall of white stone. This great wall towers 200 feet (61 m) tall and is 60 feet (18.3 m) thick. Reinforcement pillars, three times thicker than the wall, resemble bony ribs. Approximately every 2000 feet (610 m), battle towers rise 100-200 feet (30.5 to 61 m) above the top of the wall like mighty stone sentinels. These towers serve the dual purpose of fortified defense and military housing and academies.

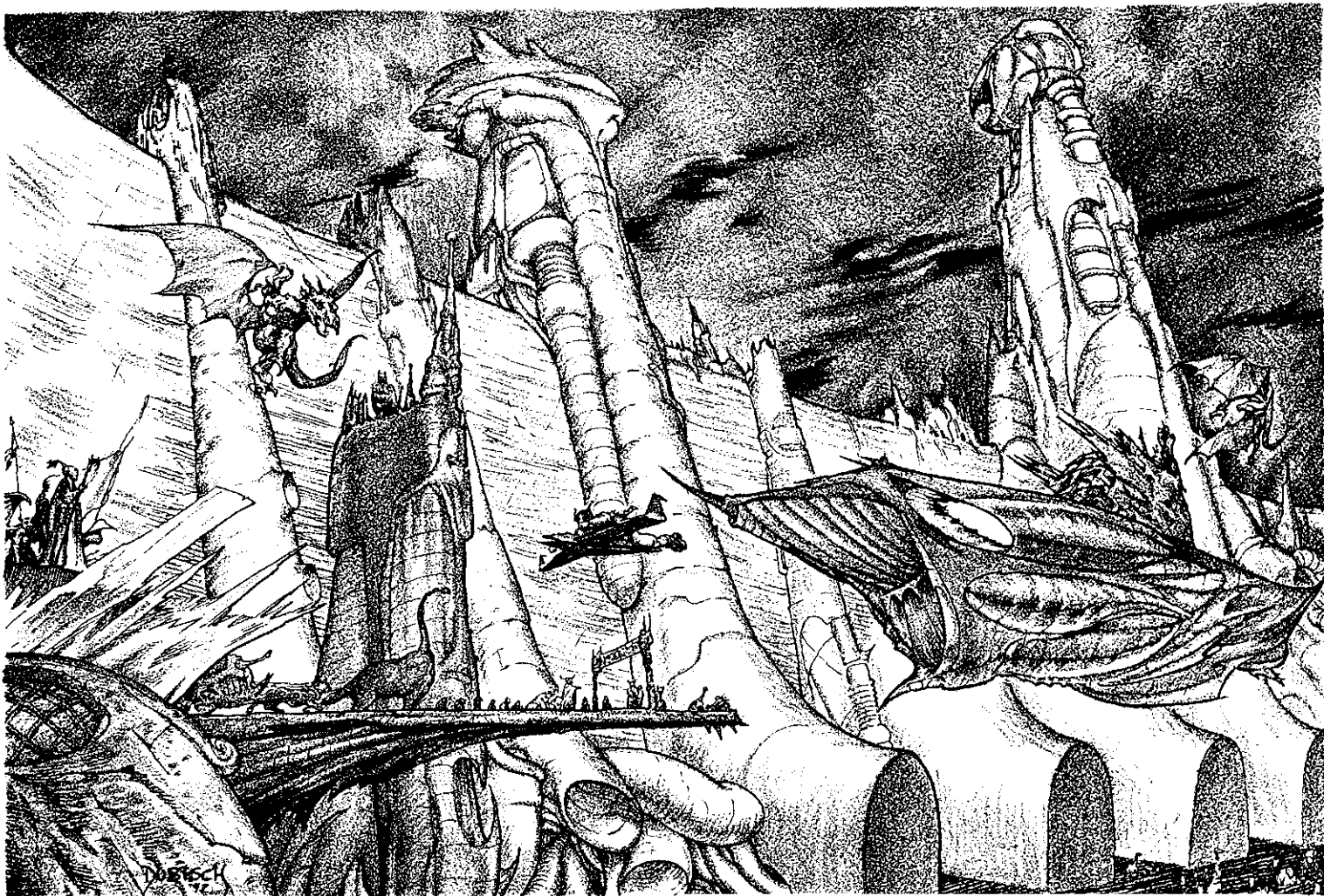
At the heart of the city is the domain of the three Lords, a magnificent, glittering white castle with towers stretching high into the sky. The royal gardens cascade down the hills near the

main entrance, while rolling hills of wind-swept grass, light forest and farmland surrounds the castle. The city proper radiates out from around this centerpiece, looking more like a pastoral village than a modern city. The houses have a charming Old World look to them, although there is a range of styles and materials from the traditional to the alien. Overall, Dweomer has a magical, fairy tale feel that most residents have come to love. The change from the crowded, often dirty cities, or tiny squalid villages is a welcomed one. Despite the thatched houses and medieval look, the city is fairly high-tech and has the magical equivalents of most modern conveniences. Magical airships, flying barges, and defense platforms slowly cruise the perimeter, while Wing Boards, dragons and all manner of flying beings, from winged animals and inhuman creatures to magically empowered individuals, soar through the sky. The closest thing to a traditional factory are the great Techno-Wizard forges, mills and manufacturing facilities located near the perimeter wall (and away from the city proper). To many residents, it is a virtual utopia, and they are happy under the benevolent rule of the Lords of Magic.

A City for All People

Dweomer calls itself “a city for all people,” and has, for generations, opened its gates to virtually all races and walks of life. However, visitors and permanent residents alike must obey the laws and customs of the city and do nothing to undermine its rulers. Lawbreakers are dealt with swiftly and harshly. Punishments include Curse Bizarre and other magic curses and punishments, as well as banishment, imprisonment, torture and execution. Magical curses and expulsion are among the most common forms of punishment, and are typically reserved for crimes against people, the government, or the magic guilds and brotherhoods. Blood feuds and vendettas are not tolerated in the least, and those caught engaging in such vindictive behavior are banished. Likewise, wizard duels which can be as destructive as a tornado, as well as conventional duels to the death (in any medium), are forbidden. Cannibalism, the eating of humans (or any intelligent life form), and blood sacrifices are forbidden and fiercely enforced laws in a city of such mixed racial composition — demons, monster races, humans and D-bees. Those found guilty of murder, terrorism, or treason are typically executed. Damage to property requires those responsible to make immediate and full restitution. The Lords of Magic, though (usually) benevolent, reserve the right to pronounce judgement on any being and act instantly in carrying it out. This can range from public humiliation to execution!

Those not welcome in the city and usually forbidden to enter include *vampires* and any *undead*, *cannibals*. *Necromancers*, *Witches*, and *zealots* who cannot control themselves, with Psi-Stalkers counted among the latter. The problem with Psi-Stalkers, who instinctively hunt the supernatural, is that they have great difficulty controlling themselves from brawling, battling and killing the many supernatural and monstrous beings in the city, especially when provoked. Furthermore, The Lords of Magic are extraordinarily hard on all psychics, especially master psionics such as the Mind Melter, Mind Bleeder, Psi-Stalker and Psi-Slinger. This has led some to believe that The Three either have a personal vendetta or hatred for psychics, or a vulnerability to psionics.



A wide variety of supernatural creatures can be found walking the streets of Dweomer. There are Titans, numerous Dragons (mostly hatchlings and adolescents; only a few adults), Brodkil, Gargoyles, Sowki, Techno-Gremlins, Temporal Raiders, Sphinx, Giants, and a host of demons and other dimensional beings. Alignments of these inhuman creatures vary dramatically, from good to evil. Those in positions of power, or who represent a group, tend to be honorable (aberrant evil, scrupulous or principled). Creatures who normally feed on other intelligent life forms or regularly engage in blood sacrifices must curb their nature. As mentioned previously, murder and eating of intelligent beings (including humans) is not tolerated. Those who refuse to follow the laws and protocol of the city are banished. Beings who have been banished, but later found in the city illegally, are typically interrogated, sternly warned and fined (5000-15,000 credits) and escorted out of the city. Those caught in the commission of a crime are punished to the fullest extent of the law, while those caught in acts to undermine the city, one of the magic guilds, brotherhoods or the Lords of Magic are executed (sometimes publicly, sometimes secretly)!

Population Breakdown:

Permanent Citizens (circa 105 P.A.): 49,628

Humans: Ordinary 25%

Humans: Trained in Magic: 28%

D-bees: Ordinary 17%

D-Bees: Trained in Magic: 15.5%

Dragons: Hatchlings 2% (roughly 800)

Dragons: Adult 0.5 (roughly 200)

Demons: Lesser 3% (includes Brodkil and Gargoyles)

Demons: Greater 5% (mostly Rakshashas, Bal-rogs, and Gallus)

Other Supernatural beings: 4%

Note: Dragons, demons, and supernatural beings are typically versed in magic.

The most notable D-Bee factions:

Elves 10% (see **Rifts@ Conversion Book**, One)

Dog Boys & Other Mutant Animals 3% (see **Coalition War Campaign™**)

Dwarves 3% (see **Rifts@ Conversion Book**, One)

Giants (various) 5% (see **Rifts@ Conversion Book**, One)

Pogtal Dragon Slayers 5% (giants; see **Rifts@ Vampire Kingdoms™**, pg 150).

Nm br Gorilla Men 4% (see **Coalition War Campaign™**)

Quick-Flex Aliens 6% (see **Coalition War Campaign™**)

Simvan Monster Riders 11% (see **Rifts@ New West™**)

Vanguard Brawlers 7% (see **Coalition War Campaign™**)

Others 46%; consist of representatives of almost every D-bee race found in North America.

Transient Population: Approximately 3,000 "visitors" can be found in the City of Dweomer at any given time. All have been "invited" to the city and about half are escorted to it, sometimes blind-folded or magically, so they don't know its exact location. Those who are allowed to come and go are "regulars," typically traders, adventurers and practitioners of magic who have a vested interest in keeping the place a secret and safe; 30% are

supernatural beings or creatures of magic. Practitioners of magic are often accompanied by their young students or assistants. The rest include merchants, scholars, healers, adventurers, heroes, and slaves, among others. Most visitors are friends of citizens or associates of one of the city's magic guilds or brotherhoods, or the Lords of Magic. Most stay for weeks and months at a time.

One can only enter the city by using magic (dimensional portal, mystic portal, teleport or magic circle), by invitation or through petition (a formal request and subsequent grant of permission).

The veil of secrecy

The exact location of Dweomer City and, more importantly, how to actually find and enter the city ("Really, I know it's here ... somewhere ..."), is a carefully guarded secret maintained through numerous magical means. Most people outside the city and the Federation of Magic do not believe it even exists, thinking it a fable or tall tale. Those who do believe it exists often insist Dweomer is concealed in another dimension that is only accessible from a secret entry place somewhere in the Magic Zone — the same is said about legendary Psyscape and other mythical places. However, none of this is true of Dweomer. The city of sorcery exists in the real world between a place once known as Kingston, **Ohio** (about 10 miles/16 km north of Chillicothe) and the ruins of Chillicothe, a site of regular ley line storms, random Rifts and ritual magic — too dangerous a place to be settled, although it is a gathering place for sorcerers and the performance of rituals, and a number of tiny villages exist nearby. Dweomer is also near the *Mound City Group National Monument* and a few miles from the *Scioto River*.

The only way for outsiders to gain entry is to be *invited* to the city as a welcomed guest, teacher, worker, businessman, guild member, friend, resident, etc. A fair number of Federation members know the location of the city and have access to it, as do members on the Councils at *Lazlo*, *New Lazlo*, and *Tolkeen*; this is actually a relatively small number of people. The citizens of Dweomer and people in the know are pretty tight-lipped, even with relatives who live outside the city. Citizens like being safe and isolated, and some are fanatical about keeping its location a secret. Those who betray the secret will be banished or worse, and enemies who learn the truth are hunted down and slain.

Those who stumble upon the city and do not have permission to enter are asked to leave the area. If they know the place they have found (the name of the city is never mentioned to outsiders), they are not likely to ever be able to find it again (01-05% chance; roll percentile dice once for each attempted return to the city. That's once each return, not each day one looks for it. A failed roll means the character could look for months, even years, and never find it. A "return" means having **left** the Magic Zone for at least a month and coming back in search of Dweomer — one roll is made regardless of the time spent searching for it). Those who linger on the outskirts will be magically lured away, driven away, or slain. Anybody who threatens the city in any genuine way will be captured, interrogated and released miles away, or attacked and killed. Note: The forest and terrain outside the walls of the city are continually altered by magical illusions and distortions (an easy task for the Lords of Magic and their multitudes of loyal and helpful spell casting defenders and citizens).

Coalition patrols, especially Skelehots, who do occasionally stumble upon the city are destroyed to the very last man. As a result, Coalition intelligence believes the city *may* exist and is slowly trying to narrow down the areas in which such a place might be hidden. However, heavy casualties and troops gone missing are so commonplace throughout the cursed Magic Zone that this may prove to be an impossible task and will, at best, take decades. Lord Alistair Dunscon and others who have a grievance against the city, its rulers, or factions within the city, have refrained from revealing its location, usually for one of the following reasons:

1. They don't know the exact location, or more likely, can't find their way back due to the ever changing magical and illusory forest and other magical defenses.
2. They respect and appreciate the accomplishment of the city and don't want to **see** innocent fellow practitioners of magic hurt.
3. They hate the Coalition States more than they could ever hate any faction at Dweomer.
4. They fear repercussion from the mysterious Lords of Magic and/or the Federation of Magic — Dweomer and many of its residents are, after all, official members of the Federation.

The Dweomer Military

Dweomer Defense Patrols (**DDPs**) constantly patrol the woodlands for a 50 mile (**80 km**) radius around the city, with smaller teams extending farther to keep an eye on things and misdirect, chase away or kill enemies (necromancers, zombies, undead, CS troops, etc.) who may be a potential danger. DDP "Away Teams" typically include one Lord Magus or dragon hatchling, 2-4 Battle Magi, 1-2 Controllers in their Automaton or other magic practitioners, and 2-4 warriors or demons. Average level of experience is 3-5, with a leader who is 6-9th level. Of course special teams can be composed of any combination of sorcerers and/or human and inhuman warriors. For example, a Seek & Destroy Team might include 2-4 demons or monsters of any variety, 2-4 Battle Magi and/or Warlocks, and one high level (7th-10th level) sorcerer or a reasonably experienced hatchling dragon (at least 5th level) or a greater demon.

Perimeter Defenders rise to the challenge *so* their numbers and composition will vary with the threat. Perimeter Defenders are located at the Academies of the wall towers and can range from a group as small as a DDP team to that of a military company (160 troops). These warriors can respond to any threat within one or two minutes. When necessary, a battalion (640 troops) or brigade (1920) can come to the defense of Dweomer in a matter of 2D4 minutes, and an army of 10,000+ defenders can be mobilized in less than 20 minutes!

The Military Academies are located in the perimeter towers of the fortified wall around the community. These academies house, train and maintain the kingdom's "official" Army — one division of 5760 troops. Over 60% of these Defenders possess magical powers; roughly 25% are Battle Magi, 20% Controller Battle Magi, 5% Ley Line Walkers, **5%** Techno-Wizards, 10% other practitioners of magic, **5%** supernatural beings and creatures of magic (demons, hatchling dragons, etc.) and the remainder, conventional military troops (if a soldier clad in magical armor and wielding TW and other types of magic weapons can be considered "conventional").

The average conventional soldier is of 3-6th level experience, but among wielders of magic, the average level of a *cadet* is 2-4th, a typical *Battle Magi, Controller, or spell caster* is 4-7th, and *officers* are 8-12th! Of course, since magic is so common, a full 50% of Dweomer's overall population possesses magical knowledge and abilities. Of those, the ones who do not regularly use magic or actively continue their studies typically range from 1st to 3rd level. Those who regularly study and practice magic are, on average, 4th to 9th level. Even 40% of the children are taught the rudimentaries of magic and are first level in one particular area of magic by the age of 15 or 16.

The Three Brotherhoods of the Magi. The Magi are the elite magic citizens of Dweomer. Each is the product of one of the following Brotherhoods: the Brotherhood of Battle which produces the Battle Magi and Controller Battle Magi, the Brotherhood of Magic who train Lord Magi, and the Brotherhood of Creation, where the High Magi learn their craft — the elite of the elite, makers of the Automatons. Note: See the individual O.C.C.s for more details.



Defense Strategies and Tactics: Masters of tricks and **mis-**direction. The Lords of Magic and other defenders prefer to misdirect, confuse, demoralize, frighten and chase away potential threats, travelers and adventurers rather than destroy them. This is true even when facing the Coalition Military. To play it safe and avoid the possibility of a *Skelebot* having recorded data that is still retrievable or has an active homing beacon, etc., non-living 'bots are destroyed and their pieces gathered and either dumped far away or annihilated/atomized. For similar reasons, weapons, armor and equipment are not usually captured as spoils of war and are also destroyed or dumped far away. Sometimes they are *moved* to a different location to confuse and misdirect intruders or returning troops. CS human and Dog Boy troops are typically confronted by a Dweomer Defense Patrol or several squads. Small squads are preferred because they are very mobile, hard to track and even 3-4 small groups working in tandem don't suggest any link to an organized military or a city. Again, magic is typically used to frighten and lead the soldiers away from Dweomer.

Force is sometimes needed to "remove" invaders, and the Dweomer Defenders don't hesitate to use it when necessary. They have found a sudden attack from several sides (but leaving an escape route) is a wonderful way to uproot a camp of stubborn intruders who don't scare or confuse easily. The ensuing panic and inevitable confusion of combat means those under attack don't usually notice details, lose track of their position and time, and are often easily "herded" away and/or sent in a different direction. Sometimes the intruders are even allowed to believe they have repelled their (DDP) attackers, especially if they have decided to leave the region or go in a different direction. Throw in some illusions, area affect magic, monsters and other conditions or attacks and the ploy works wonderfully. Battered and injured, but alive, the intruders are usually allowed to retreat, especially if retreat means leaving the region to head back to an outpost far away. Even if the troops return (a DDP usually keeps an eye on a campsite for weeks after a confrontation), magic (or physical means) can be used to conceal the original campsite (no point of reference) or to get the returning interlopers (with reinforcements?) wandering around in circles for days. Most give up after a week of pointless searching.

This "merciful" campaign of subterfuge is not out of any great regard for life, but to avoid the kind of bloodshed and madness that arose during and after the Federation's Battle for Chi-Town (12 P.A.). The Lords of Magic would like to avoid repeating that aspect of history. Likewise, these tactics don't give the CS a motive for revenge or a crusade of genocide and keep Dweomer a nameless, faceless enemy. DDPs and other wilderness defense forces do not wear identifying uniforms or insignias, nor do they identify their allegiance or place of origin. Those who do reveal the city are punished severely and usually drummed out of the military in disgrace. Thus, one of the greatest cities in North America is a nameless shadow, steeped in myth and legend.

CS troops and other intruders are captured or destroyed only when it is fairly certain they know the identity and location of Dweomer, and are likely to be able to find their way back. More often than not, trouble comes from fellow (or rival) practitioners of magic and demons who have a bone to pick with the city, one of its Brotherhoods or the Lords of Magic.

Dweomer & the Federation of Magic

Technically, the Lords of Magic and Dweomer are members of the Federation of Magic, although they will not involve themselves in attacks against the Coalition States, nor will the Lords of Magic harbor terrorists in their community. The Three and most of their citizens profess peace, equality and isolation — preferring to stay out of the affairs of the world around them, including the CS and Federation of Magic. This means Dweomer is more of a figurehead member of the Federation than an active participant. The Federation of Magic has no wizards' guild, or any presence whatsoever. Lord Alistair's Council has often suggested placing an embassy or at least spies to keep an eye on the community and the mysterious Lords of Magic, but Alistair will have no part of Dweomer. He insists that what few loyalists exist in the City-state will warn him of any plots against him, besides, he is confident that the isolationists of Dweomer are glad to be left alone and will do nothing to thwart him as long as they are left to themselves (he is correct). He has also suggested that the Lords of Magic fear him and his Splugorth allies and that this too will keep the Lords of Magic from raising a hand against him. In truth, The Three do not fear Lord Alistair as much as they dislike and want nothing to do with him. As long as he does not directly involve them in the affairs of the Federation of Magic, the two powers can coexist in peace. Note: The Lords of Magic have not officially left the Federation for fear that it would provoke the insane Alistair. Ever the plotters and manipulators, they straddle both sides of the fence to maintain peace and independence for Dweomer. Should Alistair Dunscon ever move against them, he will learn the true meaning of power.

Lord Alistair Dunscon finds this position of isolation and hiding to be despicable, and he secretly harbors great resentment toward the rulers of Dweomer and its citizens. He regards the Lords of Magic as cowardly, treacherous aliens who contributed to the death of his father and the fall of the Federation of Magic. Likewise, he sees the people of Dweomer also as cowards who hide snug in the prosperity of their little world and turn their back on the rest of the magic community and its continuing struggle against the hated Coalition. Alistair secretly longs to see Dweomer laid to ruin and the Lords of Magic tortured and slain. During his transdimensional travels, he has learned the hue nature of The Three, and knows such a task would be most difficult. Still ... he muses over plots for revenge. Someday, he thinks, some day there will come a reckoning.

Dweomer & the Coalition States

Dweomer City has avoided conflict with the Coalition by hiding. Through the use of powerful and alien magic, they have concealed their location and have even blocked Coalition sensors to avoid discovery. The city is cloaked by magical illusions and dimensional magic so that it is virtually impossible to find through conventional and technological means. Most travelers stumble upon it quite by accident. The only other way to find the city is to be invited and brought there. CS patrols have spells of misdirection and/or illusions cast on them, causing them to lose their way, or to forget or question what they have seen (was it real or illusion?).

Should the Coalition discover Dweomer City, its defenses are formidable. The city is surrounded by a ring of towers four

hundred feet high. These towers are the focal points for a barrier between the city and the outside world. One of a High Mage's most important jobs is to maintain this force field. Normally the barrier is only the same height as the towers, but in a time of war, the Lords can perform a powerful ritual that will draw the shield up over the city.

Diplomatic Relations

A council has been set up, with representatives from each race in the city, to act as a liaison between the Lords of Magic and the people. So far, it has worked. The Lords of Magic have managed to find a small piece of prosperity in a chaotic world, and they will do whatever is necessary to safeguard it.

The Cult of Dragonwright: The Lords of Magic are finding the Cult of Dragonwright to be a real annoyance. Many Fadetowns have become devoted to dragons and don't believe they need the help and guidance of Dweomer City or the Federation of Magic. Even in Dweomer, many people have taken up dragon worship, undermining the power of the Lords of Magic. There is some concern that The Three may lose some of their influence if too many are converted and turn to dragons (it may also instigate stronger action from the CS), but so far, the cult seems to be small and typically propagated by dragons in search of a people to rule, or better yet, people to serve their every whim. The Lords of Magic and their Magi have quietly stomped on any cults that took root in Dweomer City. As far as they know, there are no Dragonwright cultists in their town.

The Coalition States: None! The Coalition States represent a constant and deadly threat to their very existence. There is no doubt that if the CS learned Dweomer was ruled by aliens from another dimension and harbored thousands of D-bees and supernatural beings, as well as hundreds of dragons, the noble city would be placed on the top of the CS "hit" list. Although the CS is feared and hated by most city inhabitants, they agree with the Lords of Magic that there is no point in provoking them. The people of Dweomer have no desire to wipe out all humans, to ravage the Coalition's cities or to enslave or eat all its residents. They simply want a place where they can live in peace and prosperity in a harsh and dangerous world. Consequently, the citizens actively promote The Three's policy of hiding and isolation.

As is common knowledge, the Coalition States regard any person, place or thing that relies on magic as a threat to humankind, and must be destroyed. As a result, the Coalition constantly sends patrols into the Magic Zone and other areas, hoping to find evidence of the Federation of Magic, and confirm or refute rumors of a magical city called Dweomer, Psyscape and other places believed to exist in or around the infamous Magic Zone — or proof that such places have been destroyed beyond reclamation. Any Coalition patrols that get too close are either misdirected, or wiped out. It is feared, though, that sooner or later, Coalition Intelligence will piece together enough data to discover the blank spots where patrols never go or never return from. When they do, they'll have found the city of Dweomer and peace will be lost.

Lord Dunscon: The Lords of Magic have no delusion that Alistair Dunscon holds them responsible (at least in part) for the death of his father and the collapse of the original Federation of Magic. They also suspect that Alistair Dunscon is quite insane,



obsessed with revenge and power. The exact extent of his power and "alliances" (to the Splugorth or whoever) is unknown.

The Federation of Magic: Dweomer City is currently in a cold war-like situation with Dunscon and his followers. While open hostilities are rare (the Coalition is a greater threat), neither side **trusts** or likes the other. There have been numerous incidents — wizard duels, raids, attacks, murder, robbery, kidnapping, vandalism and other trouble — between patrols, adventurers, and people of Dweomer (and associates) and members of the True Federation away from the city. All such incidents are allegedly without the knowledge or sanction of Lord Dunscon, and, admittedly, have been instigated by the worst of that lot (old rivals, demons, Necromancers, etc.).

Ironically, if the Coalition States should ever launch a full scale invasion against the divided people of the Magic Zone, the Lords of Magic and the Federation of Magic would, more likely than not, join forces to defend the region.

Fadetowns: Most Fadetowns can tentatively rely on assistance from Dweomer City in times of great trouble, but generally the Lords of Magic leave them to themselves. The Lords are attempting to cultivate good relations with them, but aren't having much luck. Fadetowns prefer their low profile.

The Grey Seers: The Grey Seers are seen as neutral, and a useful source of information. The Lords of Magic have helped to protect and nurture their small colony in exchange for clairvoyant visions.

Grim Reapers: The Lords of Magic believe the Grim Reapers are an abomination. A perversion of magic and technology that obliterates their victim's humanity, reducing them to death hungry Murder Wraiths. Necromancy in general is considered distasteful, but for a sentient to be trapped in undeath is repulsive. Dweomer's agents and defenders are given a free hand to destroy any members they encounter. Not surprisingly, the Grim Reapers are rumored to support Lord Dunscon and serve him as a mercenary force. So far, these horrid creatures have stayed clear of Dweomer City, although they are a danger to heroes and adventurers throughout North America, and particularly in the Magic Zone. The Grim Reapers are a constant source of trouble with the Coalition States and help to nurture the Coalition's view that all magic is evil.

Magestar: The Lords believe the Mystic Triad members are hopeless dreamers and do-gooders. They are overly idealistic and distressingly naive. Brethan and the Lords have no quarrel with them.

Society of Sages: The Society of Sages is viewed with suspicion due to their shady dealings and rumors of dragon hunting. Nevertheless, the Lords see *Cagliostro* as a potential ally since he was ousted from his kingdom by Lord Dunscon and his lackeys.

Stormspire: Stormspire is tolerated, as K'zaa rarely involves himself in the affairs of Dweomer or Federation politics. The Lords of Magic do worry that spreading word about Stormspire may lead to the discovery of other magic communities and Federation members, but so far, nothing has happened. As long as K'zaa keeps to himself and doesn't pull the Coalition down on everyone's heads, Stormspire can be ignored.

Tolkeen: None. They have elected to stay out of any conflict between the Coalition States and another magic kingdom. Of course their hearts go out to them and the Lords of Magic have

made it known that they will give sanctuary to any who want it. To this end, secret Away Stations have been established. From there, refugees are magically whisked away to Dweomer, enabling the Lords of Magic and their agents to help people without revealing Dweomer's true geographic location. Refugees who desire to leave after they arrive are taken back to the Away Station or another distant locale. Those who harbor strong anti-Coalition sentiments are refused admittance into the great city and it is suggested that they find their way to Alistair Dunscon in the south.

The Lords of Magic

In the darkness, he stirred. A faint point of light flickered in the unending night. He grunted, turned, and tried to sleep once more. Time passed.

The flickering light played upon his motionless form, but was oppressed by the impenetrable darkness. He stirred again, the light annoying, foreign and disruptive. Then ... he woke.

Eyes closed for thousands of years slowly opened, releasing the first true light the empty space had known since he closed them. He rose from the nothingness on which he lay, and stretched out with his senses.

"It is time," he thought.

"At long last the Megaverse has provided a place capable of sustaining our power. A world rich enough in magic to feed our life-force and our spells. A world filled with chaos and excitement. I knew our sleep would not be in vain! The others will see they were right to trust me in this."

"Wake, my brothers." Though spoken loudly, the sound was sucked into the emptiness, fading instantly to a mere whisper. Near him, the others stirred.

"Awaken, my brothers," he repeated.

"Our time has come again. Once more we will walk the Megaverse, and be witness to the passage of time. Awaken so that we may finally leave this wretched place of dreamless sleep and endless darkness. Rise, brothers, for we have purpose once more!"

Slowly, two more shapes rose in the darkness to stand just behind the first. Three colors of swirling light now played in the darkness, a riot of color and action compared to the persisting emptiness of moments before.

"My lord," spoke the second, his voice little more than a wheeze in the void, "how long has it been?"

"In this place, ... who can tell? Many thousands of years at least. Come, I have found the place. Let us leave this abysmal darkness behind, and rejoice if we never have to return."

With that, the leader turned, searching the darkness for that one speck of light and life that had drawn him from slumber. He could feel its light and drew magical energy through it. Moments later, a circle of glowing blue-white energy rippled in the black emptiness, tearing a hole in the very fabric of space and time. With an ominous laugh that sounded of both joy and expectation, the leader stepped through the Rift; his huge, four armed body casting strange shadows in the light.

"At last, my brothers, we step into the light and are free to meddle in the fate of the Megaverse once more."

"Heroes!? How can you even suggest they are heroes?"

"I don't care what they've accomplished since the death of my father. Or what pathetic street urchins look up to them.

"When their power could have shifted the balance, they stood mute and did nothing. They condemned thousands of our people to death. The Three betrayed us to Chi-Town. Let my father die. And tossed us all to the wolves.

"And for what?"

"Power.

"They saw what my father had built and wanted it for themselves. He would always stand in their way, so they let him die.

"You'll never convince me that they weren't waiting in the wings like vultures. Waiting to step out of the shadows and assume the mantle of power my father had created. No. Their calculated inaction was all part of a bid for power. A scheme that cost the lives of ... what? A hundred thousand of our people? Maybe more? I lost my entire family. Thousands did. What kind of heroes allow that?"

"Vultures! Cretinous vultures, I say. Beings with the power of the gods, satisfied with picking at the bones of the dead so they might steal what few crumbs survived the carnage. Dweomer is built upon the bones of my father and the hundred thousand who followed him. Their blood watered and nurtured the seeds of everything that The Three possess. That is the truth. And just as Dweomer was born from the blood of the innocent, so shall the ichor forever mark them for what they really are ..."

—Alistair Dunscon, to his Council
on the topic of the Lords of Magic

The Lords of Magic are three enigmatic beings from a world or dimension that may no longer exist. Each appears as a golden skinned, male god stepped down from Mount Olympus. They are handsome, humanoid giants towering 16 to 17 feet (4.8 to 5.2 m) tall, with four powerful arms rippling with muscles. They have no body hair whatsoever, which only seems to add to their sleek beauty and exotic appearance. Energy crackles around their two eyes with a multi-colored light where the pupil should be. In close company, visitors can see that their skin is made of fine scales that feels like smooth, cool silk. At a quick glance, some have mistaken The Three as Rahu-men from the Palladium World, but they are not.

Many people guess at the nature of their being, for the Lords of Magic will not talk about themselves, where they come from or their past experiences. If asked directly whether or not they are gods, the Lords of Magic smile and do not answer, or reply with, "We have been many things to many people." This has led many residents and visitors of Dweomer to speculate on their origin.

The three Lords neither deny or confirm speculation about their origins, immortality, magnitude of power, or goals, *so* no one may ever learn the truth. Whether they harbor some dark *secret*, hide from powerful enemies, or have some secret plan for humankind and/or the Federation of Magic, is unknown. Certainly they have the power and respect to unite perhaps as much as 35-40% of the many factions currently within the Federation of Magic and Magic Zone, and usurp the power so sought after by Alistair Dunscon. Yet, they do not. Or do they wait for the right moment?

Some have suggested that the Lords of Magic started out life as normal *Rahu-Men*, and as they gained power, were slowly changed from their original mortal form. If this is true, it is speculated that these mortals have risen to the status of demi-gods or godlings, and have discovered the secrets of immortality, for they are believed to be ancient and often hint about other worlds and other times. To add fuel to this speculation, the Lords of Magic count nearly seventy Rahu-Men among their most loyal and devoted subjects. Ask these stalwart followers their opinion, and they will wax on about how it is obvious the “Three Great Lords began life just as we, but rose to become gods. If we follow their example and serve them well, someday, we too may find the enlightenment to become a god.” These people fervently believe that the Lords *were* originally Rahu-men and that by following in their footsteps and “serving them well,” they too may someday achieve divinity. In this regard, these Rahu-Men are fanatics and will lay down their lives to protect the “Three Great Lords” *so* that others may continue their quest for godhood in the service of the “anointed.”

Most other people also regard the Lords of Magic as gods, although The Three have never asked to be worshipped and, other than Rahu-men and a few other unauthorized cults, have no religion, churches, or shrines in their name. Instead, they serve as the benevolent Lords of Dweomer, teachers, advisors and protectors. The Three are respected by many races and count among their friends, allies, and associates, thousands of practitioners of magic, demons and demon lords, young and adult dragons, Temporal Raiders, and numerous other supernatural creatures and beings of otherworldly power. **Most** of Dweomer’s citizens believe the Lords of Magic have some grand plan in store for them in particular, and the people of Earth (including nonhumans) **in** general. However, whatever that “grand plan” may be, The Three keep it to themselves.

Rivals and others who have reason to question the divinity and power of the Lords of Magic, wonder if they are not impostors or fallen gods. They can’t help noticing that these so-called gods rarely take a direct hand in combat and their “protection” is to magically shield and hide the city rather than smite down its enemies. If these three really possess the powers of the gods, then why don’t they **use** their powers? Why hide? Why maintain such a low-key existence? These questions have also bred theories that The Three may be fallen gods and, in fact, may be refugees hunted by other, more powerful gods. Some have suggested that they fear Lord Dunscon and are cowards.

Whatever they may be, there is no denying the three Lords of Magic are powerful practitioners of magic, have personally created an impressive number of spell incantations, founded areas of mystic study (such as the three Magi) and are the designers of Dweomer’s famous Automatons. Furthermore, they possess su-

pernatural strength and incredible mega-damage capacity greater than the ancient dragon. Speculation and guesswork aside, all that is known for certain is that The Three are supernatural, alien beings from another world (perhaps another dimension) and *may* or may not be gods.

Special R.C.C. Powers & Limits of Note

1. The Unity of Three. Those who associate closely with the Lords of Magic, such as the leaders within the Magi, have learned that The Three are at their most powerful when united and working together. For some inexplicable reason, their individual P.P.E. levels, skill performance and even physical M.D.C. are at their highest when the three Lords of Magic are united in purpose and within close proximity of each other (within 10 miles/16 km). When apart, they are markedly diminished. This is yet another secret that the Lords of Magic never discuss, even among their closest friends and allies.

In a game context, G.M.s consider the following. The stats listed, including M.E., P.S., P.P., P.S., Spd, P.P.E., M.D.C., bonuses, attacks per melee, level of experience and skill proficiencies (typically at 80-98%) are reduced **by** one third (33%) for each Lord who is apart (apart physically, further than 10 miles/16 km away, or apart in goals and purpose). This means if one of the three is gone or unwilling to commit to a common goal, the stats of all three are reduced **by** one god or 33%. If two of the Lords of Magic are away in different regions or apart in purpose, the stats of each of the three is reduced **by** two gods or 66%! Note: Although they promote peace, learning and self-discovery, The Three are not pacifists.

2. Other weaknesses:

- Despite the confidence they exude, The Three are uncertain of themselves when it comes to committing to combat and violence. While this is not necessarily a bad thing, they often hesitate or try to avoid the inevitable, too often at the expense of others (as is evident in their dealings with Alistair Dunscon and the True Federation of Magic). However, once they make a decision, The Three are fully and unwaveringly committed to it and act decisively.
- Most, virtually all, decisions are made **by** all three of the Lords of Magic. Unanimous conviction is extremely important to them, especially when making important decisions. When one is away, the other two will try to wait until his return. When one is in discord with the other two, they will spend hours, days and even weeks weighing the issues, doing more investigation into the matter and discussing it among themselves. Again, this can lead to troubling delays. Even many small decisions will be weighed, often in secret, **by** all three. Fortunately, The Three are usually of like mind and reach agreement quickly. Since coming to Rifts Earth, they have never been *so* at odds that they could not eventually come to an agreement.
- The Lords of Magic are vulnerable to psionic attack, each saving as if a minor psionic (need a **12** or higher to save) and without psionic abilities themselves. Yet, strangely, they are impervious to mind control and all forms of possession.

3. Create Automatons. Each has the magic knowledge, skills and ability to create Automatons and to perform the bonding ritual that links a Controller to a specific Automaton.



What nobody knows is that part of the energy that gives the Automatons their power and life comes from the Lords of Magic; equally distributed between The Three. For these powerful beings that translates into one M.D.C. point and one P.P.E. point temporarily taken from their normal personal reserve (the most powerful of the gods, all Fathers, **all** Mothers, Thoth, Set, etc., could do the same if they held the magic knowledge of Automaton creation). When an Automaton is destroyed, that one point of P.P.E. and M.D.C. **is** returned to the god who contributed it. This also means the Lords of Magic can take back their life's energy with a touch and a thought, instantly turning the construct into a lifeless statue.

Brethan D'zir

High Lord Magus, First Among Equals

Although each of The Three are said to be equal, Brethan is clearly their spokesman, for it is he who usually addresses the people, giving voice to the decisions, edicts, opinions, laws, and advice of The Three. He is also the one who pronounces judgments and punishments, although it **is** Coran, Lord Battler, who usually enforces them. Most inhabitants of Dweomer think of Brethan **as** their King and/or chief god. This is largely due to the fact that his two brothers always seem to stand in his shadow. In public, the two always stand a few feet behind Brethan and usually defer to his words, rather than speak for themselves. It is only when the three are separated, such **as** when one addresses his Brotherhood of the Magi, that they give voice to their own thoughts and views, but even then it is apparent that The Three are in agreement. Thus, the Lords of Magic are seldom seen apart or divided, and are usually found together, conferring with one another or simply enjoying their company.

A natural leader, Brethan radiates an aura of power, strength and confidence. Generally soft-spoken, quiet and thoughtful, he is always firm in his (their) resolve, and, when necessary, Brethan can be **as** forceful **as** a hurricane. He is slower to anger than the other two and tends to recognize all sides of a conflict or issue, at the same time keeping his own resolve. Brethan and his two brothers were awakened and drawn to Rifts Earth not only **by** its immensely powerful magic energy, but its great potential — the potential to reach hundreds of different people and help them learn and build while growing and building themselves. He/they feel a duty to guide and protect those who follow them (The Three), and seem to have some far-reaching plan, presumably beyond the understanding of mere mortals. Brethan is determined to make Dweomer City a haven for magic and exploration of the humanoid spirit. Though he may not like it, he/they will use whatever means necessary to defend their kingdom.

Brethan has dark blue eyes that crackle with dark energy, yet at the center of his eyes is a swirling rainbow of color. All three have the same general appearance except for eye color, stature, and facial features. The High Lord Magus usually wears dark blue robes embroidered with mystic symbols.

Title: High Lord Magus; also referred to **as** Brethan, First among Equals, and Master of the Brotherhood of Magic.

Name: Brethan D'zir

Species: Unknown; supernatural on a god-like level.

Alignment: Scrupulous

M.D.C.: 16,500 **P.P.E.:** 8,000

Sue: 17 feet (5.2 m) tall; two tons.

Age: Thousands if not millions of years old.

Horror/Awe Factor: 15

Attributes: I.Q.: 24, M.E.: 22, M.A.: 26, P.S.: 42, P.P.: 24, P.E.: 30, P.B.: **14**, Spd: 25, roughly 17 mph (27 km); attributes are supernatural.

Disposition: Noble, confident and commanding, yet gentle, compassionate, merciful and wise.

Experience Level: 24th level Lord Magus and the equivalent of a 24th level scholar.

Skills of Note: All communication, medical and science skills at 98%. All technical skills at 86%, plus hunting, swimming 98%, climbing 90%/80%, W.P. sword, W.P. staff, W.P. blunt, and speaks American, Spanish, Elven/Dragonese, and Demongolian, each at 98%. Literate in all languages he can speak at 98%

Magic Knowledge: All common spell magic in this book and in the Rifts RPG, spell levels **1-15**, plus has a good knowledge of dimensional travel. Spell Strength is 17!

Psionic Knowledge: None.

Powers & Abilities of Note: Does not eat or drink, but survives by "eating" magic energy from Ley Lines. Bio-regenerates 1D6x10 M.D.C. per melee round. Turn invisible at will, see the invisible, keen hawk-like vision, immune to S.D.C. weapons and spells, impervious to poison and disease, resistant to heat, fire and cold (does half damage), also takes half damage from all magic spells and magical weapons, but takes double damage from technological weapons of metal such as rail guns, vibro-blades, etc. Teleport self 98%, and dimensional Teleport 90%; fundamentally, the last two are the same **as** for dragons. **Optional (see Dragons & Gods):** Epic Scale, god-like perceptions, and has the *Deific Powers* of Create Deific Portal, Display Deific Omen, and Manifestation.

Attacks per Melee Round: Nine physical or three spell attacks.

Bonuses: +6 on initiative, +9 to strike, +9 to parry and dodge, +6 to pull punch, +4 to roll with impact or fall, critical hit on a natural 19-20. Knockout on a natural 20.

Damage inflicted by hand to hand Combat:

Restrained Punch: 5D6+27 S.D.C.

Normal Punch: 6D6 M.D.

Power Punch: 2D4x10 M.D. (but counts **as** 2 attacks)

Kick: 1D4x10 M.D.

Leap Kick 2D4x10 M.D. (but counts **as** 2 attacks)

Stomp: 2D6 : 4D6 M.D.

Body Flipthrow: 4D6 M.D.

Weapons & Equipment of Note: Just about any, but the most rare Techno-Wizard and magical devices are available to Brethan. He will not use rune weapons, Bio-Wizard creation, or anything linked to Necromancy and the Undead.

Cybernetics & Bionics: Can not use them.

Allies: His brothers, the residents of Dweomer City, and those factions of the Federation of Magic currently willing to follow him.

Enemies: The most notable include the Grim Reapers, Lord Alistair Dunscon, the Coalition States, the Undead, Necromancers, Witches and select others. Splugorth are not enemies per se, but are considered dangerous and to be avoided.

Coran D'zir, High Lord Battler

Coran is a natural at military strategy and tactics, a strong leader and a deadly warrior. He is willing to use whatever means it takes to destroy his enemies or protect his allies. Although a true master of the feint, parry and defensive combat, he is equally adept in devastating and brutal attacks. His favorite tactic is to turn his enemies' own strengths, powers and resources against them — their defeat is more satisfying that way. Despite this ruthlessness, he is capable of compassion and feels responsible for those under his protection. He is dedicated to his brothers and Dweomer. Those who earn his friendship have an ally for life. Those who earn his enmity have reason to fear. His two brothers are a tremendous calming influence on Coran and they help to hold his aggression in check. Although Coran thrives on conflict and battle, he is a being of conviction and peace.

A physical powerhouse, his mastery of magic enhances his combat abilities, making him the deadliest fighter of The Three. It is said that the Battle Magi are a reflection of Coran, strong in mind, body and character, as well as magic. Thus, the city's defenders are bold, confident and difficult to frighten. None tremble in the face of the Coalition's power, and many would like a piece of Alistair Dunscon and his True Federation of Magic.

Title: High Lord Battler; also referred to as Coran the Avenger, and Master of the Brotherhood of Battle.

Name: Coran D'zir

Species: Unknown; supernatural on a god-like level.

Alignment: Aberrant evil

M.D.C.: 13,500

Sue: 16 feet (4.9 m) tall; 1.8 tons.

Age: Thousands if not millions of years old.

P.P.E.: 6,600

Horror/Awe Factor: 16

Attributes: I.Q.: 20, M.E.: 21, M.A.: 22, P.S.: 53, P.P.: 26, P.E.: 32, P.B.: 10, Spd: 33; attributes are supernatural.

Disposition: Coran is the most militant of the brothers and lives by a twisted code of ethics. On one hand, he tends to underestimate his enemies, always believing he and his brothers are smarter and more capable than those they face. On the other hand, Coran tends to respond with overkill, especially when angered. His idea of mercy is often a quick death.

Experience Level: 20th level Battle Magus.

Skills of Note: All espionage, military and rogue skills at 92%. All wilderness and lore skills at 84%, all W.P.s at 15th level, plus speaks American, Spanish, Elven/Dragonese, and Demongogian, each at 98%. Literate in all languages he can speak at 98%.

Magic Knowledge: All combat/offensive spells from levels 1-15, plus all metamorphosis, flying, teleportation and dimension spells. Spell strength is 15.

Psionics: None.

Powers & Abilities of Note: Does not eat or drink, but survives by "eating" magic energy from Ley Lines. Bio-regenerates 1D6x10 M.D.C. per melee round. Turn invisible at will, see the invisible, keen hawk-like vision, immune to S.D.C. weapons and spells, impervious to poison and disease, resistant to

heat, fire and cold (does half damage); also takes half damage from all magic spells and magical weapons, but takes double damage from technological weapons of metal such as rail guns, vibro-blades, etc. Teleport self 95%, and dimensional Teleport 80%. **Optional (see Dragons & Gods):** Epic Scale, god-like perceptions, and has the *Deific Powers* of Hellfire Blasts, Forge Holy Weapon, and Manifestation.

Attacks per Melee Round: 12 physical or two spell attacks.

Bonuses: +10 on initiative, +12 to strike, parry and dodge, +6 to entangle and pin, +8 to disarm, +8 to pull punch, +8 to roll with impact or fall, critical hit on a natural 18-20, knockout on a natural 20, kick attack, jump kick, leap attack, paired weapons (up to four), and +12 to save vs Horror Factor.

Damage inflicted by hand to hand Combat:

Restrained Punch: 1D6x10+38 S.D.C.

Normal Punch: 1D6x10 M.D.

Power Punch: 2D6x10 M.D. (hut counts as 2 attacks)

Kick: 1D6x10 M.D.

Leap Kick: 2D6x10 M.D. (hut counts as 2 attacks)

Body Flip/throw: 6D6 M.D. and usual penalties

Head Butt: 5D6 M.D.

Quadruple Punch: 4D6x10 M.D.; uses four melee attacks, but looks as impressive as it is devastating.

Allies: His brothers, the residents of Dweomer City, and any who fight his enemies.

Enemies: The most notable include the Grim Reapers, Lord Alistair Dunscon, the Coalition States, the Undead, Necromancers, Witches and select others. Splugorth are not enemies per se, hut are considered dangerous and to be avoided. Coran hates Alistair Dunscon and wanted to destroy him when he was a child, and again suggested killing him when he first reappeared as an adult. Alistair has grown to become a powerful force. He will never bend, or submit, and may need to be destroyed. However, the Lords of Magic have incredible patience, and see no need to push the situation. For the moment, they wait and watch.

Cybernetics & Bionics: Can not use them.

Appearance: The same as the other two brothers, except Coran's eyes glow red. He tends to wear artistically engraved, piecemeal armor most of the time — it is for looks only, and offers no real protection.

Weapons and Equipment of Note:

1. Battle Sword: A giant (8 ft/2.4 m) mystical weapon of great power, the sword can do the following:

- Inflicts 2D4x10 M.D., with an additional 100 M.D. against gods and alien intelligences.
- Can cast the following spells equal to an 8th level fire warlock (six spells total per 24 hours): Lower Temperature, River of Lava, Fire Whip, and Flame of Life.
- Fire Ball that does 1D6x10 M.D., with a range of 2000 feet (610 m). Each Fire Ball blast counts as one of Coran's melee attacks for that round; point and shoot.
- Is indestructible

2. Armor of Flames: A suit of magical armor that appears to be made of fire. Coran only wears it into battle, never in peace time or for ceremony. It has 1500 M.D.C. which regenerates at a rate of 250 M.D.C. per 24 hours. Any opponent grappling with Coran suffers the following damage: Touch: 1D6 M.D.; grab-

bing/holding/grappling does 3D6 M.D. per five seconds of contact. The heat alone will keep most people without environmental body armor or a mega-damage body 15 feet (4.6 m) away. Amazingly, while the fire bums to the touch, it does not set combustibles ablaze.

Leizak D'zir, High Lord Creator

Leizak is fascinated with life, change, learning and building. A born teacher (and student) always eager to learn something new and who enjoys showing others how to unlock the mysteries of the Megaverse, and themselves. It is said that he sees everything around in a glance and wants to understand it all. Leizak has a photographic memory (of events since their arrival to Rifts Earth), an analytical mind and head for details. In this sense, he is like an oriental guru who teaches inner peace, focus and control. All High Magi are members of his Brotherhood of Creation and, at one time or another, are apprenticed to him. Leizak is considered stem hut fair, and his loyalty to and from his students is unmatched. Nearly as knowledgeable in the mystic arts as Brethan, Leizak is mentally powerful, a fact that is evident in his calm, piercing gaze.

The most cerebral and least battle-oriented, Leizak has been accused of being a pacifist. However, the senseless killing and injustices of the Coalition States, Alistair Dunscon and his True Federation, the Grim Reapers and others who murder, torture and destroy for pleasure, revenge or power have given birth to bitterness and anger in him. He finds himself growing less tolerant of such brigands and assailed with thoughts of vengeance; not that anybody who looked at him could tell. Leizak is famous for his calm reasoning even under the most stressful conditions. **Thus**, the feelings he's noticed are easily kept in check. Still, for a teacher who professes inner peace, self-control and understanding, it disturbs him that these emotions, no matter how slight, simmer inside him. Those who kill a Magus risk invoking his wrath (usually expressed through other Magi who hunt down and bring those responsible to justice). But it is the slaughter of innocent women and children that incenses him and may draw his direct hand in retribution. In fact, Leizak's sense of protecting the innocent has made him borderline obsessive about the safety and secrecy of Dweomer. He regularly probes the defensive and concealment measures of the city in search of weak spots to be repaired. It is Leizak who twists and tweaks the magic energy around Dweomer that helps conceal it from technological probes and detection.

Title: High Lord Creator; also referred to as Leizak the Protector, and Master of the Brotherhood of Creation.

Name: Leizak D'zir

Species: Unknown; supernatural on a god-like level.

Alignment: Unprincipled

M.D.C.: 12,000

Size: 17 feet (5.2 m) tall; 1.7 tons.

Age: Thousands if not millions of years old.

P.P.E.: 7,400

Horror/Awe Factor: 15

Attributes: I.Q.: 26, M.E.: 28, M.A.: 20, P.S.: 40, P.P.: 24, P.E.: 28, P.B.: 10, Spd 20; attributes are supernatural

Disposition: Quiet and alert, something always has his thoughts; sometimes sullen and melancholy. The quietest of the brothers, Leizak is also the most patient.

Experience Level: 15th level High Magus, 12th level Stone Master (see *Rifts® Atlantis*) and 9th level Temporal Wizard (see *Rifts® England*).

Skills of Note: All communication, science and mechanical skills at 98%. All technical, electrical and rogue skills at 80%. plus pilot boats, ships, horsemanship: knight, and pilot related skills at 90%. W.P. sword, W.P. knife, W.P. revolver and W.P. energy pistol, all at 14th level, as well as speaks American, Spanish, Faeriespeak, Elven/Dragonese, and Demongolian, each at 98%. Literate in all languages he can speak at 98%.

Magic Knowledge: Knows all spells levels **8-15**, plus all creation, transformation and illusion spells, all stone magic, and all Temporal Magic. Spell strength is 17.

Psionic Knowledge: None.

Powers & Abilities of Note: Does not eat or drink, but survives by "eating" magic energy from Ley Lines. Bio-regenerates 1D6x10 M.D.C. per melee round. Turn invisible at will, see the invisible, keen hawk-like vision, immune to S.D.C. weapons and spells, impervious to poison and disease, resistant to heat, fire and cold (does half damage); also takes half damage from all magic spells and magical weapons, but takes double damage from technological weapons of metal such as rail guns, vibro-blades, etc. Teleport self 98%, and dimensional Teleport 96%. Optional (see *Dragons & Gods*): Epic Scale, god-like perceptions, and has the *Deific Powers* of Create Deific Portal, Forge Holy Weapon, Weaponwright, and Transmutation.

Attacks per Melee Round: Seven physical or three spell attacks.

Bonuses: +4 on initiative, +6 to strike, +5 to parry and dodge, +4 to pull punch, +4 to roll with impact or fall, critical hit on a natural 19-20 and +8 to save vs Horror Factor.

Damage inflicted by hand to hand Combat:

Restrained Punch: 4D6+23 S.D.C.

Normal Punch SD6 M.D.

Power Punch: 1D6x10 M.D. (but counts as 2 attacks).

Kick: 6D6 M.D.

Leap Kick 1D6x10 M.D. (but counts as 2 attacks)

Stomp: 2D6 M.D.

Head Butt: 3D6 M.D.

Body Flip/throw: 4D6 M.D.

Weapons & Equipment of Note: Just about any but the most rare Techno-Wizard and magical devices are available to Leizak. He will not use tune weapons, Bio-Wizard creations or anything linked to Necromancy and the Undead.

Cybernetics & Bionics: Can not use them.

Allies: His brothers, the residents of Dweomer City, and those factions of the Federation of Magic currently willing to accept him.

Enemies: The most notable include the Grim Reapers, Lord Alistair Dunscon, the Coalition States, the Undead, Necromancers, Witches and select others. Splugorth are not enemies per se, but are considered dangerous and to be avoided.

Appearance: The same as the others, except Leizak's eyes are green, and he tends to wear plain robes of varying colors.

The “True” Federation

By Kevin Siembieda
with ideas from Peter Murphy

Alistair Dunscon, the current head of the infamous Dunscon Family and self-proclaimed leader of the “True” Federation of Magic, rules over the second largest (and arguably, second most powerful) magic-based kingdom in the Magic Zone.

For a few years after his father’s death, Alistair wandered the Magic Zone, fruitlessly trying to calm and reunite the people. Unfortunately, General Joseph Prosek’s relentless campaign of genocide kept the young teen on the run and the people of the Zone terrified and divided. At the age of 13, Alistair, and a group of some 50 followers, tried to seize the ley line rich area that was once *Cincinnati, Ohio*. He even managed to close a dimensional Rift one of the nexus points to stop the flow of inhuman monsters that frequently emerged from it. However, he lacked the maturity and experience to hold the site. Shortly after a defeat in Cincinnati, Alistair Dunscon literally disappeared from the face of the planet. Where he may have gone is a matter of speculation, for Lord Dunscon will not say. Among the most widely circulated rumors, one is that he wandered the Megaverse in search of arcane knowledge and a Temporal Raider to teach him the ways of Temporal Magic, just as his father had done before him. Somehow, Lord Dunscon fell in with the Splugorth of Atlantis and is said to have finished learning his craft from *Lord Splynncryth* himself, and may hold the secrets of Bio-Wizardry. As unlikely as this may sound, it is common knowledge that Alistair Dunscon is indeed friends with the Lord of Atlantis, and some fear that there may be an unholy alliance as well — the full extent of their “friendship,” for the moment, is unknown.

The other persistent rumor is that Lord Dunscon has uncovered the secret of immortality. As proof of this, people point to the man himself. Alistair Dunscon was born at the beginning of the New Age, 1 P.A., which makes him in excess of one hundred years old, yet he looks no older than thirty. Of course, this *appearance* of youth could be maintained through illusion or be the result of Splugorthian Bio-Wizardry or symhiores.

Around 60 P.A., “Lord” Alistair Dunscon returned to Rifts Earth and the Magic Zone. He announced his presence by summarily slaying the heads of several Magic Brotherhoods who dared to lay claim to the leadership of the Federation of Magic. After their elimination, he warned their followers that there was only one genuine heir to the Federation, and it was him. Either they could accept that or perish like their leaders. Some perished, others reluctantly heralded his return.

Alistair also paid a visit to the City of Dweomer, where he politely put the three Lords of Magic on notice. He told them that of all the beings who had laid claim to his father’s legacy, that they had lived the most true. He commended them on their accomplishments and the marvels of their great city. He even compared it to his father’s own Grand City (Dweomer is more impressive than the Grand City ever was). To everybody’s surprise, he publicly apologized to *Brethan D’zir* for the things he had said in anger and youth.

“I know now, that you did what you thought right for the greater good of the people. I know you had no hand in my fa-

ther’s death or the fall of the Grand City, and I ask your forgiveness for ever suggesting otherwise.”

High Magus Brethan actually looked surprised and graciously accepted the apology. Adding that there really was **no** need for it.

“You have built a magnificent city,” Alistair continued, “and have kept my father’s dream alive without laying claim to the Federation of Magic. For this, you have my eternal gratitude. But understand, I return this day to claim my birthright. To take my position as rightful heir and supreme leader of the Federation of Magic. For only I may lead the one True Federation.

“I have no ill will toward you or your brothers. I applaud your accomplishments and I welcome you as important members of the Federation. I trust you will not be offended if I do not invite you to my Council, as I already have one in good keeping. Furthermore, I can see with but a glance that your hands are full with the business of your great city, so be it.”

The Three understood his words completely. Alistair Dunscon, self-proclaimed Lord of the Federation of Magic, had just offered them a truce. Do not challenge his right to lead the Federation and stay out of his affairs, and they could live in peace. He left them control of Dweomer, but they would **no** longer have a say in the affairs of the Federation of Magic. Being artfully cut out of the loop, The Three were not so certain they had been forgiven for any perception of wrongdoing against the Great Dunscon. Still, until they could learn more about the brazen, young Alistair Dunscon and his Council, the Lords of Magic humbly accepted the offer.

That was some **45** years ago.

Within one year of Lord Alistair Dunscon’s return, he had begun to build his own great magic community. A secret refuge in the bowels of Kentucky. He also let the world know he had returned to take his father’s place. Through public display, word of mouth, radio and magic, he announced his intentions to bring the Federation of Magic to new heights and glory. He also let it be known that the True Federation would stand against the tyranny of the Coalition States and bring them to their knees.

Those craving war, power, vengeance or just the opportunity to kill and plunder, recognized in him his father, and immediately rallied to his side. Others joined because they wished to practice the forbidden arts of Necromancy, Witchery, and others dark magics which Lord Dunscon embraced, but which others, the Lords of Magic included, had persecuted. Others joined in name only, either to trade on the Federation’s reputation or to avoid the wrath of the new Lord Dunscon, or to escape the plundering of the fiends he surrounded himself with. Anybody who dared to openly challenge him was crushed into compliance, killed or disappeared.

Yet, despite the initial positive response from miscreants and lowlifes, the majority declined to answer his call to unite. The Battle for Chi-Town and its long-lasting repercussions was one of those events that forever lived in infamy, and seemed as if it had happened only yesterday. People remembered the days of

his father, the bloody war, the horror, and the madness all too well, and they wanted nothing to do with it. Rightly or wrongly, many held the “not-so” Great Dunscon responsible for the rise of the Coalition States and their relentless persecution of all that is magic and inhuman. Furthermore, it seemed clear to all that the return of Alistair Dunscon signaled an escalating war with the Coalition States.

Immediately after his return, acts of terrorism and magical guerilla warfare had been leveled at Chi-Town and CS outposts throughout the Mid-west. Alistair proudly made it known that the Federation of Magic was responsible. This garnered an immediate and resounding response from the CS who shook down the ‘Burbs, stepped up patrols in the ruins of Old Chicago and sent shock troops into the outer edge of the Magic Zone to “quell this rebellion” and “once and for all, chop off the head of the serpent that is the evil Federation of Magic.” Thousands were roused from their homes and interrogated, 120 people were imprisoned, 41 practitioners of magic were uncovered and destroyed, and 1100 sympathizers (90% D-bees) were executed.

As a result, most people want to distance themselves, forever, from the Federation of Magic and all members of the Dunscon family. Consequently, the majority of magic organizations and communities chose to remain free and independent, allying themselves to no one man or organization — not to the Federation nor to the Lords of Magic.

Alistair & Prosek

The feelings of hate and vengeance are mutual between these two warring factions. The people of the Coalition States in general, and Emperor Prosek and his military leaders in particular, consider the Federation of Magic to be one of their greatest and most reviled enemies. Sadly, the CS rarely makes the distinction between the so-called “True Federation,” under the leadership of Alistair Dunscon, and other, less dangerous and peaceful factions of the old organization — in many cases they don’t even make the distinction between the Federation and completely different organizations. To many in the CS Military, the only good practitioner of magic (regardless of their affiliations) is a dead one.

The return of Alistair Dunscon and his gathering of Necromancers and hate-filled followers has only exacerbated the situation. He has instigated numerous skirmishes and terrorist acts in CS territories, with the most lethal encounters taking place among the ruins of Old Chicago and at the Devil’s Gate (the Saint Louis Rift). CS investigations have been unable to scrounge up evidence that Alistair Dunscon and his reputed Kingdom of Dunscon really exist. Official reports have suggested he and such a kingdom are likely to be myth and folk tales designed to intimidate the CS and to bolster the spirits of magic using people. However, they have found evidence of what the CS Intelligence Department calls a “cult network” of loosely associated magic practitioners, from individuals and clans to small villages that call themselves members of the Federation of Magic. These “cults” seem to be most plentiful in southern Illinois, southern Indiana, southern Ohio and northern Kentucky. In short, the CS Intel Department has found no evidence that Alistair Dunscon or any Dunscon exists, and has rated the “Federation Cultists” as a serious “nuisance” but a relatively “minor threat.”

The Emperor, Joseph Prosek II, and some of the Chi-Town generals are not as certain. They find the rumored activities and reported sightings of a man calling himself “Lord Alistair Dunscon, leader of the True Federation of Magic,” too persistent and consistent to be a “myth.” Joseph Prosek II’s own elite covert teams’ investigations suggest this Dunscon is the son of the nefarious Nostrous Dunscon and is very real. His teams’ investigations also suggest Alistair Dunscon to be operating, for the moment, in seclusion somewhere in the heart of the Magic Zone, probably southern Illinois or Indiana. The Chi-Town Military has increased its “P and P’s” — “probes” (reconnaissance) and “purges” (seek and destroy missions typically performed by Skelebot or expendable Dog Pack squads and platoons to annihilate all magic practitioners, and often all D-bees encountered) — into these regions. Unfortunately, innocent practitioners of magic, their loved ones, friends and communities are often the ones to pay the price for Alistair Dunscon’s terrorist activities. In addition, a special Anti-Magic Task Force is being organized to address what they consider a “growing threat.”

One reason the Proseks and their High Command are so motivated to locate and destroy the Federation of Magic is the Lady **Prosek** Incident.

On July 4th, 102 P.A., Jo-Anna Prosek, the beloved wife of Emperor Karl Prosek, was believed killed in a raid by terrorists identifying themselves as members of the “True Federation of Magic.” The attackers seemed intent on kidnapping Lady Prosek, but the raid went bad. Sixteen year old Jason Prosek, six NTSET agents, three bystanders and her assailants were killed in an explosive confrontation. All that was found of Jo-Anna Prosek were two of her fingers. The **loss** was devastating to the Emperor and Joseph Prosek II. Chi-Town grieved for weeks. It would be years later (105 P.A.) that the Emperor and Joseph Prosek would learn that Lady Prosek had survived that day and had been magically whisked away to a prison cell where she was held captive for nearly three years.

Ironically, she would be rescued by a small team of heroes led by the legendary Lord Coake and composed of three of his most trusted Cyber-Knights, a dragon hatchling and a pair of sorcerers.

According to Lady Prosek, except for the **loss** of two fingers from her left hand (replaced by cybernetic bio-systems), she was never physically harmed, but the emotional horror was terrible. She was threatened and teased constantly and she never thought she would live to see home again. She knew sweet Jason had been killed (was the first to fall, trying to protect his mother), and for the first six months she didn’t care whether she lived or died. However, she eventually regained her strength of spirit and hung on to the faint hope that she’d be rescued.

Most of the time she was kept in seclusion, locked away in a strange room of alien design and unearthly material. Her captors would leave her alone for months at a time, but during other periods, they would torment her with words and lies.

On three occasions she was met by a man who identified himself as Lord Alistair Dunscon. He was always cloaked in unnatural darkness, so she never saw his face or garments, although she’d recognize his voice.

On the first visit, Alistair spent nearly an entire day with her, raving for hours without end. He explained how the CS and General Joseph Prosek robbed his father of the greatness he deserved and how they waste their time trying to stop the Federation of Magic from achieving its destiny. He ranted on and on that he would insure the Federation achieved its destiny. An evil course that includes destroying the CS, torturing and killing **all** members of the Prosek family, and turning **all** of North America into a nation of magic. His detailed plans for the torture of her husband and son kept her weeping for hours.

The second visit was brief and sedate. The dark figure spoke calmly of destiny and of vague plots that would set into motion the means for the Federation of Magic to rise again. During this chat, Lady Prosek was left with the impression that his "One True Federation" was a disappointment and his plots were moving too slowly for his satisfaction. He grumbled about the "fools and factions" who didn't share his "vision," and that even his own Federation was splintered and disorganized. He mentioned Tolkeen and a place called Dweomer as dens of traitors and cowards who would someday pay for their crimes against his family, just as the CS would. Not that she would live to see that day come. Lady Prosek thanked god.

The third visit was short but terrifying. Apparently the CS had thwarted one of his schemes and Lord Dunscon came to Lady Prosek with venom dripping from his teeth. This time he verbally berated her husband and **son**, cursed their names and said terrible things, again making her sob and beg him to stop. Instead he laughed and struck her hard with an open hand. This was followed by a dissertation in excruciating detail about the torture that she would suffer starting later that day and which would last for months. How she would beg for death, but he would deny it.

As fate would have it, her rescuers arrived **less** than an hour after Lord Dunscon had departed. Lady Prosek was in shock and hysterical when they came, believing them to be her torturers. Her hysterics complicated the escape and one of her rescuers, a Cyber-Knight, died. After the escape, the group calmed her down and showed her great kindness. They explained that Lord Coake had learned of her plight and gathered a small, elite team to rescue her. When asked why they would risk their lives to save the wife of a man who they must surely regard as a hated enemy, Lord Coake responded, "It is my sworn duty to protect **all** innocent people, of which, my dear Lady, you are one. There is no reason other than hatred that you should be made to suffer so. I only wish we could have done something sooner. Of course, in the grand scheme, my Knights and I can only help a comparatively tiny handful, but it is our most fervent belief that each life we save makes a difference in the world. I know that your life will make a difference."

The sorcerers and dragon went on to explain how all practitioners of magic and D-bees were not evil nor dedicated to the destruction of the Coalition States or humankind. That **all** they sought was a place to live in peace.

The Emperor and other CS leaders have dismissed **all** this as an attempt to brainwash Lady Prosek and, in turn, influence the Emperor and/or her **son**. Of course, nothing could be further from the truth. Ironically, the two weeks of gentleness and compassion shown to her by Lord Coake and the others in his company has had a more profound effect on her than the years of

isolation and terror. Although she rarely mentions them to her family, Lady Prosek wonders if the Coalition States' anti-magic and anti-D-bee stance is too extreme and if they kill the innocent along with the guilty. And shouldn't **all** advanced people, like the CS, try to protect **all** innocent people?

This incident would inevitably provoke Emperor Prosek to launch his *Campaign of Unity* and to declare war against Tolkeen, among others. It has **also** led to increased military aggression against the Magic Zone, D-Bees and practitioners of magic in general — just as Alistair Dunscon had hoped. The rescue of Lady Prosek was an unexpected turn of events that infuriated him, but which seems to have only helped his scheme. Lord Dunscon had hoped the abduction of Lady Prosek would cause Emperor Prosek to increase his persecution of magic practitioners, and, in turn, send people seeking retribution or protection turning to him. The declaration of war against Tolkeen was delightful because it should eliminate one of the traitors who turned their backs on his father and serve to strengthen his own anti-Coalition position (see Diplomatic Relations with Tolkeen and his plot to betray them).

The City of Brass

The City of Brass is the subterranean capital of the "Kingdom of Dunscon" and headquarters to the True Federation. It is located at the **Mammoth Caves** in Kentucky, about 20 miles (32 km) south of Nolin Lake and about 130 miles (208 km) south of Louisville.

Geographically, it is ideal for Lord Dunscon's purposes. The only way to get to the city is through one particular region of the Mammoth Caves. The Mammoth Caves are near the center of the Magic Zone, with easy access to several major ley lines, and are centrally located as far as Dunscon's needs are concerned. The ruins of Old Chicago and the southern tip of Lake Michigan are approximately 350 miles (560 km) away, Chi-Town 400 miles (640 km), New Lazlo and the ruins of Old Detroit 400 miles (640 km), Lazlo 600 miles (960 km), Dweomer 200 miles (320 km), the Devil's Gate (St. Louis) 220 miles (352 km), Fort El Dorado (Arkansas) 500 miles (800 km), the eastern border of the Pecos Empire 800 miles (1280 km), the Mississippi 100 miles (160 km) due west, and the Gulf of Mexico only 500 miles (800 km) due south; all distances are rough approximates and may be a bit off. Furthermore, the Mammoth Caves and the surrounding region is the domain of Necromancers, the Grim Reapers and other miscreants who welcome the return of a Dunscon to take command of the Federation and who serve as his supporters, warriors and mercenaries. The natural underground cave network makes an excellent natural defense as well as a suitable living habitat for some of his inhuman associates.

Best of all, the City does not actually exist in the caves. Lord Dunscon believes the City of Brass exists in a pocket dimension, making it impossible to detect by conventional means (i.e. it doesn't actually exist on Rifts Earth). The City is accessible only through a few (6) permanent dimensional portals in the Mammoth Caves, so it has the illusion of being located on Earth (difficult to find unless one knows where to look). The alien dimension is **also** the source of the thick black water that surrounds the city. The City, wherever it exists, is in a confined (cave-like) area with no apparent dimensional exits other than to Rifts Earth, and the mega-damage rock the City is located in is

impossible to dig through. Even the Black Waters are devoid of indigenous life forms or any hint of its origin.

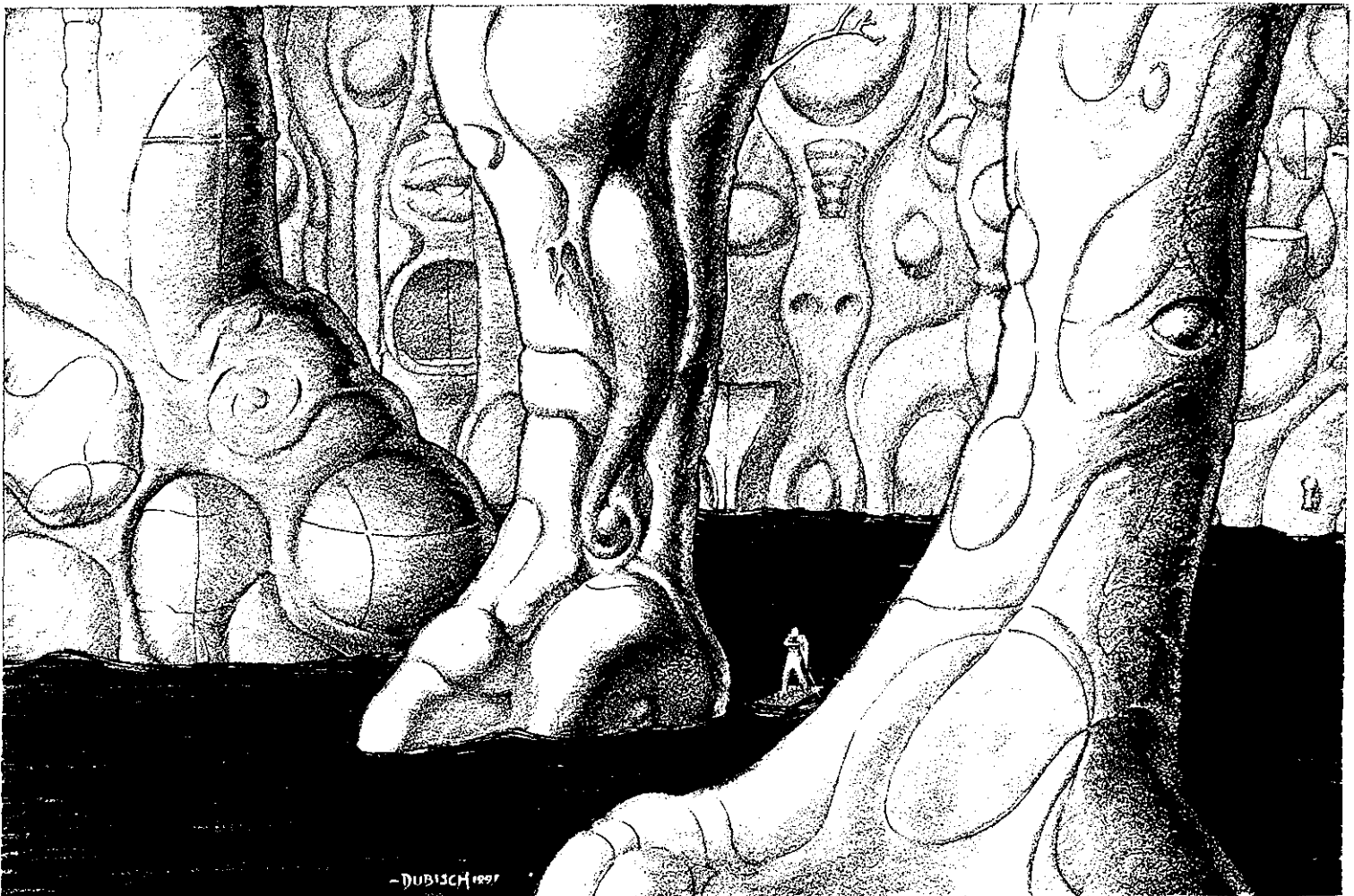
it is an unearthly city erected by aliens. When Alistair Dunscon accidentally discovered it, the place was completely deserted. Years of investigation and research have failed to produce the slightest hint of who may have built the city, what the alien people might have been like, or what fate may have befallen them. Lord Dunscon liked the alien architecture and the location, so he claimed it as his.

it is named the City of Brass because the extradimensional city appears to have been made entirely of brass or an alien looking equivalent. Brass doors and brass shuttered windows, roughly twice the scale for humans, slide open automatically. Lights (from a magical source?) turn on with a verbal or mental command. Elevator platforms, as well as stairs, take people to the various levels and chambers. Yet in every case, no technological or magical "mechanisms" can be found. It is as if the city responds to the thoughts and basic needs of its inhabitants. This has led some of Lord Dunscon's followers to wonder whether the City of Brass might not be the legendary and elusive *Psy*-scape. Alistair angrily dismisses these "stupid" rumors and insists this place has nothing to do with *Psy*scape, but the rumors persist.

The City of Brass is a sight to behold, but where Dweomer is magnificent, this city, while magnificent in its own way, is alien and disturbing. It is one single structure as all the various parts are seamlessly connected to make one sprawling edifice. The

shapes tend to be more organic than geometric and there are few flat surfaces — most walls and corners are rounded. The inner and exterior walls are etched, embossed or built out with large alien designs. In many respects, the city is almost a giant work of art. An alien sculpture designed to be inhabited. Magic (or microscopic nano-machines) repair any external and structural support damage within **48** hours after the damage occurs. This makes exterior and fundamental structural changes impossible, but interior modifications can be done. Although the rooms are generally twice as large as most human homes and buildings, they are easily modified with the addition of new walls, partitions and plaster. However, most inhabitants just leave things the way they are, taking advantage of the "roominess."

Whatever its designers original intent, the City of Brass is a sinister place. Foul-hearted Sorcerers, Necromancers, the Undead, demons and other supernatural creatures, warriors, mercenaries and villains roam its corridors and climb its surfaces. Lord Dunscon discourages his associates from killing each other and devouring human and D-bee slaves, but duels, brawls and blood sacrifices are regular occurrences left for Dunscon's enforcers to deal with. Human sacrifice is common practice, and is even used by Lord Dunscon and his cronies to fuel their magic. Despite the seemingly horrible conditions, most people stay of their own volition. Many a dark soul has been attracted to Dunscon and his talk about revenge and power. Many of these see the True Federation as a license to kill, steal and do as they please, Working under the mandate and knowledge of Lord



Dunscon, humans and demons have wiped out scores of Coalition Patrols, raided numerous villages and rivals, destroyed competitors, slaughtered those who dared to challenge them (good and evil) and have engaged in all kinds of acts of cruelty. It is the activity of such villains that leads most people to believe the Federation of Magic is nothing more than a collection of bloodthirsty, diabolic Necromancers.

City of Brass Population Breakdown:

Permanent Citizens (circa 105 P.A.): 18,900

Humans: Ordinary 23%

Humans: Augmented 5% (mostly Juicers & recipients of Splugorthian symbiotes/Bio-Wizardry; some 'Borgs and Cra-zies)

Humans: Trained in Necromancy: 15%

Humans: Practicing Witchery: 4%

Humans: Practicing Shifters: 6%

Humans: Other Magic: 15%

D-bees: Ordinary 21%

D-Bees: Trained in Magic: 10%

Dragons: Hatchling magic practitioners: 0.75% (roughly 160)

Dragons: Adult magic practitioners: 0.25 (roughly 50)

Note: Dragons, demons, and supernatural beings are typically versed in magic.

Notable racial factions:

Ogres 7% (see **Rifts@ Conversion Book, One**)

Orcs 4% (see **Rifts@ Conversion Book, One**)

Goblins 3% (see **Rifts@ Conversion Book, One**)

Splugorth Minion: Kitani 2% (see **Rifts@ Atlantis**)

Splugorth Minion: Maxi-men 2% (see **Rifts@ Atlantis**)

Splugorth Minion: Slavers & Altarian Warriors 1% (see **Rifts@ Atlantis**)

Splugorth Minion: Overlord 1.5% (see **Rifts@ Atlantis**)

Splugorth Minion: Other 0.5% (various; see **Rifts@ Atlantis**)

Dog Boys & Other Mutant Animals 2% (see **Coalition War Campaign™**)

Psi-Stalkers 4%

N'mbr Gorilla Men 6% (see **Coalition War Campaign™**)

Quick-Flex Aliens 5% (see **Coalition War Campaign™**)

Simvan Monster Riders 7% (see **Rifts@ New West™**)

Vanguard Brawlers 8% (see **Coalition War Campaign™**)

Vampires 2.5%

Other Undead 1.5%

Ghouls 2%

The Corrupt 2%

Demons: Shadow Beasts 4% (Dunscon's favorite spies & assassins)

Demons: Lesser 3% (includes Brodkil and Gargoyles)

Demons: Greater 4%

Other Supernatural beings 4%

Others 24%; particularly those common to the South & Midwest, and those who are aggressive and warlike.

Transient Population: Approximately 2D4x100 "visitors" can be found at the City of Brass at any given time. Many more can be found in the Kingdom of Dunscon, outside the city. Most visitors will be the elite associates of Lord Dunscon and his



High Council, as well as inhuman beings visiting from other dimensions.

Slave Population: 3D4x100 +3300. Mostly humans (30%) and D-bees (33%), but also includes Adarok Flying Mountains, Erta, and other slave stock available from Atlantis. 15% of the human slaves are captured CS soldiers (mostly I-4th level) forced into the most degrading and difficult work. None have any idea where the City of Brass is located, although they know they are prisoners of Lord Alistair Dunscon and are located somewhere in the Kingdom of Dunscon.

Cave Defenders: Approximately 70 Shadow Beasts, 10 Gargoyles, 20 Gurgoyles, 10 Gargoylites and a variety of other creatures (about 50) prowl the caverns of the Mammoth Caves. Most are assigned to the defense of the cave network and the City of Brass, but some make their homes in the caves.

City Defenders: Includes Necromancers, witches, Minions of Splugorth, practitioners of magic, Shadow Beasts, demons and a host of others. Average experience level of front-line troops (fodder) is 3-5th level, leaders 5-9th level. As with most cities of sorcerers and monster races, virtually half or more of the city's inhabitants possess some measure of magic power and make formidable opponents.

Surface Defenders: Irregular patrols of Shadow Beasts or mixed patrols of humans (including Juicers), or mixed patrols of nonhumans (including a couple demons and/or Minions of Splugorth).

The Kingdom of Dunscon

Lieutenant Jameson stared at the Coalition Dog Pack soldier before him.

"You're positive?" he said.

"Absolutely, sir," growled the soldier. "All four of us scouting the area saw it. It's big! I don't know why it hasn't been found before. A large town, all the buildings are made of some dark yellowish metal. Maybe bronze. The sense of the supernatural from the place is overwhelming. Private Mendel passed out from it. We had to lug him back."

"I see." Lieutenant Jameson looked off in the direction of the town, although it was some miles beyond the trees. He too wondered how such a thing could have stayed hidden for so long. Perhaps he had found the center of the infamous Federation of Magic! If so, his reward would be great. He'd be promoted at the least.

Still, some evidence would be nice. What if he reported this "city of brass" only to have it be gone when Coalition forces showed up? He'd be drummed out of the service or stuck on "Zone Duty" forever. It had happened once before. Some idiot thought he'd found a sorcerer's tower made of green crystal, blue energy crackling around it like a giant energy rod — he had seen the crackle of energy, himself, and had trusted the report of his Psi-Hound scouts. Unfortunately, when the assault force arrived two hours later, all they discovered was a collection of empty huts. There was no sign that a tower had ever existed. In

fact, physical evidence suggested the huts hadn't been occupied in years. The mobilization of a major Strike Force was an embarrassment (a research team from an independent kingdom caught the incident on film and quickly circulated it among the enemies of the CS, making the Coalition a laughingstock). His superiors were furious and he was given permanent assignment in the Magic Zone as his punishment. Of course, he was pretty green back then. The past three and a half years on "Zone Duty" had taught him that nothing was what it seemed in this infernal wilderness. He wouldn't make the same mistake twice.

"We need physical evidence, soldier. Get some pictures of this place, still photos and video. And see if we can capture a civilian on the outskirts of town for interrogation."

"Uh ... sir?" the lead Dog Boy scout replied hesitantly. "I don't think you understand. I've been in the service of the CS for 12 years, nine in the Magic Zone. I have never sensed anything like this place. I can feel the presence of the supernatural from here. I respectfully suggest we call in the coordinates for an air strike or future investigation and that we get the hell out of here. Sir!"

Before the Lieutenant could respond, one of the young mutant canines blurted out of place, "The place must be crawling with demons and sorcerers, sir. We gona get out of here! I can feel the evil ... the magic power ... we"

"Silence dog!" the lieutenant screamed. "I don't take orders from animals! Your cowardice is duly noted."

The young Dog Boy cowered down, then carefully backed away. The elder canine snapped to attention. Lieutenant Jameson was well known for his hatred of all things inhuman, even loyal Dog Pack soldiers.

The Lieutenant turned and headed back towards the Mark X APC they'd been using as a mobile base of operations. Then, he turned to survey his troops. Two Dog Pack Reconnaissance Squads and three human Seek and Destroy Squads stood at attention, trying to ignore the uneasiness and fear created from the Dog Boys' report. Forty-six troops in all, some with heavy weapons. **Plus** the APC, of course.

"Sergeant Twinson!" he bellowed.

A soldier in black Coalition CA-1 body armor trotted over.

"Yes, sir?"

"Take your squad and ... what's this!?"

The platoon turned as one to look over their shoulders. Through the trees, dark shapes were bounding into the clearing all around them. With bone chilling howls the creatures tore into the Coalition troops. Jameson shouted orders, his men leaped to combat positions, or scrambled for cover. Coalition grunts were firing plasma rifles and lasers at their attackers to little effect. The enemy was too fast and too close.

Lieutenant Jameson realized with horror that the Dog Pack troopers were frozen in place, overwhelmed with fear. When he finally got a good look at the enemy, he understood why. Tall and gaunt creatures, they seemed almost a mockery of the Dog Boys. Huge, black furred and feral looking, but as if living shadows, silent and deadly. The creatures leaped upon the Coalition troops, tearing at them with claws and teeth, breaking through armor and devouring the men inside. "Shadow Beasts!" someone screamed.



Jameson fired a burst from his Dragonfire assault rifle, blowing apart the head of the nearest creature. Galvanized by his attack, the Dog Boys counterattacked. They backed at the monstrosities with vibro-blades and blasted with their pistols. They were tossed aside, and ripped to shreds. Belatedly, Lieutenant Jameson wished he had entrusted the canines with heavier weapons and armor. The demonic beasts were simply too powerful.

He turned and ran for the APC, knowing it was their only hope. A few yards from the entrance hatch, he froze. It was too late. Two Shadow Beasts lumbered out of the open hatch. Both were covered in the gore of the APC crew. A shout for assistance died in Jameson's throat. The din of battle behind him fell silent. Without looking, he knew his men were dead. The beasts began to close in.

"Leave him be! This one is mine," bellowed a voice from behind him.

Lieutenant Jameson turned around. Somehow, the thing walking towards him managed to be even more frightening than the surrounding beasts. Eight feet tall, encased in spiky black armor, a bulky humanoid shape approached. It struck out with a vicious, black pole arm, slicing his rifle in half. Jameson dropped the useless thing and stared into the face of ... ("his doom," he thought).

"You have trespassed on Federation Territory, Coalition scum. And plotted our demise, I am sure." growled the black armored figure.

"The penalty (for being Coalition) is death."

Jameson imagined a grin beneath the dark figure's helmet.

In the blink of an eye, the pole arm swept out again, slashing through Jameson's armor and hurling him back against the APC. Gasping, he weakly regained his feet. At least I'll die with dignity, he thought.

The creature spoke again.

"I'd like to say I'm doing this for what the Coalition did to my family, but mostly I'm doing it for fun."

The blade of the black pole arm struck, and Jameson screamed as his right arm flopped to the ground. Blood fountained out, to be licked up by the waiting beasts. Jameson fell to his knees. The blade struck again, but Jameson hardly noticed. His world had been transformed into a red haze of pain. He suddenly realized he was laying on the ground, and hoped the whimpering he heard was not coming from him. The blade flashed again, then all went dark.

The Kingdom of Dunscon

The Hidden City of Brass — population 18,900

Nostrous — population 4200

Dragon's Blood — population 1200

Shadowvillage — population 700

Numerous small towns, villages & sanctums — population 6500

The actual "kingdom" includes scores of villages, towns, fadetowns, bands, cults and collectives who have sworn allegiance to Lord Alistair Dunscon and his True Federation of Magic. Other than the Hidden City of Brass, there are only three large towns, Nostrous, Dragon's Blood and Shadowvillage.

Nostrous is the largest of the kingdom's surface towns. It is named after Alistair's legendary father, Nostrous Dunscon, and, in some ways, is patterned after the City of Brass. A quarter of the buildings are covered in brass and bronze. A full half of the buildings have brass roofs, doors, window trim, statues and highlights. This is **also** done in an effort to confuse and mislead invaders into thinking Nostrous, sitting on the ruins of Louisville, is the City of Brass. That being the case, Lord Dunscon has three platoons of (120) Shadow Beasts defending the perimeter and a strong militia to defend the town from invasion.

It is a town of varied people and schools of magic, from Techno-Wizard, Conjuror and Ley Line Walker, to Necromancer, Shifter and Bio-Wizard. In fact, the City of Brass and Nostrous, both in the Kingdom of Dunscon, are two of a tiny handful of places outside of Atlantis where Bio-Wizardry is practiced. It is also one of the few places where the *Dragon Juicer*, *Spugorth Maxi-Killer Juicer* and *Murder-Wraith* can be created, and where Sunaj assassins may be encountered between assignments. Thirty percent of its mages practice some form of Necromancy. It is a dangerous place for good and honest adventurers.

Dragon's Blood gets its name from the fact that the town was taken from an adult dragon. The dragon was one of dozens who claimed leadership of a faction of the Federation of Magic. She would not acknowledge Alistair Dunscon as the true heir to the Federation of Magic and the two clashed. In the end, half the town was a raging inferno and the dragon, Sharragar, lay dead at the feet of Lord Alistair. The town was renamed Dragon's Blood and has since become the lair of Necromancers, ghouls and demons. In addition to the population of 1200, there are 900 slaves, split roughly 50/50 between humans and D-bees. It is located where the city of Cecilia once stood; nothing of the Pre-Rifts city remains.

Shadowvillage is a small community dominated by Shifters and Temporal Raiders. It is located at a place once known as Lucas, off the coast of Barren River Lake. It is notorious as a domain of monsters, dimensional anomalies, rifts and accidents, as well as a meeting place for demons and supernatural monsters. The Shifters and Temporal Wizards have a friendly rivalry going. Shadowvillage is one of the places completely loyal to Lord Alistair Dunscon.

Fort Knox is not a town or city but the ancient ruins of the once famous military arsenal. It was completely plundered in the first decade after the Great Cataclysm, but continues to attract the hopeful, curious and foolish to this day. This makes it an ideal hunting ground for bandits and supernatural predators. It is located in the territory claimed as the Kingdom of Dunscon, about 25 miles (40 km) southwest of Nostrous City/Louisville, and is infamous for trouble and violence.

The rest of the communities in the kingdom are typically tiny. The average town has 6D6x10 +300 residents; the average village (often surrounded by farms or woodlands) has 4D6x10 +120 residents. Most are simple rural communities of farmers and people living off the land. Yet even the most quiet and picturesque village is likely to have one powerful champion/protector or ruler (a high level sorcerer, witch, Necromancer, dragon or supernatural being), or a group of champions/protectors, or priests, coven or brotherhood of magic who dominate or rule and protect "their" town or village. Many communities are built around and/or serve magical brotherhoods, or, on occasion, a

lone power. Typically one to a tiny handful of high level sorcerers or supernatural being(s); dragons, sphinxes, and powerful demons love to lord over a community of lesser beings. Some of these communities, particularly the most technologically advanced, are populated by people, human and inhuman, who are either gun-toting fighters (militiamen, bandits, terrorists, mercenaries, etc.) or a community that supports nonmagical mercenaries and wamors. Most of these military encampments are populated by people who hate the Coalition States and wage an ongoing guerilla war against the CS and other enemies of the Magic Zone (as well as rivals, or those who hire themselves out as mercs). These places are either loud and rowdy or quiet and orderly, but both typically welcome other men at arms, adventurers and travelers who share a common enemy. To add to the uncertainty, some of these communities are absolutely ordinary people; mostly human and D-bee farmers, peasants, and animal trappers who welcome travelers who come in peace.

It is important to note that there are also scores of **Sorcerer's Retreats** and **Sanctums**. These can be anything from a log cabin, single house, mansion, tower or tiny farm or vineyard to a cluster of 3-8 houses, a castle and keep, temple and shrine or military style outpost. Some look medieval or commonplace while others look modern or alien. Most people who have grown up in the Magic Zone avoid a single house in the middle of nowhere like the plague. These Sorcerers' Retreats are typically the current home of one individual (human or not) to a dozen or so (a group may be a cult, church, Brotherhood, or a family clan). Of course, not all such places are retreats and sanctums of magic, and can be sanctums for adventurers, hunters' lodges, a trappers' cabins, mercenaries' camp, a monastery or community of priests (good and evil), or hideouts for thieves, assassins, refugees and others.

Each community is typically ruled by its own leader or group of leaders, who are, in turn, subservient to Lord Alistair Dunscon, not unlike a medieval king and his nobles (and their vassals). The real center of power in the kingdom is the City of Brass. As noted previously, many so-called members of the **True Federation of Magic** are loyal to the Federation and/or Lord Dunscon. Many see Alistair Dunscon as a leader who gives them a chance to battle the Coalition States, while others simply welcome the opportunities to engage in carnage against anybody, and some believe he has a genuine chance at toppling the CS and building an empire of magic. However, at least half become members because it furthers their needs or they can benefit from their loose association with the True Federation. This is the case even with the community known as the Kingdom of Dunscon. These individuals, groups, and communities are willing to swear allegiance to Alistair Dunscon and even go through the motions of showing loyalty and being subservient, because their close association with him and the Federation affords them greater protection and enhances their reputation. This also has something of a snowball effect as the Kingdom of Dunscon is known as a place that harbors Necromancers, Witches and other practitioners of forbidden magic, as well as a haven for the inhuman and supernatural. As word spreads, more and more such individuals gravitate to the Kingdom. If nothing else, it gives them a place to live and practice their arts in comparative peace. Another attraction is the simple principle like-minded people are attracted to similarly-minded people. Thus, while rivalries and feuds are commonplace, the Kingdom of

Dunscon has grown in power and population. The nature of these misanthropes means they are willing to bite their tongues and play dutiful subjects to "Lord Dunscon" as long as things go well and they are not imposed upon or injured, but when push comes to shove and things start to go bad, at least half will ignore, defy and abandon Lord Dunscon.

Diplomatic Relations

Tolkeen: Alistair Dunscon views Tolkeen with disdain. He regards their seceding from the Federation of Magic when his father needed them most, as an act of cowardice and betrayal. He has hatched a scheme that will destroy them just as they contributed to the destruction of his father.

The scheme: The True Federation of Magic has recently offered Tolkeen its support to provide food and necessities to the beleaguered nation as well as fight to keep supply-lines open. In addition, Lord Alistair Dunscon has personally pledged an army that will strike at the CS from behind and 2-4 fronts at the very moment the CS plans to lay siege to Tolkeen. This surprise action from two or more fronts should divide the CS forces and, hopefully, send them recoiling in retreat. Furthermore, the show of unity and power should give the CS pause in continuing their war against Tolkeen and may even cause them to forsake it completely for fear of a bloodbath like the Battle for Chi-Town hack in 12 P.A. Or so the theory goes.

Although the leaders at Tolkeen are not as optimistic about the outcome of this tactic, they welcome the support of the True Federation, and are considering its offer. As an act of good faith, Lord Dunscon has provided food and supplies as well as dispatched groups of sorcerers and warriors who hate the CS to keep supply-lines open. In truth, these gestures of good will are nothing more than a ploy to get Tolkeen to trust him, and rely on his forces. When the time comes, he will, unbeknownst to the CS, dispatch thousands of his men to positions behind the flanks of the invaders and position themselves for attack. However, when the moment of truth comes, Lord Dunscon shall withhold his troops and watch the carnage. Fitting revenge against cowards who betrayed his father the same way, by withholding their support. Then, when the CS troops have been worn down by the crumbling Tolkeen forces, he will consider swooping in like a bird of prey and crush the Coalition army. The survivors of the Tolkeen conflict can then join his True Federation or face an uncertain fate from CS reinforcements.

Dweomer City: The self-proclaimed "Lord" Dunscon and his most loyal followers in the "True" Federation of Magic hate and revile the Lords of Magic and Dweomer City. Dunscon is consumed by the belief that they are usurpers responsible, in part, for the death of his father. Years of consorting with demonic powers have warped his beliefs even further, and have turned Dunscon into a diabolical madman. However, he realizes that an attack against Dweomer would strain his forces and divide sentiments about the True Federation more than they already are. By doing nothing (directly or obviously) against Dweomer, he keeps the peace and keeps Dweomer and its supporters and sympathizers from taking any action against him. After all, they are honored members of the True Federation, at least in name. So he bides his time and builds his strength. In the case of Dweomer, he remembers a line from an old Pre-Rifts gangster movie, "Keep your friends close, but your enemies closer."

If the Coalition States should find and attack Dweomer, Lord Dunscon would send mock support, but raise a powerful force to "avenge" the city and its Lords should it suffer great losses or fall. He would love nothing more than to enter the picture at the moment when things look worse for Dweomer and save the city. The positive publicity would be incredible, helping to unite the splintered Federation behind him and rescuing a rival/foe only after they had suffered and been dramatically weakened. Despite his feelings towards Dweomer and Tolkeen, he hates the Prosek family, Chi-Town and the Coalition States more than anyone in the Megaverse and dreams of the day he can destroy them.

Stormspire: K'zaa of Stormspire is considered an upstart who has no place in the True Federation. Still, he does create interesting weapons and items, which Lord Dunscon uses to equip his non-magical, non-supernatural forces. A strained trade agreement exists between them, though if Dunscon could discover Kzaa's secrets for himself, he would not hesitate to level Stormspire.

Magestar: Lord Dunscon thinks the Mystic Triad is a joke. A foolish group of do-gooders who believe they can change the world. As far as he's concerned, power is the only way to change the world, and the Triad really doesn't have it. Generally, Lord Dunscon ignores the town of Magestar, but does take advantage of any opportunity to tweak their noses.

Grim Reapers: The Grim Reapers have excellent relations with Lord Dunscon and his kingdom. Lord Dunscon has always supported Necromancy in all its forms, thus, the Grim Reapers are welcome in both the Kingdom of Dunscon and the City of Brass and can always count on him to give them sanctuary. Lord Dunscon frequently hires (or exchanges services/protection) Grim Reapers as mercenaries, spies and assassins (one is counted among his personal bodyguards). However, each group is simply using the other. If the City of Brass or Dunscon should fall, the Grim Reapers are not likely to do anything to help, and will not seek revenge (other than as an excuse to strike at their enemies).

Society of Sages: The Society of Sages has avoided contact with Lord Dunscon, so he tends to underestimate their scope of influence and power. Cogliostro hates Lord Dunscon and everything he represents, but he also is very afraid of him and does nothing.

Grey Seers: The Grey Seers are a useful tool, so long as they maintain their neutrality. Lord Dunscon finds them useful, as they can see things beyond his vision. He would like to bring the Grey Seers completely to his side, but understands that torture and brainwashing would very likely ruin their abilities.

Fadetowns: Fadetowns are generally ignored. None, even those ruled by dragons, pose a threat to Dunscon's might, so he leaves them alone. They are only useful as an occasional source of food and slaves. However, Dunscon sees this as preying on his own, and prefers to raid Coalition sites or independent villages.

Cult of Dragonwright: The Cult of Dragonwright presents an excellent tool for manipulation. Cult members often follow dragons blindly, and if those dragons follow Dunscon, then the Cult members belong to him. With this in mind, Lord Dunscon has been attempting to form alliances with as many dragons as possible. Unfortunately for Alistair, his scheme is transparent and many keep their distance. Still, he has some counted among his allies.

The Coalition States: The Coalition is hated and reviled beyond human comprehension. Lord Dunscon plans to do anything it takes to destroy Chi-town and the Coalition. Presently he is building his strength, but eventually he plans to attack as did his father before him. He knows he must be patient, bide his time and strengthen his bond between himself and those who follow him, however, patience is not one of Lord Dunscon's virtues.

The Coalition States have heard of the Kingdom of Dunscon and rumors of the demon-filled City, but have yet to conclusively identify either one. Because Lord Dunscon has cleverly launched his most aggressive attacks against the CS in Ohio and Old Chicago, the CS believes this demonic kingdom exists somewhere in Ohio (is it coincidence that this might lead them to Dweomer?). Remember, the Magic Zone is a vast and dangerous wilderness where the CS experiences frequent casualties. This is why they tend to dispatch squads of Dog Boys and Companies of Skelehots into the hostile Zone on Seek & Destroy missions and reconnaissance rather than human troops. In fact, the CS plans on launching several "purges" into Ohio, each spearheaded by 8-12 Companies of Skelebots (160 per company), followed up by 1-2 Battalions of Dog Boys (divided into Platoons) and one Power Armor company (160) to cut a swath into the Ohio Territory, killing all magic users and D-bees encountered!





Notables of the City of Brass

Lord Dunscon

Nostrous Dunscon was misguided. He was a megalomaniac and a fool, but he was more deluded than evil. Alistair Dunscon is all these things tenfold — a megalomaniac, insane and evil. Years of consorting with dark powers has made him more twisted and evil than his father could ever have imagined

—Coran D'zir, Lord of Magic

Lord Dunscon is the only surviving direct descendant of the nefarious Nostrous Dunscon, the original architect behind the Federation of Magic. As a child, Alistair was the apple of his father's eye and showed amazing aptitude in magic — 4th level Ley Line Walker by age 12. He worshipped his father and shared Nostrous' dreams of a great Federation or nation of magic practitioners. The death of Nostrous dealt young Alistair a blow from which he would never truly recover. Alistair had lost his mother and several beloved Uncles eight months earlier, but nothing hurt like the death of his father. Alistair was decimated. At first he wanted to die and considered suicide. Then he wept (be still sometimes weeps when he thinks of his father). Followed by a burning desire to make those responsible pay. In the mind of young Alistair, the murder of his father elevated Nostrous to martyred godhood. In his memory, Nostrous was the perfect father, the loving husband, a genius (in every way), a master of magic, and the greatest leader the world had ever seen. In his mind, it was only the wickedness and treachery of Joseph Prosek the First (said, by some, to have slain Nostrous Dunscon without warning from behind) and the betrayal of Federation members (most notably Tolkeen, Dweomer and the Lords of Magic) that led to the defeat of the Federation and the murder of not just the man, but his dream. While the adult Alistair Dunscon cannot bring his father back, he can resurrect his dream ... and extract revenge.

In the short 45 years since his return, Alistair Dunscon, who prefers to be addressed as "Lord" Dunscon, has claimed his heritage as heir and rightful leader of the "True" Federation of Magic, has brought the True Federation to new heights in power and reputation, established a powerful and growing kingdom, formed the City of Brass, and has repeatedly struck at the Coalition, sending them scurrying in fear and apprehension. In less than half a century, Lord Dunscon has carved himself a kingdom that is, arguably, nearly on par with Lazlo, Tolkeen, and Dweomer. What accomplishments he may have made during his dimensional travels are a mystery. It seems he has discovered (or stumbled upon) the secret of immortality, although he will not share it — nor does he seem overly pleased by it. As a human sorcerer, his abilities are nearly unparalleled, and there are few who can stand against him as an equal; though some wonder how much of this is reputation and exaggeration. Those who find out usually do so in the throes of death.

Dunscon's long-range plans are obvious to all — revenge followed by world domination. What lengths he is willing to go to gain this power is what has most people worried. Most insiders and outsiders alike, believe Lord Dunscon is quite insane. Lord Alistair Dunscon is cold, aloof, and dispassionate toward others. He has little regard for life and sees most living beings as his inferiors, even most "so-called" gods. He can count on one hand the number of beings he considers his equals. Alistair believes himself a true genius with greater insight and potential than his deified father. He tends to be a sociopath and suffers from delusions of grandeur and delusions about his father. He also tends to be sadistic and obsessive. Some of his most passionate obsessions deal with revenge and power. He bitterly lusts for the destruction of the Prosek family and the collapse of the Coalition States. He dreams of making both suffer immeasurably, before bringing them to their collective knees. Making Tolkeen and the Lords of Magic (and others) suffer and succumb to his power are all part of his elaborate plot for revenge. Plots that encompass years of schemes and planning, and years more to spend in their execution. As a young immortal, Lord Dunscon is forcing himself to learn patience and to have a long-term view that spans decades, if not centuries.

Strange Truths

Alistair Dunscon has unravelled many mysteries and holds many secrets. His favorite is his theory about the Lords of Magic. Actually, in his mind, it is fact, not conjecture. He's certain of his conclusions and wonders how he might prove it to the world, or whether he should (as he has all these years) keep the sweet secret to himself. Although he has never shared the following with any living soul, he frequently fantasizes about it.

"The Lords of Magic. Also known as The Three. How ironic," Alistair Dunscon mused, "considering The Three are probably *one* insane god."

It was a day for musing and his mind wandered as he fantasized about this and that. He toyed with his various plots for revenge, which meant his thoughts inevitably fell upon "The Three."

"What happens," he wondered, "when a god goes insane?"

He'd probably never know the whole truth, but he had a pretty good theory. How would he tell the story?

"Once upon a time, there was a big, bad alien intelligence. His name was D'zirbrethnnK'ranlyzak and he thought he was invincible and good. He was a power that loved life and nurtured it. A hundred worlds ... maybe more ... knew his touch, but that was a long, long time ago. In a dimension far, far away.

"D'zirbrethnnK'ranlyzak, or Life's Breath as many worlds called him — but we'll call him D'zzy — promoted tolerance, kindness, and love. He believed real power came through knowledge and in knowing oneself, and that real wisdom was seeing yourself in others and treating them as you'd like others to treat you. Well, he was half right, because D'zzy was a master of magic unlike anything that dimension had ever known. The culmination of eons of learning.

"Well, ol' D'zzy always was an arrogant S.O.B. and dared to think his way was the best. He was always looking to build Utopia and always making enemies of those with different points of view. Oh, but his magic was strong, because he was very old,

and few young gods could stand against him, so he ignored them and went about his business. Foolish, because they made an alliance with other old gods in another dimension. The Old Ones? The Splugorth? The Mechanoids? It doesn't matter who or when. Suffice it to say, in the name of chaos and spite, D'zzy's universe was ravaged. One world after the other was torn apart and obliterated.

"Poor ol' D'zzy tried to stop it. Tried to save somebody, but in the end, he failed. Life's Breath couldn't stand alone against the forces of darkness and chaos that swirled around him. Forces that, in the end, would claim him, for even the mind of a god-being has its limits, and D'zzy retreated deep into himself and laid helpless in the smothering darkness. A state humans would call catatonic. The ravaging gods laughed and left him **lost** in the darkness of his thoughts, fears, and inadequacy."

Alistair shook his head and chuckled to himself. This was the best part.

"D'zzy remained this way for untold millennia. He might never have awakened (in a way, he still hasn't) except that a brilliant light in the Megaverse shown through the darkness. More irony, a light sparked by the death of billions when the magic was reborn on Rifts Earth.

"The old god stared at the light for a long while. It beckoned, but he could not move. He couldn't bear to see the light again. But in the darkness a voice spoke to him, then another and yet another. The three voices sought the light and found life.

"So what happens when an alien intelligence goes mad? Can it forget its past and be reborn? Can the splintered and damaged mind split into three different personas? Become three different living gods? Are The Three nothing more than the split personalities of one alien god gone mad?!"

Alistair chuckled loudly this time. He believed the answer to be, "yes."

He couldn't help but notice that the Lords of Magic always stayed close to each other. That together, working as one, they were at their strongest, but separated — he had tested this theory personally, secretly, before he had made his presence known — separated, each was a fraction of the whole. Roughly a third.

What perfect irony, "The Three are one. One mad god who doesn't even recognize himself. What a great joke."

This was all speculation of course, but Alistair was certain he had puzzled out most of it. The question now was, how best to exploit this knowledge. Knowledge he has never shared with another living **soul!** Could he turn The Three against each other? Unlikely, although **the** thought was intriguing. Certainly he knew the secret to destroying them was to separate and attack them one at a time. Could there be other split fragments of the old god's mind manifested as an independent god-being? Other trios? Could there be a dark and sinister reflection of The Three? Not that he could find.

For the moment, he simply revelled in his own brilliance. It seemed only he had unravelled the secret behind the Lords of Magic. True, few beings have ever heard the story of, or the name of D'zirbrethnnK'ranlyzak, but still, even finding this information was a tribute to his own resourcefulness. And putting together the pieces ... just proof of his own genius.

And then an old pre-Rifts saying popped into his head, "It takes one to know one."

Alistair laughed for an hour.

Alistair Dunscon

Also Known as: Lord Dunscon, the Mad Dunscon and Alistair the Mad

True Name: Alistair Winston Dunscon

Species: Once human, now immortal, which makes him quasi-supernatural.

Alignment: Diabolic

Mega-Damage: **58** points (Note: Had **79** hit points and **36** S.D.C. before becoming immortal).

P.P.E.: **1,458**

I.S.P.: None

Age: 105, but appears to be in his **30s**.

Size: **5** feet, **11** inches tall (**1.75** m), **150** lbs. (**67.5** kg).

Horror Factor/Reputation: 14

Attributes: I.Q.: **28**, M.E.: **13**, M.A.: **17**, P.S.: **11**, P.P.: **20**, P.E.: **17**, P.B.: **16**, Spd: **14**.

Appearance: Alistair Dunscon was actually a rather handsome man, with long, dark hair and a healthy build. His face retains some of its past boyishness, making him seem hardly the type to sanction murder and bloodshed, but there is a cold detachment about him, and it is clear from his demeanor that he considers himself superior to most life forms. His build is a sinewy willowiness, and his expression is often one lost in sad thoughts. Although he manages to maintain the air of sanity and control much of the time, on occasion, this facade will crack, his eyes will take on a maniacal gleam, and anyone seeing him will instantly recognize him as a psychopath.

Disposition: A megalomaniac, Dunscon is consumed with hatred for all those who have ever done him or his family harm, real or imagined. Over the years his hatred has consumed him, causing him to accept any method for achieving power and vengeance. This led him to make contact with some sort of demonic power. Dunscon traded something (unknown) in return for increased knowledge, command over lesser demons, and immortality. Since that time, he has become even more warped and evil than before. He hates all the Lords of Magic, but most especially, Leizak for reasons unknown.

Alistair can be frighteningly calculating and cold when discussing life and death matters, and has an intensity about him even when sitting in silent contemplation. He is given to temper tantrums when he cannot get his way and when **angry**. He is a seething pit of emotions and contradiction. Definitely a scary guy. Yet despite it all, he maintains a twisted sense of humor and is given to fits of laughter, although often he is the only one who gets the joke.

Sadistic and cruel, Lord Dunscon enjoys engaging in physical and mental torture and loves to emotionally destroy his victims before delivering the physical death blow. He also enjoys killing for the sake of killing. It gives him a sense of having power over life and death.

Experience Level: 10th level Ley Line Walker and 8th level Shifter.

Skills of Note: Speaks and is literate in American and Dragonese/Elven **98%**, and Demongogian **90%**, and speaks Spanish and Gobblely at **98%**. Has all ley line Walker and Shifter O.C.C. skills at **98%** and **90%** respectively, and knows all lore skills, history, all science skills, all computer skills (including computer hacking), read sensory equipment, basic electronics, basic mechanics, pilot hover vehicle, pilot hover cycle, horsemanship (general), and all communication skills

at 90%. W.P. staff and W.P. energy pistol, each at 10th level, and W.P. knife and W.P. energy rifle at level eight proficiency.

Combat Skills: Hand to hand basic at 10th level proficiency.

Attacks per Melee Round: Four physical or two spell attack per round.

Bonuses: +2 on initiative, +4 to strike, +6 to parry/dodge, +4 to roll with punch or fall, +2 to pull punch, Critical strike on a 19-20, body flip/throw, +3 to save vs psionic attack, and +1 to save vs magic.

Magic Knowledge: Knows all spell magic (as found in the *Rifts®* RPG and this book), all Necromancer Magic, and has an excellent understanding of Bio-Wizardry, Bio-Wizard devices and the use of symbiotes (this is the next area of magic he'd like to master over the next century or two). Spell strength is 15.

Psionics: None

Special Powers & Abilities from Immortality: Impervious to S.D.C. weapons, disease, poisons, toxins, pollution, radiation, and possession; resistant to cold, beat, and fire (half damage). Bio-regeneration at a rate of 2D6 M.D. per hour and +40% to save vs coma and death. Resistant to mind control, +6 to save. Also see bonuses.

There is a curse that comes with this immortality (in addition to the obvious). Dunscon requires the sacrifice of a living creature to maintain his life and youth. Each week, he must drain at least 12 P.P.E. from a sentient being at the moment of his death. Animals will not do.

Weapons & Equipment of Note:

1. Lord Dunscon frequently uses Bio-Wizard symbiotes, weapons and devices to torture, interrogate, control and kill captives and enemies (see *Rifts®* Atlantis).

2. Daemonfist, a greatest rune staff holding the life essence of an elder demon. This weapon was earned by Lord Dunscon during his travels to other worlds. The staff is made of jade, designed to resemble a pair of snakes intertwined, their bodies covered with tiny carved runes, and ends with a pair of serpent heads, each looking in the opposite direction. Otherwise, the staff is surprisingly unadorned.

Possesses the eight main abilities of all rune weapons.

Diabolic alignment, IQ: 18

Inflicts 1D6x10 M.D. per physical blow.

Soul Drinker

The wielder's spells are cast at a strength 3 levels higher than normal (so 13th and 11th level for Dunscon).

Summon Demons: Once per day, the wielder may summon 1D4 demons (random type) to fight on his or her behalf. They will stay for 10 minutes per level of the wielder, then return from whence they came (that's 180 minutes for Dunscon). Shadow Beasts are his favorites.

Blood Ritual: By sacrificing four sentient beings, the wielder may summon one lesser demon per level of his experience or one greater demon per every two levels of experience. These will stay at his side for 24 hours and 10% may be convinced to stay indefinitely. This can be done only once per week.

3. **Skin of the Demon.** This grotesque armor is a creation of Bio-Wizardry and is made from the body of a living demon that has been magically shaped to form a suit of scale mail armor. It is still alive, and will occasionally move and twitch. As such,

even Dunscon finds it disturbing, and only wears it when expecting trouble. Fortunately, the creature is no longer aware.

Provides 300 M.D.C. in protection and regenerates damage at the rate of 4D6 M.D.C. per minute.

Fire and plasma attacks do half damage.

4. **Soul Bottle.** A torture device Dunscon uses to extract information from his prisoners. It shares some principles with the Soultwist spell, in that it inflicts harm to the spirit rather than the body, but is fouler than a mere combat spell. While holding the bottle, the wielder makes a Capture attack against a helpless victim. If the victim fails a magic save (15 or higher), his or her spirit is partially pulled into the bottle. Once in the bottle, the wielder may stretch, twist, flay, or otherwise do to the spirit what one might do to the body. The pain is far more intense, but in this case, inflicts no permanent damage. Every round, the victim must roll a save, needing a 15 or better, with M.E. Bonus added into the roll. If the save fails, the victim will tell a single piece of information to make the pain stop. If the save fails with a natural one, the victim begins spouting off whatever he or she believes the wielder wants to hear, regardless of its validity.

5. **Bands of Denial.** The hands project a field that acts as armor against spells that normally pass through armor unhindered. Any spell (such as Soultwist) that normally ignores armor will be denied! No damage or effect.

6. **Others.** Dunscon also has a large collection of "standard" magical items, including Techno-Wizard items. As the head of the True Federation of Magic, he can get his hands on anything except the rarest of items.

Cybernetics: None; as an immortal, supernatural being his body will reject any and all cybernetic implants.

Personal Resource: Lord Dunscon has a treasure trove worth in excess of 40 million credits, 10 million in Universal credits, plus he has at his disposal the wealth of his Kingdom and the City of Brass. He also has hundreds of Shadow Beasts and other demonic and magic wielding minions and practitioners of magic at his beck and call.

Allies: Demons (in general), the Grim Reapers, and Lord Splynnecryth of Atlantis.

Enemies: Besides the Prosek family, the Coalition States, the Lords of Magic, and Dweomer City, and anybody who stands in his path to power (including other Brotherhoods of magic).



Bloodmist

Dunscon Bodyguard & Advisor

When Alistair Dunscon made his triumphant return to Rifts Earth, he was accompanied by a cadre of powerful beings. All characters he met during his dimensional adventuring and long-time associates in crime.

Bloodmist, a Raksasha Lord, is Lord Dunscon's closest advisor and confidant. He is always at Dunscon's side, whispering advice and further poisoning his mind. The Raksasha also serves as an emissary between Dunscon and his many demonic allies and servants, including Demon Lords. As such, he is a powerful figure in Dunscon's "court." Those who dislike Lord Dunscon have suggested that it is Bloodmist who pulls his strings, but nothing could be farther from the truth, and Bloodmist will slay any being who says otherwise to his face or within earshot.

Bloodmist is a typical Raksasha, delighting more in political mayhem than carnage. He is a master spy and assassin, rumored to have once been an instructor for a clan of Sunaj assassins. Nonetheless, he is not above physical combat or torture and enjoys a genuine challenge (which are far and few between). Like a cat, he loves to toy and play with his enemies, and watch them scurry about wherever he wants them. He **also** enjoys great deceptions and instigating hate and fear almost **as much as** intimidation, subterfuge and mind games. Bloodmist loves the political turmoil and volatility in and around the Federation of Magic, including the Coalition States. He is doing everything he can to make sure it stays that way, often feeding Alistair advice and information that fuels his hatred.

Bloodmist

Also Known as: Dunscon's Blade and the Hellcat.

True Name: Unknown

Species: Raksasha greater demon; actually a Raksasha Demon Lord.

Alignment: Diabolic

Mega-Damage: 900 points.

P.P.E.: 900

I.S.P.: 600

Age: Thousands of years old.

Size: 6 feet, 2 inches tall (1.9 m), 250 lbs. (112.5 kg), all muscle.

Horror Factor: 14

Attributes (supernatural): I.Q.: 19 M.E.: 16, M.A.: 17, P.S.: 37, P.P.: 18, P.E.: 23, P.B.: 14, Spd 40

Appearance: A regal, lion-headed humanoid with piercing eyes and strong demeanor. Typically clad in robe or cape with his favorite weapons at his side. Bloodmist delights in taking the appearance of other life forms **as well as** specific individuals and, in disguise, goes out among others to gather information and/or instigate trouble.

Disposition: Quiet, alert and intimidating. He is confident, self-reliant, clever and astonishingly resourceful. Bloodmist sees an "angle" or opportunity in everything and is a master manipulator. He loves to play mind games with those he regards as lesser beings. Although he sometimes manipulates Alistair Dunscon, the Raksasha honestly respects him and loyally serves him. This doesn't mean Bloodmist would sacrifice his life for Dunscon or turn against him if the situation merited



it, but he considers Dunscon to be a most worthy and brilliant master. A wonderful agent of chaos and change; never dull or boring. The fact that Lord Dunscon is insane does not bother Bloodmist in the least, after all, who isn't at least a little crazy?

Level of Experience: 10th level Raksasha; the equivalent of a 10th level assassin.

Skills of Note: Basic and advanced math 98%, literate in Dragonese/Elven, American, Dwarven, Simvan, Demongolian, and Euro, all at 98%. All espionage skills at 98%, plus recognize weapon quality 98%, trap construction 90%, trap/mine detection 95%, military etiquette 80%, find contrahand 80%, streetwise 60%, seduction 70%, land navigation 98%, swim 98%, climb 90%/80%, dance 90%, sing 75%, demon lore 98%, faerie lore 92%, magic lore 92%, radio: basic 98%. computer operation 98%, pilot automobile 70%, pilot hovercraft 70%, horsemanship (general) 70%, W.P. sword, W.P. knife, W.P. blunt, W.P. targeting, W.P. paired weapons and W.P. energy rifle.

Magic Knowledge: As a Raksasha Lord, Bloodmist has an opportunity to become a student of magic with a better than usual range of magic knowledge and ability. All metamorphosis, protection, and illusionary magic. Plus Exorcism, Manipulate Objects, Healing Touch, Armor of Ithan, Carpet of Adhesion, Blinding Flash, Fire Bolt, Fireblast, Deflect, Frostblade, Animate and Control Dead, Turn Dead, Death Trance, Aura of death, Deathword and Beat Insurmountable Odds. Spells are cast at the equivalent of 4th level of experience (higher than a usual Raksasha) with a spell strength of 13.

Psionics: 600 I.S.P. Possesses *all* psionic powers at 8th level proficiency.

Natural Powers & Abilities: Nightvision 120 ft., keen normal vision, see the invisible, turn into mist at will, track by smell 45%, dimensional teleport 51%, bio-regeneration 4D6 M.D. per minute, resistant to fire and cold (magic fire and cold, and M.D. plasma all do half damage), teleport self and up to 300 additional pounds up to five miles (8 km), magically knows all languages. Shape change at will into any living creature between one and ten feet in height. See *Rifts® Conversion Book One*, page 216, for details.

Combat Abilities & Bonuses: Six physical or psionic attacks, or two attacks per round; +6 to strike, parry, and dodge, +4 to roll with punch or fall, critical strike on a natural 20, +4 on initiative, +4 on all saving throws.

Restrained Punch: 5D6+22 S.D.C.

Normal Punch: 4D6 M.D.

Power Punch: 1D6x10 M.D. (but counts as 2 attacks)

Kick: 5D6 M.D.

Bite: 2D6 M.D.

Weapons and Equipment: Bloodmist tends to rely on his psionics rather than man-made weapons or armor. However, he does have a cache of minor magical and technological weapons which he will occasionally use. His favorite is a SAMAS rail gun (and backpack) which he tore off a Coalition Sam before destroying it and the pilot.

Another favorite weapon is his greater rune dagger, *Bloodletter*.

Possesses the eight main abilities of all rune weapons.

Aberrant alignment, I.Q.: 15

Communicates with Bloodmist through telepathy.

Inflicts 4D6 M.D. per physical blow.

Adds +1 to all of Bloodmist's saving throws.

Healing abilities: Restores 2D6 hit points and 2D6 S.D.C. (or 2D6 M.D.C.). Healing can be performed a total of six

times per 24 hour period, plus remove curse (56% chance, can try four times per 24 hours), turn 4D6 dead (55% chance of success), and animate 2D6 dead (64% chance of success).

Cybernetics: None; as a supernatural creature, his body will reject any and all cybernetic implants.

Personal Resources: As a member of Lord Dunscon's elite Council, he lives like a king, with all his needs taken care of. He has a personal treasure trove of gems and jewelry worth in excess of 10 million credits, plus a million in universal credits.

Allies: Lord Dunscon, other council members and demons, and other creatures of darkness.

Enemies: The enemies of Lord Dunscon are his enemies, as well as vampires, alien intelligences and humanoids in general.

Mestoph Denali

Demonic Advisor

Unknown to all outside of Lord Dunscon and his High Council, the beautiful and elusive Mestoph Denali is a rare Elite, or the "Hidden" Corrupt. She is nearly 200 years old and said to be foremost among the Corrupt. According to her and others of the Corrupt, Mestoph was the first human to ever offer herself to the force known as "the Liberator" — she claims to have originated the term. As is the nature of the demonic creatures known as the Corrupt, she is not a leader or overseer of these beings, although most of the Corrupt know her name and seem to be able to sense her age and power. Thus, she is given a certain amount of respect and deference among her kind.

The Corrupt are humans and D-bees who have sacrificed their humanity to become evil monsters of chaos and mayhem. The transformation is so dramatic that they lose much of their former selves. Many Corrupt seem exactly the same, as if they were all cast from the same mold. Not so with Mestoph. For whatever reason, she has retained a good deal of her original personality and memories. This may simply be because she was already a monster given to envy, hate and contempt. Her only genuine means of enjoyment coming from the suffering of others, ideally at her hands. She is Dunscon's Enforcer, the Council person who oversees the enforcement of Dunscon's will and the laws and rules of his kingdom with brutal efficiency. She loves nothing more than to lead a squad of troops (often the Corrupt) against intruders, spies and rabble-rousers, as well as raids against unsuspecting villages, Brotherhoods or groups who have dared to ignore or defy Lord Dunscon.

Mestoph Denali NPC Villain

& Minion of Dunscon

Also Known as: Mestoph the Enforcer and Mestoph the Black
True Name: Bridget Daniels

Species: Once human, now a Hidden Corrupt; supernatural being.

Alignment: Diabolic

Mega-Damage: 101

Age: Approximately 200, but appears to be in her early 30s.

Size: 6 feet, 8 inches (2 m) and 180 pounds (81 kg) of muscle.

Horror Factor plus Reputation as one of

Dunscon's Advisors: 15

P.P.E.: 95

Experience Level: 9th level Corrupt.

Attributes: I.Q.: 12, M.E.: 17, M.A.: 12, P.S.: 36, P.P.: 23, P.E.: 20, P.B.: 13, Spd: 45

Disposition: Vengeful, bloodthirsty and thoroughly evil, Mestoph takes great delight in inflicting pain and misery on others, believing that they deserve every bit they get, especially men. In her twisted mind, she believes that everything that went wrong with her life is the fault of those around her, especially the so-called "normal" people and men in power. She even hates Lord Dunscon and fears Bloodmist but knows that Dunscon will provide her with plenty of victims and opportunities. Besides, she finds him strangely alluring.

Skills of Note: Camouflage 60%, recognize weapon quality 65%, demolitions 84%, demolitions disposal 84%, escape artist 70%, intelligence 64%, tracking 85%, wilderness survival 80%, palming 60%, pick pockets 65%, seduction 54%, streetwise 62%, W.P. knife, W.P. blunt, W.P. energy rifle, W.P. heavy energy weapon, plus Horsemanship: Exotic 80%, Demongogian 98%, American 98% and basic math 90%.

Combat Abilities: 7 physical attacks per melee, +4 on initiative, +8 to strike, +4 to parry, +4 to dodge, +6 to pull punch, +4 to roll with impact or fall, +2 to save vs magic, impervious to poison, toxins, drugs and disease, resistant to cold, heat, and tire (does half damage), +6 to save vs Horror Factor, and never fatigues.

Restrained Punch: 5D6+21 S.D.C.

Normal Punch: SD6 M.D.

Claw: 6D6 M.D.

Power Punch: 1D6x10 M.D. (but counts as 2 attacks)

Power Swipe/Claw: 2D4x10 M.D. (but counts as 2 attacks)

Kick: 5D6 M.D.

Magic Knowledge: Shadow Meld, Levitate, Agony, Blind, Shatter, Mystic Fulcrum, and Aura of Power.

Psionics: None

Natural Powers & Abilities: Standard for the Corrupt.

Weapons and Equipment: Owns a variety of different weapons, including laser scalpels, Vibro-Blades, electro-stunners, and various CS energy weapons. By far her favorite weapon is the Black Halberd, a magical polearm that does 6D6 M.D., can be hurled 1000 feet (305 m) and does double damage to supernatural beings of good alignment!

Personal Resources: As a member of Lord Dunscon's elite Council, she lives like a queen, with all her needs taken care of. She has a personal treasure trove of gems and jewelry worth in excess of 8 million credits, plus a half million in universal credits.

Allies: Lord Dunscon and other members of his council, as well as other Corrupt.

Enemies: Pretty much everyone else.

Cybernetics: None; as a supernatural creature, her body will reject any and all cybernetic implants.



Brok Redman

Baal-Rog Advisor

Brok is a Baal-Rog demon who is another member of Dunscon's High Council. He is the military strategist of the group and has helped to conceive and execute most of the military operations and raids against the Coalition States conducted by the True Federation. He would love nothing better than to pit his forces against the Coalition, although he realizes that the Federation is hopelessly outnumbered at the present time. He also helps to keep the demon minions of Lord Dunscon under control.

Baal-Rags are one of the most feared and powerful of all the greater demons. They are physically and magically powerful, as well as smart. The visage of the Baal-Rag is impressive — terrifying if one is facing its rage. They are huge, bronze-skinned humanoids twice the size of a man, bulging with muscles and adorned with giant, black bat wings. They serve as the lieutenants and captains of the demon hordes, and are often seen commanding legions of lesser demons.

Brok is fairly loyal to Alistair Dunscon, but he dislikes many of his decisions and some of the company he keeps, such as the Deevil, Cracius, and the Corrupt, Mestoph. Still he sees in Lord Dunscon the spark of genius and only hopes that the roots of madness serve their cause and do not jeopardize it. He respects and trusts Bloodmist, and the two often confer between themselves.

Brok Redman

Also **Known** as: The Demon General.

True Name: Unknown

Species: Baal-Rog greater demon.

Alignment: Aberrant

Mega-Damage: 600 points

P.P.E.: 325

Age: Hundreds of years old.

Sue: 13 feet tall (3.9 m), one ton of muscle and meanness.

Attributes (supernatural): I.Q.: 18, M.E.: 19, M.A.: 17, P.S.: 38, P.P.: 18, P.E.: 21, P.B.: 7, Spd: 40 running or 90 flying (that's roughly 60 mph or 96 km).

Horror Factor: **14**

Appearance: A bronze-skinned giant with a pig-like nose, sharp teeth, pointed ears, flaming red eyes, muscular body and huge hat-like wings.

Disposition: Bold, confident and forceful, a natural leader who is used to harking out orders and expecting them to be obeyed. Despite his frightening appearance, Brok is intelligent and can be disarmingly charming and witty. He has an excellent head for strategies and tactics, and is comfortable leading groups of fighters from a ten-man squad to an entire army.

Level of Experience: Equal to a 5th level Fire Warlock and 9th level warrior.

R.C.C. Skills: Basic and advanced math 92%, literate in Dragonese/Elven 98% and two other languages of choice, forgery 45%, intelligence 88%, track humans 50%, wilderness survival 70%, land navigation 80%, swim 60%, climb 80%/70%, dance 80%, streetwise 80%, demon & monster lore 80%, faerie lore 60%, radio basic 80%, computer operation 60%, W.P. chain, and W.P. heavy energy.

Magic: P.P.E. 325. All levels 1-4 fire elemental magic, plus fire whip (level 7), animate & control dead, turn dead, exorcism, remove curse, and heal wounds. Equal to a 5th level wizard.

Psionics: None.

Natural Abilities: Fly, nightvision 90 ft (27.4 m; can see in total darkness), see the invisible, turn invisible, track by smell 45%, dimensional teleport 57%, bio-regeneration 4D6 M.D. per minute, impervious to fire (including M.D. magic fire and plasma energy), magically knows all languages, and can leap 50 feet (15.2 m) without assistance from his wings. See **Rifts®** Conversion Book One, page 211, for details.

Combat Abilities & Bonuses: Six physical attacks per melee or three by magic. Favorite weapon is the magic fire whip. +3 on initiative, +3 to strike, parry, dodge, +4 to pull punch, +4 to roll with impact, +3 on magic saving throws, in addition to attribute bonuses.

Restrained Punch: 5D6+22 S.D.C.

Normal Punch: 4D6 M.D.

Power Punch: 1D6x10 M.D. (hit counts as 2 attacks)

Kick 5D6 M.D.

Bite: 1D6 M.D.

Weapons and Equipment: Brok tends to rely on his cunning, strength and natural abilities, but can and does use man-made weapons and magic items when the situation requires it. Prefers heavy weapons.

Cybernetics: None; as a supernatural creature his body will reject any and all cybernetic implants.

Personal Resources: As a member of Lord Dunscon's elite Council, he lives like a king, with all his needs taken care of. He has a personal treasure trove of gems and jewelry worth in excess of 10 million credits, plus a half million in universal credits.

Allies: Lord Dunscon, other council members and demons, and other creatures of darkness.

Enemies: The enemies of Lord Dunscon are his enemies, as well as vampires, alien intelligences and humanoids in general.

Note: Brok is depicted in the group scene illustration, hunched behind the throne.

Cracius The Cunning Deevil Advisor

Deevils, although not as skilled in the arts of persuasion and corruption as their Devilkin brothers, are notorious as enticers and deceivers. Cracius is no exception. Lord Dunscon appreciates his wiles and uses Cracius as diplomat, spy and interrogator, as well as an advisor on the base nature of mortal beings and what it may take to "sway" them.

Cracius enjoys his work and is loyal to Lord Dunscon, despite the fact that Alistair associates with the demon hordes of Hades, who are ancient rivals of Deevils and their kin. Cracius respects Bloodmist and Brok, but doesn't trust them. He is constantly engaged in a campaign of "one-upmanship" and (reasonably) friendly rivalry and mind games with them (although he wins only a third of the time). Cracius is a big fan of Mestoph. He likes her style, and the two often collaborate, but he doesn't trust her for a minute.

Cracius The Cunning

True Name: Unknown

Species: Deevil

Alignment: Miscreant

Mega-Damage: 170

Size: 8 feet tall (2.4 m).

Weight: 500 pounds (225 kg)

P.P.E.: 90

Age: Hundreds of years old.

Horror Factor: 14

Attributes (Supernatural): I.Q. 12, M.A. 18, M.E. 18, P.S. 22, P.P. 20, P.E. 20, P.B. 6, Spd 40

Disposition: Cheerful and positive even when under duress.

Bold, cocky, a risk taker who remains cool under fire. An excellent bluffer.

Experience: Equal to a 4th level Fire Warlock and 7th level diplomat (or con-artist).

R.C.C. Skills: Escape artist 65%, intelligence 70%, wilderness survival 80%, land navigation 50%, pick pockets 64%, pick locks 70%, palming 55%, concealment 55%, streetwise 55%, prowl 50%, swim 50%, climb 80%/70%, W.P. sword, W.P. blunt, W.P. energy pistol, W.P. energy rifle (all equal to 6th level proficiency). Literate in Dragonese/Elven and American at 98%, plus Demongolian, Spanish and Euro at 80%.

Natural Abilities: Nightvision 60 A (18.3 m; can see in total darkness), see the invisible, turn invisible at will, metamorphosis: human, track by smell 55%, dimensional teleport 63%, bio-regeneration 3D6 M.D. per minute, magically knows all languages, and can leap 30 feet (9 m). See **Rifts®** Conversion Book One, page 221, for more details about the denizens of Dyval.

Combat Skills: Six attacks per melee.

Full Strength Punch: 3D6 M.D.

Power Punch 6D6 M.D. (counts as two attacks).

Head Butt: 3D6 M.D.

Running Ram with Horns: 6D6 M.D. (counts as two attacks, but has a 01-60% chance of knocking human-sized opponents off their feet. If so, the victim loses initiative and one melee action).

Kick: 4D6 M.D.

Bite: 1D6 M.D.

Bonuses: +2 on initiative, +3 to strike or parry, +2 dodge, +3 to pull punch, +3 to roll with impact, +2 on all magic saving throws, +6 to save vs horror factor, in addition to attribute bonuses.

Magic: 90 P.P.E. All level one fire elemental magic plus turn dead, luck curse, phobia curse, compulsion, remove curse, heal wounds. Fourth level proficiency.

Psionics: None

Weapons and Equipment: Cracius tends to rely on his cunning and smooth talking, as well as his natural abilities, but can and does use man-made weapons and magic items when the situation requires it.

Cybernetics: None; as a supernatural creature, his body will reject any and all cybernetic implants.

Personal Resources: As a member of Lord Dunscon's elite Council, he lives like a lord, with all his needs taken care of. He has a personal treasure trove worth four million credits, plus a quarter million in universal credits.

Allies: Lord Dunscon, Mestoph, other council members, deevils and other creatures of darkness.

Enemies: The enemies of Lord Dunscon are his enemies, as well as vampires, alien intelligences and humanoids in general.

Note: Cracius is depicted in the group scene illustration to the left of Lord Dunscon (a succubus at his feet).

Brotherhoods & Places of Note

Fadetowns

A Fadetown is a village or town that appears, on all accounts, to be perfectly normal. Most are obviously poor communities of humans and/or D-bees who toil as farmers, trappers and hunters, trying to survive in the harsh wilderness of Rifts Earth. This is a facade, because these places are far from ordinary. They are tied to mysterious dimensional forces that alter the fabric of reality and cause these towns to "fade" from place to place, and more.

There are dozens of the so-called "Fadetowns" scattered throughout the Magic Zone. Exactly how or why certain places turn into these dimensional aberrations is unknown. They are primarily found in the Magic Zone and a handful of other regions in the East, North and parts of Canada where ley lines are at their most numerous. All Fadetowns have one thing in common, they are located on a ley. They get their name from the fact that they "fade" in and out of our reality! This "fading" is completely random and has varying effects. As odd as it may seem to outsiders, the people who live in Fadetowns are used to these strange occurrences and take them in stride.

Fade Outs — Dimensional Fluxes

G.M. Note: Pick one as desired 1-3 times a month, or roll percentile on the following random table 1D4 times a month.

01-05 Entire Town Disappears! The whole place and every person, animal, building, structure and thing within the borders of the Fadetown vanish as if they never existed. Reappears with the next dimensional flux, typically at the same location where everything is normal until the next "Fade Out." To living beings in the town, it is as if only a minute has passed. The only real problems exist with crops and livestock who were not tended to while the town and its inhabitants were gone. Likewise, residents or visitors away from town when it vanished may find themselves temporarily homeless or separated from their associates.

06-20 Literally a ghost town. The entire town, residents and all, "fade" out of sync with reality. When this happens, the town and everything in it straddles several different dimensions with-

out actually physically existing in any. Earth is the place of origin, so the people, animals, buildings, vehicles, and anything else within the narrow geographic range of the “town” appear as transparent ghost-like apparitions. People can go about their business, eat and draw water from the community storehouses, but cannot leave town. Although they can see and hear things in the physical plane, they cannot touch, speak to (no sound), or affect anything in the physical world. Only psionics can be used by the people in dimensional flux to communicate or attack people in the physical world and vice versa. Note: Those caught in the Fadetown when it went into flux are stuck there until the next dimensional realignment or “fading,” which typically occurs once every 2-4 weeks. Also note that to those in the ghostly flux, everything in town seems normal — has a physical feel, smell, sound, etc., it’s just that they can’t leave the confines of the town (as if an invisible barrier boxes them in), and everything outside the area of town seems semi-transparent, silent, and ghost-like.

21-36 Fades to a new location far **from** the last. This new location will always be along the ley line or an intersecting ley line. This frequent change of location is only a problem when the Fadetown is relocated near a rival, enemy, or hostile territory, or away from some natural resource (river, well, farmland, mine, etc.). The biggest problem a Fadetown has is establishing trade with its neighbors and travelling merchants. This is compensated in part by having major storehouses and buying items in bulk when they have the opportunity. Note: A Fadetown never reappears on top of an existing community, although it may appear around a campsite.

37-52 Fades to a new location not far **from** the last. This new location will always be along the ley line or an intersecting ley line and will be no more than one mile (1.6 km) away from the last site.

53-68 **Ghost** Fade. 1D6+10% of the town’s people fade into ghostly apparitions. They remain in this state until the next dimensional flux, and until then they cannot communicate with the physical world except through pantomime, sign language, mouthing words, or psionics. Although ghostly in appearance, they cannot walk through walls and must have somebody open a door for them to enter a room. Likewise, they would need somebody to flip the pages of a book, turn on a machine, etc. While a ghost, those affected do not require food, water, heat or shelter, nor much sleep, although many get bored and sleep a lot. As usual, they are confined to the borders of the town and can interact with others who have been temporarily turned into ghost-like beings.

69-84 Population Fade. 6D6% of the town’s population vanishes into thin air. No ghosts, no anything. They are just gone! They remain gone until the next dimensional flux and reappear in the exact place and condition that they were when they vanished. For those affected, it seems as if only 10 seconds have passed, while days or weeks have passed in the real world. G.M. Note: It’s up to the G.M.’s discretion as to whether or not all or some of the player group vanishes when this happens.

85-00 Magic Fade. For some reason, magic in all its forms fades or ebbs to low levels, as if being drained or channelled elsewhere. Magic spells and rituals are reduced by half — half damage, half the duration, half range, but full P.P.E. cost to perform. Likewise, all P.P.E. reserves are half and recovery of

P.P.E. is done at half. Rune and TW weapons do half damage and all other magical abilities are halved, and P.P.E. cannot be drawn from the ley line (must go outside the town’s borders, which are usually clearly marked at many Fadetowns).

Strange Benefits

Everything is not bad or chaotic about living in a Fadetown. When the entire town is “ghosted,” they are impervious to disease, foul weather and invasion. The other dimensional anomalies are seldom dangerous, mostly inconvenient, and keep life interesting. Furthermore, there are some genuine benefits. Although Fadetowns are located on ley lines, they are never affected by Ley Line Storms (they skip over them), never have a random Rift appear in or very near town, and are never visited by entities, Astral Travelers, banshees, ghosts or spirits of any kind.

Being on a Ley line renders the detection powers of Dog Boys and Psi-Stalkers useless and makes them invisible to the CS. As a result, Coalition troops don’t often find and invade Fadetowns. Even when they do, if they know it’s a Fadetown, most squad to platoon-size troops will ignore them, preferring to keep their distance from these dimensionally unstable places. Occasionally, large companies, or smaller groups of soldiers provoked into attacking, will assail a Fadetown with long-range weapons and/or Skelebots, but this still makes them safer from CS attack than most communities.

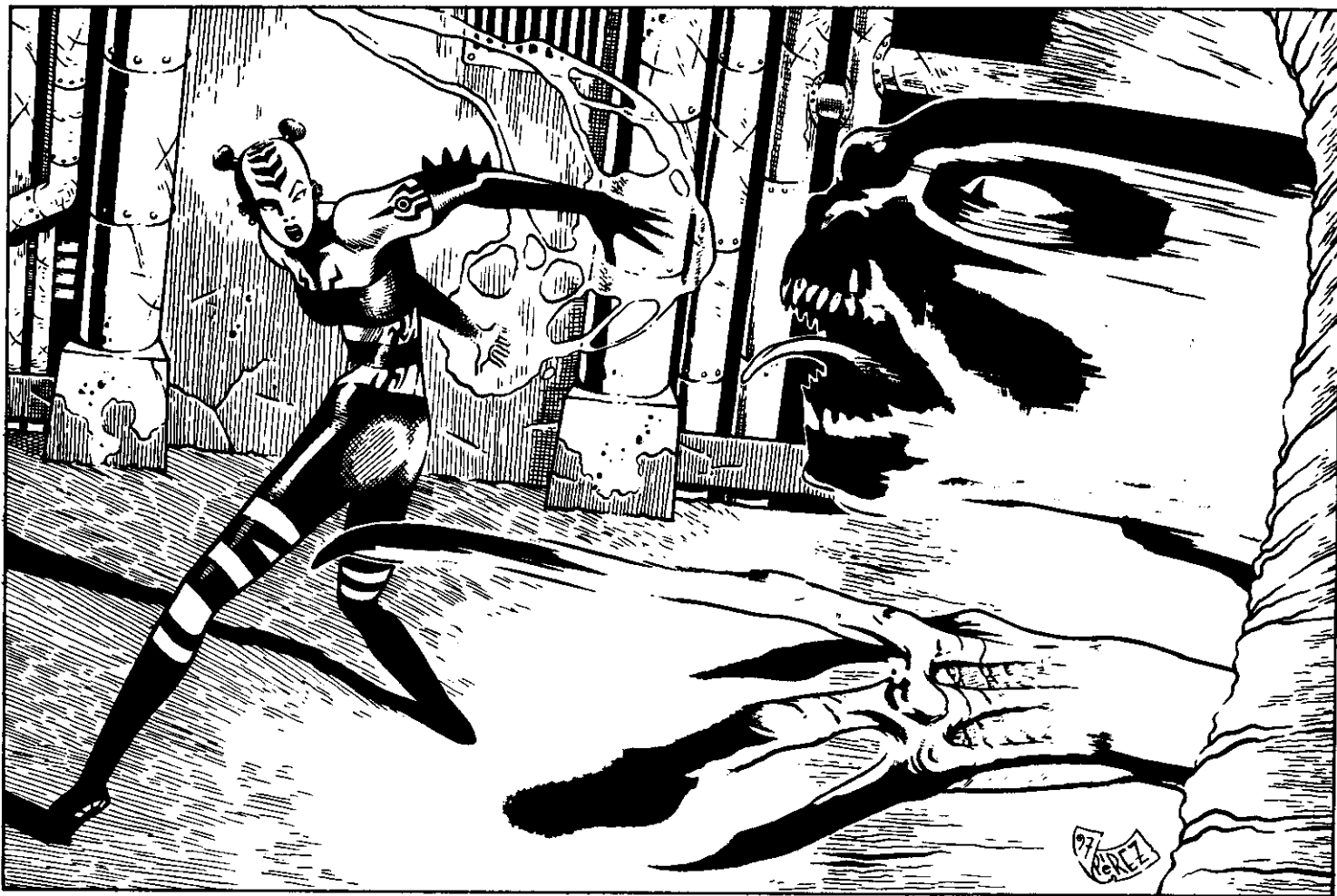
Outsiders in general, fear Fadetowns and keep their distance. This is a mixed blessing, keeping potential undesirables away and keeping the community small and close-knit, but also makes trade and communications with the outside world difficult.

The People of Fadetowns

The racial and occupational composition and attitudes of people living in Fadetowns vary dramatically. No two seem to share exactly the same views on life in a Fadetown and the outside world. Most residents have come to terms with the strangeness and have adapted. One adaptation is to have large community storehouses and personal/family storage (fruit cellars, closets, sheds, etc.), for storage of goods, food and water. This also means travelling merchants may see a frenzied run on certain items that the townspeople are low on or have trouble acquiring. Getting regular trade at the constantly relocating and frightening Fadetowns (most outsiders don’t want to get caught in a “Fade Out”) is difficult. When a merchant can find a Fadetown, he usually pitches a tent outside of town.

Most, but not all, Fadetowns clearly mark the borders of their community so they and, more importantly, visitors, know exactly where the town’s borders begin and end. These markers can be anything from welcome signs, warning signs (“Beware Fadetown” or “The Fadetown of Blue Ridge,” etc.), stone megaliths, totem poles, statues, fences, small earth mounds or just notches or paint on a tree or a pile of stones. Those who don’t mark their town or warn visitors are typically dangerous places dominated by bandits, a magical brotherhood, cult, coven of witches, powerful sorcerer or other sinister force who likes to keep the unique nature of their town a secret for any number of reasons.

Most are populated by simple, hard-working people — farmers, woodsmen and peasants. Roughly half are towns of people



who prefer to be isolated from the world; many to the point of not caring about what happens outside their community. At these Fadetowns, the people generally take a dim view of strangers and are cold, quiet and uncooperative. They shun outsiders and wish to be left alone. They do not encourage communication with outside groups, and some of them are hostile to any who enter their town, even members of the Federation of Magic.

Some (25%) are friendly, welcome strangers, and are probably anxious to hear news, and stories of adventures, and are willing to trade goods (not that they usually have much to trade other than food, shelter, simple repairs, medical/healing, and sometimes information and magical services).

In fact, because Fadetowns are generally feared by outsiders, they attract criminals, refugees and beings looking for solitude, a place to hide or a secret base of operation. Several small mercenary, Juicer, and bandit groups operate using Fadetowns as their bases. Likewise, criminals, people on the run and bounty hunters often seek temporary refuge at Fadetowns. Considering the amount of riff-raff and desperate or dangerous people who turn to these magical places, the worst Fadetowns (about 10-15%) are as rough and lawless as some of the wilderness towns in the New West. Such towns are usually dirty, shabby places with several saloons, one or more gambling halls, hoarding houses, and various dens of ill repute, as well as churches, a town square, meeting hall, a few shops, a farmer's market, homes and the usual fare found at wilderness towns.

Many, good and bad, friendly or cold, are places dominated by some magical or supernatural being. It may be a single powerful sorcerer, a dragon, magical Brotherhood, a Necromantic cult or supernatural monsters. The power that rules a Fadetown may be obvious and flamboyant, or secretive, or at least quiet, to avoid attracting attention to itself. The magical or supernatural force running the town can be benevolent or malevolent, earthly or demonic. Some places are benign, wishing simply to live in peace and use their power as protection. Others are extremely malicious; travelers may enter but never leave because they are robbed and murdered, killed and eaten, enslaved, imprisoned and so on.

The inhabitants of Fadetowns tend to be wildcards, and the G.M. should treat them as such. Essentially, a Fadetown provides the setting for almost any type of spell caster or supernatural menace the G.M. desires. Sometimes the overall population is party to the evil and other times they are as much victims as anybody else. There are dozens of these towns spread over Federation territory and throughout the Magic Zone, and their masters are quite diverse.

Average populations:

Small Fadetown: $4D6 \times 10 + 100$

Medium Fadetown: $6D6 \times 10 + 240$

Large Fadetown: $1D6 \times 100 + 480$

Note: Most Fadetowns have little use for credits and prefer to trade goods and services. Only Fadetowns that cater to scoundrels and criminals will have more than one or two shops and boarding houses. They will also accept Universal credits.

Only **11%** of the Fadetowns in the Magic Zone are associated with the True Federation of Magic. **4%** are allied to Dweomer and **5%** others. The rest are independent.

The Grey Seers

The Grey Seers are a scattered group of Mystics who specialize in clairvoyance, seeing the future and sharing that knowledge to prevent disasters and loss of life. They are a comparatively tiny organization with a dozen small communities — places of learning, teaching, healing and meditation — scattered east of the Mississippi. A half dozen exist in the Magic Zone, one at Dweomer. Other notable enclaves exist at Lazlo, one near Old Bones/Free Quebec, one tiny group in Illinois not far from Chi-Town, one near Tolkeen and two or three along the Eastern territories. The typical enclave has 3D4+4 actual Seers who teach, advise and heal, with another 6D6+40 followers who assist, aid and help the Grey Seers any way they can (cooking, cleaning, building, helping to tend crops, etc.). Perhaps as many as two hundred wander the North American continent spreading their knowledge, healing and helping others.

The organization is so small because to become a Grey Seer requires years of mental and physical training as well as an innate psionic aptitude. Furthermore, the Grey Seers live a humble life with only the most basic amenities, tend to avoid technology and practice tolerance and pacifism. They fight only in self-defense, and their reward is the satisfaction of helping others, not wealth or glory.

The Grey Seers strive for a sort of neutrality — neutral in the sense that they **try** not to hate any living being, not even the Coalition States or supernatural monsters. They ally themselves to no nation, government or religion, and seek to enlighten and help all people. However, the Grey Seers are frequently outspoken, ignoring political lines and egos, and often issue unpopular opinions, warnings and advice. They tell of psychic impressions and visions without consideration for whom they may insult or anger, **for** to them, the truth is truth, and if their words will help others or prevent disaster they will speak openly. This has angered or earned them the enmity of many leaders and kingdoms. In this regard, their personal beliefs, views and practices, while benevolent and idealistic, are actually far from neutral and they live very active and productive lives.

Many people regard them with great respect and see them as compassionate missionaries and/or an invaluable source of information. Some see **them** as windows to the future and others as holy men and prophets to be revered. In some instances, they are practically worshipped (something the Grey Seers try to discourage). Others fear them as unnatural monsters with the terrifying power to see the future, and shun, even harass and kill them. Some, like the CS, see them as dangerous mutants or the pawns of some greater (and dangerous) supernatural power. Others wonder if they are part of a secret organization with a secret agenda. Some are envious of their power and insulted by their humility.

Note: See the Grey Seer O.C.C. for more information about these Mystics.

The Grim Reapers Cult

The Grim Reapers is an ultra-secret (and small) Juicer Death cult. It is sought out by desperate Juicers looking to avoid death, for the legend about the cult is that they have a way to grant a Juicer immortality. The members maintain secret civilian identities that even most fellow Grim Reapers don't know. When they go forth as a member of the cult, they conceal their faces with a skull mask, the symbol of their cult. It is said they worship death in the guise of the demon Horseman, and that their brand of immortality is to transform unwitting Juicers into undead monsters known as *Murder Wraiths* (see page 50 of the **Juicer Uprising**); monsters with little will of their own and a lust to kill and destroy. Hardly the immortality desperate Juicers trying to escape death expect to receive.

Thankfully, this horrible Necromantic cult is extremely unpopular and its practice uncommon. Agents and members can be found in the back alleys and saloons of places frequented by Juicers, most notably *Kingsdale*, *Los Alamo*, *Ishpeming* and most recently, they have been reported around *Tolkeen*. Dozens were destroyed during the **Juicer Uprising** (*Rifts World Book 10*) and Ishpeming has (unsuccessfully) launched a campaign to eradicate them from their cities.

Still they and their Juicer Murder Wraiths linger like a pestilence, striking out at the living in small numbers by creating death and mayhem — the Grim Reapers generally have only one use for other life forms: target practice. Therefore, they are openly hostile toward most Brotherhoods of Magic, Dweomer, Stormspire, and other Magic Zone factions, and have sworn to do everything in their power to bring about armageddon (which is what takes some to Tolkeen). Their only known allies are Necromancers and Lord Dunscon. They see eye to eye on many things, and each recognizes the other as useful to achieving their own goals. The Grim Reapers have an excellent relationship with Lord Dunscon and his True Federation, because Dunscon has always supported Necromancy in all its forms. The Grim Reapers are welcome at the Kingdom of Dunscon and the City of Brass. Lord Dunscon uses cult members and Murder Wraiths as spies, assassins, saboteurs, mercenaries and bodyguards in exchange for sanctuary in his kingdom. Consequently, the Kingdom of Dunscon has the largest number of Grim Reaper factions in North America operating within its borders; approximately 120 plus 50 Murder Wraiths. See page 95 of **Rifts® World Book 10: Juicer Uprising**, for more information about the *Grim Reapers*.

The Society of Sages

The Society of Sages is an elite Brotherhood of sorcerers, alchemists and human supremacists. They actively engage in a deadly study of dragons. They are rumored to hate dragons, secretly work to undermine the Cult of Dragonwright, and are said to capture, torment and kill dragons in terrible experiments — case in point, the Society of Sages are among the few people in North America who hold the secrets for creating *Dragon Juicers* (see **Rifts® World Book Ten: Juicer Uprising™**, for more de-



tails about *Dragon Juicers* and the *Society of Sages*, including stats for *Cagliostro Smith*). They are also known to “exterminate” inhuman monsters (mainly D-bee sorcerers and supernatural beings) and any D-bees who get in their way. The Society is also believed to be secretly engaged in the extermination of dragons. Their ultimate goal and purpose are closely guarded secrets.

They purchased the secret of creating Dragon Juicers from Stormspire, and have had limited dealings with some Magic Brotherhoods in the Magic Zone, typically an exchange of information and/or trade of magical components. The Society’s leader, Cagliostro Smith, is a former member of the Federation of Magic. Once, he had entertained the notion of trying to make a bid for leadership of the Federation, but that all ended with the arrival of Lord Dunscon. He also spent a few years at Dweomer City, but left on bad terms. Smith has refused to swear fealty to the “True” Federation and is believed to be secretly trying to undermine Alistair Dunscon’s rule whenever he gets the chance.

Population of the Society: 187, all human. Roughly half are scattered throughout the Magic Zone and Midwest on assignments of information gathering, making acquaintance with potential allies and hunting dragons. The exact number of members, especially Juicers and field agents (which includes practitioners of magic), can go up or down 20% depending on circumstances and mortality rates in fighting dragons and engaging in subversive acts.

30 Ley Line Walkers (levels 3-12)

9 Shifters (levels 4-10)

10 Mystics (levels 5-11)

8 Techno-Wizards (levels 4-9)

8 Alchemists (levels 4-8)

6 Necromancers (levels 3-9)

6 Other practitioners of magic (levels 4-10)

10 Assassins and spies (levels 2-8)

30 Dragon Juicers (levels 2-6)

40 Juicers of varying type (levels 2-7)

30 Acolytes and assistants

Base of Operations: The outskirts of Kiogsdale.

Diplomatic Relations

Dweomer City: The Society considers Dweomer City a neutral factor, despite the fact that it harbors a large population of dragons and that Cagliostro had a falling out with both the High and Lord Magi, and was driven from the city. Cagliostro knows that as long as he leaves Dweomer alone, the Lords of Magic will return the favor. Some members of the Society of Sages were originally from Dweomer, and contact with people in the city has continued, generally in the form of information exchanges. This also means that the Sages have a good understanding of the people, powers that rule and layout of Dweomer.

Lord Dunscon: Cagliostro hates Lord Dunscon. Before his return in 60 P.A., Cagliostro had his own little kingdom in the Federation of Magic. He ruled with an iron fist and was satisfied with his lot in life. Then Lord Dunscon and his demonic minions showed up, demanding his allegiance and abandonment of any claim to leadership of the Federation. When Cagliostro refused, Dunscon destroyed Cagliostro’s fortress, burned the village to the ground, killed dozens and drove him into the wilderness. Fortunately for Cagliostro, Dunscon was satisfied

with “humbling” him. Discredited and ashamed, Cagliostro went into hiding for nearly a decade before resurfacing as the leader of the Society of Sages. Under Cagliostro’s leadership, the Society of Sages is secretly doing whatever it can to undermine Dunscon’s power, which isn’t much.

As far as Alistair Dunscon is concerned, Cagliostro is a little man with little dreams and of little consequence.

Stormspire: The Society of Sages maintains good relations with Stormspire. They make frequent purchases of magic and information, all of which have been invaluable to their goals. Cagliostro encourages the use of Stormspire’s weapons, especially the Dragon Juicer conversion.

Magestar: The Mystic Triad is a relative unknown. The Society has had some informational dealings with them, and believes they can be trusted, but does not have any real opinions, positive or negative. The Triad has proposed an alliance, but Cagliostro turned them down.

Grim Reapers: The Grim Reapers are distasteful, to say the least. The Society of Sages has tried to minimize contact with this necromantic cult, and quietly remove its agents when possible. Still, the Society has more important things to deal with than a group of foolish necromancers.

Grey Seers: The Sages see the Grey Seers as an invaluable source of information that Society agents draw on often. Though the Society of Sages will not take steps to protect the Seers, they will never move against them. The Grey Seers dislike the Society of Sages and try not to directly help them in any way. However, if they come seeking enlightenment, the Seers feel obligated to try to help them. The members of the Society of Sages don’t generally make known their true identities and usually come to the Grey Seers as seemingly ordinary people from all walks of life. They also draw on things said by other people who have gotten information from the Mystics.

Fadetowns: Fadetowns are ignored entirely by the Society, except insofar as they check to see if the town’s master is someone they might be interested in (such as a dragon).

Cult of Dragonwright: The Cult of Dragonwright is considered an abomination and a dangerous enemy. The Society of Sages (nicknamed the “Dragon Hunters”) believe dragonkind is a threat to humanity, and one of their major goals is to destroy dragons and chase them from the Earth. As such, cults that worship dragons are anathema to them. When a cult is uncovered, steps are taken to subvert and destroy it, especially if they have a real dragon that they worship. This usually includes an assassination campaign against key leaders and the dragon they worship, as well as ruining the good names of members and implicating them in wrongdoings.

Most members of Dragonwright fear and dislike those who support or participate with the Society of Sages, but have not launched any sort of retaliation against the society itself. Those who commit crimes are, however, brought to justice.

Coalition: The Coalition is of no concern to the Society of Sages. The Society works in the background, from behind the scenes, so the Coalition States is not much of a threat to them. The Society of Sages is very small, so when it comes to a power like the Coalition, there’s not much they can do. Furthermore, as human supremacists, the Society sees the CS as having the right idea, they just fear magic because of the Federation of Magic. The CS isn’t bad, they’re just misunderstood and a little bit overzealous.

People of the Magic **Zone**: Dweomer, Lazlo, New Lazlo, the Cult of Dragonwright, and many Magic Brotherhoods, cults and people and communities of the Magic Zone will have nothing to do with the Society of Sages. The Society is generally regarded as evil and dangerous, especially to D-bees and dragons, because they are militant, fanatical human supremacists. In turn, members of the Society of Sages rarely have anything to do with nonhumans except to use and abuse them (cheat, rob, harass, kill, etc.).



The Cult of Dragonwright

The Cult of Dragonwright has a fairly wide following in the Magic Zone, Dweomer, Tolkeen, Lazlo, New Lazlo, and within the Federation of Magic — a fact that greatly disturbs Lord **Al**-istair Dunscon who sees the Cult as a serious competitor. It is believed that **48%** of all magical societies and Brotherhoods have at least one member who is secretly (in many cases, openly) a member of the Cult of Dragonwright. They do not fight against any faction, but rather **try** to subvert the members of each group towards the worship of dragons. This has not been terribly successful, since many factions, like Lord Dunscon, consider the Dragonwrighters to be subversives, spies, and/or rivals and tend to be harsh in their treatment of the cultists. This is a hit more than unfounded paranoia. The majority of cultists would like to unite the various magic factions under Dragonwright. The cult is popular because of the relative commonness of dragons on Rifts Earth and the fact that many dragons serve as protectors, leaders and rulers and often encourage dragon worship.

The Cult of Dragonwright has become especially prominent in the area dominated by the Federation of Magic. Many humans and D-bees in the smaller towns have taken to dragons as saviors and gods. These people willingly worship these powerful creatures in hopes of gaining protection and power in return. Cultists can be found in half of every town and village, including Dweomer City and the City of Brass. They are usually a minority, or even lone individuals, hut in those places not dominated by a greater power, the cults have sprung up to dominate that realm. Three or four Fadetowns are ruled by powerful adult dragons, and even hatchlings can often form a cult for personal gain.

Mystic Triad & Magestar

The Mystic Triad was formed by three humans — a Battle Magus, a High Magus, and a Lord Magus. They were born and raised in Dweomer City, where they were cultivated by the Magi and trained in their respective disciplines. Hugh **Madding** was a high ranking Battle Magus in the army. A veteran of many skirmishes with supernatural forces and the Coalition. He was respected and admired by many. **Dun Ironforge** was a prodigy among the High Magi, creating new weapons and devices that none had thought of before. **Kara Zayne** was the most talented human, Lord Magus Dweomer City had ever seen. As time passed, all three found the hostile isolationist policy of The Three to be stifling. They also felt it to be too elitist and that their isolationism caused other communities to fear them. Disenchanted, the three Magi banded together, officially resigned from the Dweomer Defense Force and left the city, never to return.

They decided to create a new society that would attempt to befriend normal humans and D-bees, and show them the wonders and positive side of magic. That there was nothing to fear and magic practitioners and ordinary people could live side by side to their mutual benefit. A hundred friends and associates, **all** fellow residents of Dweomer City, joined them for this grand adventure. Calling themselves the Mystic Triad, they and their supporters headed northwest and established a new town they named Magestar. They have tentatively been attempting to form relations with cities that are known to accept magic **users**, such as Lazlo and Tolkeen. So far, they have met with only limited success, **as** no one outside the Magic Zone readily trusts people once related to the Federation of Magic (Dweomer and the Magi are, if you recall, members of the Federation “in name,” if not practice). Nevertheless, in the ten years since their break, the town has grown somewhat, and the Mystic Triad has kept the peace. The Mystic Triad **turn to** the Grey Seers for advice more often than most other groups. Some have speculated that the Triad follows the visions of the Grey Seers to avoid the destruction they have predicted.

The Town of Magestar

Magestar Population:

Total: 1,946

Breakdown:

10% Humans trained in magic.

5% D-bees trained in magic

40% Ordinary humans

31% Ordinary D-bees

4% Cyher-Knights

8% Trained fighters (a smattering of all men at arms O.C.C.s)

2% Other, mostly inhuman, sentient creatures.

Note: The small force of approximately **148** hired Headhunters and Mercenaries is not included as part of the population. Nor is the transient population of 5D6x10 at any given time. The town has only been in existence for three and a half years. If growth projections are accurate, Magestar should grow 2D6+20% every year for the next ten years.

The population is varied, consisting of humans and D-bees from most races found in North America. Only about 15% of the overall population are practitioners of magic; most under 5th level experience. Many individuals without magic knowledge have joined in order to be protected in return for useful services. Headhunters and other mercenaries have been hired as extra protection, but some are there because they believe in the cause. A few years after the founding of Magestar, a large contingent of Cyher-Knights contacted the government and offered their support. Since then, they have been an integral part of Magestar's leadership and defenses, and help to inspire goodwill for the fledgling community, as well as having a small Cyber-Knight outpost (2D6+10 knights on assignment at any given time) in the town.

Magestar Diplomatic Relations

Dweomer City: In keeping with their isolationist policies, the city of Dweomer and its inhabitants (especially the Lords of Magic and the Magi) have nothing directly to do with the place. They are respectful of the three errant Magi but consider them misguided. Having been born in Dweomer, the three leaders of

the Mystic Triad still love their hometown and will come to their aid in times of trouble. However, they feel that the path the Lords of Magic follow doesn't help enough people and that their quiet association with the True Federation (even if in name only) will lead to disaster. They attempt to maintain friendly relations with Dweomer and trade with them regularly, however, their respective Brotherhoods of the Magi will have nothing to do with them and have insisted (under threat of death) that they not spread the teachings of the Magi to outsiders. The Mystic Triad respects their wishes, and while they instruct people in the ways of magic, they do not teach the disciplines of the Magi.

Lord Dunscon: Dunscon and his evil followers are loathed and feared, especially the Grim Reapers, Necromancers and demon hordes. They are exactly the kind of fiends who give practitioners of magic a bad name. The Mystic Triad would love to destroy the City of Brass, but they don't have the power. They attempt to hinder Dunscon's minions **as** much as possible, but there is very little they can do. The Mystic Triad and their Cyher-Knight allies frequently clash with evil factions from the True Federation and their inhuman associates and hirelings, usually while defending travelers, adventurers and neighboring villages. Thus far, **all** such clashes have been done in defense — the champions of Magestar do not directly challenge or interfere with the Federation or Lord Dunscon, **so** they have been primarily ignored. Lord Dunscon and his Council know of Magestar and the Mystic Triad, and dislike them **as** idealistic fools, but do not have any strong feelings about them. Some of the factions within the True Federation, particularly the Grim Reapers, hate them and stir up trouble whenever possible.

Stormspire: They don't know what to think of Stormspire. On the one hand, they don't seem to be causing problems. They don't attack people, declare war, or practice Necromancy. On the other hand, they're mercenaries and opportunists who would sell their grandmother if the price was right. They sell goods and services to the highest bidder without consideration of how they may be used or who might get hurt. Mostly, though, Stormspire is simply too visible to the Coalition. They draw attention and sooner or later will bring trouble to the region.

Grim Reapers: The Mystic Triad consider the Grim Reapers an abomination — pure evil. Their Necromantic practices and corruption of hapless Juicers make this apparent. The Mystic Triad and many champions from Magestar kill Grim Reapers and Murder Wraiths on sight (duel or group combat).

Grey Seers: The Grey Seers are revered for their vision and wise counsel. The Mystic Triad maintains close ties with the oracles, visiting them often for advice and prophecy. The Mystic Triad considers the Grey Seers to be under their personal protection, **so** any harm to befall them will be avenged by the Mystic Triad.

Society of Sages: The leaders at Magestar didn't actually know much about the Society of Sages when they first made contact with them and began to exchange information. However, the more they learn about them, the more they dislike them. Considering how diametrically opposed these two groups are, it seems only a matter of time before they clash.

Fadetowns: The Mystic Triad spends a lot of time (and agents) trying to get Fadetowns to ally with them. Unfortunately, that goes against the principles of most Fadetowns — they wish to be left alone and remain unnoticed. Still, a few

have been impressed by the people of Magestar's kindness and are starting to turn around.

Cult of Dragonwright: The Cult of Dragonwright is typically ignored by the Mystic Triad, except when certain enclaves start engaging in truly unacceptable behavior like human/D-bee enslavement and human sacrifice. The Mystic Triad has tried to win cultists away, but has had no luck.

Cyber-Knights: The Mystic Triad and people of Magestar hold the Cyber-Knights in the utmost respect. Likewise, the Knights have found them to be worthy and honorable allies.

Coalition States: The Coalition is greatly feared by the Mystic Triad, which is one of the reasons they are trying to form alliances with communities. They know that once the full might of the Coalition comes against the Federation of Magic, people throughout the entire region will suffer. On the other hand, they don't see all of the CS as evil and believe that it is the leaders of the Coalition States who have bred fear and hatred in their people. As a result, the Mystic Triad and their associates see the States as misguided and dangerous, but not an evil to be destroyed.

The Mystic Triad

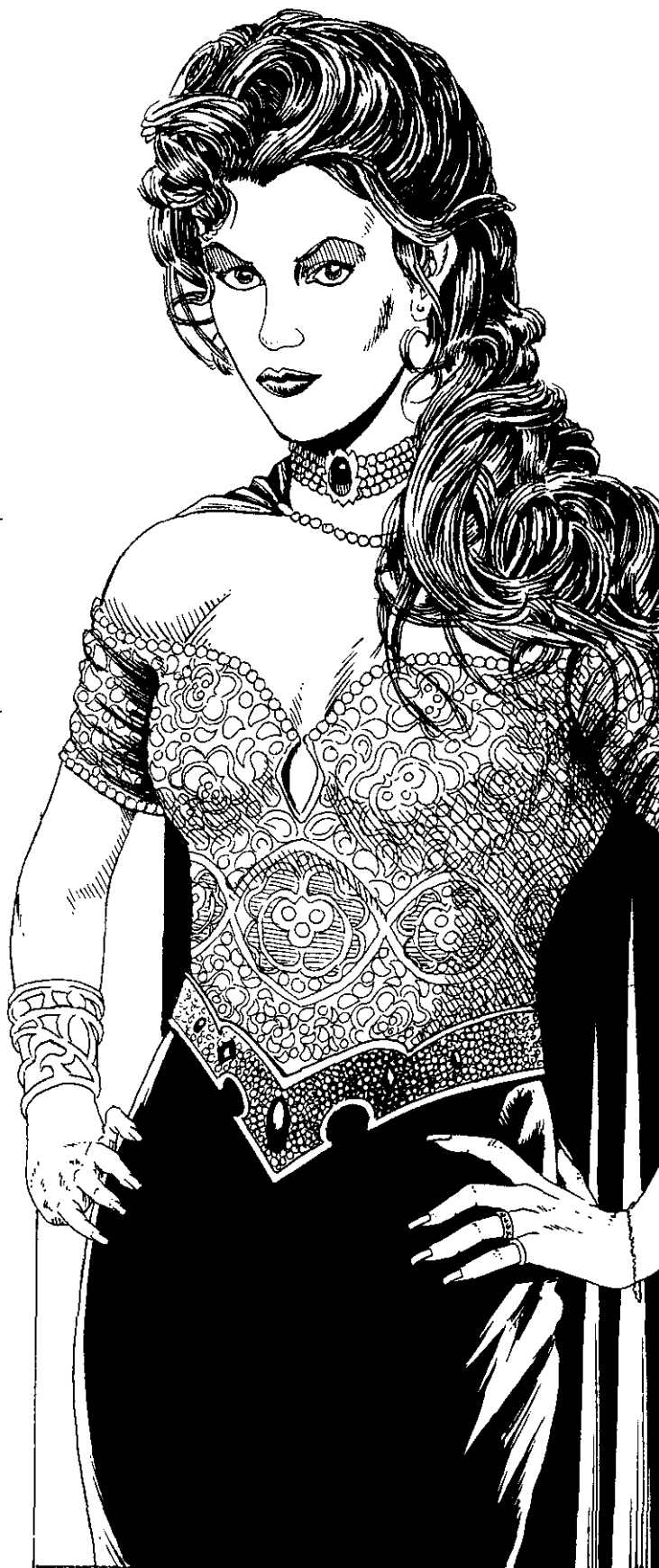
Although others are associated with the Mystic Triad, and some people think of it as a Brotherhood or organization, the Triad is three people.

Kara Zayne

Head of the Mystic Triad

Kara Zayne was the youngest person to ever be accepted for Lord Mage training. Her mind and body worked in such harmony that the leaders of the Magi couldn't wait to begin teaching her. Kara also had a drive and thirst for knowledge that allowed her to work quickly, completing her training in a comparatively short amount of time. However, as she matured into adulthood and began to think more for herself, she found herself disagreeing with her mentors in many things, especially isolationism and thinly disguised elitism. She felt that the isolationist policy pursued by the Lords was a bad idea. While it was certainly necessary to hide from the Coalition States, other kingdoms and nations such as Tolkeen and Lazlo could be invaluable allies. Furthermore, by hiding, the Coalition was free to link all practitioners of magic to the Federation of Magic and paint them as the most hideous and horrible of people. By hiding, there was no shining example of what could be, other than the two Lazlos. Kara decided she had to leave, go out into the world, and prove that magic can help and heal and that all practitioners were not evil. Fellow Magis Hugh Madding and Dan Ironforge, believed as strongly as she did and joined Kara in her idealistic crusade, taking approximately one hundred other Dweomer citizens with them. Since then, the three Magi have become the closest of friends and heroes of growing renown.

Kara leads the Ruling Council, which is elected by popular vote, and the Mystic Triad.



Kara Zayne

Alignment: Scrupulous

Hit Points: Mega-damage creature.

M.D.C.: 46

Attributes: I.Q. 24, M.E. 17, M.A. 15, P.S. 14, P.P. 23, P.E. 23, P.B. 14, Spd 12

P.P.E.: 172

I.S.P.: 30

Age: 31 hut looks 23 — only ages one year for every five.

Size: 5 feet, 5 inches tall (1.67 m), 130 lbs. (59 kg).

Appearance: An attractive young woman with long brown hair who moves with swift, to the point, but graceful movements. Always moving, full of energy.

Disposition: Kara is friendly, outgoing, and, unfortunately, hopelessly idealistic. Nevertheless, she is responsible and feels protective towards those who follow her. Secretly, there are times when even she wonders if it might not be possible to change people's minds about magic. She is confident and sure of herself without being arrogant, and has demonstrated numerous times that she is willing to sacrifice herself to save others. Unlike most Lord Magi, Kara has struggled to keep her humanity and to stay close to "real" people. The Lord Magi losing touch with people, emotions, and their own humanity is one of the things that drove her out of Dweomer. Kara has vowed never to let that happen to her; so far, it hasn't.

Experience Level: 8th level Lord Magus

Magic: Standard for that O.C.C.; spell strength 14.

Psionics: Major psionic with 30 I.S.P. and the psi-abilities of sense evil, sense magic, see aura, mind block, astral projection, object read, and see the invisible.

O.C.C. Powers & Abilities: Standard for a Lord Magus, including +5% to save vs coma and death. Fatigues at half the normal rate, can hold her breath for three minutes, has good balance (+5%) and coordination. See that O.C.C. for more details.

Combat Abilities: Five physical or psionic attacks, or two spell attacks per melee.

Bonuses (including attributes): Standard for that O.C.C., including +2 on initiative, +3 to roll with impact or fall, +6 to strike, +7 to parry and dodge, +3 to pull punch, +4 to save vs mind control, +1 to save vs psionics, +4 to save vs Horror Factor, +2 to save vs illusions, +6 to save vs magic, +4 to save vs poison & disease, critical strike on 19-20, body flip/throw.

Skills of Note: All standard for that O.C.C.

Weapons and Equipment: Does not own much other than what she could carry when she left Dweomer City. She wears magic armor for protection, and wields a Battle Fury sword in battle. Otherwise, she depends almost exclusively on her magical abilities.

Allies: Her fellow members of the Mystic Triad, the citizens of Magestar, Dweomer City, and the Cyher-Knights.

Enemies: The Coalition, Grim Reapers, and Necromancers are among the most notable. Hates injustice and cruelty.

Hugh Madding

The Mystic Triad

Hugh Madding is the second member of the Mystic Triad. A grizzled veteran of many battles, he brings wisdom and experience that the fledgling colony badly needs. He decided to follow Kara for far different reasons than idealism. His years of fighting have shown him one thing: Dweomer City and the Federation of Magic are strong, hut not strong enough. The Coalition has them monstrosly outnumbered, and even the might of the Lords of Magic may not be enough to stop them. He has followed Kara in the hope that allies may be found against a common enemy, hut not for the ideals she believes in, although he does ascribe to many of them.

Hugh is a realist, and still quite loyal to Dweomer City. He protects and helps Kara because he is enamored by her amazing will and love for life. In many ways, she is what he wishes to be, a hero in every way. Thus, she is the ideal he struggles to attain. Unfortunately, his pragmatic nature prevents him from being as optimistic and hopeful as she.

Hugh's realism has been of great benefit to the Mystic Triad. He has urged caution and stopped youthful enthusiasm from leading to disaster on more than one occasion. The appearance of the Cyher-Knights was a great relief to him, since they added greatly to Magestar's security, and gave him hope that Kara's dream might be attainable after all.

Unknown to everyone else, Hugh was given Brethan D'zir's blessing when he left. The High Lord Magus told him to do everything he could to assist, and that when his "children" tired of their foolishness, he would accept them back with open arms. Hugh works at Magestar without any guilt, knowing he is doing both what he wants to, and what his Lord is willing to allow. However, he has begun to believe Kara's dream of a better way of life and a kinder, more open and benevolent society. Someday in the future, he fears he will have to make a real choice between the promise of Magestar and his sense of allegiance to Dweomer and the Lords of Magic.

Hugh Madding — Battle Magus of the Mystic Triad

Alignment: Unprincipled

Hit Points: 63, **S.D.C.:** 45

Attributes: I.Q. 15, M.E. 14, M.A. 9, P.S. 24, P.P. 17, P.E. 18, P.B. 11, Spd 32

P.P.E.: 198

I.S.P.: None

Age: 42

Size: 6 feet, 1 inch tall (1.8 m), and 200 lbs. (90 kg).

Appearance: A rough, grizzled looking warrior with hints of grey in his thick black hair and beard, and who always dresses in armor; he looks nothing like a wizard.

Disposition: Gruff and to the point, Hugh Madding doesn't make too many friends. However, he works hard, is loyal, and an experienced fighter and tactician. Soldiers willingly follow him into battle, where he always leads by example. Hugh honestly believes in the superiority of magic, but doesn't feel that there's any need to force it on others. He just wants the Federation of Magic to be left alone. He often feels like a baby-sitter in Magestar — almost everyone else is under



thirty years old. Nevertheless, he is determined to protect these foolish “children” and hopes they can do what they say.
Experience Level: 10th level Battle Magus
Magic: Standard for that O.C.C., including Lightblade, Frostblade and Invincible Armor. Spell strength **14**.

Psionics: None

O.C.C. Powers & Abilities: Standard for the Battle Magus, including fatigues at one third the normal rate, can hold his breath twice as long (about **4** minutes) as the average human, has exceptional balance (+10%), and can leap 10% farther.

Combat: Eight physical or two spell attacks per melee round.

Bonuses: +3 on initiative (also see Quick Draw), +2 to disarm, +4 to roll with impact or fall, +11 to pull punch, +6 to strike, +8 to parry and dodge, +12 S.D.C. damage, critical strike on an 18-20, paired weapons, body flip/throw, +1 to all aimed and “called shots” regardless of weapon type. +1 to save vs mind control, +5 to save vs possession, +2 to save vs magic, +2 to save vs poison, +7 to save vs Horror Factor, +20% to save vs coma and death, +2 to save vs disease and poison.

Skills of Note: Those typical of that O.C.C., including boxing, wrestling, martial arts, pilot Earth Thunder and Fire Demon Automaton, horsemanship: general 90%, W.P. sword, W.P. Staff, W.P. archery, W.P. energy rifle, W.P. heavy energy weapons, W.P. paired weapons, and W.P. sharpshooting with a bow as well as his magical energy blasts.

Weapons and Equipment: As a high level Battle Magus, Hugh is much more interested in using his own, powerful, spells rather than relying on man-made items. Nevertheless, he has a number of useful weapons, including a pair of Deathbringer swords and a Firestaff. He always wears mystic armor.

Allies: Dweomer City, the Lords of Magic, Cyher-Knights, and the citizens of Magestar.

Enemies: The Coalition, Grim Reapers, and Necromancers are among the most notable. Hates injustice and cruelty.

Dan Ironforge

The Mystic Triad

Dan Ironforge is an extremely talented High Mage, at least when it comes to making Mystic weapons and items. Unfortunately, he was never very good at studying, tending to be a day-dreamer, especially for a Dwarf. Instead of concentrating on learning a new spell, he would be thinking about some weapon or suit of armor he wanted to create. Despite this hindrance, he eventually finished his training and went straight to work, delighting his teachers with the things he came up with. However, not all was well with the young Ironforge. Although he was glad to be doing what he’d always dreamed, he was disappointed that so few people would ever see his craftsmanship. He did not wish to “sell out” like those who went to Stormspire, but wished Dweomer City wasn’t so isolated. When Kara Zayne came along with her dreams, Dan couldn’t help but get caught up in them.

Since becoming one of the Mystic Triad and helping to found Magestar, Dan has been horrified by the fact that he has had no time to work in the forge. He has been too busy helping with the day to day affairs of a growing town (city?). Being somewhat famous, he was elected to the Town Council, and has been stuck there ever since. One of his duties includes overseeing building throughout the community (he helped layout the town and helped to design several buildings, which was great fun). He also supervises the production of magic items and keeps Techno-Wizards in line. Dan works hard, knowing that the sooner the town succeeds, the sooner he can go back to dreaming up new ideas.



Dan Ironforge, High Magus of the Mystic Triad

True Name: Dannythelgon Ironforge

Alignment: Scrupulous

Hit Points: 39 S.D.C.: 38

Attributes: I.Q. 20, M.E. 15, M.A. 9, P.S. 16, P.P. 22, P.E. 19, P.B. 9, Spd 11

P.P.E.: 128

I.S.P.: None

Age: 44

Size: 3 feet, 10 inches tall (1.17 m), 170lbs. (67.5 kg).

Appearance: A young (for a Dwarf) Dwarven male, with red hair, and a short, red beard. Dan's eyes often have a far-away look, as if he's not paying attention to the speaker. **This** is misleading though, as he is alert, resourceful and misses very little.

Disposition: For a Dwarf, Dan is surprisingly good natured and humorous. When his head isn't in the clouds (he daydreams a lot), Dan tends to be an industrious workaholic. He is a sincere and well meaning fellow, but nevertheless, he tends to get grumpy when frustrated, forced to wait, or not allowed to work at building or making something. He constantly grumbles about the responsibilities of being on the Town Council, and not having enough time to do what he wants to do—he just wishes he had more time to tinker. Truth be told, he likes being a part of Magestar's administration and ruling body ... he never helped build a town before.

Experience Level: 6th level High Mage.

Magic: Standard for that O.C.C. Spell strength 13.

Psionics: None

O.C.C. Powers & Abilities: Standard for the High Magus, including fatigues at half the normal rate, can hold his breath for about three minutes, and has good balance.

Magic: Standard for that O.C.C. Spell strength 13.

Psionics: None

O.C.C. & Natural Dwarven Abilities: Nightvision 90 feet (27 m), +5% on mechanical, military, electrical, and computer skills,

Combat: Five physical or two spell attacks per melee round.

Bonuses: +2 on initiative, +8 to strike, +9 to parry and dodge, +3 to roll with punch or fall, +2 to pull punch, Critical strike on a natural 19-20, +5 to save vs magic, +2 to save vs poison, +3 to save vs mind control, +3 to save vs Horror Factor.

Skills of Note: Speaks and is Literate in Dwarven 98%, American 98%, Magic Lore 95%, Demon Lore 75%, Faerie Lore 65%, Carpenhy 80%, WP Staff, Hand to hand: Basic, Basic Mechanics 80%.

Weapons and Equipment: Dan usually doesn't bother with totting "stuff around, he likes to create it, not carry it. However, he has quite a collection of weapons and equipment.

Allies: Dweomer City, the Lords of Magic, Cyber-Knights, and the citizens of Magestar.

Enemies: The Coalition, Grim Reapers, and Necromancers are among the most notable. Hates senseless war and destruction.

Stormspire

Stormspire could quite easily be considered the "Techno-Wizard capital of the world." Almost all known types of Techno-Wizard devices and many new and experimental items are produced and sold here. Although Stormspire itself is an excellent place to buy these items, with prices often 30% less than those on the Black Market, it is not an easy place to reach, being deep in the Magic Zone—one of the most embattled and hostile regions in North America (and by most human standards, monster ridden). The city was established with commerce (manufacture and sales) in mind, so it is one of the few towns in the Zone to offer dozens of shops and a huge variety of magic. The Black Market, Pecos Empire, Tolkeen and the True Federation of Magic are among their biggest customers, as well as numerous mercenary outfits, retailers and individuals. According to rumors, even the Naruni and Splugorth have come to Stormspire to make purchases. According to some estimates, 30-40% of all Techno-Wizard items sold in North America were manufactured at Stormspire! In addition to standard Techno-Wizard items (see the **Rifts®** RPG), Stormspire produces Techno-Wizard firearms, vehicles, armor, adventuring equipment and special items. While many of these items can be found on the Black Market, new Techno-Wizard vehicles are only found at Stormspire (the Black Market sells used ones). TW vehicle sales is one market area Stormspire has reserved for itself. **Also**, Stormspire does not have conventional factories, so each vehicle is painstakingly hand-built. This means they are quite expensive and there aren't that many of them, but it's a bull market and the TW vehicles sell like crazy.

Stormspire trades with the Black Market for conventional items as well as maintains secret contact with many merchants in Tolkeen and Ishpeming, so most common tech weapons, ar-



mor, hovercycles and equipment can be found at the city as well. Even the occasional Naruni and Splugorthian item is available at high prices (usually double list price).

The City of Stormspire

Stormspire is officially a member of the True Federation, although they often ignore the requests and edicts of Lord Dnnskon and sell to many of his allies and enemies alike (they're as bad as Naruni when it comes to making a sale). Rather than being a splinter group from the reformed Federation, Stormspire was established independently in Federation territory by K'zaa, a Lizard Mage. K'zaa and his followers arrived in 52 P.A., and using various spells, raised a huge, glistening obsidian tower, which he named Stormspire. K'zaa then set out to make a name for himself as a manufacturer of Techno-Wizard and magical items, most of which he initially sold to the Black Market. As his reputation for manufacturing grew, so did his client list. When Lord Dunscon came onto the scene, and K'zaa heard about his attacks on others whom he saw as a threat, the wily Lizard Mage decided to make a preemptive strike by coming to Lord Dunscon in 63 P.A., bearing gifts, and offering a special 10% discount on all common TW goods to Federation members. As a sign of good faith, Lord Dunscon strongly suggested that Stormspire become a member of the True Federation of Magic. Not wanting to make waves, K'zaa agreed, but only after a long dissertation about the value of trade, his need to maintain a broad client base, and how the only people he wouldn't sell directly to was the Coalition States. Annoyed, but in an agreeable mood, Lord Dunscon acquiesced.

K'zaa and his Techno-Wizard minions have developed many new types of TW items and magical processes. They have also purchased the powerful Dragon Juicer conversion process and offer the transformation to any fool who can afford it. Of all the groups in the Federation of Magic, perhaps in the entire Magic Zone, Stormspire has the most contact with the outside world, though not in any legitimate sense. During the fifty-three years of its existence, Stormspire has drawn hundreds of thousands of people to its merchants and wares. They have flocked to Stormspire in the hopes of gaining profit and power. Some are adventurers and sorcerers, especially Techno-Wizards, but others are Juicers, mercenaries, adventurers, merchants, criminals, terrorists, monsters and madmen. Generally speaking, if a person has the money, the mages and merchants of Stormspire will sell to him.

K'zaa has made no attempt to hide the location of Stormspire, and as a result, the Coalition is aware that it exists. Worse, they are aware that K'zaa and the city sell powerful weapons to their enemies, thus making Stormspire an enemy of the Coalition States. However, at this time, they don't know what to do about it. In 92 P.A., the Coalition launched an air assault on Stormspire, and the tower simply disappeared. Though no one knows how, K'zaa is able to teleport Stormspire. The surrounding town that has sprung up is left behind, but the heart, and the mage, escapes. When the Coalition attacked, K'zaa simply packed as many people as he could into the tower, then teleported away. Through magic, K'zaa can detect the approach of enemy forces, even by air, and escape before any real harm is done. Those left behind scattered and hid while city defenders fought back. As a result, the Coalition assault did little more than destroy empty buildings and kill a few dozen people.

Worse, attacking Stormspire is like stirring up a hornets' nest. Other local communities (good and evil) and factions of the Federation of Magic (the hidden City of Brass is only about a hundred miles/160 km away) won't tolerate an incursion into "their territory" and quickly joined the fray. As a result, the CS losses were far greater than Stormspire's and they suffered acts of retaliation at the hands of the True Federation for months afterward. For the moment, the Coalition is trying to pretend Stormspire doesn't exist, until such time as they can neutralize the tower's teleportation abilities and make a proper siege. In the meanwhile, a huge bounty has been placed on K'zaa's head, but few mercenaries, professional assassins, or bounty hunters are crazy enough to go after the Lizard Mage — for one, he's incredibly powerful, and, two, he is just too important, especially in the underworld, to kill. Hell, he supplies half the people who might have a chance at actually killing him, so it becomes a matter of who would kill the golden goose?

Stormspire Population: Approximately 18,072 residents. This does not include the 1000 slaves, 600 additional mercenaries, or the 1D4x1000 transients typically present at any given time (one quarter mercenaries and adventurers, one quarter merchants and arms dealers, one quarter magic practitioners, and one quarter peasants looking for work).

Approximate Population Breakdown:

- 0.25% High Magi
- 15% Techno-Wizards
- 6.75% Ley Line Walkers
- 3% Conjurers
- 5% Other Practitioners of Magic
- 8% Mercenaries/Warriors of various types; human & D-bee
- 4% Juicers
- 1% Dragon Juicers
- 23% Ordinal Humans
- 21% Ordinal D-bees
- 4% Psi-Stalkers
- 3% Simvan Monster-Riders
- 4% Brodkil Sub-demons
- 2% Other Supernatural Creatures

Geographic Location: Where Lexington Kentucky once stood,

The High Magi are rebels from Dweomer who found the lure of huge profits irresistible. They came to Stormspire and have been using their creation powers in the construction of magical items for resale — they do not make Automatons or reveal any secrets of the Brotherhood of Magic. One even serves as merchant ambassador to Dweomer. The Simvan joined with Stormspire for the chance at combat, as well as the opportunity to play with all sorts of neat toys. The same is true of the Brodkil, who, in this particular case, get along wonderfully with the Simvan. The Brodkil are so combat-tech oriented that they often cheerfully volunteer for the testing of dangerous prototype weapons and equipment. Some mercenaries have been hired by K'zaa and some are residents, but others are in the employ of the many merchants, Techno-Wizards and owners of the storehouses around the Tower. Some also use Stormspire as a base of operations, restocking on weapons and ammunition, repairing armor and relaxing between missions. The unskilled humans and D-bees trade manual labor in return for protection and a decent standard of living.

Stormspire has over six dozen taverns, three dozen hoarding houses, a gladiatorial/Juicer arena, two gambling casinos, several body-chop-shops (and Cyber-Snatcher gangs), movie theaters, houses of pleasure, drug dens, and scores of shops selling just about everything imaginable. As one might imagine, such a place is not particularly safe. Brawls, theft, duels, gunfights, and all manner of crime runs rampant there. Furthermore, Cyber-Snatchers, bandits, the Grim Reapers, Society of Sages, the Cult of Dragonwright, the True Federation, various Necromancer Groups and several other magic societies, cults and brotherhoods operate (usually openly) in Stormspire. One Coalition spy reported it as being the equivalent of the worst Chi-Town Burh without the police or military to keep the peace.

Diplomatic Relations

Dweomer City: K'zaa and his followers view Dweomer with some regret. They feel it is a waste for *so* much power to keep in itself and not share. The Lizard Mage would love to get his hands on the Lords of Magic's secrets, but has had to get by with scraps instead. Nevertheless, K'zaa has a grudging respect for the city and its rulers, and should it come to a showdown between Lord Dunscon and the Lords of Magic, K'zaa would support The Three rather than Dunscon ... with the hope of profits and/or new opportunities somewhere along the line. Most residents of Stormspire couldn't care less about stodgy ol' Dweomer. Whatever K'zaa decides works for them.

Dweomer views Stormspire with some concern. Its wild lawlessness and self-serving goals are the opposite of the peaceful and orderly city. Very few goods, services and information are exchanged with Stormspire and what tenuous relations exist are very strained. The Lords of Magic and the Magi are especially concerned that Stormspire's conduct and aggressive merchandizing of magic will bring the CS down on everybody's heads. For the time being, the Techno-Wizard manufacturing center is ignored.

Lord Dunscon & the True Federation: K'zaa is not sure whether to thank Dunscon or kill him. The residents of the City of Brass give all magic practitioners a hard name (like Stormspire doesn't), and worse, frighten away (and kill off) many potential customers. At the same time, this very menace has created quite a market for Stormspire's goods, especially among the enemies of the Coalition States, which are many in this part of the country. Dunscon is considered a useful, if rabid, ally to be kept at arm's length.

Magestar: The Mystic Triad is a group of useless do-gooders. However, they keep to themselves, so K'zaa will ignore them.

Grim Reapers: The Grim Reapers are considered repulsive and nasty, but are excellent customers who always pay with cash!

Society of Sages: Stormspire has good relations with the Society of Sages, despite the fact that a good portion of its population is nonhuman. The Society often purchases TW items for their crusades, including the infamous Dragon Juicer conversion (which Stormspire purchased elsewhere). K'zaa considers the Society one of his best customers. A little spooky, but excellent customers nonetheless.

Grey Seers: K'zaa has cashed in on the reputation of the Grey Seers, big time. People often come to Stormspire seeking

answers, and K'zaa and his followers are happy to sell them some. On occasion, someone will ask a question that **no** one can answer. When that occurs, the individual is told about the Grey Seers. They then make a large "donation" and are taken to a temple where they can speak with one of these legendary oracles. Of course, this is all a con-game. The "oracle" is a psychic sensitive who has nothing to do with the Grey Seers. The psychic "reads" the visitor the best he can and tells him what he wants to hear if he can figure out what that might be. These con artists are masters at coming up with cryptic comments and riddles that sound impressive, but are not particularly helpful. The Grey Seers are not yet aware that Stormspire is taking advantage of their name and reputation to rip people off — they are too busy with other things.

As a matter of fact, the Grey Seers consider Stormspire to be a volatile place where "all manner of corruption and evil can breed in the chaos and go into the world to spread evil and sorrow." They predicted the CS air assault of 92 P.A. and warned that they would spread death and hatred through the use of the Dragon Juicer conversion and other horrid forms of vengeance and ill-gotten power (Murder Wraiths, various dangerous Juicer conversions, etc.).

Fadetowns: A potentially untapped market, Fadetown. Too bad the people are usually *so* damn poor and skittish, and the towns just don't stay in one place. Stormspire merchants have connections with several of the least reputable Fadetowns. Places that cater to mercs and criminals. Stormspire is one of the few organizations that regularly communicates and trades with Fadetowns on any level.

Cult of Dragonwright: Most cultists consider Stormspire a den of iniquity who sells to saints and devils alike. Their gripe with the place is that it harbors Grim Reapers and offers Dragon Juicer augmentation. While the majority of Dragonwrighters boycott the place (or *so* they think, never realizing the Black Market item they just bought comes from Stormspire), the Cult actually has a branch in the city, and other members buy magic items from them because they have the biggest selection and best price for a thousand miles!

As far as K'zaa and his minions are concerned, the Cult of Dragonwright is stupid. Instead of praying to some big reptile for help, cultists should come to Stormspire and buy some magic! When enclaves had been discovered, agents of Stormspire often tried to sell them weapons with little success. Then one bright Techno-Wizard hit on the idea of weapons with powers "derived from dragons." Suddenly, many cultists were interested.

Coalition States: K'zaa views the Coalition with amusement. He knows they're powerful. He knows they hate all strange and magic-using creatures. He knows they'll kill him the first chance they get, but he doesn't care. K'zaa is quite convinced that they will never catch him. That his teleporting tower will be able to evade them, and if not, he can always D-port himself to a less hostile dimension. If nothing else, they make life interesting.

The Coalition States considers Stormspire its enemy because it sells powerful weapons and desperately needed supplies to their "enemies." Although not on the top of the CS Enemy List with Tolkeen, Lazlo, Quebec, the Pecos Empire, Erin Tam, and others, Stormspire is on the same page.

Cyber-Knights: The noble Knights see Stormspire as a hot bed of trouble. Self-serving misanthropes more concerned with wealth than the welfare of others. They do not support the city in any way, and never knowingly buy goods from them.

Stormspire Notables

K'zaa

Kzaa is unusual for a Lizard Mage in that he is obsessed with material wealth more (well, a little bit more) than magical power. His motivation for this is unknown, though it is suggested that he has reached such a peak of magical knowledge and power that he has nothing better to do. Or perhaps he has some special need for lots of money. Part of it is he enjoys the intrigue. According to one rumor, he is so impressive as an aggressive, amoral manufacturer and salesman, that the Naruni tried to recruit him, but he turned them down. K'zaa neither confirms nor denies these rumors, and often gives his followers the impression that this is all a big game to him.

Kzaa grew up on a planet in another dimension. His life was much like any other Lizard Mage. He worked hard at learning the magical arts, eventually surpassed and slew the few other Lizard Mages around him and tried to conquer half the world.

After a few years, however, he became bored, and decided to travel the Megaverse. After two centuries of exploration, he stumbled across Rifts Earth. He found it to be an interesting place, ripe with possibilities. After a few run-ins with Coalition troops, he finally settled down in the Magic Zone. At first, he thought Dweomer might offer him possibilities, but K'zaa found the city too tame, and established his own kingdom a bit further south. He is extremely knowledgeable and has seen a lot during his adventures. Despite the fact that he is a Techno-Wizard, he does not know the secrets of rune magic. However, his knowledge of magic and Techno-Wizard manufacturing is immense.

Kzaa's long range plans are simply to become rich for as long as it amuses him, and tweak the nose of the Federation of Magic, the Coalition, and anybody else he finds amusing. Despite his amoral sales practices and greed, K'zaa can be surprisingly straightforward and honorable toward those he deems worthy. He also shows a certain amount of loyalty and concern for his workers and will take action to protect them. Most under his employ make a better than average wage and have excellent working conditions. While slaves are allowed in Stormspire, Kzaa doesn't own any.

K'zaa, Master of Stormspire

True Name: Kyarennzaa Distorynn

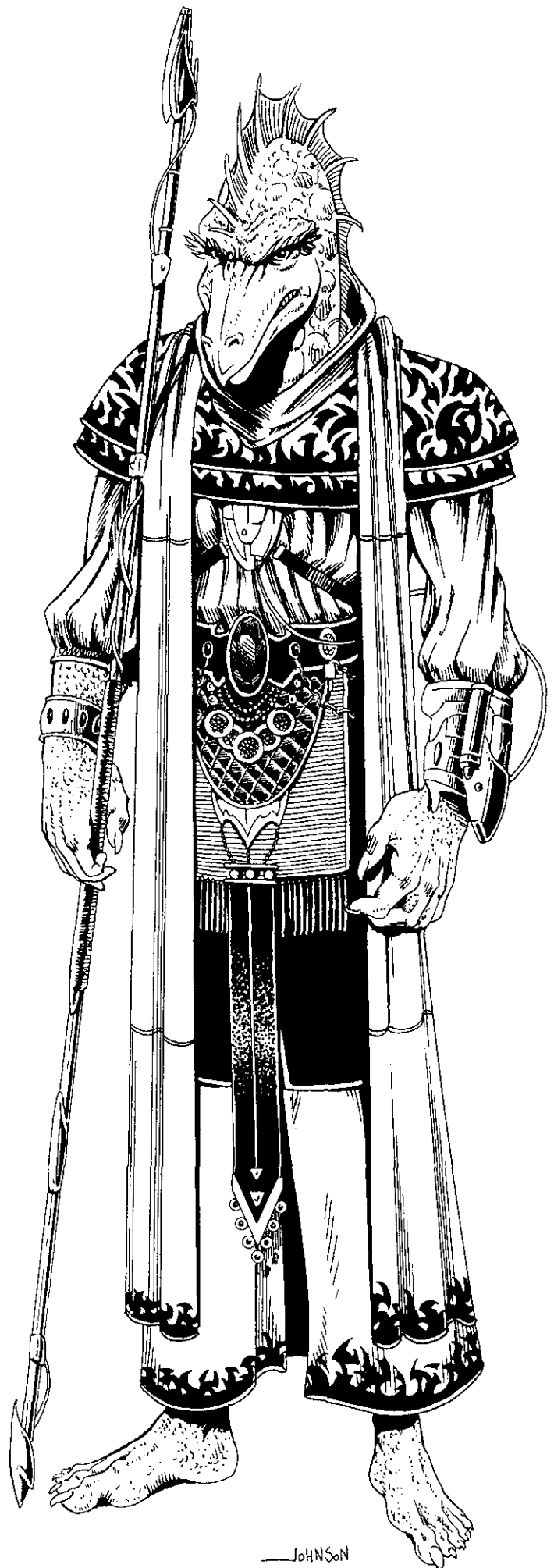
Alignment: Aberrant evil.

Attributes: I.Q. 22, M.E. 20, M.A. 15, P.S. 21, P.P. 22, P.E. 14, P.B. 6, Spd 12

Hit Points: Mega-damage creature.

Age: 374 years. Should he leave Rifts Earth, he would most likely not live another hundred years, whereas if he stays, he could live for thousands. This is a strong incentive to stick around.

Size: 7 feet (2.1 m) tall; weight: 250 lbs. (112.5 kg).



M.D.C.: 900

Horror Factor: 17

P.P.E.: 2200

Disposition: K'zaa is actually rather friendly (as evil wizards go) and is usually downright cheerful — at least so long as things generally go his way and people don't trouble him with stupid problems. Even when irritated he gets far more enjoyment out of subtle vengeance or rendering an opponent helpless than actual physical torture or murder. K'zaa is sure of his power, and content, for the moment, to play at being a manufacturer of "fine magical goods" and lord of an infamous city. He is a good sport who respects hard work, cunning and resourcefulness.

Natural Abilities: Keen vision, sharp hearing, warm blooded.

Combat: Five physical, psionic, or magic attacks per melee.

Bonuses: +2 on initiative, +8 to strike, parry, and dodge, +4 to save vs magic.

Damage: Bite 2D6 S.D.C. damage, restrained claw attack 4D6+6 S.D.C., full strength punch 2D6 M.D., power punch 4D6 M.D., hut counts as two attacks.

Experience Level: 14th level Ley Line Walker, 10th level Techno-Wizard.

Magic: All power words, all wards, all circles of protection, Summoning Circles for elementals, serpents, and greater demons, Power Circles of Dimensional Rift, Force, Death, Power, Power Matrix, and Teleport, all Ley Line Walker spells from levels 1-15 (see **Rifts®** Conversion Book One or the Palladium Fantasy RPG, 2nd Edition for details about magic circles and wards).

Psionics: I.S.P. 152; knows all sensitive and physical powers, plus deaden pain, psychic surgery, psychic diagnosis, bio-manipulation, super regeneration, telemechanics, and *electrokinesis*.

Skills of Note: Speaks and is literate in Dragonese/Elven, Dwarven, Wolfen, Demongolian, American, and Spanish at 98%, recognize magic items 80%, recognize precious metals/stones 80%, read mystic symbols 98%, recognize enchantment 98%, recognize magic circles 98%, Magic Lore, Demon Lore, and Faerie Lore, all at 98%.

Weapons and Equipment: K'zaa has amassed a huge trove of magical items, especially Techno-Wizard items. He has no real favorites, and can be found using just about anything at any given time.

Enemies: Lord Dunscon and his True Federation of Magic, the overzealous and murderous Coalition, and he knows the Splugorth well as both a business rival and danger.

Allies: The Federation of Magic (sort of), the denizens of Stormspire, and such unlikely groups as the Grim Reapers and Society of Sages.

Dragonbane

Dragonbane is K'zaa's personal aide and bodyguard, as well as his first successful attempt at making a Dragon Juicer (you don't want to know about the seven before him). Dragonbane is extremely loyal to K'zaa and would gladly lay down his life to save his. Fortunately, being a bodyguard to a Lizard Mage of K'zaa's power is relatively easy. Very few people are foolish enough to attack him, and he is perfectly capable of defending himself. Nonetheless, Dragonbane is his bodyguard and spends

most of his time honing his combat skills, especially in the arena.

The Dragon Juicer also loves to spend time hunting dragons and dinosaurs. Partly to collect their blood, hut mostly because many dragons are part of the Cult of Dragonwright, and others are rogues preying on innocent folk and fellow inhabitants of the Magic Zone. When K'zaa has a pesky, young dragon or powerful menace he wants to be rid of, he sends Dragonbane out to dispatch the nuisance.

Dragonbane

True Name: Philip Montgomery

Alignment: Aberrant

M.D.C.: 245

Attributes: I.Q. 10, M.E. 12, M.A. 10, P.S. 32, P.P. 24, P.E. 25, P.B. 12, Spd 65

P.P.E.: 70

I.S.P.: None

Age: 29; three years as a Dragon Juicer.

Allies: K'zaa, Lord of Stormspire

Size: 6 feet (1.8 m) and 210 lbs. (94.5 kg), all muscle.

Appearance: A fit, muscular young man who shaves his head bald and is covered in dragonhide armor. A pretty fierce looking individual.

Disposition: Loyalty seems to be the only emotion shown by Dragonbane. He is otherwise stiff and unbending: no one has ever seen him smile. Powerful and experienced, those who scoff at K'zaa's power are usually deterred by the physical prowess of his bodyguard. Dragonbane takes no delight in killing, simply does what is necessary, without glee, but also without remorse. He has been K'zaa's bodyguard since he was 19, and became a Dragon Juicer a short time after the Lizard Mage acquired its secrets.

Experience Level: 10th level Dragon Juicer!

Magic: None

Psionics: None

Powers/Abilities: Supernatural strength and endurance, leap 20 feet (6 m) by 40 feet (12.2 m) with a short run; automatic parry or dodge on all attacks, Nightvision 100 feet (305 m), see the invisible, hawk-like vision, keen sense of smell, impervious to disease, normal heat and cold, bio-regenerates 4D6 M.D.C. every minute. He survives by living on the blood of an Ancient dragon used in his Juicer augmentation and will live much longer than a normal Dragon Juicer.

Combat: Eight physical attacks per melee round.

Bonuses: +4 on initiative, +7 to strike, +11 to parry and dodge, +21 S.D.C. damage, +8 to roll with punch/fall, critical strike on a 19-20, Knockout/stun on a 17-20, +40% save vs coma/death, +11 to save vs toxins, +5 to save vs magic, +2 to save vs psionics, +4 to save vs mind control, and +5 to save vs Horror Factor.

Damage: Can inflict mega-damage with his bare hands

Punch: 4D6 M.D.

Power Punch 1D4x10 M.D. (counts as 2 attacks)

Kick 5D6 M.D.

Head Butt: 3D6 M.D.

Stomp: 1D4 M.D.

Skills of Note: W.P. energy rifle, W.P. sword, W.P. heavy energy, W.P. axe, hand to hand: assassin, boxing, wrestling, swimming 98%, horsemanship: exotic 70%, and speaks American and Dragonese/Elven at 98%.



Weapons and Equipment:

Owens a suit of dragon skin armor (140 M.D.C.) from an adult dragon that he slew. He has a number of Stormspire-built TW weapons and has access, through K'zaa, to anything built in Stormspire. He also wields a *Dragon Thunderer* greatest rune axe (see **Rifts® Atlantis**), a gift from K'zaa.

Enemies: Any who defy K'zaa and most dragons; dislikes passionate Dragonwright cultists.

Playing Magic Characters

By Kevin Siembieda

As **Federation of Magic** came closer and closer to publication, Palladium Books began to get suggestions and comments from **Rifts®** players. Among them was a small percentage of people who seemed to feel magic wasn't powerful enough. The limited range of spells and often costly expenditure of P.P.E. were the most frequently mentioned as "problematic." Some of these players went *so* far as to suggest that a farm girl with a high-powered laser pulse rifle and telescopic sight could "blow away a wimpy Ley Line Walker from 2000 feet (610 m)!" Furthermore, they claimed, even if the sorcerer knew she was out there, shooting from the hayloft of her farm, he couldn't touch her because the range of most (commonly available) magic couldn't reach her.



One particularly feisty group at a convention snickered and pronounced, “Mages are too weak. They just can’t hold their own against technology.” “Yeah,” added another guy, “magic characters are *worthless* in combat unless they have energy weapons and some kinda body armor — so what’s the point of playin’ ‘em?”

Another one thumped his chest and snorted, “That’s right, against the real powerhouse characters — Glitter Boy, ‘Borg, ‘Bot, Juicer, Crazy, Dragon, Power Armor — a mage is dead meat. They’re worthless.”

As the game designer, the easy answer to such comments is simple: If you don’t like the magic characters/O.C.C.s, either don’t play them (which these guys didn’t) ... or modify them to your liking. This sentiment isn’t intended to be flippant or an oversimplification, but these are two valid approaches. The cool thing about role-playing is that the rules can be easily modified (or ignored) to fit the whims, desires and personal taste of each particular group of players. There’s nothing wrong with that, especially if you’re having fun.

In this case, however, I think these players are missing a few things behind the magic characters and role-playing in general:

1. “Role” playing can be much more than just shoot ‘em up combat.
2. Diversity is good.
3. All things are *not* equal!
4. To say spell casters are “wimps” is crazy!

Let me touch on each of these

1. “Role” playing can be much more than just shoot ‘em up combat

There’s nothing wrong with playing action-packed, dare I say, “Hack and Slash,” combat oriented games.

Ultimately the idea behind any RPG is to *have fun*! And if that’s fun, then go for it and have a blast (literally). There’s no denying that *Rifts* easily lends itself to “power gaming.” But you may be missing some of the fun aspects of storytelling and the nuances of character development. Along those lines, it is also helpful to stop and think about the characters and the various abilities and nuances of the character.

Staying with the analogy of the farm girl shooting from a hayloft, to me, it is clear that these macho-players didn’t stop to think about the Line Walker or his abilities at all — or the situation, for that matter. Apparently, if somebody shot at them, they simply shot back. Kill or be killed. Okay, but even if that’s the case, the Ley Line Walker is far from helpless. He should have some form of magic defense or means to easily escape this attack, i.e. **Turn Invisible**, **Shadow Meld**, **Chameleon**, **Armor of Ithan**, etc. Then he should be able to fly, teleport, or even walk (invisibly) to his attacker and, once within range, easily subdue her. I say “subdue” because the first thing that comes to my mind is, “Why is this farm girl shooting at strangers without provocation?” Sounds like a story hook, clue, or opportunity to get background information, or uncover other story elements. Maybe even a lead into an adventure: Ma, Pa, and Little Joe are missing or were snatched by an evil sorcerer and his minions. Panic stricken, she thought the player characters (inadvertently trespassing on her family’s land) were more *had* guys and she

attacked in self-defense. Now that she knows otherwise, she’s sorry and pleads for the group’s help!

2. Diversity is good

When “T” design (not to mention **G.M.**) a role-playing game, I like to create a diverse group of player characters, villains and Non-Player Characters (NPCs). A little something for everybody.

Not everyone enjoys playing the “same” type of character or action. Practitioners of magic are just *one* of many different types of available player characters offered in the **Rifts** game. If a weaver of magic isn’t *your* cup of tea, don’t play him. Pick the one(s) *you* will personally have the most fun playing. But realize that just because a particular character class is not for *you*, doesn’t mean it is a substandard, weak or pointless character.

I’ve known gamers who play virtually the same basic character (or same archetype) in *every* game known to man, whether it is **Rifts**, **Palladium Fantasy**, **Robotech**, **D&D**, or **Vampire the Masquerade**! And the funny thing is most of these gamers are great players and run wonderful, heroic characters (a bit redundant for my taste, but well played nonetheless). I also know guys and gals who love to play all kinds of different characters and alignments, from genuine wimps (like an archeologist — really! — and a fry cook who was also a low level mercenary fighter) to heroic champions of light and noble knights to despicable assassins, spies and necromancers. These folks always surprise me at how completely different and well they play each of these unique and starkly different characters.

The Game Master (G.M.) plays an even broader cast of characters, with differing styles of character portrayal, storytelling and play. Some G.M.s will be better at elaborate stories and/or character driven adventures, while others will be more straightforward, linear, or masters at trap and puzzle scenarios. Some will focus on combat, others intrigue and mystery, others the characters and their development, and so on. Heck, there are dozens of different methods and styles of role-playing. That’s what makes role-playing games *so* awesome! You can tailor each and every game to the likes and dislikes of each and every player group.

Remember, each Game Master will have his own strengths, weaknesses, and style, *so* you may have to cut the G.M. a little slack. Not everybody is suited to be a G.M. either. Some are better than others, or will be better at building one or two particular types of adventures and stories than others. Obviously, the G.M. will have his or her preferences too, and is going to play the type of game he or she enjoys running and is likely to focus on the things he or she can handle the best. **G.M. Note:** That’s good and fine, but do experiment a little from time to time and try new things. Draw on story and character elements you see in movies, books, comic books and personal experience. Play on human behavior and try to mix things up. Also listen to your players and *try* to give them *some* of the things they want, but maybe with a twist that they aren’t expecting. And be honest. If you don’t like or can’t run a particular type of adventure, villain or character, let them know. People feel more comfortable with things when they understand the reason behind it.

The bottom line is play what you enjoy most, but don’t jump to conclusions or decide that a different style of play, character, or emphasis in a game is *had*, stupid or inferior.

3. All things are *not* equal!

Game *balance* does not mean absolute equality. All weapons, magic and characters should *not* have the same power level, damage, range, or application, even under the same circumstances. It's not realistic, logical or fun. Everybody has their strengths and weaknesses. Even real life weapons and military vehicles are designed for specific combat environments and situations. Built into most Palladium characters are deliberate tradeoffs, limits, strengths and weaknesses. This is what helps to make the character unique, memorable and fun to play.

The real world is expansive and incredibly diverse. There are all kinds of people with all kinds of interests and areas of



knowledge and expertise. Thrown into this mixture of personal tastes, goals, education, occupations and personal experience, are the influences and reflections of society and its technology, religion, history, laws, and ethics. We, as real people, have talents, aptitudes and attractions to many things on many different levels. Most people tend to gravitate to what they like and do best. Some become professional athletes, soldiers, political leaders, builders and factory workers, while others become doctors, teachers, artists and role-playing game designers. One profession and orientation isn't necessarily any better than the others (although society and people often respect or revere some over others). In most cases, a profession and work provides one or two basic things: 1) a means to support oneself and his/her family — basically survival, and, 2) if lucky, personal satisfaction. All that is different is the particular "type" of work and the level of education, satisfaction and commitment of each worker to his job.

As much as I'm impressed by professional athletes, and sometimes imagine what it must be like to be one, I, personally, never had the genuine aptitude or interest to be an athlete. I imagine if someone encouraged and tried to teach me when I was a child, I might have gotten fairly good, but I'm just not athletic. As far back as I can remember, I loved to draw, read and write, particularly making up and telling my own stories. I could have grown up to be anything: a Juicer, Ley Line Walker, Glitter Boy pilot ... or ... I mean ... factory worker, plumber, lawyer, etc., but I became (of all things) a writer of role-playing games (not to mention something of an artist and a businessman). It's what I'm good at and I love doing it. Consequently, a lot of other opportunities never appealed to me. Of course, this also means an athlete can run rings around me. A pro-boxer would knock the stuffing out of me even if he gives me the first six punches! While I can screw in a light bulb, I can't rewire my house, fix my car, or repair my computer. Nor do I care to. These things just don't interest me, and since there are a multitude of *diverse* people who like to do these things, and offer their services to the public, I don't have to learn or do them (unless I want to). That's one way society functions and thrives as a conglomeration of diverse people interweaving and cooperating with each other on levels we seldom think about.

This same diversity should apply to role-playing games; at least on the design level, if not always in the playing. Diversity in an RPG adventure should expand the power, capabilities and options of the player characters as a group. Not just their combined "firepower" but a broad range of skills, knowledge and abilities that should help the *group* survive and adapt to most situations. That's another great part of role-playing, the contribution of individuals to the success of the group or a common goal (personal accomplishment and reward being important, but secondary). The Ley Line Walker might be able to magically infiltrate an enemy stronghold, or get inside to open the door for the others, and/or sneak ahead on reconnaissance or a mission of sabotage, create a diversion, or any number of things. The psychic probes for hidden dangers. The Healer or Body Doc tends to the injured *so* they may keep fighting and/or save friends and the innocent. The Operator knocks out the alarm system and rigs the surveillance cameras not to reveal their presence. The *Juicer(s)* covers the flank or charges forward to draw fire while others move toward their objective. The fighters (whatever

O.C.C.s they may be) prepare for battle, scale a wall, wait for the right moment to attack and charge into *combat*, and *so* on. As a "group" ... a "team," each player character should have his moment and his contribution to the battle, events and rewards (or disappointments). Depending on the circumstances and the players, it is inevitable that in some game sessions some players will see more action than others, but in the long run, everybody should contribute (and in some important way) and, whether it is the next game or the one after that, get their moment in the limelight.

Every character, person, power and ability has its advantages and disadvantages. Recognize them and use them!

About players **and** playing. The unevenness of opportunities for characters (and their players through them) to shine and participate is most common in large groups of six or more, *so* players need to be understanding and accept this. Players should voice some concerns and discontent to the Game Master, but cut him or her some slack. However, it *is* the Game Master's *responsibility* to weave the story and challenges in such a way that *everybody* has playtime and *opportunity* for heroics (not everyone will seize that opportunity). Nobody likes to be left out. As the storyteller and referee, the G.M. must have events unfold in such a way that everybody gets "their moment" and is part of the "big action." This should be especially easy in small groups of 3-5. If this doesn't exist, there is a problem, and the G.M. should reconsider and rework how he runs his game.

On the other hand, as mentioned before, players must accept that each G.M. will have his or her own approach and preferences to gaming. And, like everything else, some G.M.s will be better and more entertaining at running the game than others. If the G.M. is closed-minded, a bully, or just doesn't have the knack for G.M.ing, the player *is* stuck, unless he or she can find another game to play in, or tries his own hand at being G.M. (something that many people don't care to do).

Another aside to G.M.s and players: Don't take things personally. If you, as a player, are the lone voice in the player group who wants more (or less) role-playing and less (or more) combat, don't become a crybaby complainer, or rules lawyer to get even. Realize that the majority in the group do not want the same things that you want. If you cannot nicely get them to try other types of adventures, it's okay. They *aren't* jerks because they won't change. That's what they enjoy. Unfortunately, that leaves you with the dilemma of gritting your teeth and bearing it, or finding a different group of players. That's valid. This is supposed to be fun, you know. If it's not fun, something is wrong. Just don't make leaving one group to join (or try) another a confrontation, or a "them and *us*" situation ("we're better than them"). It's all a matter of personal styles, cooperation and choices.

Likewise, Game Masters should be concerned with the story, not pitting their cunning against the players, except in the context of furthering the adventure and making it fun and challenging to the players.

4. To say spell casters are "wimps" *is* crazy!

Even if you measure "power" only by the brute strength and raw destructive "power" provided by M.D.C. body armor,

power armor, bionics, missiles and big guns — even then — practitioners of magic are *not* wimps! Quite the opposite.

Personally, I would say the lowliest of magicians are the embodiment of “power.” Think about it.

First of all, you are talking about beings who don’t have to rely upon machines or a finite power source (E-clip, generator, gasoline, etc.), or even a manufacturer, but a character who draws *power* from his inner self and the ambient energy all around him. That’s pretty impressive all by itself. Furthermore, he can regenerate that energy after he uses it up. or draw upon additional power from other creatures and lines of energy that are found throughout the Megaverse!

Second, this is a character who can do far more than shoot and punch things. This is an individual who can magically heal others, speak any language, turn invisible or meld into shadow, teleport, create a magic net, cast a fire ball, call forth lightning, create things out of thin air, open portals to other worlds and a literally *hundreds* of other things! The spell caster’s power is limited only by the amount of his mystic study/learning, personal orientation, and goals. You can’t get much more versatile or powerful than this! I mean, it’s magic! High level characters can become the equivalent of demigods!

Third, depending on the alignment, goals, and background of the character (as presented by the player), he or she can become almost anything. And maybe, this is where there is some confusion. All the various character classes in *Rifts*® are designed to represent a wide range of different “types” of characters made unique through his or her dedication to a particular occupation/area of study and training ... a life’s profession. This means characters will be different, have different outlooks on life and, sometimes, vastly different skills and abilities from one O.C.C. to another. Magic characters, especially spell casters like the *Ley Line Walker/Wizard*, possess a huge range of possibilities that requires more thought, imagination and consideration than many other O.C.C.s. Most O.C.C.s are tightly defined, narrowly focused and/or a comparatively simplistic character to play. You can still have a dynamic and colorful character no matter what the O.C.C. or how narrowly defined the character may be, but with the practitioners of magic, and the *Ley Line Walker* in particular, there are effectively dozens of undefined “subsets” within that O.C.C.

Depending on the spells selected and the orientation of the character (and the wants of the player), the mage can be effectively, a magic wielding hit man or scholar, spy or adviser, warrior or healer, con-artist or adventurer, manipulator of others, madman, sinner or saint — and scores of others! Note: This means a huge disparity and range of spell casting characters within the *Ley Line Walker O.C.C.* Often magical “Brotherhoods,” cults, clans and colleges (typically a secret school sponsored by like-minded mages or a brotherhood) will offer the young sorcerer a particular outlook on life and magic, as well as ethics, a code of conduct, focus and goals.

Playing masters of magic. Before we go further, realize that practitioners of magic are *not* warriors! Generally speaking, most tend to be very cerebral, well educated, studious, and philosophical, drawing power from knowledge as much as from direct action.

If anything, practitioners of magic are explorers. Explorers of magic and the unknown — men and women who, through their

explorations, studies, and analysis and use of knowledge, gain rare arcane knowledge and immense power. The exact area of magic they study and what spells (or other powers) they master, will define who they are and determine just how capable they are in combat and/or other situations. Remember, there is more to life and adventuring than fighting, and there is something to be said about subterfuge. Many sorcerers have reputations for working behind the scenes, manipulating and influencing people and events (with magic and cunning) to get what they want. This is one reason so many people look upon practitioners of magic, in general, as dangerous people to be feared and distrusted.

Ultimately, it is the player who must define his particular *Ley Line Walker*. Not just through the character’s alignment but with the selection of spells. Depending on the character’s disposition and spell choices, he could reflect any number of diverse professional “sub-sets.” For example:

1. A very aggressive character who enjoys conflict and combat could be a sort of *mystic warrior* or *mercenary*. To implement this, the character would select spells that are predominantly offensive and combat based to *attack* his opponents (Magic Net, Electric Arc, Wind Rush, Call Lightning, Reflect, Barrage, various area affect spells, and so on.) and to protect himself and his associates (magical armors, super attributes, magical barriers, etc.). Such a character would do well in combat, although, yes, he may need or want to augment his “magic arsenal” with TW and/or conventional weapons, tools and equipment.

2. A sneaky and selfish or evil character could become a sort of *mystic assassin, slaver* or *bounty hunter*, selecting spells that enable him to hide (Invisibility, Shadow Meld, Reduce Self, etc.), conceal himself and/or his identity (any number of illusion spells, metamorphosis, etc.), and a select number of offensive/deadly spells (Mute, Agony, Mental Shock, Energy Bolt, etc.).

3. Magic that focuses on stealth and concealment would be ideal for a mage who likes to *spy* or who is effectively a *wizard thief*:

4. A mage who is more of an *adventurer/explorer* is likely to have a number of spells useful to that end (magical sensing, Climb, Float in Air, Fly as the Eagle, Teleport, Chameleon, Repel Animals, Create Wood, Sheltering Force, etc.), as well as some offensive, defensive and other abilities to round things out.

5. A cruel and brutal bully who sees himself as superior to most others might select spells that control and dominate other beings (Calling, Domination, Mute, Blind, Agony, Fear, Force-bonds, illusions, area affect magic and others), and/or summoning and/or constraining spells and magic that inflicts pain and suffering.

6. A kind and gentle *healer* will select spells that feeds, heals, protects, and helps others (Cure Minor Disorders, Purge Others, Cleanse, Mend the Broken, Create Wood, etc., as well as all kinds of healing magic).

The list could go on forever, but you get the picture.

More Spells & New O.C.C.s

Okay, now that I have (hopefully) driven home just how unique, powerful and versatile the Ley Line Walker (and spell casters in general) really is, I hope Peter and I haven't complicated the matter by offering over 120 *new* spells (about half of these new spells are the brainchild of or inspired by ideas from contributing author *Peter Murphy*). We both tried to create spells and abilities that would make spell casters even more exciting.

Traditionally, the development of spell incantations was designed to address obstacles, concerns and issues of the day. The sorcerers of Rifts Earth are no different. Consequently, many of these new incantations are clearly intended to address, equal or counter high-tech weapons and machines, as well as deal with armed forces and the proliferation of magic. Many are high level spells and/or rituals that require experience and a high amount of P.P.E., but such are the nuances and demands of the mystic arts. Thus, careful planning, good timing and strategy may be

required to make good use of them. Furthermore, in the dimension spanning realms of *Rifts*®, there are countless inhuman beings, from D-bees and dragons to demons, gods and supernatural horrors like the Splugorth. Most of whom are far more adept and capable at magic than humans (after all, these are beings who have utilized magic for thousands of years). Creatures such as these may possess hundreds, or thousands of P.P.E. points as part of their natural energy reserve, making the casting of a spell requiring 500 P.P.E. the equivalent of a human casting a spell that requires 50 points or less. We are not alone in the Megaverse, and the spells presented in these pages take into consideration many different life forms, human and super-human.

In addition, some of Palladium's freelancers, Peter, Chris, Doug, Pat, and I have also come up with new magical O.C.C.s and other odds and ends. These are just some of the more notable and established disciplines of magic that exist in the *Magic Zone* and among the infamous *Federation of Magic*.

O.C.C.s of the Federation of Magic

Virtually any O.C.C.s common to North America, especially those presented in the *Rifts*® RPG, *Rifts*@ Mercenaries, *Rifts*® Conversion Book (One) and, to a considerably lesser degree, *Rifts*® Lone Star and New *West*™, are suitable for campaigns set in the *Magic Zone* and/or involving the *Federation of Magic*.

The following O.C.C.s are among the **MOST** common to the Magic Zone and the Federation of Magic itself, regardless of the specific splinter groups. It is important to note that although the leaders and most powerful members of the Federation are typically practitioners of magic or dragons, other magical beings, and supernatural creatures, they also enlist and/or employ a large number of men at arms, craftsmen and supporters who possess little or no knowledge of magic.

Adventurers & Men at Arms O.C.C.s

Bandits/Thugs
Bandits: Highwaymen
Headhunter
Juicer
Dragon Juicer
Splugorth Juicer
Psi-Stalker: Wild (extremely common)
Psi-Stalker: Domesticated (far less common)
Rogue Scholar
Rogue Scientist
Vagabond (extremely common)
Wilderness Scout

Practitioners of Magic (found in previous books)

Indian Shaman (any)	
Ley Line Walker	Techno-Wizard
Mystic	Temporal Warriors and Wizards
Necromancer	Warlock
Shifter	Witch



New Magic O.C.C.s

Conjurer
Corrupt, The
Grey Seers
Magi: Battle Magus/a.k.a. Battle Mage
Magi: Battle Magus Controller
Magi: High Magus
Magi: Lord Magus
Mystic Knight

Note: Any race capable of becoming any sort of spell caster can be taught the skills to become one of the new O.C.C.s.

Remember, that "practitioners of magic" (Conjurers, Ley Line Walkers, Shifters, Magi, etc.) CANNOT be covered in *metal* and most types of "full" M.D.C. body *armor* because it interferes with the flow and channeling of magic energy. On the other hand, there are numerous types of magical armor and materials that may look like metal and afford excellent protection.

Magus O.C.C.s

The Magi & the Magic of The Three

The Lords of Magic are said to be masters of spell magic with as many as 50 “common” spells attributed to them as their creations (including most of the combat, armor and illusion spells presented in the New Spells section of this book). They are also responsible for the three magic schools known as the Brotherhoods of the Magi.

The Brotherhood of Battle produces the *Battle Magi* and *Controller Battle Magi*.

The Brotherhood of Magic trains *Lord Magi* and helps to tutor and advise other magic practitioners.

The Brotherhood of Creation is responsible for training the *High Magi* and teaching them the innermost secrets of magic and the creation and bonding of the Automatons.

Each is a different school of magic that utilizes a synthesis of known magic and the alien magic of the three Lords. Each Magus discipline has a different focus and purpose for its magic, but all, even the Battle Magus, practice tolerance and learning. They are all taught to use one’s powers to build, nurture, teach, and protect. In combat, magic is often used to avoid, conceal, escape, or to turn the attacker’s own force and energy against himself. However, only a fool would make the assumption that any Magus is a coward or ill equipped for combat. To the contrary, they are among some of the most capable and deadly mystic wamnn on Earth. It’s just that they try not to give in to their own feelings of aggression, and keep a clear head, responding to violence rather than instigating it. Consequently, there are few tales of a Battle Mage or any Magus starting brawls or slaughtering foes in anger or vengeance. In other words, they can fight with the best of them, and can be calculating and efficient in dealing out death, but rarely do so without provocation.

The four different Magi draw upon the same type of magic, but there is a distinct hierarchy of power and different focus, purpose and application of magic which makes each O.C.C. unique. At an early age, the Magi are chosen, their strengths assessed, and taken to the schools of each respective Brotherhood for years of specific training. This training combines oriental-style mastery of mind and body, including the abilities to clear one’s mind, focus one’s thoughts, maintain concentration and self-control even through pain, anger and/or fear, drawing on one’s inner strength/willpower/chi, and healing and relaxation techniques through meditation. Perhaps needless to say, this strong mental endurance, focus and calm help the Magi in the performance of their duties and magic. The very specialized training of each Brotherhood gives each of these O.C.C.s truly unique purpose and ability, but like the three Lords of Magic themselves, they work together as one for a common purpose and strength in unity.

The Magi fall into three distinct categories, with one sub-set within the “Battler” school (the Controller). Each has a particu-

lar helmet and appearance to denote the Brotherhood and their station in Dweomer. Members of these Brotherhoods are allowed some personalization of their garments, but maintain the same fundamental appearance. Only Renegade Magi and Sojourners (those who have left the service of Dweomer and the Lords of Magic to seek adventure, exploration, one’s inner-self, or for more selfish motives) can radically depart from the official raiments of the Brotherhoods, but even then, many keep some striking aspect as acknowledgement of their roots.

The four O.C.C.s of the three Brotherhoods of the Magi are as follows. They are ranked from the lowest to the highest in power and social status. Most are usually satisfied with their station and all are generally considered the elite of Dweomer.

Battle Magus, a.k.a. Battle Mage — This is the spell weaving wamor who lives for combat, and whose magic is predominantly focused upon offensive spells. In many ways, the Battle Magus can be considered the magical equivalent of a Juicer or Mystic Ninja. Only the Battle Magus, 5th level or higher, may be assigned a Fire Demon or Earth Thunder Automaton to “pilot,” but in an emergency they may be allowed to pilot any automaton except the Colossus and Infiltrator. The Battle Magus is ranked the lowest of the four Magi O.C.C.s, effectively composing the grunts of the group, but are among the most renowned and feared warriors in the Magic Zone. As front-line troops, this Brotherhood of Magic has the largest number of members; they number into the thousands.

Battle Magus Controller — The Controller may be thought of as the magical equivalent of a power armor pilot. They are the masters of the giant Automatons, trained since childhood in the arts of meditation, self-control, and concentration. They are linked to one or more Automatons of any type except the Colossus. Only Controllers and High Magi are allowed to use the Infiltrator, Ice Drake and Kilaigh Automatons. For every ten Battle Magi there is one Controller.

Lord Magus — The Lord Magus is an elite spell caster, the best, in versatility, Dweomer City has to offer. They are masters of spell magic and illusion, and high level Lords (9th or higher) who have proven themselves loyal to The Three may be taught the secrets of Automaton creation. The Lord Magi serve as the administrators, heads of state and leaders throughout the kingdom on virtually every level imaginable. They also function as teachers, scholars, healers, advisors and wise men. In a military context, they typically serve as Captains to Generals. It is said that for every fifty Battle Magi there is one Lord Magus. Those allowed to use an Automaton are given a Battlelord, as is befitting of their station.

High Magus — The Ones on High are the creators, builders of Automatons, engineers, and masters of “high magic” — powerful spells and rituals. They alone hold the knowledge of Automaton creation, and only a High Magi and the Lords of Magic can create and pilot the Colossus. The High Magus is the rarest of the Magi and is the smallest and most secretive of the Brotherhoods. In addition to making and breathing life into the Automatons, the High Magi are responsible for the creation of magic items and building. They oversee and supervise many of the Techno-Wizard guilds and factories at Dweomer and are the ones who have planned, designed and helped to build every aspect of the city. It is believed there are less than one thousand High Magi at Dweomer.

Note: Magi never study or practice Necromancy or Bio-Wizardry/Rune Magic, nor will *most* use any spell or magical item that enslaves, dominates or torments (i.e. curses) other living beings.

Battle Magus O.C.C.

The Battle Magus, also known as the Battle Mage, is the front-line combat spell caster of Dweomer City's troops. Their main duty is, quite simply, to fight. While the other types of Magi are more concerned with creating items and inventing new spells, the Battle Mage is a warrior first and a wizard second. Effectively a warrior mage who is versed in combat and can cast spells as part of his overall combat abilities. This means a somewhat limited understanding of magic and a narrow scope of spells, all of which have some application in combat, and mostly offensive in nature.

Like legendary Oriental mystic warriors, the Battle Magi learn focus, concentration and mastery of body, mind and magic. First comes the mastery of the body. This involves more than building muscles and practicing hand to hand combat, it includes an in-depth understanding of human physiology and a "oneness" with every aspect of the physical state of being. "Know your body," the teachers preach, "understand its function and strengths, but also understand its weaknesses. Listen to what it tells you, for only then can you respond to its needs and surpass the ordinary. Only then can you control your fear, overcome hunger, and deny fatigue and pain."

After the body has been mastered, a feat that usually takes 3-8 years, comes mastery of the mind (another 3-6 year process). Actually, this process is begun with meditation and the understanding of one's body, for one must open himself and learn to focus in order to do *so*, both fundamentals in the mental performance of these warriors. It is focus, concentration and strength of will that give the Battle Magi their incredible prowess (and bonuses). It also segues into the mastery of magic.

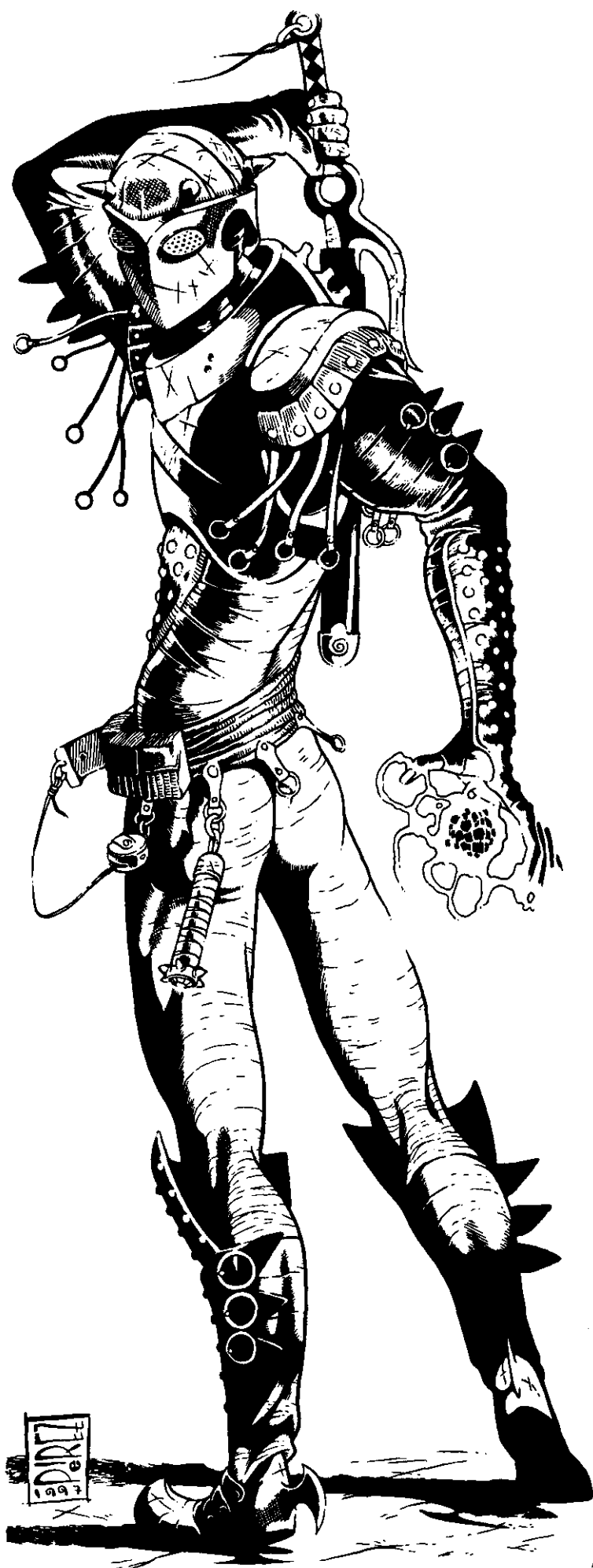
The magic of the Battle Magi is almost entirely offensive spells — magic used to *attack and kill*. Stealth and defense are admirable and have their place, but the job of the Battle Magi is to fight; that is their orientation and overall focus. Yet they are also taught to respect, honor and value life, learn and grow; thus they are usually just, merciful and noble.

In combat, Battle Magi may be allowed to pilot the Automations, but most prefer to engage in close combat down in the trenches.

Battle Magi O.C.C. Abilities

1. One with the body: The character knows his body; every muscle, nerve and scar. Thus, he or she is keenly aware of injuries, illness, and fatigue, and the full extent of any problem they represent. Every ache, twinge, and impulse tells the Battle Magus about himself. Thus, he can more accurately gauge how long he can perform, what distance he can run, what amount of injury/damage he has sustained, how serious an injury or illness is, how it will affect him, and how soon he needs medical treatment before it becomes life threatening.

Physical Bonuses (in addition to attributes & skills): +1D6 to P.S., +2 to P.E., +1 to P.B., +1D6+8 to Spd, +20% to save vs coma and death, +2 to save vs disease and poison. Fatigues at



one third the normal rate, can hold his breath twice as long (about 4 minutes) as the average human, has exceptional balance (+10%), and can leap 10% farther.

Combat Bonuses: +1 attack per melee round at levels 3, 6, 10 and 15, +3 on initiative (also see Quick Draw), +2 to disarm, +1 to roll with impact or fall, +2 to pull punch at levels 2, 4, 6, 9, and 13.

2. One with the mind The warrior mage is alert and able to concentrate and stay focused even when all hell is breaking loose around him. It also enables the character to keep his calm, ignore insults ("Words cannot hurt the body and only sting the mind and emotions if one allows it. Hollow words are not worth fighting over. They are empty and meaningless") and to be tolerant and understanding of others.

Mental Focus & Bonuses: Spells, psionic attacks, drugs and disease that cause confusion, dizziness or dull the senses are half as effective (reduce penalties and duration by half). +1 to all aimed and "called shots" regardless of weapon type. +1 to save vs mind control, +1 to save vs possession at levels 1, 3, 5, 7, 9, 11, 13 and 15, and +1 to save vs Horror Factor at levels 1, 3, 4, 6, 7, 8, 10, 12 and 14.

3. One with magic for combat: The Battle Magus starts with the following:

Initial Battle Magus Spells: Manipulate Objects (as much a mental exercise as anything else), Lantern Light, Globe of Daylight, Armor of Ithan, Escape, Breathe Without Air, Death Trance, Magic Shield, Deflect, Ricochet Strike, Light Target, Energy Bolt, Fire Bolt, Fireblast, Circle of Flame, Electric Arc, Throwing Stones, Orb of Cold, Fist of Fury, and Power Weapon.

Each level of experience, beginning with level two, the warrior can select three additional *offensive/combat* oriented spells (energy blasts, magic weapons, area affect spells, augmentation, etc.) and one *defensive* (shields, walls, repulsion, negation, etc.) *or evasion* spell (chameleon, invisibility, escape, fly, teleport, etc.). In the early levels, these spells can be selected from spell levels 1-4, but upon reaching 5th level, the warrior mage can select his spells from each equivalent level that corresponds with his experience (i.e. 5th level Battle Magus can make spell selections from levels 1-5, at 6th level, selections can be made from levels 1-6, and so on). Most Battle Magi will *not* actively seek to learn spells above and beyond those provided through their career, and the few that do seldom pick up more than a handful (1D4+4 maximum). Spell strength: Standard. Has a good understanding of the principles of magic.

4. Master of Weapons: As part of their mental and physical training, the Battle Magi are attuned to their weapons, and the use of combat magic is second nature. This affords the following special skills and abilities.

Quick-Draw Initiative (special): Swords, knives, throwing axes/Tomahawks, throwing irons (shurikens, throwing spikes, African throwing irons), throwing sticks (boomerangs and other throwing sticks; typically 1D6 S.D.C. damage), handguns, bow and arrow (does not include crossbow) or magical energy blast; pick only *two*. This is a special P.P. bonus similar to that of the Gunfighter and Gunslinger O.C.C.s: +1 to initiative for every three P.P. points above 16 (maximum P.P. 30; for a bonus of +5). This means a Battle Mage with a P.P. of 24 is +2 on initiative (plus any other initiative bonuses from skills or magic); if a

P.P. of 25 the bonus would be +3, and so on. Remember, the winner of the initiative roll shoots first. This skill combined with W.P. Sharpshooting, makes for a deadly combination. Note: The full bonus *applies* only to the use of the two types of weapons the character has selected, no others. G.M. Note: A P.P. above 24 should be extremely uncommon, and 25-28 extremely rare; 29 and 30 virtually unheard of.

Paired Weapons: The weapons selected for quick draw can be used as paired weapons, meaning the character can draw and shoot or throw **two** simultaneously at the same target, inflicting full damage from both weapons, but counts as one melee attack! Not applicable to magic spell attacks or the bow and arrow.

In the alternative, the two-weapon attack can be divided between two *different* targets visible to the Battle Magus and within his range of peripheral vision. The divided attack counts as one simultaneous melee action against two different foes. The quick-draw initiative bonus still applies, but the shooter must roll two separate times to hit each target (roll to strike for each) and the bonuses to strike each are reduced by half.

Note: Parrying is not possible when two items are being used as paired weapons, but the character can dodge (which uses up one of his attacks) and counter.

W.P. Sharpshooting Specialties (2): Bow and arrow or energy rifle, and magic spells involving throwing or firing/blasts. A combination of special expertise and trick shooting with a particular type of weapon. Includes +1 melee attack when using that specific weapon for the entire melee round, shooting bonuses, and trick shooting, which includes:

1. Can fire a traditional two-handed weapon, like a rifle, one handed without penalty (normally the shooter loses all strike bonuses).

2. Can shoot over his shoulder by holding up a mirror and using the reflection to aim; no penalties, keep full bonuses to strike.

3. Accurately shoot while riding a horse or a moving vehicle (normally a wild shot), but strike bonuses are half and a "called" shot is impossible.

4. Shoot accurately while standing on head or hanging upside down; all bonuses applicable at full.

5. Dodge, roll or somersault and come up shooting (normally a wild shot), no bonuses or penalties to strike; straight roll of the dice.

6. Ricochet shot! The shooter can bounce bullets, arrows, slings, and other fired *projectiles* (depending on the specific W.P.) *off* of one surface and angle the shot in such a way that the projectile ricochets/bounces off and hits a *different/second* target! Inflicts only one point of damage to the first surface and full damage to the second. Reduce bonuses to strike by half.

This can also be done with laser weapons but the ricocheting surface must be mirrored or highly polished. Glitter Boys are excellent reflective surfaces for performing a ricochet laser shot. Particle beams, ion blasters, rail guns, mini-missiles and other types of weapons *cannot* be used.

Note: See the W.P. Sharpshooting Specialty skill description for full details.

5. Pilot Automntons. Only Battle Magi with 5th level or greater experience are allowed to pilot an Automaton, typically a Fire Demon or Earth Thunder. In an emergency they may be

allowed to pilot any automation except the Colossus, Kilairgh, and Infiltrator.

6. P.P.E.: The Battle Magus, as a true spell caster, has an impressive amount of P.P.E. Base P.P.E.: **2D4x10+8** plus P.E. attribute. They **gain** an additional 2D6 P.P.E. per level. They may also draw additional P.P.E. from ley lines and nexus points, but not from other people nor from Automatons.

The Battle Magus has the least access to spells, being able to choose spells only from the Combat area. They start with 10 spells that can be selected from any level. However, like the Warlock, they can only cast spells less than or equal to their experience level. They can be taught 2 spells upon attaining a new level.

Battle Magus O.C.C.

Also known **as:** Battle Mage

Alignment Restrictions: Any except Diabolic or Miscreant.

Attribute Requirements: I.Q.: 10, M.E.: 12., P.E.: 14 or higher. A high P.S. and P.P. (14+) are recommended but not required.

Race Restrictions: Human or D-bee, but must be a mortal, S.D.C. creature; 60% are human, 20% elf, 20% others. Both males and females can become Battle Magi.

Player Character Note: Battle Magi are frequently sent on missions of scouting/reconnaissance, exploration, spying, and hunting of enemies and criminals. They are also sometimes allowed to join outside groups of heroes and adventurers to bring peace and justice to other parts of the world. Likewise, a Battle Magus may become a sojourner allowed to leave Dweomer so he can find himself (find direction, peace, understanding, etc.) and/or experience the world (they lead very regulated and cloistered lives in Dweomer, something that not all people handle well, so the Magi are allowed to move in order find peace). Likewise, a Battle Magi may leave the service of Dweomer and go into the world as an independent. However, this is a rarity, because the orientation and purpose of the O.C.C. and Brotherhood that trains them is dedicated to the protection of Dweomer. Except for authorized missions, no Automaton may be taken with the Magus. These mystic warriors love combat and tests of their physical prowess and make excellent heroes, lawmen, and mercenaries.

O.C.C. Skills of the Battle Magus:

Demon Lore (+20%)

Speaks and is literate in American (+25%)

Speaks two additional languages of choice (+15%)

Basic Math (+20%)

Boxing

Wrestling

Intelligence (+15%)

Tracking (+20%)

Land Navigation (+15%)

Horsemanship: General (+10%)

Espionage: Two of choice (+10%)

Military: Two of choice (+10%)

Physical: Two of choice (+10%, when applicable)

W.P. Sword

W.P. three ancient of choice.

W.P. two modern of choice.

Hand to Hand: Martial Arts

O.C.C. Related Skills: At first level, the character can select four other skills, plus one additional at levels 2, 4, 6, **8**, 12, and 15.

Communications: Radio Basic (Only)

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any (+5%)

Mechanical: Basic (Only)

Medical: First Aid (Only)

Military: None

Physical: Any (+5% where applicable)

Piloting: None

Pilot Related: Navigation (Only)

Rogue: None

Science: Math only (+10%)

Technical: Any (except Computer)

Weapon Proficiencies: Any, including tech weapons.

Wilderness: Any (+5%)

Secondary Skills: The Character gets three Secondary skills from the list above, excluding those marked "None," plus two additional at levels 3, 7, 10, and 13. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Begins with a set of clothes, uniform, ceremonial robes, utility belt, two canteens, backpack, knapsack, three weeks of food rations, a pair of handcuffs, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, and a pocket knife.

Standard Battler Body Armor (45 M.D.C.) and Demon helmet (45 M.D.C. and has a pair of tiny horns and insect-looking eyes) made either of M.D.C. composite materials with plates and padding or magically created materials. It is not a full environmental suit.

Weapons include three ancient ones of choice (no special powers), one ancient style magic or TW weapon (sword, knife, spear, etc.), and two modern weapons. See **Rifts® New West™** for a selection of TW guns and other items. Other magical and conventional weapons and equipment may be made available for special assignments, but not much nor often. A Techno-Wizard weapon and other magic items (including weapons and armor) may be awarded for heroics and great achievements in combat and upon reaching experience levels 6, 10 and 15 while in service of the Brotherhood of Battle and the protection of Dweomer, its citizens and the Lords of Magic.

Money: As a member of the Dweomer Defense Force (military), the character is provided with a furnished, private two bedroom apartment (one bedroom is typically a study or place of meditation), three meals daily, two uniforms, medical/healing, counselling, and most basic needs. Plus access to the many facilities at the academies, including libraries, meditation areas, gymnasiums, indoor and outdoor tracks, target range, practice areas, recreation areas, and others, as well as 500 Universal Credits per month as a salary. Starts with 3D4x100 credits.

Cybernetics: Will never get cybernetics or bionics unless there is no other choice (needed to save their life or as a prosthetic limb), and then only bio-systems will be used. Bionics interferes with spell casting!

Controller O.C.C.

Battle Magus Sub-Set

One of the most powerful and magical weapons in the arsenal of Dweomer are its Automatons. These things are similar to golcms, but in some respects, more powerful, and in others, more limited (such as requiring a pilot). Automatons cannot act on their own because they are neither alive nor have a mind to comprehend orders or react to attacks. Instead, the powerful body is moved like a puppet by a living being, a Controller. In a way, the Controller is like a Robot pilot, hut unlike the high-tech pilot who relies on computers and machines, the 'Controllerre-lies on his own mind and magic.

The Controller is a sub-set of the Battle Magus O.C.C., and both are tutored by the same Magi Brotherhood. The Controller sacrifices some of his personal combat abilities to physically and mentally link himself to one or more Automatons. This link makes man and ... monster(?) .. respond as one, and the two are seldom seen apart. Some Controllers actually sleep in the pilot area of the magical construct or cradled in its arms or lap. To the Controller, the giant artificial construct is an extension of his own body. Although this unique union makes the character a bit less formidable as a warrior, at least compared to the Battle Magus, when united with an Automaton, the man and his robot-like second body are superhumanly powerful — a walking tank seething with magical power and mega-damage capabilities.

The Controller functions as both the pilot and the “brain” of the magical construct, thus killing him will instantly render the Automaton inert. However, the magical creation can be piloted by another Magus (without benefit of the Controller’s combat bonuses) or be retrieved *so* a new ritual can be performed to link it to a new Controller. While Automatons require a Controller or pilot to give them motion, they are not totally dependent on him for every action. Once activated and piloted, the Automaton will automatically parry incoming attacks, but all acts of aggression made by it must be made by the Controller.

As a Battle Magus, the Controller enjoys combat and gets a particular thrill when battling giant monsters, dragons, robots, power armor and other heavily armored war machines. Controllers are trained extensively in the arts of combat, not only to defend themselves, hut to maximize the power of the Automatons.

Special Controller O.C.C. Abilities & Bonuses:

1. **Mental focus and will power.** An exceptional ability to concentrate and focus even through pain, fear, anger and stress better than any of the Magi. This ability gives the Controller his strong link to his Automatons, as well as the ability to simultaneously control more than one at a time.

2. **Pilot Automatons (all, except the Colossus):** The Controller can “pilot” any Automaton, even those he is not “bonded” to. Under this circumstance, the character must ride the Automaton and only the standard bonuses of the magical construct apply — not the Controller’s bonuses through a link with specific ones. Likewise, the Controller can make the Automaton cast its spells but he cannot contribute to its P.P.E. battery nor draw on the battery to enhance his own spells.

3. **Magic Link to Automatons:** While others can “pilot” an Automaton, Controllers undergo a bonding ritual that physically

and mentally “links” them to *specific* Automatons. Man and magical construct become one. This means the Controller and “his” Automaton combine their abilities and resources to become a truly formidable force. The character sees and hears whatever the Automaton experiences and vice versa, both see and can respond through the other’s eyes, and the Automaton responds with a mere thought from the Controller — a reflex action, for it is an extension of himself!

One Master: Any Automaton that has been ritually “linked” to a Controller can only be animated by that specific character or the High Magus who created it! Any others who try to pilot it, even other Magi, will get absolutely no response, it simply stands motionless like a statue.

Bonuses from this union: Attacks per melee round: Equal to the number of attacks of the Controller plus one melee attack/action for every two levels of the Controller’s experience, starting with level two (i.e. +1 attack at level two, +2 at level four, +3 at level 6, and so on).

+2 to each of the Automaton’s combat bonuses (initiative, strike, pany, etc.); do not add the Controller’s own personal bonuses to those of the magical construct’s. Also see the Controller’s personal O.C.C. bonuses as a result of mental acumen and combat training; they are Battle Magi, after all.

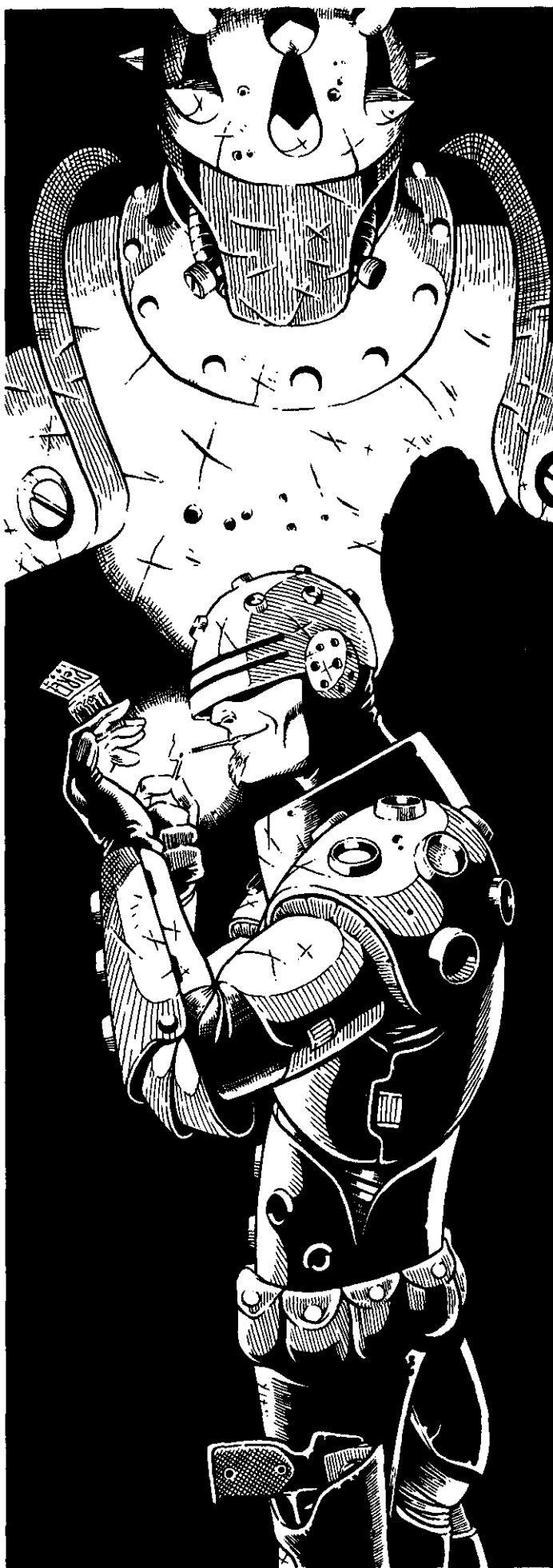
Spell magic of the Automaton: Each Automaton possesses innate spell casting abilities that only a Controller, its creator (a High Magus) or the Lords of Magic can call upon. When controlling an Automaton “linked” with the Controller, the character can pump his own P.P.E. into the Automaton *so* that it can cast spells even after its own P.P.E. battery has been drained. The Controller can also draw upon the enchantment of the Automaton when casting his own spells to double the normal range, but each such enhancement hums up five P.P.E. from the battery. Note: Both the Automaton and the Controller can cast spells (each limited to those available to him/it), which means between the two, as many as four spells can be cast per melee round!

If a Controller is “piloting” an Automaton that he is not linked with, he can still cast the spells, hut he cannot add his own P.P.E. to it, nor use the Automaton to double the range of his own spells.

The ability to command more than one Automaton. A Controller can simultaneously control and direct two or more Automatons with which he is personally linked to; as many as one for every two levels of experience! When controlling more than one, only the Automaton with whom the character is in direct physical contact gets the benefit of all the Controller’s bonuses. The others fight at their basic “piloted” level, but fight as a well orchestrated team with the Controller calling all the shots.

A Controller is seldom linked, via bonding ritual, to more than four Automatons unless a High Magus or Lord of Magic deems him truly stable, loyal (to The Three) and experienced enough (8th level or higher) to handle it. However, even most 8-15th level Controllers are typically linked only to four.

A Controller character will start out by being bonded to a specific **Earth Thunder** (his personal power armor) and an **Infiltrator**. The latter is used only on special assignments. At level three, the character will be bonded to a **Battlelord** or **Fire Demon**. At level five or six, the character is linked to a **Kilairgh** or **Ice Drake**; choices are usually left to the Controller. One addi-



tional Automaton can be added for every two additional levels of experience. If one of the Controller's previous Automatons is destroyed, he can be bonded to a new one at any time. These bonding rituals can only be performed by a High Magus and the character must be worthy.

Control Automaton without physical contact: The distance in which the Controller can maintain contact with additional Automatons is **200 feet (61 m)**, another reason they fight as a tight unit. If one should step out of range, it will instantly shut down, but will spring back to life the moment the Controller steps within range.

4. Controller O.C.C. Bonuses:

Physical Bonuses (in addition to attributes & skills): +1D6 to **P.S.**, +1 to **P.E.**, +1 to **P.B.**, +1D6 to **Spd.**, +15% to save vs coma and death, +2 to save vs disease and poison. Fatigues at one third the normal rate, can hold his breath twice as long (about **4 minutes**) as the average human, has exceptional balance (+10%), and can leap **10%** farther.

Combat Bonuses: +1 attack per melee round at levels **2, 7** and **14**, +3 on initiative, +1 to strike, +2 to strike on a "called shot" or any carefully aimed attack, +1 to disarm, +2 to **roll** with impact or fall, +3 to pull punch, +1 to save vs Horror Factor at levels **2, 4, 5, 7, 8, 9, 11, 13** and **15**, +1 to save vs magic, +1 to save vs mind control and possession at levels **1, 3, 5, 6, 7, 9, 11, 13** and **15**. Remember, the Controller is a sub-set of the Battle Magus class of mystic warrior and is a formidable combatant without an Automaton.

Combat Note: When operating one Automaton, the mystical construct has a number of attacks equal to those of the Controller +2. Meanwhile, the Controller retains half of his own attacks/actions per melee! This means he can look around to survey the situation and consider other actions, or cast his own spells. When he must divide his attention between **two** or more Automatons, he loses all but one attack per round and cannot cast spells.

5. Magic O.C.C. Training: The fundamentals of spell magic and +1 to spell strength at levels **5, 10**, and **15**. The Controller may also draw additional P.P.E. from ley lines, nexus points, and the Automaton they pilot, but not from other people or blood sacrifice.

Initial Controller Spells: Lantern Light, Globe of Daylight, Breathe Without Air, Tongues, See the Invisible, Climb, Chameleon, Distant Voice, Energy Bolt, Electric Arc, Armor of Ithan, and three spells of choice from spell levels 1-4.

Each subsequent level of experience, beginning with level two, the Controller can select one additional *offensive/combat* oriented spell (energy blasts, magic weapons, area affect spells, augmentation, etc.), and one *defensive* (shields, walls, repulsion, negation, etc.) *or other* spell (chameleon, healing, etc.). During the early levels, these spells can be selected from spell levels **1-4**, but upon reaching 5th level, the warrior mage can select his spells from each equivalent level that corresponds with his experience (i.e. 5th level Controller can make spell selections from levels **1-5**, at 6th level, selections can be made from levels **1-6**, and *so on*). Most Controllers will *not* actively seek to learn spells above and beyond those provided through their career, and the few that do seldom pick up more than a handful (**1D4+2** maximum). Their power comes from their union with the Automatons. This is their entire orientation and purpose, *so* they

welcome and accept it completely, and they do not hunger for greater mystic knowledge.

Also see the spells available to the various Automatons.

6. Permanent P.P.E. Base: **1D4x10+8** points plus P.E. attribute number. Add 2D4 P.P.E. per each additional level of experience.

Also see the descriptions for Automatons.

Battle Magus Controller

Also known as: Usually simply referred to as "Controller."

Alignment Restrictions: I.Q. 11, M.E. 13, and P.E. 11 or higher. Those wishing to be Controllers are carefully screened for a high mental endurance and self-discipline. A good to high M.A., P.S., and P.P. are also desirable, but are not a requirement.

Race Restrictions: Human or D-bee, but must be a mortal, S.D.C. creature; 50% are human, 20% elf, 30% others. Both males and females can become Controllers.

Player Character Note: Any Controller allowed as a player character will be on special assignment (scouting/reconnaissance, exploration, defense of allies, spying, track and capture/destroy an enemy, etc.) and allowed to take one or two Automatons with him, or a renegade who has fled Dweomer with one Automaton. Or a sojourner allowed to leave Dweomer so he can find himself (find direction, peace, understanding, etc.) and/or experience the world (they lead very regulated and cloistered lives in Dweomer, something that not all people handle well, so they are sometimes allowed to leave). The Controller Sojourner may be allowed to take one or two Automatons with him; typically one. Such characters make excellent heroes and mercenaries. Note: The Colossus is never available to the Controller and the Kilairgh is only used in major military conflicts. The Earth Thunder, Battlelord, Ice Drake and Infiltrator are the most commonly available.

O.C.C. Skills:

Demon Lore (t15%)

Speaks and is literate in American (+25%)

Speak one additional language of choice (+15%)

Basic Math (+25%)

Boxing

Wrestling

Intelligence (+10%)

Tracking (+10%)

Espionage: Two of choice (+10%)

Physical *or* Wilderness: Two of choice (+10%)

W.P. Sword

W.P. two ancient of choice.

W.P. one modern of choice.

Hand to Hand: Expert

O.C.C. Related Skills: At first level, the character can select five other skills, plus one additional at levels 2, 4, 6, 8, 12, and 15.

Communications: Radio Basic (Only)

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any (+5%)

Mechanical: Basic (Only)

Medical: First Aid (Only)

Military: None

Physical: Any (+10% where applicable)

Piloting: None

Pilot Related: Navigation (Only)

Rogue: None

Science: Math only (+10%)

Technical: Any (except Computer)

Weapon Proficiencies: Any, including tech weapons.

Wilderness: Any (+5%)

Secondary Skills: The Character gets two secondary skills from the list above, excluding those marked "None," at levels 1, 4, 8, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Begins with a set of clothes, utility belt, two canteens, backpack, knapsack, three weeks of food rations, a pair of handcuffs, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a TW flashlight, and a pocket knife.

Standard Controller body armor (35 M.D.C.) and helmet (35 M.D.C.) made either of M.D.C. polycarbonate plates and padding or magically created materials (no metal; not a full environmental suit).

Weapons include two ancient of choice (no special powers), one ancient style magic or TW weapon (sword, knife, spear, etc.), and one conventional weapon, plus their Earth Thunder Automaton (and Infiltrator and others upon special assignment). See **Rifts® New West™** for a selection of TW guns. Other magical and conventional weapons and equipment *may* be made available for special assignments, but not much nor often.

Money: As a member of the Dweomer Defense Force (military), the character is provided with a furnished, private two bedroom apartment (one bedroom is typically a study or place of meditation), three meals daily, two uniforms, medical/healing, counselling, and most basic needs. Plus access to the many facilities at the academies (including libraries, meditation areas, gymnasiums, indoor and outdoor tracks, target range, practice areas, recreation areas, and others, as well as 600 Universal Credits per month as a salary. Starts with 3D4x100 credits.

Cybernetics: Will never get cybernetics or bionics unless there is no other choice (needed to save their life or as a prosthetic), and then only hio-systems will be used. Bionics interferes with spell casting!



Lord Magus O.C.C.

The Lord Magus takes the concept of becoming “one with magic” to the extreme. Their years of training actually leads to a mental and physical transformation into something more than human. Into a creature of magic. By the time he reaches first level, the Lord Magus has already spent 10-12 years studying magic and engaging in alien meditation techniques that enable magic energy to course through every fiber of his being. Over the passage of a decade, these techniques (known only to the Lords of Magic and their Lord Magi — all of who keep the secrets within the Brotherhood of Magic and away from strangers and the uninitiated) subtly alter the character on a molecular and spiritual level. They are so dedicated and attuned to magic that these Magi slowly become creatures of magic in a way similar to dragons and Faerie Folk, only on a less primal and powerful level.

Oddly enough, this somewhat limits the character in the way of skills and spell knowledge. Most feel detached from their once fellow mortals and have difficulty relating to them and to skills that affect them. The Lord Magus would rather be practicing, studying, or experimenting with magic and trying to understand every nuance of how it works, what it is, and all the far reaching ramifications of its existence. For example: is magic alive? Can long-lasting magic take on a life and intelligence of its own? Evidence suggests it can. Why? How? Why has the use of and union with magic made the Lord Magi so different from other practitioners? How does magic hind the Megaverse? And so on. These physics and philosophical questions consume a huge amount of their time and border on obsession. Except for their duties to maintain the defenses and illusions around Dweomer, and other important administrative duties, the Lord Magus has little time for anything else. Consequently, the spells they know from their initial decade or so of education at 1st level represents 60-70% of their entire spell knowledge. Except for one or two new additions here and there (typically high level), most stop searching for new spell incantations by 6th level. Ironically, they also become increasingly dependent on the spells they do know (using magic constantly) as well as upon the natural magic abilities they develop as they become increasingly inhuman creatures of magic.

Their constant daily use of magic means they are the masters of lesser magic (levels 1-6) because these incantations require less P.P.E. Although the Lord Magus will know some spells of higher level, particularly illusionary magic, the vast majority of his magic is level Eight and below. Occasionally, a high level Lord Magus (9th or higher) who has proven himself loyal to The Lords of Magic, dedicated to the organization and principles of the Brotherhood of Magic and the protection of Dweomer, and has never left Dweomer on a Sojourn, may he taught the secrets of Automaton creation. The Lord Magi typically serve as teachers of magic, city and Brotherhood administrators, heads of state and leaders throughout the kingdom on virtually every level imaginable. In a military context, they serve as commissioned officers, from Captains to Generals.

Special Lord Magus O.C.C. Abilities

1. One with the body: All Magi are trained to know their mind and body, although the High Magus has minimal physical bonuses. He is a more cerebral and philosophical character.

Physical Bonuses (in addition to attributes & skills): +2 to P.S., +1 to P.E., +1D4 to Spd, and +5% to save vs coma and death. Fatigues at half the normal rate, can hold his breath for three minutes, has good balance (+5%) and coordination.

Combat Bonuses: +1 attack per melee round at levels 5, 10 and 15, +2 on initiative, +2 to strike and parry, +3 to pull punch and +1 to roll with impact or fall.

2. One with the mind The mage is alert and able to concentrate and stay focused even when all hell is breaking loose around him. It also enables the character to keep his calm, ignore insults (“Words cannot hurt the body and only sting the mind and emotions if one allows it. Hollow words are not worth fighting over. They are empty and meaningless.”) and to be tolerant and understanding of others.

Mental Bonuses (in addition to attributes & skills): +1 to M.A. and +2 to M.E.

Mental Focus & Bonuses: Spells, psionic attacks, drugs and disease that cause confusion, dizziness or dull the senses are half as effective (reduce penalties and duration by half). +1 to save vs mind control at levels 1, 3, 6, 9, 12 & 15. +1 to save vs Horror Factor at levels 2, 4, 6, 8, 10, 12 and 14.

3. One with magic: Like the other Magi, they are trained in the mastery of mind and body, but in this case, the focus is magic. The character has an in-depth and extensive understanding of the principles of magic and spell casting, and is “one with magic” in a much more significant way than any other practitioner of magic.

Progression of Abilities as a Creature of Magic: This unique transformation and progression of abilities applies only to the Lord Magus.

1st: Become invisible at will.

2nd: Regenerates 2D6 Hit Points/S.D.C. per minute.

3rd: Double the range of spells!

4th: Increase P.P.E. base by 6D6+20 points.

5th: Impervious to possession.

6th: Ages one year for every five.

7th: Magic heat and fire does half damage.

8th: Becomes a minor mega-damage creature: Hit Points and S.D.C. convert to M.D.C.

9th: Magic cold does half damage.

10th: One additional spell attack per melee round!

11th: See the invisible, including spirits and Astral beings.

12th: +1 to spell strength.

13th: P.S. becomes supernatural.

14th: Impervious to illusions.

15th: Double the duration of all spells!

Initial Lord Magus Spells: At level one he knows a// spells of illusion regardless of level, and all spell incantations from levels 1-2 (includes spells found in the **Rifts® RPC** and those in this hook).

At level two, the Lord Magus can select a total of 1D6+4 new spells. Selections can be made from levels 3-4.

At level three, the Lord Magus can select a total of 1D4+4 new spells. Selections can be made from levels 3-6.

At level four, the Lord Magus can select a total of 1D4+3 new spells. Selections can be made from levels 3-7.

At level five, the Lord Magus can select a total of 1D4+2 new spells. Selections can be made from levels 3-8.

At level six on up, the character can select a total of one new spell from levels 8-10, or two spells from levels 3-7, never beyond (except for illusions).

Bonuses & Abilities in Magic: Spell strength: +1 at levels 3, 6, 9, and 12. +1 to save vs magic at levels 2, 5, 9, and 13 (too closely linked to magic to resist it as well as others). +2 to save vs illusions. Recovers P.P.E. at a rate of 6 P.P.E. per hour of rest or sleep; 12 P.P.E. per hour through meditation.

4. Flaws and Vulnerabilities of being a Creature of Magic:

Loses a hit of humanity per every new level of experience — tends to be cool, aloof and uncaring about ordinary people and their affairs. This is not arrogance, but feeling removed, different, alien. Thus the distance between them causes the Lord Magus to lose sight of his origins and to be uninterested in, and often indifferent about, ordinary people, events and things. This also means they sometimes forget how physically and mentally fragile humans are, and tend to underestimate mortal opponents, including other sorcerers.

Once they become M.D.C. Beings silver and 90% pure iron weapons inflict their S.D.C. equivalent damage in M.D.C.; i.e. a silver dagger that normally does 1D6 S.D.C. does 1D6 M.D. to this character.

Rune weapons and holy weapons do double damage.

Suffers double damage from Ley Line Storms.

5. Pilot Automaton. Those allowed to use an Automaton (6th level and higher) are given a Battlelord, as is befitting of their station.

6. P.P.E.: The Lord Magi have an incomprehensible union with magic and an amazing amount of P.P.E. Base P.P.E.: $2D4 \times 10 + 40$ plus P.E. attribute and gain an additional 3D6 P.P.E. per level. They may also draw additional P.P.E. from ley lines, nexus points, people, and ritual blood sacrifices the same as a Ley Line Walker.

7. Ley Line Abilities: Sense *ley lines* and magic *energy* the same as the Line Walker ability (see #1 under Line Walker Abilities on page 83 of the *Rifts®* RPG). Also possesses the abilities of Ley Line Phasing and Ley Line Rejuvenation the same as the Ley Line Walker.

Lord Magus O.C.C.

Also known as: Commonly referred to as Lord Mage.

Alignment Restrictions: None. Any alignment is possible, although most are Scrupulous, Unprincipled, Anarchist, Miscreant or Aberrant. Often influenced by their teachers and other members of the Brotherhood of Magic.

Attribute Requirements: I.Q.: 12, M.E.: 13, P.E.: 13, and P.P.: 13 or higher. A high M.A. is suggested but not a requirement.

Race Restrictions: Human or D-bee, but must be a mortal, S.D.C. creature; 65% are human, 15% elf, 20% others. Both males and females can become Lord Magi.

Player Character Note: Lord Magi may be sent on missions of reconnaissance, exploration, spying, advising and mystic study. They may also be sent "into the world" to join and help outside groups of heroes and adventurers for virtually any reason. Likewise, the character may become a Sojourner allowed to leave Dweomer so he can find himself and/or experience the world (they lead very regulated and cloistered lives in Dweomer, something that not all people handle well,



so the Magi are allowed to leave to find themselves). Likewise, a Magus may leave the service of Dweomer and go into the world as an independent. However, this is a rarity, because the orientation and purpose of the O.C.C. and Brotherhood that trains them is dedicated to the protection of Dweomer. No Automaton may be taken with the Magus, besides Lord Magi seldom use them. These inquisitive sorcerers make excellent explorers and champions against great evil and the supernatural — they love to pit their magic and power against other superhuman beings.

O.C.C. Skills of the Lord Magus:

All Lore (+15%)
Speaks and is literate in American (+30%)
Speaks and is literate in two additional languages of choice (+20% each)
Basic & Advanced Math (+20%)
Law (+10%)
Interrogation (+10%)
Land Navigation (+6%)
Computer Operation (+10%)
Technical: Two of choice (+10%)
Rogue: Two of choice (+10%)
W.P. Two of choice
Hand to Hand: Basic
Hand to Hand: Basic can be changed to Expert at the cost of two O.C.C. Related skills or Martial Arts for the cost of three.

O.C.C. Related Skills: At first level, the character can select four other skills, plus one additional at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%)
Cowboy: None
Domestic: Any
Electrical: None
Espionage: Forgery, Disguise and Intelligence only (+10%)
Mechanical: Basic Mechanics only.
Medical: Any
Military: Find Contraband and Etiquette only (+5%)
Physical: Any, except boxing, wrestling and acrobatics.
Piloting: Any (+5%)
Pilot Related: Any (+10%)
Rogue: Any
Science: Any (+5%)
Technical: Any (+10%)
Weapon Proficiencies: Any, including tech weapons.
Wilderness: Any

Secondary Skills: The Character gets two Secondary skills from the list above, excluding those marked "None," at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Begins with a set of clothes, uniform, ceremonial robes, utility belt, a canteen, backpack, knapsack, duffle bag, three small sacks, magnifying glass, binoculars, notebook, a half dozen pens or markers, portable disk recorder, a flashlight, compass, and a pocket knife.

Standard Lord Magus body armor (50 M.D.C.) and helmet (45 M.D.C.). The helmet has an insect or crustacean appearance with insect-like eyes, open pincer-like mouth area, and long, segmented hood that extends beyond the head, down

over the neck and part of the upper back. It is made either of M.D.C. composite materials with plates and padding or magically created materials. The hands and arms are covered in padding but the fingers are usually tipped with metal or ceramic spike-like claws (adds 1D6 S.D.C. to damage, M.D.C. if combined with the spell Fist of Fury or Power Weapon). It is not a full environmental suit.

Weapons include a magical staff (2D6 M.D) and two other magic weapons of choice, all magical — created by their brother Magi, the High Magus, or Techno-Wizard. Other magical and conventional weapons and equipment *may* be made available for special assignments.

Money: As an elite member of the Dweomer Defense Force (military), the character is provided with a roomy, furnished, private, four bedroom apartment (one bedroom is typically a study or place of meditation, another is typically a lab), three meals daily, two uniforms, medical/healing, counselling, and most basic needs. Plus access to the many laboratories, factories and construction facilities throughout the City of Dweomer, as well as academy facilities. Monthly salary is 3000 credits. Starts with 2D6x1,000 in universal credits.

Cybernetics: Will never get cybernetics or bionics unless there is no other choice (needed to save their life or as a prosthetic limb), and then only bio-systems will be used. Bionics interfere with spell casting!

High Magus O.C.C.

The High Magus specializes in the most advanced and costly forms of spell magic and rituals, with a focus on creation. Creation not only includes the enchantment of weapons, the making of scrolls and talismans, the making of magic weapons, and the creation of golems and all Automations, but the fundamentals of building and engineering. This is different than the Techno-Wizard, because when we talk about building, we mean the construction of nonmagical architecture and constructs such as bridges, arches, roads, walls, bunkers, buildings, houses, etc. **As** a creator, the magic of the High Mage also usually entails healing magic and physical restoration.

The High Mage tends to be more academic and philosophical than the other Magi, especially those in the Brotherhood of Battle. Their open and expansive worldview makes the High Mage extremely compassionate, understanding and tolerant, but at the same time, vulnerable to conundrums of the heart, the pain of injustice, and the sorrow that comes from seeing others suffer. Most are extremely sensitive to the suffering of others, and are very moral and ethical (typically Principled, Unscrupulous or Aberrant alignments). Although extremely knowledgeable in the high magics and rituals, and fairly well versed in strategy and tactics, the High Magus is a builder and creator, not a warrior, and his spells reflect that orientation and purpose. They prefer to avoid combat, but if they have to fight, their spells and mystic acumen can be as deadly as any sorcerer's, and includes such destructive forces as the Ensorcel, Soul Twist, Firequake, Meteor and Annihilate. In addition, the High Magus typically has a number of magical weapons and enchanted items at his disposal. Only the High Magus (and the Lords of Magic) are allowed to pilot the Colossus Automaton.

Special High Magus O.C.C. Abilities

1. One with the body: All Magi are trained to know their mind and body, although the High Magus has minimal physical bonuses. He is a more cerebral and philosophical character.

Physical Bonuses (in addition to attributes & skills): +1D4 to P.S., +1 to P.E., +1 to P.B. +1D4 to Spd, and +5% to save vs coma and death. Fatigues at half the normal rate, can hold his breath for three minutes, has good balance (+5%) and coordination.

Combat Bonuses: +1 attack per melee round at levels 5, 10 and 15, +2 on initiative, +1 to strike and parry, +2 to pull punch, +1 to roll with impact or fall.

2. One with the mind: The mage is alert and able to concentrate and stay focused even when all hell is breaking loose around him. It also enables the character to keep his calm, ignore insults ("Words cannot hurt the body and only sting the mind and emotions if one allows it. Hollow words are not worth fighting over. They are empty and meaningless.") and to be tolerant and understanding of others.

Mental Bonuses (in addition to attributes & skills): +1D4+1 to M.A., and +2 to M.E.

Mental Focus & Bonuses: Spells, psionic attacks, drugs and disease that cause confusion, dizziness or dull the senses are half as effective (reduce penalties and duration by half). +1 to save vs mind control at levels 2, 4, 6, 8, 12 & 14. +1 to save vs Horror Factor at levels 1, 3, 5, 7, 9, 11, 13 and 15.

3. One with magic: The Magus has a comprehensive understanding of the principles of magic and is especially well versed in ritual magic and power spells.

Initial High Magus Spells: At level one, the character knows all 11th level spells **plus** the following: Create Steel, Create Water, Create Wood, Fool's Gold, Ignite fire, Energize Spell, Manipulate Objects, Globe of Daylight, Cleanse, Wards, Water to Wine, Dispel Magic Barrier, Negate Magic, Negate Mechanics, Energy Disruption, Stone to Flesh, Tongues, Teleport Lesser, Restore Limb, Super Healing, Healing Touch, Frequency Jamming, Speed Weapon, and Power Weapon.

At level two, the High Magus learns all 12th level spells and the following: Armor of Ithan, Armor Bizarre, Invincible Armor, Magic Shield, Sheltering Force, Mend the Broken, and Wall of Defense.

At level three, the High Magus learns all 13th level spells.

At level four, the High Magus learns all 14th level spells.

At level five, the High Magus learns all 15th level spells.

At level six on up, the character can select a total of 1D4+1 new spells from levels 7-10, or two spells from Temporal Magic. Some High Magi learn a handful of Temporal Magic spells and enjoy dimensional exploration.

Note: Other than a few exceptions listed above, the High Magus cannot learn spells that are lower than level seven; **spell** levels 1-6 are off limits.

A maximum of 2D4+2 additional spells can be learned and or purchased the same as the Ley Line Walker, although High Magi rarely pursue magic outside their orientation of creation and building.

Bonuses & Abilities in Magic: Spell strength: +1 at levels 2, 6, 9, at 12. +1 to save vs magic at levels 1, 3, 7, 11, and 15. +1

to save vs illusions at levels 1, 4, 6, 7, 9, 11, 13, and 15. Recovers P.P.E. at a rate of 10 P.P.E. per hour of rest **or** sleep; 15 P.P.E. per hour through meditation. Impervious to possession.

4. Pilot Automaton. Only the High Magi may pilot the **Colossus**; they seldom pilot other Automaton.

5. P.P.E.: The High Magus can build an amazing amount of P.P.E. Base P.P.E.: 2D6x10+45 **plus** P.E. attribute and gain an additional 3D6 P.P.E. per level. They may also draw additional P.P.E. from ley lines, nexus points, people, and ritual blood sacrifice the same as a Ley Line Walker.

6. Link with the Lords **of** Magic. The High Magus has a mysterious connection to the Lords of Magic (similar to a priest and his gods) that even the Magi don't quite understand (nor realize the full extent). It is through this link that, unknown to the High Magi, they can animate and empower the Automatons. Known to the High Mage is that they can draw upon the vast P.P.E. reserves of the three Lords of Magic to create permanent magic weapons via the Enchant Weapons (minor) spell, and at half the normal P.P.E. cost to The Three. Approximately 2000 such weapons exist among the three Brotherhoods of Magi, **as** well as several powerful magicaliholy weapons created by Leizak and given to select Magi, mostly important leaders and heroes.

This link helps the Magi to learn their high level magic and also alerts The Three when a High Mage is killed; they know instantly, and have a general idea of where (within 200 miles/320 km) and whether the Magus suffered, but not how or **by** whom.

7. Automaton Creation & Bonding Rituals — Exclusive to the High **Magus**. The secrets of creating Automatons and the bonding ritual that gives the Controllers their unique union with the magical constructs are known only to the High Magus and a tiny handful of high level Lord Magi (and taught **by** a High Magus).

Create Automaton

Range: Inside a magic circle.

Duration: Permanent

Time to cast: 48 hours

Saving Throw: Not applicable.

P.P.E. **Cost**: Varies with the type and size of the construct.

752 Infiltrators

780 Ice Drakes

654 Earth Thunders

800 Fire Demons

824 Battlelords

1008 Kilaighs

1250 Colossus

Note: What nobody knows is that part of the energy that gives the Automatons their power and life comes from the Lords of Magic! See the section on The Three for more details.

Create Automaton is the powerful enchantment by which an inert constructed body is transformed into a mobile, robot-like, M.D.C. juggernaut. While the time to enchant the Automaton is rather quick, it takes many months to build each body, and the P.P.E. cost is enormous and requires focus and meditation. The magus must spend a full 48 hours intoning the ritual, jump-starting the ritual with 100 P.P.E., gradually charging the Automaton throughout the ritual with an additional 12-20 P.P.E. **per** hour and pumping in the balance needed at the end of the



creation ritual. In between, the character typically meditates to recharge his magical energy and to maintain his concentration. During this period, he cannot eat, drink, sleep or engage in any other activity. If at any time the creator is interrupted, the ritual is ruined and all P.P.E. spent so far is lost.

Generally, only the Lords of Magic have the knowledge and P.P.E. to bring an Automaton to life within a matter of 3D4 minutes, provided the body has been built and is ready for activation. In some cases, like the Colossus, a High Magus will have to draw additional energy from scores of people participating in a ritual or from a ley line nexus.

Bonding Ritual

Range: Inside a magic circle.

Duration: Permanent; until the Automaton is destroyed or the Controller slain.

Time to cast: 24 hours.

Saving Throw: Not applicable.

P.P.E. Cost: 20 from the High Magus to initiate the ritual and 20 P.P.E. spent by the recipient Controller.

The Bonding Ritual can only be performed on a special subset of the Battle Magus appropriately known as the Controller O.C.C. The recipient of the "Bonding" must have special training and orientation in order to perform the ritual and then to control the Automaton. The ritual only costs the Controller/recipient 20 P.P.E., but requires the Controller to spend 24 hours in physical contact with the construct, usually in meditation. After this time, he or she can mentally control its every movement as if it were their own body. See the sections on **Automatons** and the **Controller O.C.C.** for details.

High Magus O.C.C.

Also known as: The Creator and High Creator.

Alignment Restrictions: Any except Diabolic or Miscreant.

Attribute Requirements: I.Q.: 12, M.E.: 12., P.E.: 12 or higher. A high M.A. and P.P. (12+) are recommended but not required.

Race Restrictions: Human or D-bee, but must be a mortal, S.D.C. creature; 70% are human, 15% elf, 15% others. Both males and females can become High Magi.

Player Character Note: High Magi may be sent on missions of reconnaissance, exploration, spying, advising and mystic study. They are also usually allowed to join outside groups of heroes and adventurers for virtually any reason. Likewise, the character may become a Sojourner allowed to leave Dweomer so he can find himself and/or experience the world (they lead very regulated and cloistered lives in Dweomer, something that not all people handle well, so the Magi are allowed to leave to find themselves). Likewise, a Magus may leave the service of Dweomer and go into the world as an independent. However, this is a rarity, because the orientation and purpose of the O.C.C. and Brotherhood that trains them is dedicated to the protection of Dweomer. No Automaton may be taken with the Magus, besides, the High Magi seldom use them. These noble and justice minded sorcerers make excellent heroes and lawmen — champions of the innocent and underdogs.

O.C.C. Skills of the High Magus:

Lore: Demons & Monster (+20%)

Lore: Magic & Geomancy (+15%)

Lore: One of Choice (+15%)
 Speaks and is literate in American (+30%)
 Speaks and is literate in three additional languages of choice (+20% each)
 Basic & Advanced Math (+30%)
 Electrical Engineer (+10%)
 Mechanical Engineer (+15%)
 Weapons Engineer (+15%)
 Military Fortification (+10%)
 Computer Operation (+20%)
 Computer Repair (+10%)
 Computer Hacking (+5%)
 Radio Basic (+10%)
 Communications: Two of choice (+10%)
 Mechanical: Two of choice (+10%)
 W.P. Two of choice
 Hand to Hand: Basic
 Hand to Hand: Basic can be changed to Expert at the cost of two O.C.C. Related skills or Martial Arts for the cost of three.

O.C.C. Related Skills: At first level, the character can select four other skills, plus one additional at levels 2, 4, 6, 8, 12, and 15.

Communications: Any (+10%)
 Cowboy: None
 Domestic: Any
 Electrical: Any (+5%)
 Espionage: Intelligence and Wilderness Survival only (+5%)
 Mechanical: Any (+10%)
 Medical: Any (+5%)
 Military: Armorer, Find Contraband, Etiquette, and any Demolitions and Trap skills (+10%)
 Physical: Any, except wrestling and acrobatics.
 Piloting: Any (+5%)
 Pilot Related: Any (+10%)
 Rogue: None
 Science: Any (+10%)
 Technical: Any (+5%)
 Weapon Proficiencies: Any, including tech weapons.
 Wilderness: Land Navigation and Identify Plants only.

Secondary Skills: At level one, the Character gets three Secondary skills from the list above, excluding those marked "None." Plus one additional skill at levels 3, 7, 10, and 13. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Begins with a set of clothes, uniform, ceremonial robes, utility belt, a canteen, backpack, knapsack, duffel bag, three small sacks, magnifying glass, binoculars, notebook, a half dozen pens or markers, portable computer, a flashlight, compass, and a pocket knife.

Standard High Magus body armor (50 M.D.C.) and spine helmet (45 M.D.C. and has 6-12 spikes, insect-like eyes, and beaded mouthpiece), made either of M.D.C. composite materials with plates and padding or magically created materials. It is not a full environmental suit.

Weapons include two of choice, all magical — remember, the High Magus can magically empower and enchant weapons (see the new spells section) as well as make Talismans and Scrolls (although usually for others). See **Rifts®** New

West™ for a selection of TW guns and other items. Other magical and conventional weapons and equipment *may* be made available for special assignments.

Money: As an elite member of the Dweomer Defense Force (military), the character is provided with a roomy, furnished, private, four bedroom apartment (one bedroom is typically a study or place of meditation, another is typically a lab), three meals daily, two uniforms, medical/healing, counselling, and most basic needs. Plus access to the many laboratories, factories and construction facilities throughout the City of Dweomer, as well as academy facilities. Monthly salary is 3000 credits. Starts with 3D4x1,000 in universal credits.

Cybernetics: Will never get cybernetics or bionics unless there is no other choice (needed to save their life or as a prosthetic limb), and then only bio-systems will be used. Bionics interfere with spell casting!

Conjurer O.C.C.

By Doug Coughler & Kevin Siembieda

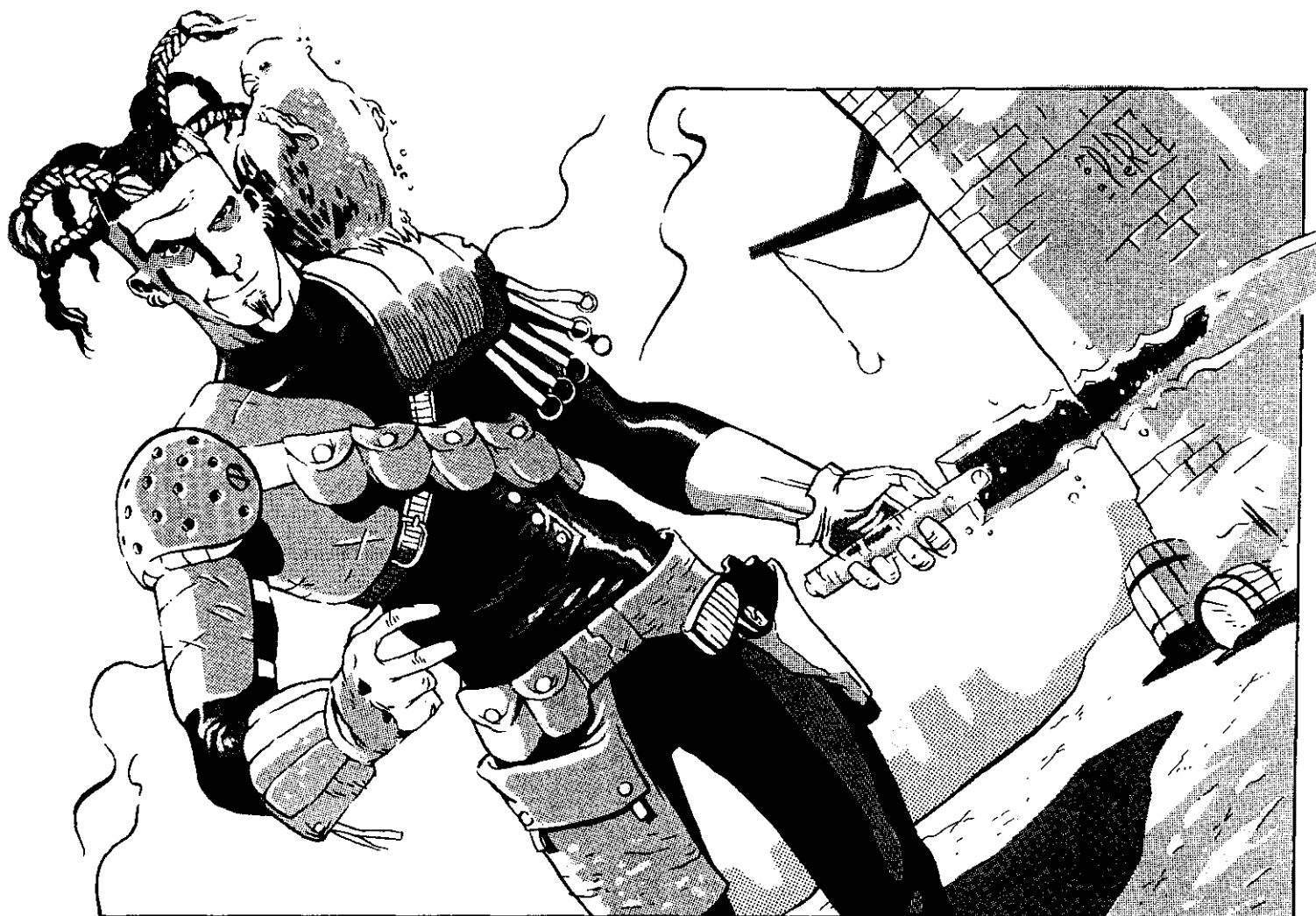
"Some folks say we ain't nothing but a pack of T-Man wannabes. But let me ask you this: Who's more likely to catch ya with yer pants down? A beefed up, half-naked, tattooed freak, or a kindly old man who ya met walking down the road?"

Hawkfire the Hidden

Like Shifters and Line Walkers, the Conjurer is a wielder of magic. However, the Conjurer is a very specialized and different form of magic, more so even than the Techno-Wizard. The hulk of a Conjurer's power comes from being able to create objects and animals out of thin air! The fact that the character has a good understanding of mechanics and creates objects and simple devices with moving parts, they are sometimes confused with Techno-Wizards. However, the objects (and animals) magically created by the Conjurer have no magical powers.

These mages tend to be cocky and mischievous, with anarchist and unprincipled alignments being the most common. Their cockiness comes from their unique ability to create objects and animals with magic and because they consider themselves to be members of a new, "cutting edge" magical practice. This is true in the sense that there are much fewer Conjurers than almost any other class of magic practitioners. The mystic art of Conjuring is an extremely new school of magic, having come into being only within the last 30-50 years (although some Elves from the Palladium World insist it is a "rediscovered" art that once existed on their world during the Time of a Thousand Magicks). Furthermore, it originated in the Magic Zone.

Its newness and unique powers have led many traditional practitioners of magic to consider conjuring to be unproven and too limited. Most spell casters argue that the Conjurer is vulnerable to long-range attacks, the power is too narrowly focused, and a waste of magic energy; ironically, the same things are often said about them. However, most Conjurers enjoy being underestimated and like being considered underdogs. It only fuels their cockiness, encourages resourcefulness and inspires them to prove their "equality."



The Art of Conjuring

Conjuring is the primary power of the Conjurer mage. When the Conjurer wishes to create something, he simply forms the picture in his mind, summons the energies, and POOF! The object or animal appears in his hand or by his side (spell caster's choice!).

Conjuring Objects

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

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

Old style revolvers and black powder guns can also be conjured because they have few moving parts and are fairly simple; six bullets count as a separate conjuring. However, to conjure a revolver and bullets that will actually fire, and any of the somewhat more intricate objects (musical instruments like a *trumpet*

pulley system, wagon, winding wristwatch with gears, etc.) requires the Conjurer to have an intimate knowledge of that device. This means either firsthand knowledge or a complete design pattern/mechanical schematic. Note: These comparably complex objects cannot have more than 3 moving parts +1 at levels 2, 4, 6, 8, 10, 12, and 14.

Energy weapons, Vibro-Blades, most modern guns, grenades, rockets, computers, radios, E-clips, batteries, generators, engines, and similar complex or energy dependent devices are all examples of objects that CANNOT be conjured.

Limitations at Conjuring Objects:

- First and foremost, the character can only "conjure" what he knows. Thus he must be familiar with the item or creature he hopes to magically create. Imaginary devices and monsters cannot be conjured.
- The conjurer may only create simple objects.
- Maximum weight of an object is 40 pounds (18 kg) +2 lbs. (1 kg) per level of experience.
- Conjured items appear in the hands of the creator or on the ground beside or in front of him.
- Limited Moving Parts. The Conjurer can only make objects with so many moving parts (wheels, gears, triggers, etc.) or have so many major, specialized components. The Conjurer is limited to three moving or specialized parts at level one, +1 at levels 2, 4, 6, 8, 10, 12, and 14.

Items with moving parts, even simple ones like a ballpoint pen with sliding shaft or button for a retractable pen tip, counts as one conjured item.

- Energy weapons, E-clips, engines, and similar complex or energy dependent devices are all examples of objects that *CAN NOT* be conjured.
- Maximum number of simple small items like arrows, bullets, baseballs, marbles, toothpicks, nails, screws, dinner forks or spoons, and similar items is 12. A sack and marbles means one very small sack/pouch/bag and 11 marbles (12 items in all).
- Largish items like shoes, hoots, gauntlets, gloves, socks, and similar, come in pairs.
- Weapons, even small items like a blackjack or dagger, count as one conjuring. Likewise a pole-arm, which is very large, and a revolver which is complex, each counts as one conjuring (bullets are another).

Only very small and very simple weapons like arrows, cross-bow bolts, sling bullets, fishing hooks, nails, small needles, and similar items can be conjured by the dozen. Bullets for a gun or throwing darts, shurikens/throwing stars, and throwing spikes, are more complex so six can be conjured at a time. Large spikes are big and heavy, so only six can be conjured at a time.

Conjuring Animals

The Conjurer can magically conjure any animal or insect bigger than a housefly and smaller than a rhino (1000 lbs/450 kg weight limit) that the character is familiar with.

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

Limitations of Animal Conjuring:

- The animal must be real. Imaginary animals and monsters cannot be created.
- The Conjurer must know his subject. Familiarity includes animals seen and studied via diagrams, pictures, film, examination and/or firsthand experience.
- Microscopic insects, germs, viruses and molds cannot be conjured, nor any type of plant life. And the character must “know” what he is conjuring.
- The Conjurer can not call forth sentient beings (humans, mutant animals, animal-like aliens, entities, demons, dragons, etc.), nor a specific animal (i.e. somebody’s pet or familiar).
- Only one animal can be conjured at a time, regardless of its weight or size.
- Maximum weight limit for an animal is a half ton/1000 pounds (450 kg), so whales, elephants, large dinosaurs and other extremely large animals cannot be conjured.
- The animal can not be conjured in an environment where they can not survive (i.e. a fish out of water), nor can they be created in mid-air above the ground. This means that the

Conjurer can not call forth a blue whale to drop fifty feet (15.2 m) onto a villain’s head. Nor can he create an electric eel that appears in the villain’s underwear. As humorous as these ideas seem, they just won’t work. In this example, both eels and whales need to be in water to survive and cannot fly. Even if the Conjurer was in the water, the animal would appear in his hand or at his side by his feet.

The Cost of Conjuring

P.P.E. Cost per “each” Conjuring of an Object:

Weapons:

- Small & Simple (short sword, knives, blackjack, six darts, six throwing stars, or similar): 10 P.P.E.
- Medium & Simple (broadsword, spear, morning star, mace, etc., or 12 arrows, or 6 bullets): 15 P.P.E.
- Large & Simple (claymore, polearm, lance, giant-sized weapons): 25 P.P.E.
- Revolver or Black Powder Guns (with moving parts): 50 P.P.E.
- **Objects:**
- Small & simple objects with no moving parts and under 10 lbs./4.5 kg (ball, bowl, pot, sack, gloves, sock, 12 sewing needles, spoon, stool, 20 ft/6 m of rope, etc.): 5 P.P.E.
- Small & simple objects with 1-2 moving parts (scissors, pliers, yo-yo, handcuffs, etc.): 10 P.P.E.
- Medium objects under 25 lbs/11.3 kg (chair, a light table, hunk, saddle, pool stick, large pot, pan or kettle, pants, jacket, 8 ft/2.4 m length of chain, etc.): 12 P.P.E.
- Medium with 1-2 moving parts (fishing pole, vice or large clamp, hedge cutters, etc.): 22 P.P.E.
- Large & simple objects weighing 30+ pounds (13+ kg), such as a plow, table, easy chair, couch, trunk, robe or cloak, 4 ft/1.2 m length of pole of steel, large sheet or plank of wood, etc.): 35 P.P.E.
- Large objects with 1-2 moving parts (pulley, bicycle, spinning wheel, etc.): 50 P.P.E.

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

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

Weapons made of M.D.C. materials can penetrate M.D.C. materials and inflict minor M.D. damage if the user has robot or supernatural strength (in addition to their normal P.S. damage).

1D4 M.D. for small weapons

1D6 M.D. for medium weapons

2D4 M.D. for large/giant weapons

One M.D. for M.D.C. arrows and bullets.

P.P.E. cost per “each” conjuring of an animal: Animals take more effort and depend on the size and strength of the animal, gauged by hit points:

10 hit points or less: 15 P.P.E.

11-30 hit points: 25 P.P.E.

31-50 hit points: 40 P.P.E.

Over 50 hit points: 75 P.P.E.

Duration of Conjurations

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

Permanence: At 6th level, the Conjurer may make his creation **permanent** by expending 70 P.P.E. for an object or 100 P.P.E. for an animal and permanently expending 1D6 P.P.E. from his personal base.

If that object or animal is lost or destroyed, the mage does not regain the spent P.P.E. Aside from that, however, the Conjurer suffers no injury from the destruction of a permanently conjured animal or object, and never any damage from conjuring a temporary item.

Other Special Conjurer O.C.C. Abilities

1. Sense ley line and magic energy. This ability is identical to that of the Ley Line Walker (see #1 under Line Walker Abilities on page 83 of the **Rifts® RPG**).

2. Limited Spell Knowledge. In addition to the character's conjuring powers, he or she can cast the following spells: Lantern Light, Globe of Daylight, **Fool's Gold**, Ignite Fire, Water to Wine, Purification (food & water), Spoil (food & water), superhuman strength and one creation spell of choice (i.e. spells that start with the word "create") per every other level of experience starting at level two. Note: Conjurers cannot perform ritual or circle magic and cannot learn additional **spells**. Has only a very rudimentary understanding of traditional spell casting and magic.

3. Magic Bonuses. +1 to save versus magic at levels three, six, nine, and twelve. +1 to spell strength at levels four, eight, and twelve. +1 to save vs Horror Factor at levels 3, 6, 9, 11, 13 and 14. +2 to save vs possession, +1 to save vs mind control (has very good powers of focus and concentration) and recovers P.P.E. at the same rate as the Line Walker (5 P.P.E. per hour of rest or sleep; 10 P.P.E. per hour through mediation).

4. Other O.C.C. Related Bonuses: +3 on initiative (+5 on initiative to conjure something quickly or before an opponent attacks/strikes), +1 to strike, +1 to pull punch, +1 to roll with impact or fall.

5. P.P.E. The Conjurer is a living magical battery that can be drawn on to cast spells and conjure with. Permanent Base P.P.E. 2D4x10 **plus** the P.E. number. Add 2D6 per experience level. Conjurers may draw on the power of ley lines the same as the Ley Line Walker, but not from people or rituals.

Conjurer O.C.C.

Alignment Restrictions: None, but tends to lean to selfish alignments: Unprincipled, Anarchist, and Miscreant.

Attribute Requirements: I.Q.: 12, M.E.: 12, P.E.: 10 or higher. A high P.P. is helpful but not a requirement

Race Restrictions: None, although most (85%) are human.

Both males and females can become a Conjurer.

Player Character Note: Conjurers are often freewheeling, risk taking, cunning and resourceful characters who feel they have something to prove. Thus, many (not all) love adventure and seek fame and glory, rather than fortune (although many

want fortune as well). They love to pit their magic and cunning against other practitioners of magic and supernatural beings.

O.C.C. Skills:

Speaks and is literate in American (+20%)

Speaks and is literate in one language of choice (+15%)

Basic & Advanced Math (+20%)

Carpentry (+10%)

Basic Electronics (+5%)

Mechanical Engineer (+10%)

Armorer (Military Skill; +5%)

Computer Operation (+10%)

Biology (+10%)

Animal Husbandry (+5%)

Lore: Cattle/Animals (+10%)

Lore: Demons & Monsters (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

W.P. Three of choice (any)

Hand to Hand: Basic

Hand to Hand: Basic can be changed to Expert at the cost of one O.C.C. Related skill or Martial Arts for the cost of two.

O.C.C. Related Skills: At first level, the character can select six other skills, **plus** one additional at levels 3, 6, 9, 12, and 15.

Communications: Any (+5%)

Cowboy: Herding Cattle, Horsemanship: Exotic, Roping and Trick Riding, and Whittling only.

Domestic: Any (+5%)

Electrical: None

Espionage: Intelligence, Forgery and Disguise only.

Mechanical: Any (+5%)

Medical: Any, except either M.D.s

Military: Any

Physical: Any, except Wrestling and Acrobatics.

Piloting: Any (+5%)

Pilot Related: Any (+5%)

Rogue: Any

Science: Any (+5%)

Technical: Any (+10%)

Weapon Proficiencies: Any, including tech weapons.

Wilderness: Any

Secondary Skills: The character gets three Secondary skills from the list above, excluding those marked "None." Plus one additional secondary skill at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

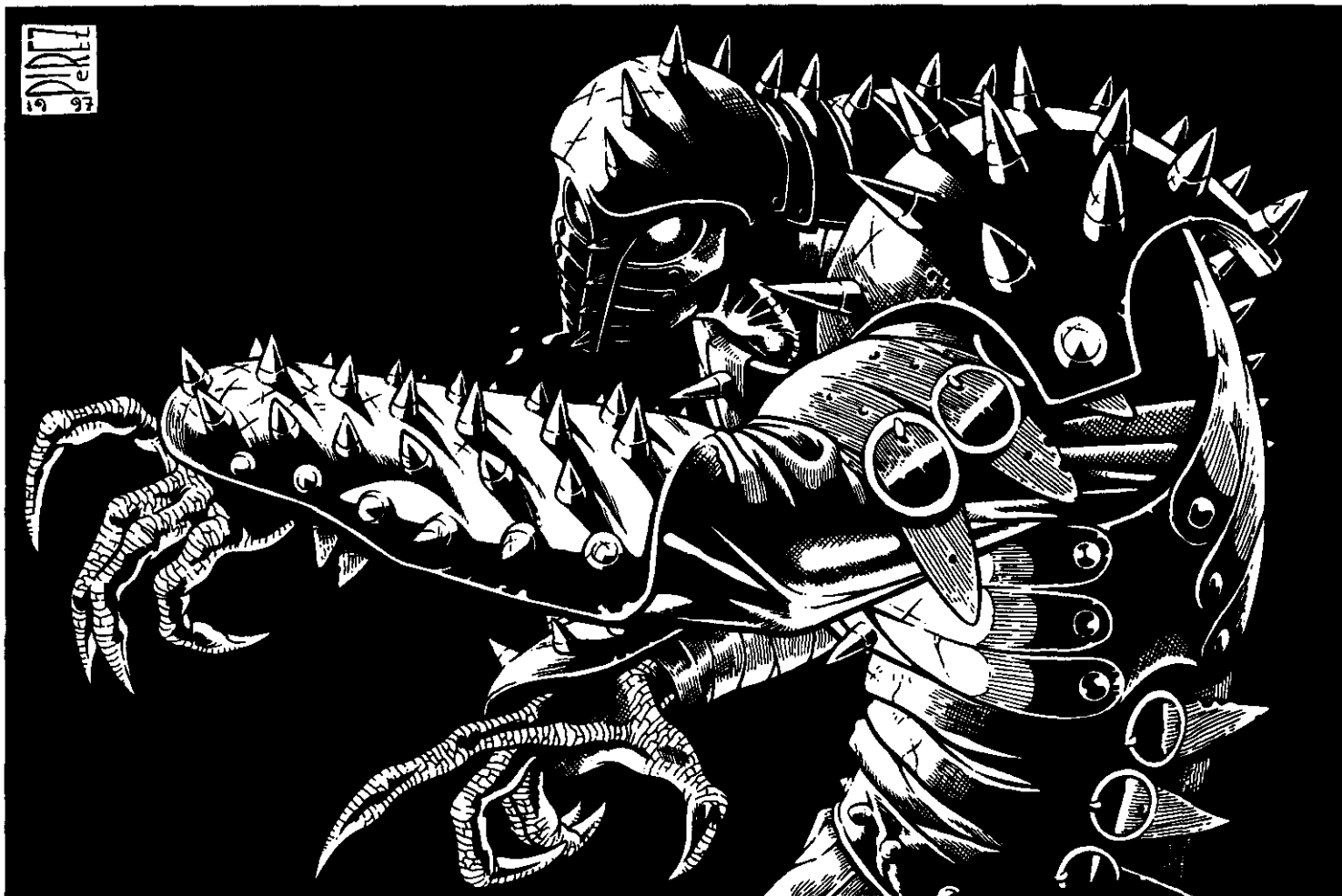
Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C body armor (seldom wear heavy armor, because it reduces speed and mobility), one large sack, 1D4 small sacks, a backpack, six wooden stakes and a mallet (for vampires and other practical purposes), canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, 100 feet of light weight cord and grappling hook. Conjurers can use techno-wizard items.

Weapons will include a survival knife, hand axe, automatic pistol or sub-machinegun (player's choice), energy rifle, and several extra ammunition clips. Plus whatever the character may conjure as needed.

The vehicle of choice is usually a living animal, such as a horse or fury beetle, but a motorcycle, dune buggy, or hover cycle are also common.

Money: Starts with 2D4x1000 in Universal credits and 2D4x1000 in black market goods. Can magically conjure most ordinary things on an as needed basis.

Cybernetics: Starts with none and will avoid getting any cybernetic or other forms of physical augmentation because it interferes with magic. However, cybernetic prosthetics will be considered should they become necessary.



The Corrupt O.C.C.

The Corrupt are among the most despicable servants of evil in the world. In many ways, they are worse than demons because the Corrupt were once humans (sometimes D-bees) who have willingly forsaken their humanity (perhaps their very souls) to become agents of chaos and evil. Like the Witch, these wicked and spiteful people have given themselves to the forces of evil. One of the big differences is that nobody seems to know exactly who or what that evil is. Presumably, it is a powerful alien intelligence or dark god (some have suggested the legendary Old Ones from the Palladium World), but whatever it is, it has neither a name or a face; The Corrupt have taken to calling their mysterious benefactor, the Liberator. Unfortunately, they are liberated in unleashing pain, sorrow, chaos and death into the world, for these are their only motivations in their new life.

Other differences are that those looking to become a member of The Corrupt must give their entire life (and **soul?**) to evil forever, are physically transformed (usually dramatically) and neither pray to or follow any master. Their one command is to go forth and reap sorrow, death and havoc. How they do so, to whom, and why doesn't matter. They have no formal leader, although many gather in small groups or cults, and many join as the servant of other evil forces such as Lord Dunscon, powerful evil dragons and sorcerers, dark gods, cults and others — any power that helps to propagate suffering and destruction.

The Corrupt are greatly feared, and rightly **so**. They have sacrificed their humanity, becoming something powerful and demonic. They are ruthless and cruel on a level that harkens to something primordial. The Corrupt feed on death, specifically the P.P.E. released when something dies, but unlike the Psi-Stalkers, they can only feed by killing their prey.

The Corrupt is transformed from whatever mortal body he or she may have once had to become something outwardly inhuman. The character is reborn as an evil monster, stronger, faster, and more resilient than any human could hope to be. The Corrupt are physically larger, bulkier, with dark, scaly skin, glowing eyes, and wicked claws. Additionally, they are all equipped with sinister black armor, covered with spikes, leather straps, and belts that are actually parts of hide, like the plating of a dinosaur! Even the helmet-like head is a living part of them. The eerie, glowing orbs for eyes and whatever else that lies beneath the armor plates and scaly skin is what The Corrupt have become. Of course, most adorn themselves with additional straps, belts and buckles to enhance their appearance further. They can tear through body armor with their bare hands, and even have some innate magical abilities. They heal at a phenomenal rate, have scaly M.D.C. bodies, are impervious to disease, and it is believed, they no longer age, although no one really knows. However, The Corrupt can be slain, and once killed, even they cannot return to the living.

As for their mind, The Corrupt becomes less intelligent and more savage, relying on predatory animal-like instincts and powerful emotions that drive them to hunt and kill. However, they remain sentient beings capable of following orders, and exhibit great cunning when it comes to stalking, hunting, trapping and killing. It is believed that the irreversible transformation shuts off any feelings of love, joy and tenderness. After the change, they only feel negative emotions like hate and anger, and joy comes only from inflicting pain, suffering and death. In combat, many succumb to an overwhelming bloodlust. Not a berserker rage, but a euphoric thrill from the excitement of combat, the wilder the better. During these periods of bloodlust, The Corrupt are likely to take no prisoners and slaughter everybody who cannot escape their clutches. This sometimes leads to periods of torture that can last days and see dozens to hundreds of innocent people killed in horrible ways.

Although they respect power and brutality, and some make excellent wamors and minions, they can never be completely trusted and accept no being as their master. They are monsters without lasting loyalty or sense of respect (or lasting fear), even to the gods. They are creatures of chaos who ultimately do as they please. The Corrupt can be beaten into submission or enticed to serve for awhile, sometimes years (especially if they are enjoying themselves), but are too volatile, driven and crazed to accept any master, leader or even equal for a lifetime of service. However, unless the tide turns in battle (in which case The Corrupt often turn with it to ravage their one time allies), most Corrupt will simply have vanished one day. This period will be preceded by growing agitation and disobedience.

The Elite Corrupt, also known as the Hidden Corrupt, are those who were evil to begin with and who possessed strong will power (M.E. 15 or higher). Such individuals may will that they retain their original, normal, outward appearance, but are corrupted inside, like a rotten apple with a beautiful exterior. They too are vile, mega-damage monsters driven to hurt and destroy, but they are much harder to identify. Some work as spies for their brother Corrupt, while others work as lone agents, spreading sorrow and chaos wherever they go. Note: Other than a seemingly normal outward appearance, the Elite Corrupt have half the usual M.D.C., and a moderately higher intelligence.

When angry or emotionally distressed, their body will change its appearance — becomes covered in scales, and the eyes glow dimly with energy.

Corrupt O.C.C. Abilities

1. The Corrupt become monstrous mega-damage creatures. Base M.D.C. is equal to P.E. x5, plus 2D6 M.D.C. per level of experience. Elite Corrupt get half this amount and only 1D6 M.D.C. per level.

Also add one foot (0.3 m) to height and increase weight by 1D4x10%. Their appearance is that described earlier: scale covered, with talon-like claws, glowing orbs for eyes, and spiked plate body armor.

2. Attribute Transformation Bonuses: +2D6 to P.S., +1D6 to P.P., +1D6 to P.E., +6D6 to spd., and all are supernatural.

3. Attribute Modifications & Penalties: Reduce I.Q. and M.A. by 30% (elite by 10%), and completely re-roll P.B. with 1D4; Horror Factor 10 +1 at levels 2, 4, 6, 9, 11, 13, and 15.

4. Skill & Personality Modifications: All old skills and most past memories become faded and difficult to remember. Even old friends and loved ones can be barely recalled and hold little meaning or emotion for the monster. The character is reborn, starting life anew as a first level Corrupt.

The Corrupt gets to select four skills from each of the following categories: Espionage, Military, W.P., and Rogue or Wilderness, plus speaks four languages of choice, knows two lores, two piloting skills and basic math. Another two skills total can be selected from any of the categories listed above at levels 3, 7, 11, and 15. All new skills start at level one proficiency. Three of choice get a bonus of +10%.

5. Minor magical abilities: By drawing on P.P.E. and spending it like a spell, The Corrupt can cast the following spells equal to a 3rd level mage: Shadow Meld, Levitate, Agony, Blind, Shatter and Mystic Fulcrum, plus one spell of choice selected from either level one or level two spells. Note: Expend- ing P.P.E. makes them mean and hungry.

6. P.P.E.: The Corrupt automatically and instinctively store some of the P.P.E. of their “kills” instead of eating it, allowing them to build up a decent battery of magical energy. The maximum amount of P.P.E. that can be stored and used to cast magic is equal to P.E.x2 +6 points per level.

7. Bio-Regeneration: The Corrupt heal damage at the rate of 1D6 M.D.C. per melee round and are impervious to disease and poison.

8. Natural Abilities: Prowl 60%, climb 95%/90%, track by blood scent 54% +3% per level of experience, keen vision, nightvision 1000 feet (305 m), see the invisible, exceptional balance 90%, is ambidextrous and can use paired weapons, and leap 12 feet (3.6 m) high or 15 feet (4.6 m) lengthwise, double if from a running start.

Natural Hunter & Warrior: Five attacks per melee round +1 at levels 3, 7 and 14.

Claw Strike: If forced to attack without a weapon, The Corrupt can attack with their claws, +1D6 M.D. to supernatural strength damage.

9. Bonuses (instinctive fighters): Bonuses do not include attribute bonuses (hand to hand skill is not applicable). +4 on initiative, +4 to strike +1 additional at levels 2, 4, 6, 8, 12 and 15,

+4 to parry, +4 to dodge, +6 to pull punch, +2 to roll with impact or fall, +2 to save vs magic, impervious to poison, toxins, drugs and disease, resistant to cold, heat, and fire (does half damage), +6 to save vs Horror Factor, and never fatigues. No hand to hand combat skill, only natural fighting instincts and ability.

10. Vulnerabilities: Demon and devil slaying weapons do double damage, as do weapons made from the Millennium Tree and holy weapons.

The Corrupt O.C.C. & NPC Villain

Note: Really, the transformation is so dramatic that The Corrupt is more of an R.C.C. than an O.C.C. — the character becomes a monster.

Player Character Note: If The Corrupt is allowed as a player character, he or she can only be an evil monster, or the super rare Repentant, also known as the Cursed Corrupt.

Sometimes, after committing to the transformation (usually motivated by a lust for revenge or hatred), a part of the person hates the idea, or he is **sorry** for ever having made such a deal and does not freely give his entire self (or soul?) to the demonic benefactor. The end result is a character with the full appearance and most of the powers of the monstrous Corrupt (cannot be an Elite), but who retains most of his old memories, alignment and identity. Unfortunately, there is no known way to change the character back to his old self, and because he or she has not fully committed, M.D.C. is P.E. $\times 4$ +1D6 per level of experience, he can only cast **two** spells (player's choice) and he can remember half his old skills (player's choice) but they are permanently frozen at the level of proficiency at the moment of transformation. Furthermore, combat bonuses are half and this character gets half the number of selections from the new skills available to him as The Corrupt. On the brighter side, if the character is an unprincipled or good alignment, demon slaying and holy weapons only inflict their normal damage.

Racial Restrictions: Must be human or human-like and a sentient S.D.C./Hit Point creature.

Alignment Restrictions: Any alignment that existed before the transformation is changed to miscreant or diabolic evil. Only Repentant Corrupt can be of a good or selfish alignment.

Attribute Requirements: None, only a willingness to become a creature of evil incarnate.

O.C.C. **Skills:** See O.C.C. Skills and Personality Modification number four, above, for skill selections.

O.C.C. Related **Skills:** See O.C.C. Skills and Personality Modification number four, above, for skill selections.

Secondary Skills: The character can select a total of three skills. Selections can be made from the categories of Communication, Domestic, Technical and Wilderness only.

Average Level of Experience: 3-6th level; tend to be slothful and take the easy way, so the majority (70%) don't exceed 6th level.

Standard Equipment: The Corrupt typically has little need for lots of equipment beyond weapons and, perhaps, additional body armor. They tend to be attracted to magic weapons and items as well as Vibro-Blades and plasma and particle beam weapons. They typically start with **two** ancient style weapons and **two** modern energy weapons.

Money: 2D6 \times 100 credits worth of gold and silver or gems, 1D6 \times 100 in universal credits. Except to keep valuables away from others (and then they usually steal and hide them), The Corrupt have little need for money or possessions.

Cybernetics: As a supernatural creature their body will reject any and all cybernetic implants. Besides, they hardly need them.

Note: The Corrupt are found only in North America, with the greatest numbers found in the Magic Zone and the East. They see Cyber-Knights, Mystic Knights, Battle Magi, Grim Reapers, and Psi-Stalkers as natural enemies and deadly rivals.

The Grey Seers

The Grey Seers are a group of Mystics who have broken off their association with Dweomer City and the Federation of Magic. According to reoccurring clairvoyant visions, the Seers claim the Federation of Magic is doomed, and want no part of it. They see a bloody repeat of history, with Dweomer being somehow drawn into the madness by Lord Dunscon.

As for Lord Alistair Dunscon, some Grey Seers fear he is one of the Seven Demons to bring danger and destruction to the world — a Fifth Horseman, if you will (see **Rifts®** Sourcebook Two, pages 8 & 9 for more on these prophecies). Others among the Seers disagree, but all acknowledge that Alistair Dunscon is a dangerous madman who will bring death and suffering to the Magic Zone, Chi-Town and Dweomer, as well as any who associate with him or his "True" Federation.

The Seers have a half dozen tiny settlements of 20-60 people scattered throughout the Magic Zone. The largest one, with 120, is located east of Dweomer city. All declare themselves neutral and accept no man, monster or god as their lord and master. They claim to serve all living beings who seek to better themselves and search for truth and enlightenment. They fight only in self-defense and even try to bring enlightenment to the Coalition States (since 95% are human psychics, they are more readily accepted by the CS, but so far, the Grey Seers have had no impact on them). Most wander North America, particularly the Midwest and Southeast, helping people in whatever small ways they can. The Grey Seers vigilantly struggle to maintain a neutral outlook, and accept all who seek their wisdom. They have no formal alliances (from their point of view) and no enemies; they tend to be pacifists. The Grey Seers do have opinions — sometimes unpopular ones. And while they **try** to remain neutral and not let their emotions cloud their judgement, it does sometimes interfere with their neutrality, work or world view.

In return for gifts of food, fresh water, basic supplies and acts of kindness, the Grey Seers will provide service as oracles, healers, counsellors and advisors, offering insight, suggestions and, occasionally, premonitions — glimpses into the future. The Councils at Lazlo and Dweomer put great stock into the visions and clairvoyance of these peace-loving psychics. Lord Dunscon finds them annoying. He could easily wipe them out, but sees no need. They are not a threat and provide a useful service. Furthermore, on those rare occasions when Lord Dunscon, the Lords of Magic and hostile individuals, Brotherhoods, and factions wish to communicate, the Grey Seers often serve as mediators and middlemen, and frequently provide a neutral territory for meetings.

Among their most notable prophecies were the return of Atlantis, the appearance of a great teacher who would touch all people with her words (Erin Tam), the coming of the Four Horsemen, the appearance of the Mechanoids, the return of the Federation of Magic and its repeat of history, the rising power of the Prosek family, the division of the CS, the return of Psy-scape (along with a great danger) and "Armageddon in Minnesota."

Grey Seer O.C.C.

The Grey Seer is a variation on the Mystic O.C.C. with greater emphasis on spirituality, healing and psionics. For them, the future is a tangible yet fluid and ever changing thing. They know from experience that "what might be" can be changed, for good or bad, by those who can recognize the path that the present is taking toward its future. That a small group or individual can make a difference.

Like all Mystics, the Grey Seer is an intuitive individual who is sensitive to others and aware of his surroundings. Thus, they can usually see the big picture rather than focusing on the small details, a single event, individual or themselves. They notice the different aspects and happenings on the physical and metaphysical levels of life. The intuitive nature of the Mystic means they often accept and act upon a sudden hunch, fear, good fortune, or hit of knowledge without questioning where it comes from or whether it's silly to act upon it or not. Although the Grey Seers engage in mental and physical exercises to open their minds, as well as meditation, and they respect knowledge and learning, most believe that too much education creates walls that block

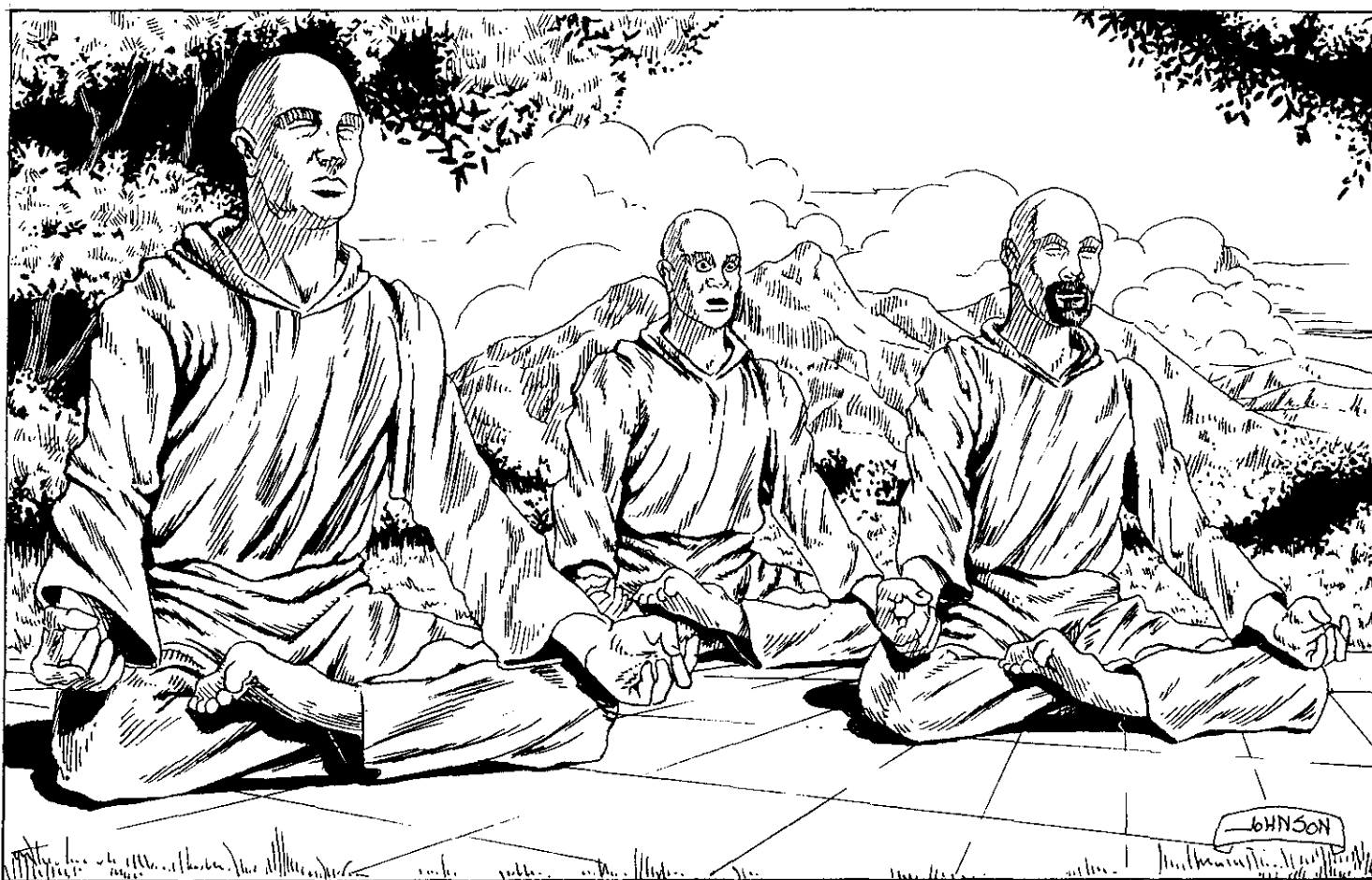
one from the natural psychic emanations and deaden's one to the true world around them. Consequently, they see life as a never ending mystery that is constantly moving and changing. Grey Seers avoid cybernetic, bionic, and all forms of human augmentation, and technology in general. They prefer to walk or ride an animal than a vehicle, to use magic or psionics rather than an energy weapon, but will use tools and basic equipment. Most love art, literature, language and philosophy.

Special Grey Seer O.C.C. Psionic Powers

1. Sense Supernatural Evil. Fundamentally the same as the Mystic O.C.C. The character is keenly aware of the world around him, thus, he or she will feel or sense any major disturbances nearby. One such disturbance is the presence of supernatural evil. All supernatural beings radiate their alignment. Most are evil. The mystic can feel that evil like an icy chill cutting through him. The sensation is unmistakable, costs no I.S.P., and is automatic, meaning that the character does not have to concentrate or focus himself to sense evil. The evil essence will just wash over the character, warning him like an alarm.

The sensation is very general, alerting the mystic to the presence of supernatural evil, but not specific data. For example, the mystic will know that a supernatural being is in the area, but not its exact location. However, he will know whether the being is near or far, and whether a horrible evil or lesser evil. Range: 300 feet (91 m) plus 10 feet per each additional level of experience.

Along these same lines, the mystic can sense when a person is possessed by a supernatural force, and recognize magic en-



chantment. Base Ability: 50% **+5%** per each additional level of experience.

2. Opening oneself to the Supernatural. Same as the Mystic O.C.C., the Grey Seer can also open himself to the supernatural with dramatic effects. He can become a medium in which entities, spirits and other forces can temporarily communicate to speak to others. The character is also receptive to all forms of telepathic and empathic communication, including **+10%** to receive a Ley Line Transmission when in the "opened" state.

An open state trance requires the mystic to focus all his thoughts and essence on becoming one with the supernatural energies. In this state, the mystic can not speak or take any action. He simply sits motionless like a statue. While in the trance, the character becomes completely invisible to all psionic probes (sort of a cosmic mind blank) and even becomes invisible to those around him as he seems to physically melt into the environment. One might think of this as a psychic prowler or magic chameleon, only the mystic does not move. Success ratio for invisibility is 50% **+5%** per each additional level of experience. Even if detected, the character is **+8** to save versus psionic attack and **+4** to save versus magic attacks while in the trance state.

3. Sense Death: The Grey Seer can sense death and destruction, which means he can tell if an individual has ever killed another living being, and whether they have the blood of one, a few, dozens or hundreds (to thousands) on their hands. The Mystic can also sense if a character enjoys killing (not combat but taking life) and whether he has any remorse for his actions. From these sensations and impressions, the character can usually surmise the profession of individuals "stained by death," i.e. hero, lawman, hunter, bounty hunter, assassin, murdering psychopath, mercenary/soldier, military commander, or predatory hunter. Likewise, the character can sense if a character is heading off to or returning from a war. No I.S.P. cost.

This death sense enables the Grey Seer to sense whether an individual is a Vampire or other type of Undead. Requires close contact, ideally touch or face to face conversation, locking of eyes; otherwise, line of sight and being within 20 feet (6 m) for at least three minutes. He can also sense the presence of Zombies, Mummies, Ghouls, Banshees and animated dead within 100 feet (30.5 m) **+25 feet (7.6 m)** per level of experience, but cannot pinpoint an exact location or identify their numbers.

4. Sense Life: The Grey Seer can sense life, birth and creation. This means he can sense when an animal or humanoid is pregnant within 72 hours after conception and tell whether it is a girl or boy (in the case of animals that give birth to litters, he can tell how many will be born). This ability also enables the Mystic to sense whether a character is a healer or defender of life (lawman, hero, noble Cyber-Knight, etc.). The Seer can also sense the presence of supernatural good within 100 feet (30.5 m) **+25 feet (7.6 m)** per level of experience, but cannot pinpoint an exact location or identify their numbers. Similarly, he can recognize great good in an individual through close contact. No I.S.P. cost.

5. See future possibilities. The Grey Seer can look at a person and often (not always) see some vague hints of things to come. Some might say this is simply reading the personality of others and extrapolating on the obvious, except such observa-

tions and speculations aren't so obvious or easy to accurately read. For example, the Grey Seer might look at a character, identify certain personality traits and come to the conclusion that, say, a positive person will overcome adversity in the near future, or will fail to notice something important, or is so blinded by his positive feelings and/or faith in himself or others that he will not recognize (or won't accept) signs of trouble or danger and is rushing headlong into defeat or sorrow, and so on. Likewise, if a character is headed toward a confrontation, the Grey Seer will sense it, although he or she is not likely to see the outcome. Likewise, these Mystics can see the positive in defeat and humility and time for contemplation in success. No I.S.P. cost.

6. Other, more common psionic powers automatic to the Grey Seer Mystic include: Clairvoyance, Sixth Sense, Empathy and Mind Block.

Select one additional psychic ability from the Sensitive category or Healer category per each level of experience starting at level two. At fourth level the mystic can select one (1) ability from the Super category.

7. I.S.P.: Roll 6D6+6 plus the character's M.E. number to determine the base Inner Strength Points. The Grey Seer is considered a *majorpsionic*, so he or she receives another 1D6+1 I.S.P. per each additional level of experience.

8. Saving throw versus psionic **attack**: As a major psionic, the character needs a 12 or higher to save vs psionics. However, the Grey Seer also receives a bonus of **+1** to save vs psionics at experience levels four, eight, and twelve.

Magic Powers

1. Initial spell knowledge. The Grey Seer's spell knowledge, like everything else, comes from within the character himself on an intuitive level. The character spends years pondering life, his place in it, and how magic might help him find that place in the world. Then, when he is ready to find or make his place in the world, the mystic enters into eight days of fasting and meditation.

At the end of the eighth day, he somehow knows the following spells: Oracle, Sustain, Life Source, Magic Shield, Armor of Ithan, Tongues and two of choice from level 1-2 spells. These are part of the Grey Seer's permanent spell casting capabilities. Once selected, they can not be changed.

2. Learning new spells. The Grey Seer will intuitively sense when he has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character will find the time to meditate on life, his goals, and magic. At each subsequent level of experience, the character can select two spells from levels 1-5.

Unlike the other magic O.C.C.s, the Mystic cannot be taught nor purchase additional spell knowledge. In fact, the character never even tries to learn additional spells. The character simply does not have the mastery of magic to go beyond this point, and the mystic accepts this without question or regret. The mystic may use Techno-Wizard devices and the occasional rare scroll.

3. **P.P.E.** Like all men of magic, the Grey Seer is a living battery of mystic energy that he can draw on to create magic. Permanent Base P.P.E: 1D6x10 plus P.E. attribute number. Add 2D6 P.P.E. per additional level of experience. Of course, the

character can also draw P.P.E. from ley lines, nexus points, and other people, same as the Line Walker.

4. Magic Bonuses. +3 to save versus horror factor, +2 to save vs possession, +1 to save versus magic at levels three, six, nine, and twelve. +1 to spell strength (the number others must save against when you cast a spell) at levels four, eight, and twelve.

5. Special Combat Bonuses: +3 on initiative, +2 to parry, +3 to dodge, automatic dodge (roll as normal for success, but the dodging action does not use up a melee action), +4 to disarm, +2 to entangle, +3 to pull punch, and +1 to roll with impact or fall.

The Grey Seer O.C.C.

Alignment Restrictions: None, but tends to lean toward good, unprincipled or aberrant alignments.

Attribute Requirements: I.Q.: **8**, M.A.: 10, M.E.: 10, or higher.

Race Restrictions: None, although most (90%) are human.

Both males and females can become a Grey Seer.

Player Character Note: Tend to be humble, self-effacing, well-meaning do-gooders with a lust for life and personal freedom. Love to help others.

O.C.C. Skills:

Speaks and is literate in American (+20%)

Speaks one language of choice (+15%)

Basic & Advanced Math (+15%)

Lore: Demons & Monsters (+10%)

Lore: One of choice (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

W.P. Blunt

Hand to Hand combat must be selected as an O.C.C. Related skill. Hand to Hand: Basic counts as one skill selection, Expert two, and Martial Arts, three.

O.C.C. Related Skills: At first level, the character can select six other skills, plus one additional at levels 3, 6, 9, 12, and 15.

Communications: Radio Basic

Cowboy: Any, except Branding, Horsemanship Cowboy & Trick Riding.

Domestic: Any (+5%)

Electrical: None

Espionage: Intelligence and Escape Artist only.

Mechanical: None

Medical: Holistic Medicine, Animal Husbandry, and Brewing only (+5%)

Military: Camouflage only.

Physical: Any, except Boxing and Acrobatics.

Piloting: Horsemanship (General) and sailing only.

Pilot Related: None

Rogue: Any, except Computer Hacking, Cardsharp or Seduction.

Science: Any (+5%)

Technical: Any (+15% to Art, Language and Lore skills only).

Weapon Proficiencies: Any, including tech weapons.

Wilderness: Any

Secondary Skills: The character gets three Secondary skills from the list above, excluding those marked "None." Plus

one additional secondary skill at levels 3, 6, 9, and 12. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Set of clothing, set of traveling clothes, light M.D.C body armor (seldom wear heavy armor, because it reduces speed and mobility), one large sack, 1D4 small sacks, a backpack, silver cross, six wooden stakes and a mallet (for vampires and other practical purposes), canteen, binoculars, tinted goggles or sunglasses, air filter and gas mask, flashlight, flint, 50 feet (15.2 m) of lightweight cord and grappling hook.

Weapons: staff, cane, or club, a survival knife, and hand axe.

Vehicle: None to start; likes to walk. May acquire a riding animal or TW vehicle at a later time.

Money: Has little need or desire for money or material things, except to help others. Gives away half of whatever money he or she comes into. Starts with 2D4x100 in Universal credits and 2D4x100 in tradeable goods.

Cybernetics: Starts with none and will avoid getting any cybernetic or other forms of physical augmentation because it interferes with magic. However, cybernetic prosthetics will be considered should they become necessary.

Mystic Knight O.C.C.

Mystic Knights are among the most hated and feared warriors on the continent. They are most common in the Magic Zone, but can be encountered throughout the eastern half of North America, and only occasionally in the west or far north. They are famous for being merciless cutthroats and killers who engage in war, murder, and all heinous crimes. The Order of the Mystic Knights are elite mercenaries who sell their services to evil forces — assassins, warriors and enforcers of the underworld, demons, evil dragons and wicked sorcerers. They are among the most fanatical, militant and bloodthirsty groups operating in the Magic Zone. They swear fealty to no kingdom, nation or power and fight only for money or revenge.

In some regards, Mystic Knights are like evil "Ronin," the masterless Japanese Samurai condemned to wander the land without a Daisho to give their life direction or purpose, thus they become mercenaries. Only the Mystic Knight is much worse than any Ronin. They seldom exhibit honor and sell their services only to the most vile and despicable employers, Necromancers, the Splugorth, Lord Dunscon, the Grim Reapers, Society of Sages and the Black Market among them. They often travel in pairs or small groups of 3-6, although they sometimes associate or join with other large groups, typically powerful men at arms, monsters and demons. When a group of more than a dozen Mystic Knights is seen, it can only mean some terrible war, massacre or unspeakable horror is about to unfold. Seeing a small army (1000 or more) suggests armageddon.

Despite calling themselves "knights," these vile mercenaries do not abide by any strict code of ethics. Generally, as long as they get the job done and display the proper loyalty and respect to their current masters, they fulfill the broad parameters of their Order. Their reputation is such that when one "acquires" the



services of a Mystic Knight, he knows he is unleashing a murderous and chaotic force upon his enemies. Thus, Mystic Knights cannot be held accountable for any slaughter or damage that may ensue from their actions in the performance of their duties. They can do whatever it takes to get the job done, and in many cases, do as they please to the insignificant masses or any who get in their way.

Erin Tarn writes:

If these so-called "knights" have any code at all, it is a loose set of an assassin's guidelines. A particularly dashing, though menacing Mystic Knight professed the following to be their code. While he recited this litany of black-hearted ethics in a mocking manner and tone, directed at the Cyber-Knight in our parry, the words fell too quickly and smoothly from his lips to have been spontaneous. No, I fear most Mystic Knights ascribe to this immoral code and dismal view of life.

- *The end justifies the means.*
- *Know thy enemy and never underestimate him.*
- *Dead enemies tell no tales, nor come back to haunt you, except in your dreams.*
- *The weak are meant to be dominated by the strong. This is a basic principle of nature and leadership.*
- *Seize opportunity without regret or recrimination. It is an obliging enemy who turns his back or bares his throat.*
- *Eye for an eye, a life for a life — revenge is sweet.*
- *Patience is a virtue — think before you act. Remember always, opportunity does indeed come to he who waits, and revenge that must wait tastes all the sweeter, like a fine, aged wine, when that time finally comes.*
- *Respect and honor he who pays/employs you, at least until a new master replaces him.*
- *Loyalty and word of honor have their merits and will lead to employment and opportunity.*
- *The Mystic Knight has but one true ally, the Eternal Order of the Mystic Knights from which he was created. Respect and serve the Order and its loyal members, and it will serve you. Never betray your own.*

Special Mystic Knight O.C.C. Abilities:

1. P.P.E. Channeling: This is a unique power that sometimes resembles spell casting. The character can channel and convert P.P.E. energy into other types of energy with the following effects:

- Can power most, comparatively simple electronic items, simply by holding them in his hand and desiring them to function. Such items include: flashlight, radio, video camera, portable computer, language translator, electric shaver, etc. No P.P.E. cost.
- Recharge most types of batteries: One small, S.D.C. energy battery per level of experience at a total cost of one P.P.E. point.
- Recharge large S.D.C. battery (the equivalent of a automobile battery): 2 P.P.E. points.
- Standard E-Clip (M.D. energy): 12 P.P.E.
- Long E-clip (M.D. energy): 18 P.P.E.
- Energy Canister or Rail Gun: 30 P.P.E.

- Recharge a high-powered energy cannon with one blast (1D6x10 to 2D6x10 M.D.; two blasts if the energy beam does 6D6 to 1D4x10 M.D.): P.P.E. 30

2. Fire energy bolts! The foul knight can fire 4D6 M.D. energy bolts (+1D6 at levels 4, 8, 12), 1000 feet (305 m) from hand or eyes. P.P.E. Cost: 5 points per blast. An additional 1000 feet (305 m) range can be added for the cost of 10 P.P.E.

3. Steal & Redirect ley line energy! The knight can prevent others from drawing on ley line energy at a particular location along that line; 50 foot (15.2 m) length per level of experience. He can also steal P.P.E. being summoned by one or more mages during a time of power (eclipse, solstice, ritual, etc.) by redirecting the flare of energy into himself instead of the person(s) who drew it out in the first place. Likewise, at the key moment of a ceremony, the Mystic Knight can steal 1D6x10% of the energy and draw it into himself. He can then use the stolen energy for his own magic. **Note:** In all cases, he must know who is drawing on the energy, have line of sight visual contact, and be within 200 feet (61 m). This extra energy can be held and used for 10 minutes per level of experience, after which, any energy beyond his normal P.P.E. base/capacity is harmlessly released.

Using his channelling and redirection abilities, he can draw upon double the usual amount of P.P.E. typically available to practitioners of magic at ley lines and nexus points.

4. Impervious to Energy! The Mystic Knight is impervious to lasers, ion blasts, particle beams, plasma bolts, electricity, fire, heat and radiation.

Magically created energy and ley line storms inflict half damage.

Rune weapons, holy weapons, and most magical weapons of all kinds do full damage. Likewise, ordinary swords, clubs, spears, etc., as well as bullets, arrows, Vihro-Blades, thrown rocks, falls, punches and most kinetic based attacks, do full damage.

5. Masters of Combat (O.C.C. Bonuses): Bonuses are in addition to attributes & skills: +1D6 to P.S., +1 to P.E., +1D6+6 to Spd.

+1 attack per melee round, +3 on initiative and +1 at levels 5, 10, and 15, +3 to disarm, +2 to entangle, +1 to roll with impact or fall, +2 to pull punch at levels 2, 4, 6, 10, and 14, +5% to save vs coma and death, +2 to save vs disease and poison.

6. Ley Line Abilities: *Sense ley lines and magic energy* the same as the Line Walker ability (see #1 under Line Walker Abilities on page 83 of the **Rifts® RPG**). Also possesses the abilities of *Ley Line Phasing* and *Ley Line Rejuvenation* the same as the Ley Line Walker.

7. P.P.E.: Like spell casters, the Mystic Knight has a considerable capacity to hold magical energy. Base is 2D4x10 +P.E. attribute. They get an additional 2D6 per level of experience. Like spell casters, they can draw additional P.P.E. from Ley lines and nexuses, but can draw twice as much energy.

8. Initial spell knowledge. Being "Mystics," the knight's spell knowledge, like everything else, comes from within the character himself on an intuitive level. The character spends years pondering life, his place in it, and how magic might help him find that place in the world. Then, when he is ready to find or make his place in the world, the mystic enters into three days of fasting and meditation or virtually nonstop fighting or blood-

letting. At the end of this period, he somehow knows the following spells: Magic Shield, Armor of Ithan, Aura of Death, Tongues, Energize Spell, Fists of Fury, and Power Weapon. These are part of the Mystic Knight's permanent spell casting capabilities.

9. Learning new spells. The Mystic Knight will intuitively sense when he has reached a new metaphysical plateau (new level of experience). At each new junction in life (experience level), the character will find the time to meditate on combat, revenge, his goals, and magic. At each subsequent level of experience, the character can select two spells from levels 1-6.

Unlike the other magic O.C.C.s, the Mystic cannot be taught nor purchase additional spell knowledge. In fact, the character never even tries to learn additional spells. The character simply does not have the mastery of magic to go beyond this point, and the Mystic accepts this without question or regret. Mystic Knights may use Techno-Wizard devices and covet magical weapons and armor, especially rune weapons.

10. Psionic Powers of the Mystic Knight: See the invisible, sixth sense, resist fatigue, mind block and three of choice from the Sensitive or Physical category.

Select one additional psychic ability from the Sensitive or Physical category for each new level of experience starting at level two. The Mystic Knight can select one ability from the Super category at level four and another at level nine.

11. I.S.P.: Roll 5D6+6 plus the character's M.E. number to determine the base Inner Strength Points. The Mystic Knight is considered a *majorpsionic*, so he or she receives another 1D6+1 I.S.P. per each additional level of experience.

Mystic Knight NPC Villains & Optional Player Character

Also known as the "Death Knights."

Alignment Restrictions: Anarchist or evil only, typically miscreant or diabolic.

Attribute Requirements: P.E.: 15, and an evil spirit. A high I.Q., P.S., P.P., and M.E. are useful, but not required.

Race Restrictions: None, although most (60%) are human. Both males and females can become Mystic Knights.

Player Character Note: Evil Mystic Knights are not suggested as player characters. If allowed into a player group of predominantly good characters, a conflict and violence are likely to develop. Good characters will not tolerate the Mystic Knight's penchant for torture, threats, blackmail, strong-arm tactics, lies, treachery and murder.

There are tumors of a splinter group known as the Order of the White Rose — heroic Mystic Knights of good, aberrant and selfish alignments. According to the legend, they betrayed their evil brethren and tried to start their own knightly order as mercenaries for good guys. The Mystic Knights insist that every last one of these rebels were hunted down and killed like dogs. However, rumors of the Order of the White Rose persist. If these good Knights of the White Rose really exist, they operate in secret and cannot number more than a few dozen.

O.C.C. Skills:

- Speak American (+30%)
- Speak one additional language (+20%)
- Literate in one language of choice (+15%)

Horsemanship: Knight
Horsemanship: Exotic (+10%)
Magic Lore (+10%)
Demon Lore (+20%)

Boxing

Running

Land Navigation (+10%)

Espionage: Two of choice (+10%)

Military: Two of choice (+15%)

Rogue: Two of choice (+10%)

W.P. Sword

W.P. two ancient of choice

W.P. two energy weapons of choice.

Hand to Hand: Expert*

* Hand to Hand: Expert can be changed to Martial Arts or Assassin at the cost of one O.C.C. Related skill.

O.C.C. Related Skills: At first level, the character can select six other skills, plus one additional at levels 3, 6, 9, 12, and 15. Communications: Any (+5%)

Cowboy: None

Domestic: Any

Electrical: None

Espionage: Any (+5%)

Mechanical: Basic only.

Medical: First Aid only.

Military: Any (+10%)

Physical: Any

Piloting: Any

Pilot Related: Any

Rogue: Any (+2%)

Science: Math only (+15%)

Technical: Any, except Computer, (+10%)

Weapon Proficiencies: Any, including tech weapons.

Wilderness: Any

Secondary Skills: The Character gets three Secondary skills from the list above, excluding those marked "None," plus two additional at levels 3, 7, 10, and 13. These are additional areas of knowledge that do not get the advantage of the bonus listed in parentheses. All secondary skills start at the base skill level.

Standard Equipment: Begins with a set of clothes, uniform, ceremonial robes, utility belt, two canteens, backpack, knapsack, three weeks of food rations, a pair of handcuffs, 50 feet (15.2 m) of strong cord/rope, 1D4 flares, a flashlight, compass, and a pocket knife.

Standard Mystic Knight Body Armor (70 M.D.C.) and Demon-Ram helmet with curled horns (50 M.D.C.) made either of M.D.C. composite materials with plates and padding or magically created materials. It is not a full environmental suit.

Weapons include a magic sword, three ancient weapons of choice (no special powers), and two modern weapons. See **Rifts® New West™** for a selection of TW guns and other items.

Starts without transportation if a player character, but NPCs may have a horse, monster steed, hovercycle or some other mode of transportation. Likewise, NPC villains may have more in the way of magic weapons and items.

Money: The Mystic Knight starts with 2D4x1000 credits and 1D4x1000 worth of precious metals or gems. They get work

as mercenaries, assassins, and bounty hunters, only they usually get paid 50% to 100% more, based largely on their reputation and unique powers.

Cybernetics: None to start and will avoid them like the plague.

Note: There are several factions and headquarters for Mystic Knights, with the largest number operating in and around the Magic Zone. An estimated **4000** Mystic Knights are believed to be employed in the Zone (hundreds by Lord Dunscon), with perhaps an equal amount scattered throughout North America (including Canada). How many actual enclaves/bases might exist is unknown; there are at least two in the Magic Zone and one near Free Quebec.

Magic Automatons

By Kevin Siembieda & Peter Murphy

Automatons are magical, golem-like constructions designed to take on dragons, demon hordes, tanks, robots, power armor, 'Borgs, and entire armies. These powerful magic robots can go head-to-head with anything the Coalition can throw at them.

To create an Automaton, the High Magus (sometimes a Lord Magus) first builds the artificial body. Sculptors and artisans can join in on the making of the body, but the designs must be primarily those of the sorcerer and he must supervise every step of construction. An Automaton's body is typically humanoid, but can be made to resemble other living beings as well (see the *Ice Drake* and *Kilairgh*.) After the body is finished (which takes at least two months), a high magic ritual is performed to empower it. Any of the Magus O.C.C.s, or a Techno-Wizard who is 6th level or higher, can pilot an Automaton, but these characters must actually ride on top of the thing (most are giant in size and designed to be piloted) and don't have the same degree of control and prowess as those who are magically "linked" to the construct.

The Bonding Ritual can only be performed on a special subset of the Battle Magus O.C.C. appropriately known as the Controller O.C.C. The ritual costs only **20** P.P.E., but requires the Controller to spend **24** hours in physical contact with the construct, usually in meditation. After this time, he or she can mentally control its every movement as if it were his own body. In this regard, the Automaton is like a giant, magical puppet controlled by the mental strings and willpower of its Controller. However, the link is more than that, the Automaton sees and hears everything its Controller experiences. The link between the man and the magical construct also gives the Automaton the ability to see and hear, thus the Controller can see through its eyes and hear whatever the Automaton experiences. This means a pilot recessed inside the Automaton and/or whose vision may be obscured or completely blinded can see perfectly through the eyes of their magical construct!

The Controller has such a strong link that he can even control an Automaton without direct physical contact (range is approximately 200 feet/61 m), and only the Controller O.C.C. can direct more than one at a time! The only exceptions are the three Lords of Magic, who are said to be able to control and direct one hundred at a time.

The Controller usually sits in a cavity on top of the giant Automaton's head, or in the case of the smaller ones, in the back. This pilot compartment is always open (no roof and sometimes no walls to protect him) and is little more than a chair or block in a recessed portion of the head or back. While it might seem more sensible for the Controller to ride completely inside the Automaton, this simply isn't possible. The magic that powers the construct creates a raging energy storm inside its body, and any living creature exposed to it would be killed in a matter of seconds. In addition, the magic is such that it requires the pilot or "Controller's compartment" to be open to the elements. **As** a result, the Controller or pilot must remain exposed, at least partially, and vulnerable. However, the head of the automaton is such that there are usually a protective crest, curling horns or other design elements that help to conceal and protect the Controller, at least from ground level attacks. Other forms of magical protection and/or body armor must be used by the pilot to protect himself from aerial attacks and dangerous external conditions (gas, fire, explosions, etc.).

Automatons are regularly deployed by Dweomer Defense Patrols (DDPs), however, the largest have seen minimal action against Coalition troops; they are being held in reserve as secret weapons. Even the smaller, less powerful Automatons like the *Earth Thunder*, *Ice Drake* and *Infiltrator* are barely known to the CS and outsiders because they are usually deployed against troops who cannot be chased or led away, and who must be destroyed. Renegade and Sojourner Magi are occasionally allowed to take (or steal) an Automaton with them on their journeys. After all, a Controller linked to an Automaton could not bear to be away from it for more than a few days. Note: Any Automaton that has been ritually "linked" to a Controller can only be animated by that specific character or the High Magus who created it! Any others who try to pilot it, even other Magi, will get absolutely no response, it simply stands motionless like a statue. The magical creation **of** Automatons and the bonding ritual are closely guarded secrets and believed to have been invented by the Lords of Magic.

A recent problem has arisen that has even the Lords of Magic baffled. The beauty of Automatons is that they can only be controlled by The Three, the Magi, and the occasional high-

level Techno-Wizard (must have an M.E. of 12 or higher, and be 6th level or higher). The only way to usurp control of an Automaton has been to possess or mind control the **person** controlling it, a difficult and rare occurrence. Recently, however, there have been several incidents of Automatons coming to life on their own! Something that should be impossible. The Controllers who have temporarily lost control have reported the sensation of another presence, and fear the Automatons themselves may have been possessed by an outside force. This too, should be impossible, because most energy beings, splintered life essences and possessing spirits can only possess living creatures, and Automatons are *not* alive. Beings such as Tectonic Entities can't be responsible because they are not powerful enough to seize control of giant constructs. To make matters worse, in the last three months, two dozen Automatons have disappeared. Coran D'zir, the Lord of Magic also known as the Battlemaster, is convinced that Alistair Dunscon is somehow behind this. Rumors have reported Automatons attacking people near the Kingdom of Dunscon. Brethan and Leizak are not *so* certain of this, but agree whoever or whatever has the power to take control of their Automatons and turn them against their creators, could threaten the City of Dweomer. Hopefully, the power or forces behind this are limited and cannot take possession of more than a third of Dweomer's stockpile. If they can, Dweomer could be toppled.

The "known" Automaton Stockpile

of Dweomer City (listed by size):

1000 Infiltrators
 1000 Ice Drakes
 2000 Earth Thunders
 1000 Fire Demons
 900 Battlelords
 800 Kilairghs
 90 Colossus

Experimental Automatons are sometimes available.

Powers & Abilities common to all Automatons

- **Walk and Run:** Exact speed varies with type.
- **Climb:** All are fair to excellent climbers — only the Ice Drake can fly.
- **Underwater Capabilities:** Only the Infiltrator can swim, but the others can walk on the sea floor and withstand underwater pressure up to one mile (1.6 km) deep. The Automaton provides no protection to the pilot from ocean depths, *so* magic or technology must be used to survive great depths (the average human will get the bends and die if forced beyond 200 feet/61 m without special equipment).
- **Maximum Control Range:** This *is* the distance the Automaton and Controller can be separated and still maintain their link. Varies with the Controller, but is typically about 200 feet (61 m). Pilots other than Controllers and the Lords of Magic must be in physical contact (seated in the damn thing) to control/pilot it. The moment they break physical contact, the Automaton becomes motionless.
- **Mega-Damage Structure:** 100 minimum; varies with type.
- **Supernatural P.S.:** Varies with type; no less than P.S. 20.

- **Regenerate M.D.C.:** 10 points per hour or special bio-regeneration activated by a Controller. As long as the Automaton has at least two M.D.C. points, the Controller can activate magical regeneration by spending 20 of his own P.P.E. and willing the thing to heal. Most Automatons regenerate at a rate of 3D6 M.D. per melee round (every 15 seconds) and can regenerate to **full** strength or 100 M.D.C., whichever is less. Only the Battlelord and Colossus can regenerate more quickly. However, during the entire regeneration period the Automaton is -1 attack per melee round. A Controller can direct the regeneration to the main body or specific regions (arm, head, etc.). The Lords of Magic can instantly restore an Automaton to full M.D.C. with a touch and an expenditure of 100 P.P.E.
 - **Attacks per Melee Round:** Equal to those of its pilot; only when linked to a Controller does the Automaton get additional attacks. **Combat:** When operating one Automaton, the mystical construct has a number of attacks equal to those of the Controller +1 per every two levels of his experience, starting with level two. Meanwhile, the Controller retains *half* of his own attacks/actions per melee! This means he can look around to survey the situation and consider other actions, cast his own spells, or take some other action from his perch atop the Automaton. When he must divide his attention between two or more Automatons, he loses all but one attack per round and cannot cast spells.
 - **Preservation Mode:** If the pilot or Controller is rendered unconscious or grievously injured (down to 1 to -20 hit points or comatose), the Automaton will know it, and can continue to fight, but only at half its normal abilities, and only to escape and get its Controller to safety — safety probably being a checkpoint rather than returning to its point of origin (e.g. it will not return to the hidden city of Dweomer, only to its outskirts or to a temporary camp, or rendezvous point). All attacks will be defensive in nature and with the intent of protecting its human counterpart. If the pilot/Controller expires, the Automaton grinds to a halt and stands completely inanimate, like a statue, even if attacked and blasted into pieces. However, if the Automaton knows it is being followed by the enemy, it will not jeopardize other members of **its** group or allies by continuing to the rendezvous point. Instead, it will stop and stand its ground, fighting all who attack it until it *is* destroyed or its pilot or Controller dies.
 - **Special Magical Powers/Spells/Attacks:** Each Automaton has its own set of powers and abilities. Those powers which require the expenditure of P.P.E. must be drawn from either the P.P.E. "battery" concealed within **its** hulking body, or from its Controller (ordinary pilots, those *not* of the Controller O.C.C. cannot use their own P.P.E. to enable the Automaton to use **its** special abilities). This battery recharges itself over time, *so* that the Automaton requires no outside power source and is virtually maintenance free.
- Specific spells vary with each type of Automaton, but all possess some measure of spell casting abilities. Only a Controller, its creator, or the Lords of Magic can activate and cast these spells; an ordinary pilot cannot. All spells are cast at the level of the Controller. A maximum of two spells can be cast per melee round, but these are *in addition* to those of the Controller, which means between the two, as many as four spells can be cast per melee round!

- **Magical Optics:** Sees and hears everything its Controller does, and vice versa.
- **Speech Capacity:** Only the Battlelord and Colossus are capable of full speech — the words are those of the Controller or pilot. The Fire Demon and Ice Drake can only hiss and growl, and the Kilairgh only bellows. The Earth Thunder and Infiltrator are completely mute.
- **Features of Note:** The Automaton itself (not the pilot) does not need food or replenishment of energy, does not breathe, is impervious to fear, disease, poisons, toxins, gases, radiation, heat, cold, fire, mind control, illusions, and possession (except by gods and alien intelligences; these beings can send an avatar or splintered life essence to take possession and control of an Automaton).

Note: See the Controller O.C.C. for more information about them and their use of Automatons.



Battlelord Automaton

The Battlelord is an imposing, 18-24 foot (5.4 to 7.3 m) tall war machine of amazing power. Only experienced, elite Controllers (7th level and higher), Lord Magi (5th level and up) and High Magi (4th level and higher) are allowed to pilot them. While not all Battlelords look the same, they all have the same basic appearance, with a humanoid body, ornate armor, thick waist, barrel chest, short thick neck, and large head. The face always has two stark white orbs for eyes, a nose and a mouth. The head will be adorned either with a helmet or with stylized ram's horns. An ornate roaring lion will be part of the helmet or otherwise protrudes from the top of the forehead, between the curled horns. This is one of the few Automatons who can speak. The Battlelord is made from metal and wields a huge (12-18 foot/3.6

to 5.4 m), magical, two-handed sword. The sword, as do the fists and feet of the Automaton, inflicts mega-damage.

In combat, the Battlelord's Controller will have it "soften up" an enemy with ranged attacks, then move into close combat with the sword, fists and feet — many an infantryman has been crushed under the feet of these behemoths. The Battlelord compares well to most robots of similar size. Its magic and long-range attacks are the equivalent of lasers and missiles (with a hit greater versatility of form and function) and the sword is excellent for chopping through 'bots and vehicles and ripping through armor. The solid mass of the magical construct gives it incredible amounts of M.D.C., enabling it to sustain tremendous damage and keep on fighting. It also has few moving parts and no machinery to malfunction, so as long as the Automaton has M.D.C. and its Controller or pilot has breath in his lungs, it will battle. It is extremely durable and considered the most reliable of all the Automatons, providing a good balance of armor, firepower, and speed. The Battlelord's strong point is against infantry troops, tanks and robots, while it has performed less favorably against most fast moving and agile flying targets, particularly SAMAS' and other flying power armor. Agile and unpredictable Juicers, Crazies and renegade Battle Magi also give the giant some difficulty.

Battlelord Automaton

Body Type: Metal or Stone

Crew: One; typically an experienced Battle Magus Controller or Lord Magus.

Pilot Area: The head.

M.D.C. by Location

Hands (2) — 120 each

Arms (2) — 300 each

Legs (2) — 320 each

Feet (2) — 150 each

Mystic Sword — 200

Shoulder Plates (2) — 150 each

* Main Body — 1000

** Head — 360

Eyes (2) — 100 each

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct's magical regenerative ability by spending 20 of his own P.P.E. When so activated, the Automaton regenerates at a rate of 5D6 M.D. per melee round (every 15 seconds). It can regenerate to full strength or 100 M.D.C., whichever is less.

Destroying a foot will reduce speed by 15%. Destroying an entire leg will reduce speed by 50%.

The giant sword, although considered a two-handed weapon by its size and style, can be used by the Automaton with one or two hands.

Shooting out the eyes has no actual effect (requires a called shot with a -4 penalty). It can still magically see as long as the Controller is alive and in contact with it.

** Destroying the head of the Automaton exposes the Controlleripilot! The Controller sits in the crown of the head, as if sitting in a giant howl. If the head is depleted of its M.D.C., the face and the protective walls of the "howl" shatter and crumble away to reveal the Controlleripilot sitting among a pile of rubble. The headless Automaton can still

function, because it now sees through the eyes of its Controller! However, the Controller is clearly visible and vulnerable to called shots and area affect attacks, as well as falling or being knocked off. Obviously, the Automaton can no longer use any weapons built into the head.

Speed

Running: 50 mph (80.4 km).

Leaping: The Battlelord Automaton is fairly agile, but its great bulk limits leaps to short distances and low heights; 20 feet (6 m) long and 8 feet (2.4 m) high.

Climbing: The Battlelord Automaton can climb using its fingers and hands to claw its way up mountains and sheer walls of buildings, provided the structure can support its weight.

Swimming: Not possible, but can walk underwater on the sea floor.

Statistical Data

Height: 18-24 feet (5.4 to 7.3 m).

Width: 9-11 (2.7 to 3.3 m) at the shoulders.

Length: 7-9 feet (2.1 to 2.7 m).

Weight: 11-15 tons; typically made of metal or stone.

Physical Strength Equal to a supernatural P.S. of 45.

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 200; regenerates 20 P.P.E. per hour.

Maximum Control Range: Standard.

Black Market Cost: Completely unavailable; would sell for millions if the buyer can activate and use it in any capacity. May sell as a work of art for several thousand credits.

Weapon Systems

- 1. Two-Handed Sword:** A huge two-handed sword is always carried by the Battlelord. It can be bung in a scabbard at the waist or on the back. This sword is considered a magic weapon and as such, inflicts full damage to creatures of magic, supernatural beings and magical armor — it can hack through almost anything. The weapon does not suffer damage unless an attack is deliberately aimed at it with the intention of destroying it (regenerates as part of the Automaton). The weapon is never thrown or left behind for any reason. The sword also possesses the ability to unleash lightning bolts similar to a Call Lightning spell, except the sword must be pointed at the desired target and the range is considerable (line of sight). The sword is 12-18 feet (3.6 to 5.4 m) long and weighs a half ton!

Primary Purpose: Anti-robot and Anti-dragon.

Secondary Purpose: Defense

Mega-damage: 1D6×10 M.D. per strike of the blade. It can also release Lightning bolts (+3 to strike) that inflict 2D6 M.D. per level of the Controller or pilot. Each lightning blast counts as one melee action. This attack does not bum up P.P.E. from the internal battery or the pilot.

Maximum Effective Range: Sword: approx. a 24 foot (7.3 m) reach.

Lightning: 1000 feet for ordinary pilots, 1000 feet (305 m) +200 feet (61 m) per level of a Controller (or Lord of Magic).

Rate of fire: Equal to the number of hand to hand attacks, regardless of what is done.

Payload: Effectively unlimited!

- 2. Eye Beams:** The eyes of the Battlelord Automaton are able to see the invisible and can fire powerful bolts of magic energy.

This attack can be directed at anything within the Automaton's "line of sight," which is approximately the same as a human. The construct rolls to hit with a +2 bonus.

Primary Purpose: Anti-robot and antipersonnel.

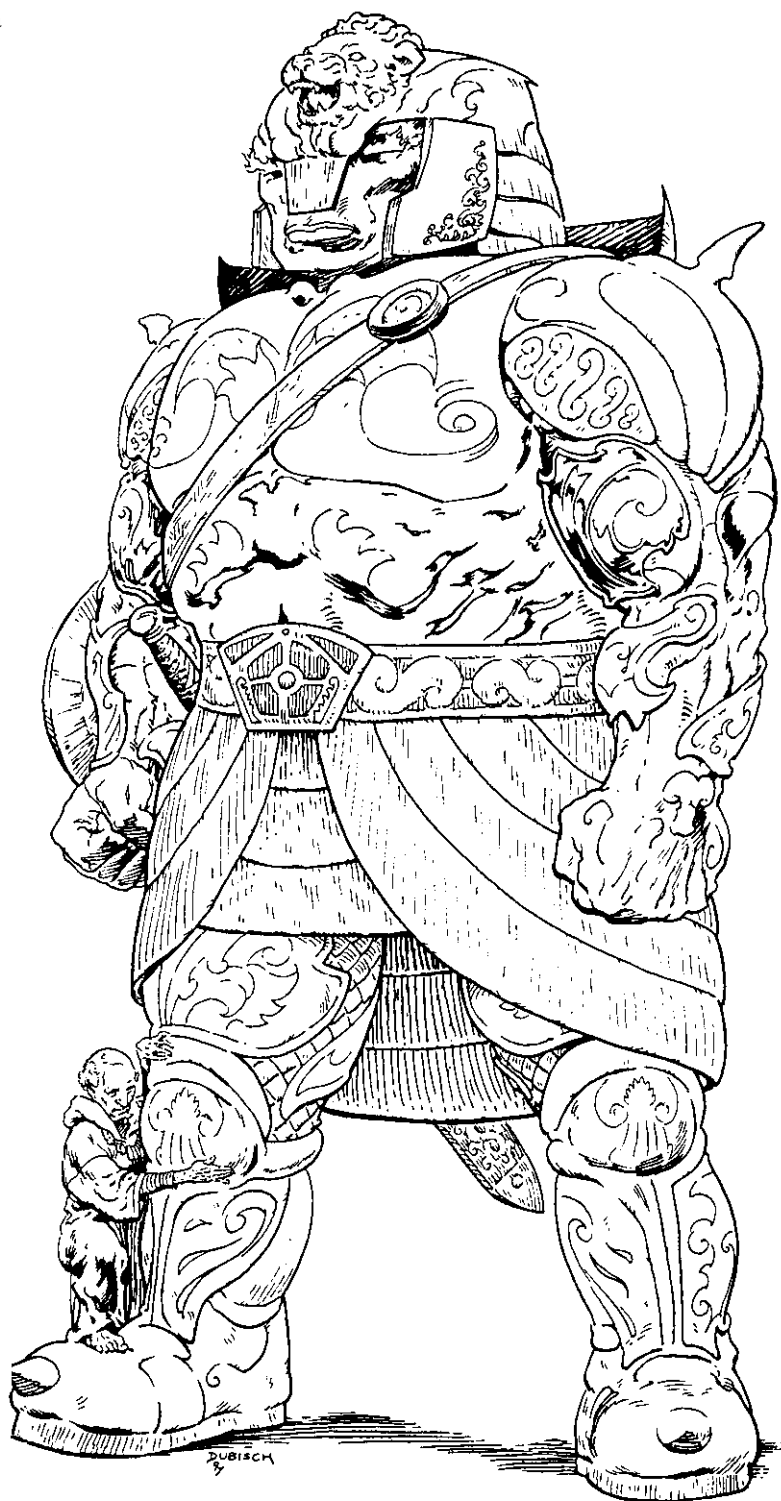
Secondary Purpose: Antiaircraft and antimissile.

Mega-damage: A single blast from one eye, or a simultaneous blast from both eyes can be fired at one target. 3D6 M.D. per single blast, or 6D6 per simultaneous dual blast.

Rate of Fire: Each blast counts as one melee attack.

Maximum Effective Range: 1000 feet (305 m)

Payload: Effectively unlimited; it does not draw on the P.P.E. battery.



3. Magic **Spell** Casting Abilities: Only a Controller Magus, High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its Controller (a willing sacrifice). The battery regenerates at a rate of 20 per hour, with a total reserve of 200 P.P.E.

Spells available to the Battlelord:

Magic Shield (6)
Magic Net (7)
Deflect (10)
Watchguard (10)
Implosion Neutralizer (12)
Barrage (15)
Call Lightning (15)
Lifeblast (15)
Targeted Deflection (15)
Magic Pigeon (20)
Sheltering Force (20)
Dessicate the Supernatural (50)

4. Hand to **Hand** Combat: Rather than use magic, the construct can engage in hand to hand combat using fists and feet, or sword. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: Equal to those of the pilot. +1 attack or melee action when piloted by a High Magus; additional attacks apply to the Controller O.C.C. (+1 per every two levels of experience, starting with level two); +6 attacks when controlled by a Lord of Magic.

Damage: Restrained Punch: 1D6 M.D.

Full Strength Punch 1D4×10 M.D.

Power Punch: 2D4×10 M.D. (hut counts as two attacks)

Body Block: 4D6 M.D.

Stomp: 4D6 M.D.

Kick: 6D6 M.D.

No leap kick.

5. Combat Bonuses & Features of Note: Horror Factor 15; +3 on initiative (+4 with sword), +4 to strike (+6 with sword), +6 to parry (+8 with sword), critical strike on a natural 18-20; cannot **roll** with impact or fall. All other standard features. Note: The bonuses of the pilot are not added to those of the Automaton, hut if piloted by a Controller, add +1 to each.

Colossus Automaton

As the name suggests, the Colossus is the largest of the Automatons produced by Dweomer City. At over 60 feet (18.3 m) in height, this towering monstrosity dwarfs all Automatons except the Kilairgh, as well as most giant robots. Due to its huge size and the time required to make it, only 90 have been built to date. Nevertheless, the Colossus is often an unstoppable juggernaut in combat, capable of dishing out and sustaining tremendous amounts of damage. The Colossus is a favorite of the Lords of Magic and has seen combat in other dimensions but never on Earth — The Three are holding it hack as a secret weapon, while praying the day never comes that they have to unleash it. In truth, the Colossus is most effective when dealing with huge threats like a rampaging dragon, giant robots, heavily

armored Coalition War Machines, or an entire army battalion; anything else is overkill. Should the Coalition or Alistair Dunscon and his legions of fanatics ever invade Dweomer the Colossus will form the spearhead of all major encounters, drawing fire and crushing all in its path.

While some have compared the Colossus to a giant version of the Battlelord, it is more reminiscent of a giant metal Celtic warrior from ancient Brittan. The stylized body more closely resembles the human body with ornate designs on the upper torso and arms, like tribal war paint or tattoos. The head is roughly human shaped but designed to look as if the nose and mouth are covered by strips of cloth or tape. The eyes are blank blue-white and the top of the head is crowned with curled ram's horns. The pilot of the Colossus sits cradled on the top of the head. Note: The Colossus is the only Automaton that is not piloted by the Controller O.C.C., it is exclusive to the most heroic and noble of the High Magi and the three Lords of Magic.

Colossus Automaton

Body Type: Metal; typically iron, steel or lead.

Crew: One; typically an experienced High Magus Controller or Lord of Magic.

Pilot Area: The head.

M.D.C. by Location:

Hand (1; left) — 500

Mace Hand (1; right) — 600

Lower Arms (2) — 400 each

Upper Arms (2) — 500 each

Shoulder Plates (2) — 200 each

Feet (2) — 400 each

Lower Legs (2) — 550 each

Upper Legs (2) — 800 each

* Main Body — 2000

** Head — 1000

Eyes (2) — 200 each

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct's magical regenerative ability by spending 20 of his own P.P.E. When so activated, the Automaton regenerates at a rate of 1D6×10 M.D. per melee round (every 15 seconds). It can regenerate to full strength or 200 M.D.C., whichever is less.

Destroying a foot will reduce speed by 15%. Destroying an entire leg will reduce speed by 50%.

Shooting out the eyes has no actual effect (requires a called shot with a -4 penalty). It can still magically see as long as the Controller is alive and in contact with it.

** Destroying the head of the Automaton exposes the Controller/pilot! The Controller sits in the top of the head, as if sitting in a giant bowl, surrounded by the protective walls of the ram's horns. If the head is depleted of its M.D.C., the face and the protective walls of the "howl" shatter and crumble away to reveal the Controller/pilot sitting among a pile of rubble. The headless Automaton can still function, because it now sees through the eyes of its Controller! However, the Controller is clearly visible and vulnerable to called shots and area affect attacks, as well as falling or being knocked off. Obviously, the Automaton can no longer use any weapons built into the head.



Speed

Running: 50 mph (80.4 km).

Leaping: The Colossus is fairly agile, but its great bulk limits leaps to short distances and low heights; 30 feet (9 m) long and 12 feet (3.6 m) high.

Climbing: The Automaton can climb using its fingers and hands to claw its way up mountains and sheer walls of buildings, provided the structure can support its weight.

Swimming: Not possible, but can walk underwater on the sea floor.

Statistical Data

Height: 60-68 feet (18.3 to 20.7 m) tall.

Width: 25 feet (7.6 m) at the shoulders.

Length: 15 feet (4.6 m)

Weight: 200 to 250 tons.

Physical Strength: Equal to a supernatural P.S. of 70!

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 1200 P.P.E., regenerates at approximately 2D6×10 P.P.E. per hour.

Maximum Control Range: Standard.

Black Market Cost: Completely unavailable; would sell for hundreds of millions if the buyer could activate and use it; stealing one is virtually impossible.

Weapon Systems

1. Iron Mace: The Colossus' obvious weapon is the massive, spiked mace that serves as its right hand. Although the mace is not able to fire energy bolts or the like, it is a devastating close combat weapon capable of crushing even the mightiest robots with a few well placed blows. Against small targets (10 ft/3 m tall or less) it will inflict damage on everything in a 10 foot (3 m) area.

Primary Purpose: Close Assault

Secondary Purpose: Anti-Armor and Defense

Mega-damage: +1D4×10 M.D. to punch damage with every crushing blow and does double damage to supernatural beings and creatures of magic!

Rate of Fire: Equal to the hand to hand attacks of the Automaton.

Range: Reach is about 35 feet (10.6 m).

Payload: Not applicable.

2. **Earth Tremors:** Playing on the Colossus' huge size, it is able to release an Earth Tremor/shockwave by deliberately stomping one of its feet. The pilot can choose to create an earth tremor once per melee round (every 15 seconds) without expending any of its P.P.E. The shockwave created by this stomp radiates in a **20** foot (6 m) wide swath in front of the Colossus, affecting everything for a one hundred foot (30.5 m) length. Each of these will, of course, affect everyone in the path of the shock wave. The duration of the shock wave is about five seconds.

Primary Purpose: Anti-infantry

Secondary Purpose: Anti-Structures/Buildings.

Mega-damage: 4D6 M.D. on everything in the area. In addition to the damage inflicted to everything in the area of affect, those caught by the earth shaking shock wave are likely to be knocked down (roll percentile dice) according to their weight.

- People and animals (and objects) weighing less than 500 lbs (225 kg) have a 01-88% likelihood of being knocked off their feet and lose initiative and *two* melee actions/attacks. Only a percentile roll of 88 (defenders always win ties) or higher will see them keep their balance, but they suffer **full** damage and lose initiative.
- Creatures and characters (supernatural beings, giants, dragons, cyborgs, robots, etc.) weighing 500-1000 lbs (225 to 450 kg) have a 01-65% chance of being knocked off their feet and suffering the same penalties **as** above.
- Creatures and characters weighing **up** to one ton have only a 01-40% chance of being knocked off their feet and to the ground; same penalties **as** above.
- Creatures and characters weighing over a ton have only a 01-25% chance of being knocked off their feet; same penalties **as** above.
- Flying characters are completely unaffected
- Buildings suffer double damage and unsecured object will shake and fall off tables and shelves. This additional chaos affects people inside by causing them to lose another melee attack or action (3 total, as well **as** loss of initiative).

Rate of Fire: Up to once per melee round; counts **as** one of its attacks.

Range: 100 feet (30.5 m) directly in front of it.

Payload: Effectively unlimited; does not require P.P.E.

3. **Mystic Eye Blasts:** The eyes of the Colossus Automaton are telescopic, see the invisible and can fire powerful bolts of magic energy even more powerful than the Battlelord. This attack can be directed at anything within the Automaton's "line of sight." The construct rolls to strike with a +3 bonus.

Primary Purpose: Anti-robot and Armor.

Secondary Purpose: Defense

Mega-damage: A single blast from one eye, or a simultaneous blast from both eyes can be fired at one target. 6D6 M.D. per single blast, or 1D6×10+12 per simultaneous dual blast.

Rate of Fire: Each blast counts **as** one melee attack.

Maximum Effective Range: 3000 feet (910 m)

Payload: Effectively unlimited it does not draw on the P.P.E. battery.

4. **Magic Spell Casting Abilities:** Only a High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the

P.P.E. of its pilot. The battery regenerates at a rate of 2D6×10 per hour, with a total reserve of 1200 P.P.E.

Spells available to the Colossus:

Deflect (10)	World Bizarre (40)
Distant Voice (10)	Meteor (75)
Death Curse (special)	Collapse (70-400)
Weight of Duty (10)	Disharmonize (150)
Lifeblast (15)	Firequake (160)
Wind Rush (20)	Heavy Air (200)
Sub-Particle Acceleration (20)	Annihilate (600)
Wall of Wind (40)	

5. **Hand to Hand Combat:** Rather than use magic, the construct can engage in hand to hand combat using fists and feet, or sword. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: **Equal** to the number of attacks of the High Magus +2! The Lords of Magic are +4. Note: Only a High Magus or a Lord of Magic can pilot the Colossus.

Damage: Restrained Punch: 2D6 M.D.

Full Strength Punch: 2D4×10 M.D.

Power Punch: 2D6×10 M.D. (but counts as two attacks)

Body Block: 6D6 M.D.

Stomp: 1D6×10 M.D. or light kick with foot.

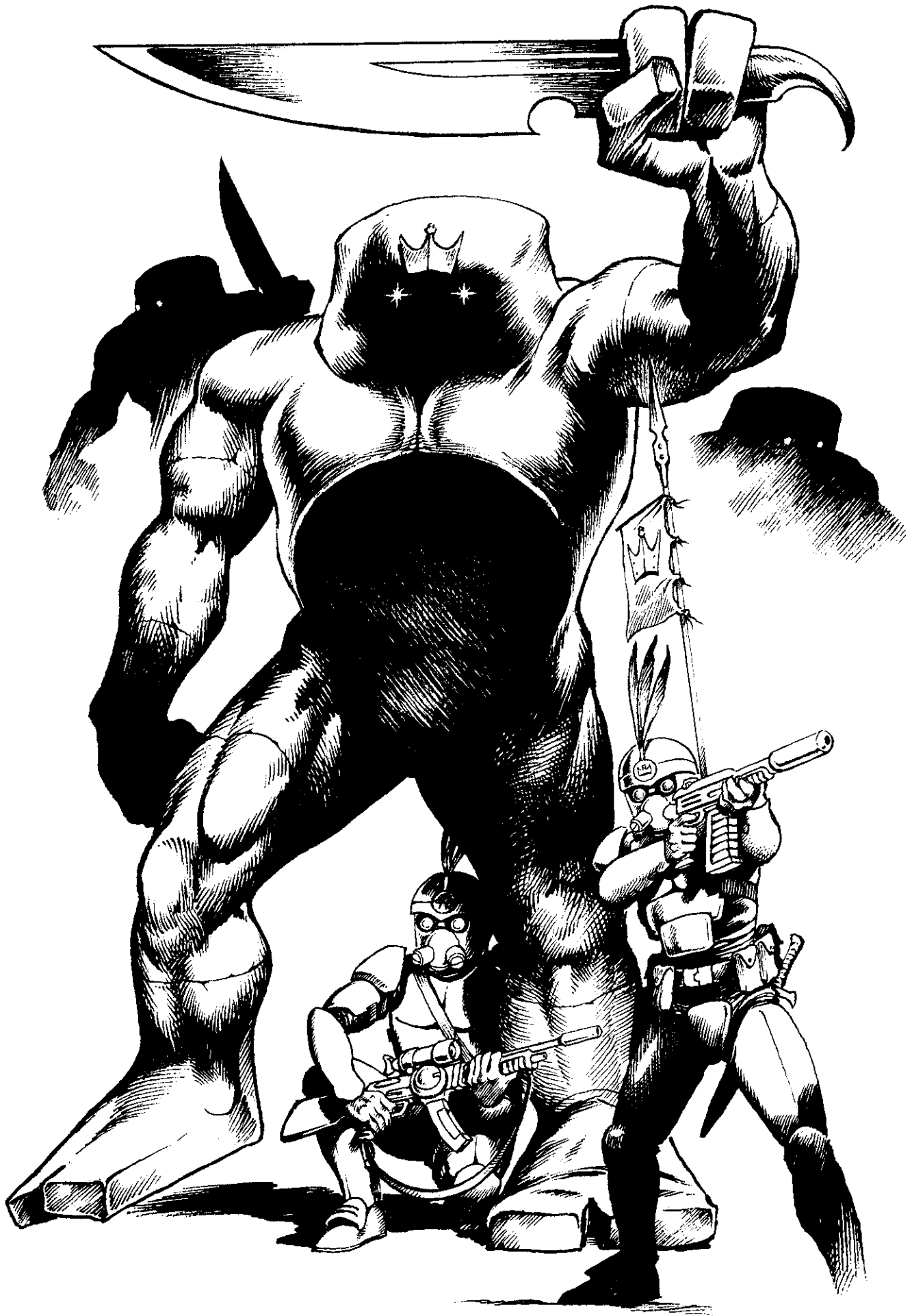
Martial Art style kicks of any kind are not possible,

6. **Combat Bonuses & Features** of Note: Horror Factor 18; +4 on initiative (+5 with mace), +7 to strike (+9 with mace), +7 to **parry** (+9 with mace), +6 to pull punch, critical strike on a natural 17-20; cannot roll with impact or fall. **Has all** other standard features. Note: The bonuses of the pilot are not added to those of the Automaton.

Earth Thunder Automaton

The simplicity of the original design for the Earth Thunder reflects the fact that it was the first Automaton created. Unlike the Battlelord and most other Automatons which are detailed, ornate and/or fanciful, the Earth Thunder is a very simple stone construct reminiscent of a golem or Earth Elemental. Its body has the standard thick waist and barrel chest of most humanoid Automatons. The head is little more than a lump with eyes that shine like stars. The hands are large, with two thick fingers and a thumb. The feet are rectangular blocks with two large toes. The only ornamentation is a bronze symbol mounted on its forehead, typically a crown, trident fork, sword, shield, circular plate, crescent shape, or **skull** to indicate the various regiments of Battle Magus Controllers.

Over the last few years, some cosmetic modifications have been made to give the Earth Thunder a more menacing and modern appearance. The new design gives the giant a head shape that resembles a helmet crowned with spikes. The head/helmet has the appearance of being bolted on at the base of the neck, while the face remains smooth and featureless. Some are also given heavy shoulder plates (smooth or spiked), which, like the head, are more cosmetic than actually adding to its M.D.C. or power. Otherwise, the body, hands and feet remain unchanged. The original design and **all** modifications have the exact same abilities and stats.



Carved between the shoulders of the Automaton is a place for a pilot or Controller to sit. From this awkward position the rider cannot personally see anything in front of him, and must “see” through the sparkling eyes of the juggernaut he is piloting. Most Controllers enter into what they call their Zen-like “combat trance,” in which they become one with the Automaton they are controlling. Some Controllers prefer to hunker behind its massive legs and feet (along with other troops who use the stone giants as protective cover) rather than ride on hoard. These Controllers often direct three or more Earth Thunder Automations simultaneously.

The most obvious weapon of the Earth Thunder is a huge blade with a wicked-looking blade hook at the handle. The weapon is primarily used to stab and chop, with the end used for hooking and tearing like a can opener — especially effective against armored opponents, ‘bots and vehicles. However, like all Automations, it also has spell casting abilities that can be called forth by a Controller.

Earth Thunder Automaton

Note: Sometimes confused with golems.

Body Type: Stone or hard clay; always an M.D.C. structure.

Crew: One; typically a Battle Magus Controller.

Pilot Area: The back, between the shoulders.

M.D.C. by Location

Hands (2) — 75 each	Mystic Sword — 200
Arms (2) — 140 each	* Main Body — 500
Legs (2) — 200 each	** Head — 120
Feet (2) — 100 each	Eyes (2) — 100 each

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct’s magical regenerative ability by spending **20** of his own P.P.E. When so activated, the Automaton regenerates at a rate of 3D6 M.D. per melee round (every 15 seconds). It can regenerate to full strength or 100 **M.D.C.**, whichever is less.

Destroying a foot will reduce speed by **15%**. Destroying an entire leg will reduce speed by 50%.

The giant sword can be used with one hand.

Shooting the eyes has no actual effect (requires a called shot with a -4 penalty). It can still magically see as long as the Controller is alive and in contact with it.

** Destroying the head of the Automaton partially exposes the Controller/pilot! The Controller sits in the back, between the shoulders. The headless Automaton can still function, because it now **sees** through the eyes of its Controller! The Automaton can no longer use any weapons built into the head.

Speed

Running: **40 mph (64 km).**

Leaping: The Automaton is fairly agile, but its great hulk limits leaps to short distances and low heights; **20 feet (6 m)** long and **10 feet (3 m)** high.

Climbing: The Automaton can climb using its fingers and bands to claw its way up mountains and sheer walls of buildings, provided the structure can support its weight.

Swimming: Not possible, but can walk underwater on the sea floor.

Statistical Data

Height: **10-12 feet (3 to 3.6 m).**

Width: **5-6 (1.5 to 1.8 m)** at the shoulders.

Length: **4-5 feet (1.2 to 1.5 m).**

Weight: **5-7 tons**; typically made of stone.

Physical Strength: Equal to a supernatural P.S. of **30**.

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 100; regenerates 10 P.P.E. per hour.

Maximum Control Range: Standard.

Black Market Cost: Completely unavailable; would **sell** for millions if the buyer can activate and **use** it in any capacity. May sell as a work of art for several thousand credits.

Weapon Systems

1. Single-edged Sword: A huge sword is always carried by the Earth Thunder. It can be hung in a scabbard at the waist, but is usually clutched in one of its massive hands. This sword is considered a magic weapon and as such, inflicts full damage to creatures of magic, supernatural beings and magical armor — it can hack through almost anything. The weapon does not suffer damage unless an attack is deliberately aimed at it with the intention of destroying it (regenerates as part of the Automaton). The weapon may be thrown or magically manipulated, but is never left behind for any reason. The sword is **6-7 feet (1.8 to 2.1 m)** long and weighs **500 pounds (226 kg)**.

Primary Purpose: Anti-robot and Anti-dragon.

Secondary Purpose: Defense

Mega-damage: **1D4x10 M.D.** per strike of the blade.

Maximum Effective Range: Approximately **a 12 foot (3.6 m)** reach.

Rate of fire: Not applicable.

Payload: Not applicable.

2. Eyes: The sparkling eyes can magically see in any darkness, including magical darkness, see through smoke, *see* the invisible, see Astral Travelers/beings and spirits. In addition, it gives the Controller linked to it perfect, hawk-like vision (can see a signpost or a pigeon two miles/3.2 km away).

3. Magic Spell Casting Abilities: Only a Controller Magus, High Magus or the Lords of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its Controller (a willing sacrifice of P.P.E. on the character’s part). The battery regenerates at a rate of 20 per hour, with a total reserve of 120 P.P.E.

Spells available to the Earth Thunder:

See Aura (6)

Chameleon (6; conceals Automaton and rider)

Detect Concealment (6)

Throwing Stones (5)

Deflect (**10**)

Mystic Fulcrum (5)

Crushing Fist (12)

Fireblast (8)

Power Bolt (20)

Spinning Blades (20; can be applied to its giant sword)

Wall of Defense (55)

4. Hand to Hand Combat: Rather than use magic, the construct can engage in hand to hand combat using fists and feet, or sword. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: Equal to those of the pilot. +1 attack or melee action when piloted by a Lord Magus or High Magus; additional attacks apply to the Controller O.C.C. (+1 per every

two levels of experience, starting with level two); +6 attacks when controlled by a Lord of Magic.

Damage: Restrained Punch: 5D6+15 S.D.C.

Full Strength Punch: 3D6 M.D.

Power Punch: 6D6 M.D. (but counts as 2 attacks)

Kick: 4D6 M.D.

Body Flip/Throw: 2D6 M.D., plus opponent loses initiative and one attack.

Stomp: 1D6 M.D.

No leap kick

5. Combat Bonuses & Features of Note: Horror Factor 14; +2 on initiative, +3 to strike (+5 with sword), +4 to parry (+6 with sword), critical strike on a natural 19-20, +2 to pull punch; cannot roll with impact or fall. Has all other standard features. Note: The hand to hand combat bonuses of the pilot are *not* added to those of the Automaton, unless "linked" to a Controller, in which case a +2 bonus is added to each.

Fire Demon Automaton

The Fire Demon has been described as a fiery engine of destruction. It is sculpted from red clay or coal to look like a red demon, complete with horn-like smoke stacks, blazing yellow eyes, clawed hands, cloven hooves for feet and a slashing prehensile tail. Once the construct is magically transformed into an Automaton, the thing appears to be made of red hot metal and is terrifying to behold. The Fire Demon is neither as physically durable or strong as the Battlelord, but it possesses a considerable capacity to destroy through the use of fire and magical flame; few things can stand before its brutal fire attacks. To those unfamiliar with Automatons, there is no apparent source for the flames and the construct may appear to truly be a demon from hell. However, most of its magic fire is the product of spells that draw on the construct's P.P.E. battery.

Fire Demon Automaton

Note: Sometimes confused with Fire Elementals and demons.

Body Type: Clay or coal turned to metal.

Crew: One; typically an experienced Battle Magus Controller.

Pilot Area: The back of the head.

M.D.C. by Location

Hands (2) — 60 each

Arms (2) — 140 each

Legs (2) — 180 each

Feet (2) — 120 each

Tail — 100

Smoking Horn Smoke Stacks (2) — 90 each

* Main Body — 500

** Head — 200

Eyes (2) — 100 each

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct's magical regenerative ability by spending 20 of his own P.P.E. When so activated, the Automaton regenerates at a rate of 5D6 M.D. per melee round (every 15 seconds). It can regenerate to full strength or 100 M.D.C., whichever is less.

Destroying a foot will reduce speed by 15%. Destroying an entire leg will reduce speed by 50%.

The prehensile tail is considered to be a whip or chain-like weapon used to lash, beat and entangle. It can also be used to grab, hold or carry. Destroying it reduces one melee attack.

Destroying the horns causes smoke to pour from the openings at the top of the head and reduces initiative by half.

Shooting out the eyes has no actual effect (requires a called shot with a -4 penalty). It can still magically see as long as the Controller is alive and in contact with it.

** Destroying the head of the Automaton exposes the Controller/pilot! The Controller sits in the crown of the head, as if sitting in a giant bowl. If the head is depleted of its M.D.C., the face and the protective walls of the "bowl" shatter and crumble away to reveal the Controller/pilot sitting among a pile of rubble. The headless Automaton can still function, because it now sees through the eyes of its Controller! However, the Controller is clearly visible and vulnerable to called shots and area affect attacks, as well as falling or being knocked off. Obviously, the Automaton can no longer use any weapons built into the head.

Speed

Running: 75 mph (120 km); can run and battle without tiring.

Leaping: The Fire Demon Automaton is fast and agile, able to leap 40 feet (12.2 m) long and 20 feet (6 m) high.

Climbing: The Fire Demon Automaton can climb using its fingers and hands to claw its way up mountains and sheer walls of buildings, provided the structure can support its weight.

Swimming: Not possible. Furthermore, it suffers 2D6 M.D. per minute if it is submerged underwater.

Statistical Data

Height: 16-20 feet (4.8 to 6.1 m).

Width: 8-10 (2.4 to 3 m) at the shoulders.

Length: 6-7 feet (1.8 to 2.1 m).

Weight: 7-10 tons

Physical Strength: Equal to a supernatural P.S. of 38.

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 280; regenerates 30 P.P.E. per hour.

Maximum Control Range: Standard.

Black Market Cost: Completely unavailable; would sell for millions if the buyer could activate and use it.

Weapon Systems

1. Burning Hot Body: The metal body of the Fire Demon is always red and orange hot, and burns to the touch. Heat vapors and the occasional tongue of flame emanates from the head, shoulders and upper torso. **Thus**, any character grappling with this Automaton will suffer damage. Note that the feet, lower legs and tail are *not* hot, nor is the pilot/Controller section in the back of the head.

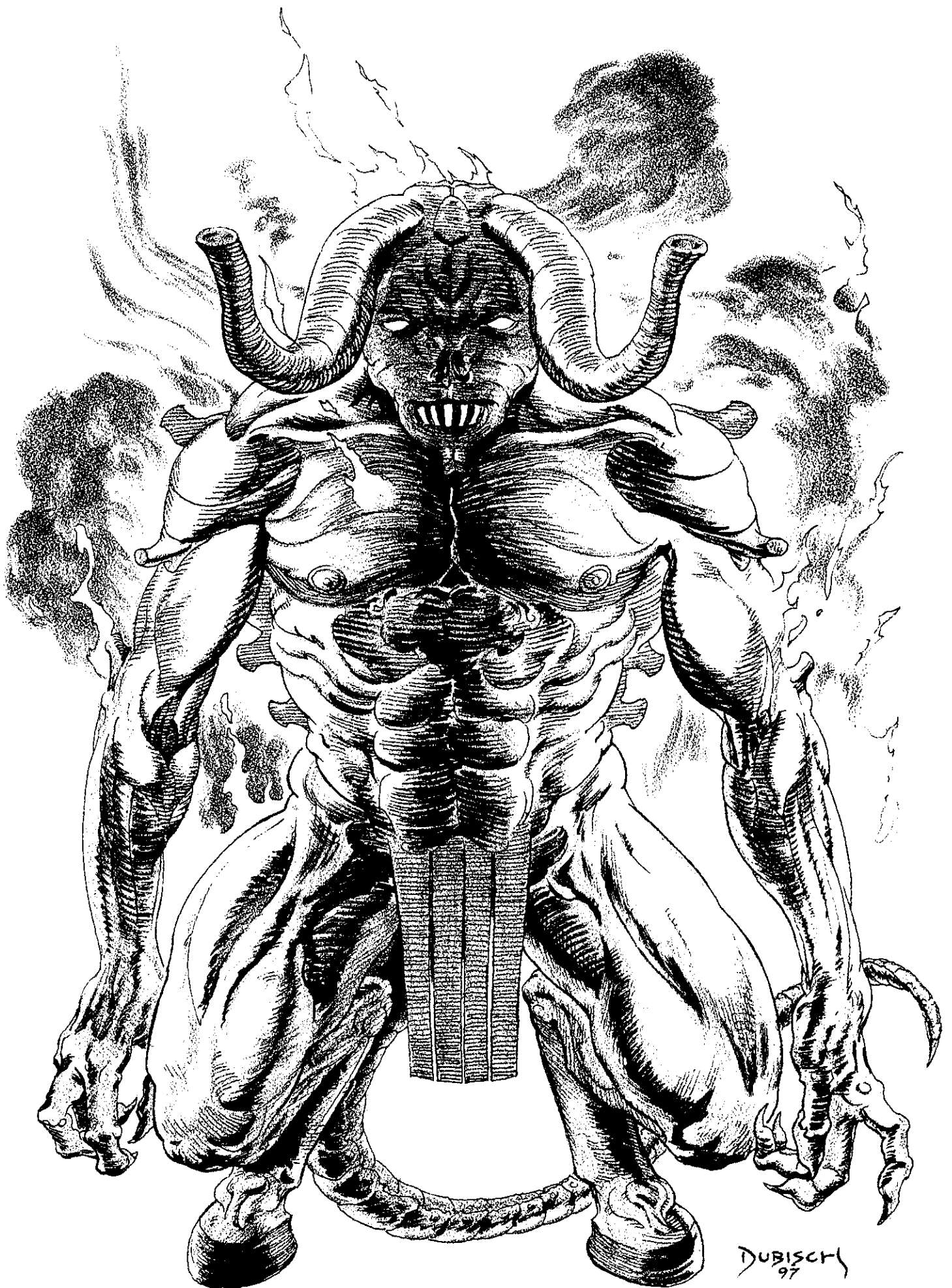
Primary Purpose: Self-defense.

Damage: Touch: 1D4 M.D. Grabbing/holding/grappling with the Automaton does 2D6 M.D. per five seconds of contact. The burning hot metal also adds 1D6 M.D. to all physical blows with the upper body (punches, claw strike, head butt, etc.).

The heat alone will keep most people without environmental body armor or a mega-damage body 10-15 feet (3 to 4.6 m) away. Highly combustible materials and fuels can be ignited by its touch.

Range: Touch; has a reach of approx. 10 feet (3 m).

Payload: Is always hot, even when inactive.



- 2. Flaming Hands:** The Fire Demon can cause its hands and forearms to burst into flame at will, without expending P.P.E.
Primary Purpose: Combat; to bum and destroy.
Damage: +1D6 M.D. to punches, claw strikes, etc. In addition to the 1D6 in #1 above.
Range: Touch; has a reach of approx. 10 feet (3 m).
Attacks per Melee: The act of setting its hands and forearms on fire is done with a thought from the pilot/Controller and does not count as a melee action. The flames simply add to the damage inflicted by physical attacks.
Payload: Effectively unlimited.
- 3. Breathe Fire:** The Automaton may release a blast of fire and a billowing sulfuric cloud from its mouth. This attack is relatively short-ranged and intended for use against infantry. This attack does not draw on its P.P.E. reserve either, so it may be used indefinitely.
Primary Purpose: Anti-infantry.
Secondary Purpose: Set buildings and combustibles on fire.
Mega-damage: 6D6 M.D. per blast of flame. The **sulfur** cloud will bum the eyes and throats of those without environmental helmets or air filters and goggles. Those affected are -3 on initiative, -1 to strike and parry, and lose one attack per melee round. The sulfur cloud lingers for 1D4 minutes.
Rate of Fire: Each blast counts as one of the Automaton's melee attacks.
Range: 100 feet (30.5 m).
Payload: Effectively Unlimited.
- 4. Fire Tremor:** By deliberately stomping its foot, the Fire Demon can send a line of fire streaking across the ground. This creates a three foot (0.9 m) wide, two foot (0.6 m) tall, and up to 100 foot (30.5 m) long stream of fire rippling over the surface. Everything struck by the flame takes damage and highly combustible materials (fuel, alcohol, dry wood or grass, etc.) will catch on fire. Otherwise, the stream of flame disappears in 10 seconds.
Primary Purpose: Anti-infantry
Secondary Purpose: General assault.
Mega-damage: 4D6 M.D. to everything it touches. Combustibles have a 01-55% chance of catching fire.
Rate of Fire: Limited to once per melee round and counts as one of its melee attacks.
Range: 100 feet (30.5 m).
Payload: Effectively unlimited.
- 5. Magic Spell Casting Abilities:** Only a Controller Magus, High Magus or Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its Controller (a willing sacrifice). The battery regenerates at a rate of 30 per hour, with a total reserve of 280 P.P.E.
- Spells available to the Fire Demon:
- | | |
|-------------------|----------------------|
| Lantern Light (1) | Circle of Flame (10) |
| Fuel Flame (5) | Fire Blossom (20) |
| Ignite Flame (6) | Fire Gout (20) |
| Fireblast (8) | Fire Globe (40) |
| Fire Ball (10) | Dragon Fire (40) |
- 6. Hand to Hand Combat:** Rather than use magic, the construct can engage in hand to hand combat using fists and feet, or tail. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: Equal to those of the pilot +1 for the tail. +2 attacks or melee actions when piloted by a High Magus; the Controller O.C.C. gets +1 melee attack per every two levels of experience, starting with level two; +5 attacks when controlled by a Lord of Magic.

Damage: Does not include heat or fire damage (see above).

Restrained Punch: 1D4 M.D.

Full Strength Punch: 5D6 M.D.

Power Punch: 1D6×10 M.D. (but counts as two attacks)

Claw Strike: 1D4×10 M.D.

Tail Strike: 5D6 M.D. (fire touch bonus does not apply)

Body Block: 2D6 M.D.

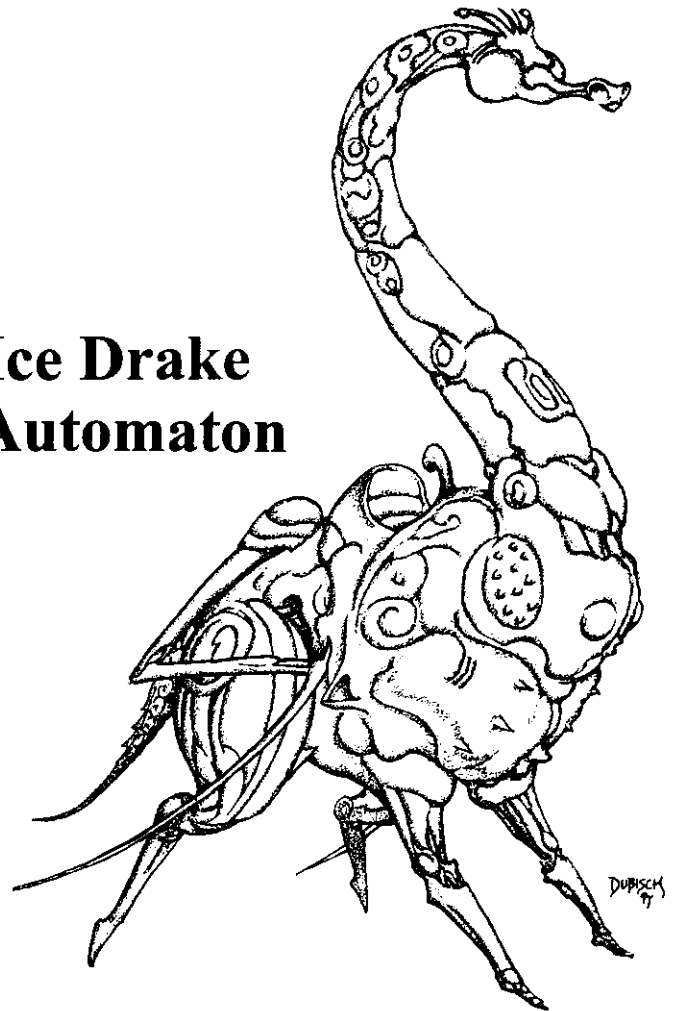
Stomp: 1D6 M.D. (fire touch bonus does not apply)

Kick: 5D6 M.D. (fire touch bonus does not apply)

Leap (power) Kick: 6D6 M.D. (fire touch bonus does not apply) counts as two attacks.

7. Combat Bonuses & Features of Note: Horror Factor 15; +4 on initiative (+5 with tail), +6 to strike, +5 to parry and dodge, +5 to pull punch, +4 to roll with impact, critical strike on a natural 19-20. Impervious to heat and fire. including M.D. plasma and dragon breath; can see through smoke without difficulty. All other standard features. Note: The bonuses of the pilot are not added to those of the Automaton, but if piloted by a Controller, add +1 to each.

Ice Drake Automaton



It was quickly realized that Dweomer City needed some sort of air-to-air and air-to-ground capability. Allowing an enemy like the Coalition complete air supremacy was intolerable. A group of High Mages pondered the problem and decided the

best choice would be to create an Automaton with flight capabilities. **As** unlikely **as** it may seem from its bulky and awkward appearance, the Ice Drake is that flying Automation. The Ice Drake does not need to be aerodynamic because it relies on magical flight. To fly, the Controller raises the two bony looking armatures of its wings and concentrates on flying. The area of the armature that should be covered with feathers or bat-like membrane if it were real, suddenly fills with blue magic, creating energy wings. The Ice Drake can then take to the sky with amazing speed and grace. Any attacks directed at the energy portion of the wings harmless fly through them. Only by attacking the armature can one destroy a wing (a difficult target to hit; requires a “called shot” at -3 to strike).

The Ice Drake looks like a small dragon, blue and white in color, with a saddle shaped seat on the back where the Controller sits. This, unfortunately, makes the Controller vulnerable, but is a necessity. Of course the pilot can wear body armor as well as magical armor for additional protection, but they are still a tempting target (attackers must make a “called shot” and are -1 to strike).

The Automaton appears to be made of glistening, pale blue ice and reflects light and color as if it were ice. Its thin, impossibly small legs and long, delicate neck **also** give it a fanciful and fragile appearance, but the Ice Drake is a mega-damage structure and a force to be reckoned with.

Although the Ice Drake cannot hope to match the speed of supersonic aircraft or some of the fastest power armor, it fares extremely well with most other airborne opponents. It is also deceptively fast when running on the ground and can run along walls and ceilings like an insect! Many of its attacks are designed to cripple enemy aircraft, making a wing heavy with ice, impairing flight, freezing weapons, ice covering the canopy or visor, forcing the pilot to fly blind, and so on.

Ice Drake Automaton

Body Type: Made from sculpted ice or glass, but becomes an M.D.C. structure when magically turned into an Automaton.

Crew: One; typically a Controller Battle Magus.

Pilot Area: The back, between the shoulders and behind the neck.

M.D.C. by Location:

Front Legs (2) — 100 each	Neck — 160
Hind Legs (2) — 140 each	*Main Body — 300
Tail (1) — 60	** Head — 100
Wing Armatures (2) — 90 each	Eyes (2) — 100 each

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct’s magical regenerative ability by spending 20 of his own P.P.E. When so activated, the Automaton regenerates at a rate of 3D6 M.D. per melee round (every 15 seconds). It can regenerate to **full** strength or 100 M.D.C., whichever is less.

Destroying one leg will reduce speed by 15%. Destroying two legs will reduce speed by 50%.

Destroying one wing armature will reduce all combat bonuses to zero and flying speed to 30% of normal. These are difficult targets to hit and require an attacker to make a “called shot” at -3 to strike. A controller can focus the special regenerative powers to restore a wing armature, completely regrowing it; needs at least half its full M.D.C. to fly.

Shooting the eyes has no actual effect (requires a called shot with a -4 penalty). It can still magically see as long as the Controller is alive and in contact with it.

** Destroying the head of the Automaton partially exposes the Controller/pilot! The Controller sits in the back, between the shoulders. The headless Automaton can still function, because it now sees through the eyes of its Controller! The Automaton can no longer use any weapons built into the head.

Speed

Flying: 400 mph (640 km)

Running: The Ice Drake can run much faster than its small, spindly legs would suggest; 120 mph (192 km). It can **also** run, walk and stand on walls and ceilings.

Leaping: 50 feet (15.2 m) long and 20 feet (6 m) high; double with a running start of at least 50 mph (80 km).

Climbing: Can climb and run up any surface, including sheer walls and the sides of buildings, provided the structure can support its weight.

Swimming: Not possible, but can walk underwater on the sea floor. Maximum ocean depth is 1000 feet (305 m).

Statistical Data

Height: Six feet (1.8 m) at the shoulders; 12-15 feet (3.6 to 4.6 m) to the top of the head.

Width: 5-6 feet (1.5 to 1.8 m) at the shoulders.

Length: 9-10 feet (2.7 to 3 m) from chest to butt. The tail adds another 6 feet (1.8 m) and the neck another 10 feet (3 m).

Weight: 5-6 tons; typically made of glass or ice.

Physical Strength: Equal to a supernatural P.S. of 30.

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 180; regenerates 20 P.P.E. per hour.

Maximum Control Range: Standard.

Black Market Cost: Completely unavailable; would sell for millions if the buyer can activate and use it in any capacity. May sell as a work of art for several thousand credits.

Weapon Systems

1. **Burning Cold Body**: Touching the body is like touching a block of ice, only the pilot/Controller's seat is not cold.

Primary Purpose: Self-defense.

Damage: Touch: 1D6 S.D.C. per five seconds of contact to any-body who tries to grab/hold/grapple with the Automaton.

Range: Touch; has a reach of approx. 10 feet (3 m).

Payload: Is always cold, even when inactive.

2. **Frost Blasts**: The Ice Drake can “breathe” blasts of mega-damage cold and frost. When possible, these blasts will be targeted against the windshield, wing flaps, wings, and intakes of aircraft, attempting to impair or destroy flight capability. Against living opponents, the cold damages body armor (inflicts damage) and coats the body with frost that will make the joints on armor stiff, and send a chill even through environmental armor.

Primary Purpose: antiaircraft

Secondary Purpose: Anti-Infantry

Mega-damage: 2D6 M.D. plus the following:

Frost covers windows and visors, making it impossible to see until they are defrosted (1D4+1 minutes) or scraped clean (2D4 melee actions).

Frost and numbing cold makes joints of body armor, power armor, cyborgs and man-sized robots stiff. Reduce speed by 20% for 1D4+1 melee rounds. Against aircraft, power armor, and giant robots or vehicles, the wing flaps, landing gear, and thrusters are stiff and slow to respond, as well as coating the surface in frost; reduce speed 10% and piloting skill is **-15%** for 1D4+1 melees.

Living mortal/Hit Point creatures who are protected by non-environmental M.D. armor or magical armor are chilled to the bone and must roll to save vs numbing cold (16 **or** higher). Failure to save means they suffer 3D6 S.D.C./Hit Point damage and lose initiative and two melee actions/attacks. Mega-damage beings, like dragons and demons, must **roll** 11 or higher to save vs the numbing cold. Failure to save means they suffer 1D4 M.D. and lose one melee action/attack.

Rate of Fire: Each breath attack counts as one of its hand to hand attacks, but can only be performed a maximum of twice per round.

Range: 400 feet (122 m).

Bonus: +3 to strike; line of sight.

Payload: Effectively Unlimited.

3. Eyes: The eyes sparkle like brilliant gems and can magically see in any darkness, including magical darkness, see the invisible, see Astral Travelers/beings and spirits, and see in all spectrums of light. In addition, it gives the Controller linked to it perfect, hawk-like vision (can see a signpost or a pigeon two miles/3.2 km away).

4. Magic Spell Casting Abilities: Only a Controller Magus, High Magus or the Lords of Magic can make the Automaton cast **spells**. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its Controller (a willing sacrifice of P.P.E. on the character's part). The battery regenerates at a rate of 20 per hour, with a total reserve of 180 P.P.E.

Spells available to the Ice Drake:

Energy Bolt (5)

Float in Air (5)

Chameleon (6; conceals Automaton and rider)

Orb of Cold (6)

Wave of Frost (6)

Frost Blade (15; appears as a long, horn-like blade on its nose or forehead)

Ice (15)

Sub-Particle Acceleration (30, but at double the normal range)

Wind Rush (20)

Dispel Magic Barrier (20)

5. Hand to Hand Combat: Rather than use magic, the construct can engage in hand to hand combat using fists and feet, **or** sword. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: Equal to those of the pilot. +1 attack or melee action when piloted by a Lord Magus or High Magus; +1 per every two levels of experience for the Controller O.C.C.; +5 attacks when controlled by a Lord of Magic.

Damage: Note that the head and neck have a 10 foot (3 m) reach in all directions.

Restrained Punch/Head Jab: 5D6+15 S.D.C.

Full Strength Punch/Jab with head: 3D6 M.D.

Power Punch/Head Jab: 6D6 M.D. (but counts as two attacks)

Kick: 4D6 M.D.

Leap Kick: 6D6 M.D. (but counts as two attacks)

Flying Body Slam/Ram: 3D6 M.D. for every 100 mph (160 **km**) of speed and human-sized (1.6 m) to 12 foot (3.6 m) tall targets will be knocked 1D6×10 yards/meters, lose initiative and lose 1D4 melee actions. This attack counts as 3 melee actions.

Bite: 3D6 M.D.

Stomp: 1D4 M.D.

6. Combat Bonuses & Features of Note: Horror Factor 9; +3 on initiative, +5 to strike, +4 to parry, +4 to dodge on the ground, +6 to dodge in the air, critical strike on a natural 19-20, +2 to pull punch; cannot roll with impact or fall. Has all other standard features. Note: The hand to hand combat bonuses of the pilot are *not* added to those of the Automaton, unless "linked" to a Controller, in which case a +2 bonus is added to each.

Infiltrator Automaton

The Infiltrator is the only construct that is not gigantic or designed with front-line combat in mind. Rather, it specializes in espionage and intelligence gathering, although it can fight. It is also the only Automaton that is not ridden (must be bonded to a Controller) and can only be used by the Controller O.C.C. and the Lords of Magic. The Infiltrator can be made from glass, crystal or ice and retains its glass-like appearance even when transformed into a mega-damage Automaton. It is cool to the touch, but not cold. The body is that of a human, but the face is completely blank; no eyes, nose, mouth, or hair. Nor can it speak or vocalize whatsoever to insure its silence.

The Controller, through the bonding ritual, becomes linked with the Automaton and can send it to scout ahead, engage in surveillance, spying, stealing or attack with surprise. The Infiltrator can also be used as a diversion or as a side-kick/assistant to the Controller. It is excellent at penetrating secured areas and is ideal for investigating places that are inhospitable or dangerous to humans. The Automaton is impervious to cold, heat, noxious gases, radiation, disease, exposure to the elements, fatigue, etc., and can withstand great damage, thus, it can survive in places and conditions where humans cannot. Compared to a living spy, the Infiltrator is extremely durable and has built-in firepower through its magic. Furthermore, since everything the Automaton experiences is instantly shared with the Controller, that information is made known to him even if the Infiltrator is captured or destroyed! Rumors have it that an Infiltrator has walked the halls of Chi-Town itself.

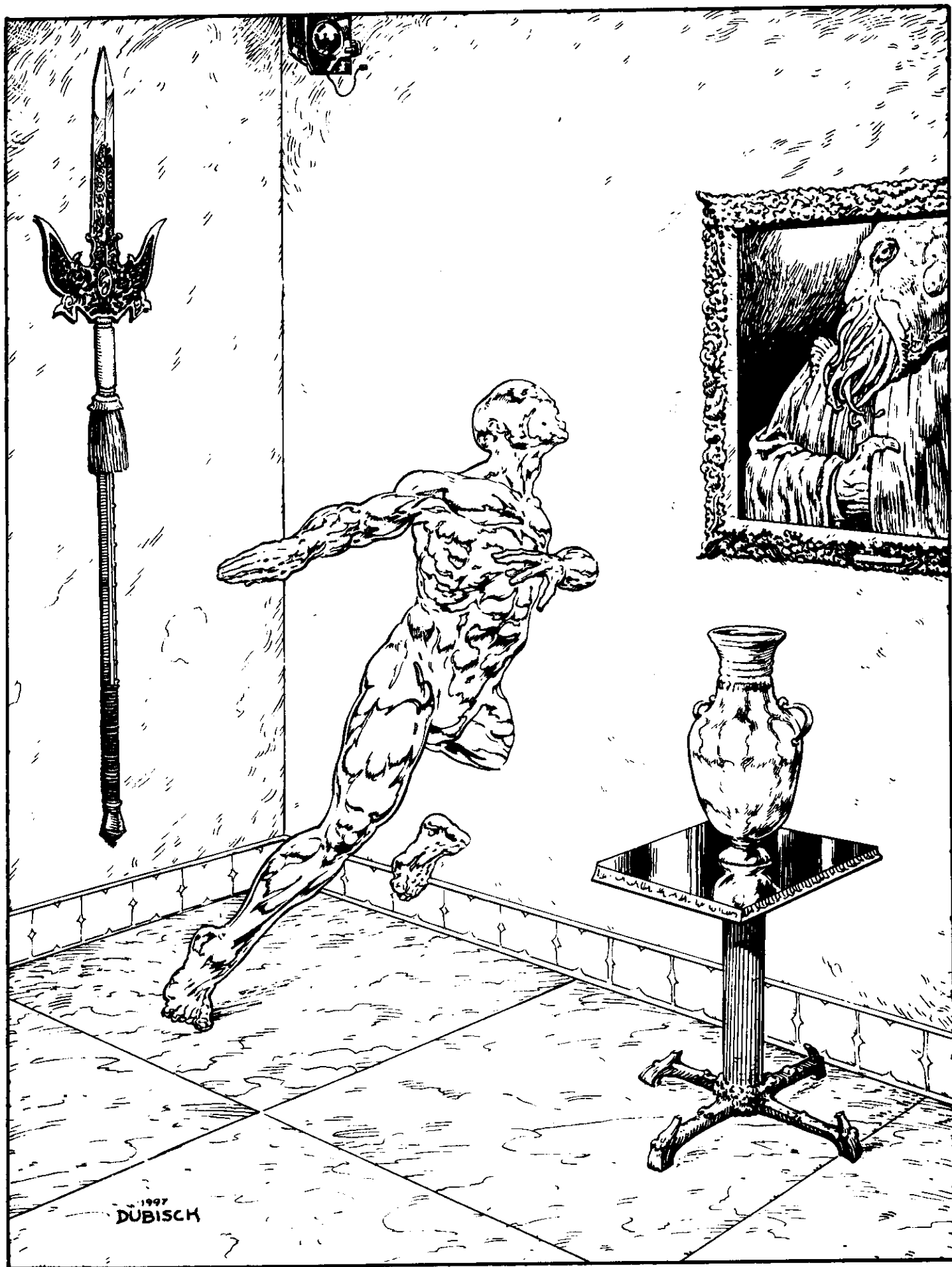
The Controller experiences everything it sees and hears as it happens, *so* he must divide his attention between himself and his Automaton extension. This means while the Automaton has its full attacks per melee round (see below) and the Controller can unleash its magic at will (up to two spells per round), the Controller's number of attacks per melee round are reduced by half.

Infiltrator Automaton

Note: Sometimes confused with a robot or spirit.

Body Type: Glass; always an M.D.C. structure.

Crew/Pilot: None. The Controller Battle Magus effectively controls this Automaton via remote control. Maximum range is over double the usual range for Automatons, to 500 feet (152 m).



M.D.C. by Location:

- Hands (2) — 20 each
- Arms (2) — 60 each
- Legs (2) — 110 each
- * Main Body — 220
- ** Head — 60

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct's magical regenerative ability by spending 20 of his own P.P.E. When so activated, the Automaton regenerates at a rate of 3D6 M.D. per melee round (every 15 seconds). It can regenerate to full strength or 100 M.D.C., whichever is less.

Destroying a leg will reduce speed by 50%.

** Destroying the head (requires a called shot with a -3 penalty to hit) of the Infiltrator Automaton reduces its attacks per melee round and combat bonuses by half. The headless Automaton can still function, but is impaired and will usually return to the Controller. The special regeneration ability, noted above, can be used to regrow a head, but takes twice as long to do so and must restore 90% of all M.D.C. (54 points). When the head is completely restored, the melee actions and bonuses return to normal.

Speed

Running: 50 mph (80 km); can run indefinitely without fatigue, although it will stop when the Controller falls asleep.

Leaping: 10 feet (3) high and 15 feet (4.6 m) long; double from a running start.

Climbing: Equal to the climb skill of 95/85%.

Swimming: Equal to the swim skill at 80% proficiency. Can also walk along the sea floor up to a depth of 1000 feet (305 m).

Statistical Data

Height: 6-8 feet (1.8 to 2.4 m)

Width: 3 feet (0.9 m) at the shoulders.

Length: 2 feet (0.6 m), a bit barrel-chested.

Weight: One ton

Physical Strength: Equal to a supernatural P.S. of 38.

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 120; regenerates 10 P.P.E. per hour.

Maximum Control Range: 500 feet (152 m).

Black Market Cost: Completely unavailable; would sell for millions if the buyer can activate and use it in any capacity. May sell as a work of art for several thousand credits.

Weapon Systems

1. **Weapons & Guns**: The Automaton can use any type of weapon familiar to the Controller, from sword to laser rifle.
2. **Momentary Intangibility (special)**: The Infiltrator Automaton can become intangible for approximately 2-3 seconds in order to pass through walls or floors like a ghost (counts as one melee action).
P.P.E. Cost: 10 per each use.

3. **Magic Spell Casting Abilities**: Only a Controller Magus, or the Lords of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its Controller (a willing sacrifice of P.P.E. on the character's part). The battery regenerates at a rate of 10 per hour, with a total reserve of 120 P.P.E.

Spells available to the Infiltrator:

- | | |
|------------------------|------------------------|
| Chameleon (6) | Ricochet Strike (12) |
| Concealment (6) | House of Glass (12) |
| Detect Concealment (6) | Frequency Jamming (15) |
| Reflection (7) | Mask of Deceit (15) |
| Electric Arc (8) | Negate Mechanics (20) |
| Shadow Meld (10) | Phantom Mount (45) |
| Deflect (10) | Mystic Portal (60) |

4. **Hand to Hand Combat**: Rather than use magic, the construct can engage in hand to hand combat using fists and feet, or sword. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: Four +2 attacks or melee actions when bonded to a Controller O.C.C.; +4 attacks when controlled by a Lord of Magic.

Damage: Restrained Punch: 5D6+13 S.D.C.

Full Strength Punch: 3D6 M.D.

Power Punch: 6D6 M.D. (but counts as 2 attacks)

Kick: 4D6 M.D.

Body Flip/Throw: 2D6 M.D., **plus** opponent loses initiative and one attack.

5. **Combat Bonuses & Features of Note**: Horror Factor 10; +2 on initiative, +3 to strike, +3 to parry, +5 to dodge, critical strike on a natural 19-20, +6 to pull punch, +2 to roll with impact or fall, prowl 60%. Has all other standard features. Note: The hand to hand combat bonuses of the pilot are *not* added to those of the Automaton unless "linked" to a Controller, in which case a +2 bonus is added to each.

Kilairgh Automaton

The name "Kilairgh" (pronounced kill-lair) comes from some sort of supernatural predator that the Lords of Magic looked upon with fondness. While they could not bring it with them, they have recreated it as an Automaton. The Kilairgh Automaton is terrifying to behold, resembling both man and insect. The upper torso is vaguely human with two massive arms that end in pincher-like claws. The body is long and segmented, with six, short insect-like legs. Where the head should be is the pilot compartment with defensive walls and a high-backed chair. It normally scuttles around like a centipede, but in combat it rears up on four of its hind legs, bellows, and attacks with the pincers — pounding, swatting and snipping. Whereas the Battlelord and most Automata have a mix of both long and close-range attacks, the Kilairgh specializes in being up close and personal. For its size, it has astounding ground speed and is able to close on an opponent rapidly, often catching him off guard. Once it closes in, there is very little that can stand against it. Most technological robots are feeble brawlers, relying on powerful long-range weapons to destroy their foes, which is their only hope against the Kilairgh, for once it's on top of them, it is too late. The Kilairgh has seen extensive "field" use by the Lords of Magic against demon hordes and enemy armies for centuries and performs admirably against ground forces. The Kilairgh tends to be vulnerable against aerial opponents who can avoid its long reach and blast it from a safe distance.



Kilairgh Automaton

Note: Sometimes referred to as the Crawling Colossus.

Body Type: Metal or stone.

Crew: One; typically an experienced High Magus Controller.

Pilot Area: The head.

M.D.C. by Location:

Pincer Claws (2) — 500 each

Arms (2) — 600 each

Legs (6) — 160 each

Thick Clubbing Tail Section — 500

* Main Body — 1600

** Head/Pilot Area — 500

* Destroying the main body will cause the Automaton to collapse in a heap. However, as long as the thing has at least two M.D.C. points, the Controller can activate the construct's magical regenerative ability by spending 20 of his own P.P.E. When *so* activated, the Automaton regenerates at a rate of 1D6x10 M.D. per melee round (every 15 seconds). It can regenerate to full strength or 200 M.D.C., whichever is less.

Destroying one leg has no effect. Destroying two will reduce speed by 15%. Destroying 3-4 will reduce speed by 50%.

No eyes; it sees and responds to what its pilot **sees**.

** Destroying the head means the pilot must hang on or fall from the Automaton (which he can control from a distance of **up** to 200 feet/61 m). Reduce initiative, parry and dodge bonuses by half.

Speed

Running: 80 mph (128.7 km).

Leaping: Not possible.

Climbing: Fair to poor on steep *or* sheer walls (50%) but excellent climbing over rugged terrain (98%).

Swimming: Not possible, but can walk underwater on *the* sea floor.

Maximum Depth Tolerance: One mile, but the pilot could not withstand it without protection.

Statistical Data

Height: Approximately 12 feet (3.6 m) tall when in prone position, crawling along the ground. Approx. 20-30 feet (6 to 9 m) tall when it rears **up**.

Width: 15-20 feet (4.6 to 6 m) at the shoulders.

Length: 60-70 feet (18.3 to 21.3 m) from head to tail.

Weight: 180 tons.

Physical Strength: Equal to a supernatural P.S. of 55!

Power System: Magic; lifetime is unlimited on worlds with high levels of magic energy like Rifts Earth.

P.P.E. Battery: 400 P.P.E.; regenerates at approximately 1D4x10 P.P.E. per hour.

Maximum Control Range: Standard.

Black Market Cost: Completely unavailable; would sell for hundreds of millions if the buyer could activate and use it; stealing one is virtually impossible.

Weapon Systems

1. Pincer Claws (2): The Kilairgh's obvious weapons are its massive, razor-sharp pincers which can snip a man in two or be used to hammer 'hots or tear apart mechanical limbs.

Primary Purpose: Close Assault

Secondary Purpose: Anti-Armor and Defense

Mega-damage: Restrained punch: 1D6 M.D.
Punch/Blunt Strike: 1D6x10 M.D.
Power Punch: 2D6x10 (but counts as two attacks).
Cutting Snip: 1D4x10+10
Clamp and Tear: 1D4x10
Crush: 1D6x10 per squeeze (counts as one melee attack).
Grab and Hold: It requires a supernatural strength of 60 to pry the pincer loose.
Rate of Fire: Equal to the hand to hand attacks of the Automaton.
Range: Reach is about 20 feet (6 m).
Payload: Not applicable.

- 2. Magic Spell Casting Abilities:** Only a Controller, the High Magus who created it or a Lord of Magic can make the Automaton cast spells. Each spell draws on the P.P.E. reserve of its internal battery and/or the P.P.E. of its pilot. The battery regenerates at a rate of 1D4x10 per hour, with a total reserve of 400 P.P.E.

Spells available to the Kilairgh:

Orb of Cold (6; quadruple normal range)	Wind Rush (20)
Electric Arc (8)	Sub-Particle Acceleration (20)
Deflect (10)	Ballistic Fire (25)
Horror (10)	Shockwave (35)
House of Glass (12)	Desiccate the Supernatural (50)
Lifeblast (15)	Disharmonize (150)
Barrage (15)	

- 3. Hand to Hand Combat:** Rather than use magic, the construct can engage in hand to hand combat using its claws, tail and body. Having supernatural strength and being magically endowed, it is much better at this than robots of comparable size.

Attacks per melee round: Equal to the number of attacks of the Controller +1 per every two levels of his experience. The Lords of Magic are +5. **Note:** Only a Controller, the High Magus who created it, or a Lord of Magic can pilot the Kilairgh.

Damage: Claw strikes; see #1 described previously.

Body Slam: 2D4x10 M.D.; the giant Automaton rears up as high as it can go and then slams its massive body on top of those in front of it; affects an area roughly 15 feet (4.6 m) wide and 20-30 feet (6-9 m) long, Everything in its path takes damage. This is a favorite attack (the pilot is magically cushioned from the impact). Counts as two melee attacks.

Throw Giant Objects (cars, boulders, trees, etc.): 1D6x10 M.D.; range: 1000 feet (305 m).

Prehensile Tail: 1D6x10; a thick extension of the body.

Stomp: 4D6 M.D.

Kicks: Not possible.

- 4. Combat Bonuses & Features of Note:** Horror Factor 16; +3 on initiative (+4 with claws), +6 to strike, +6 to parry, +4 to dodge, +4 to pull punch, +3 to roll with impact or fall, critical strike on a natural 19-20. Has all other standard features. **Note:** The Controller gets a +2 bonus added to each of the above.

Techno-Wizard Devices

Of the most popular Techno-Wizard items available from Stormspire, among them are TW vehicles, and rifles and pistols capable of firing magical energy without P.P.E. cost to the user! These weapons are extremely effective, being useable against almost anything in existence (and especially valuable in the monster-ridden Magic Zone). The construction process is time consuming and costly, however, making Techno-Wizard firearms some of the most expensive in existence. The weapons incorporate all types of magic, some using Warlock spells, others Ley Line Walker/Wizard spells, and a few even work with other types of magics. Each weapon is hand-crafted, so while they may do the same thing, no two look exactly alike. To keep a lock on the market, the only way to purchase the special ammunition for some of these weapons is through Stormspire or the Black Market.

Techno-Wizard Weapons

Bursts: A number of these weapons allow the wielder to fire short bursts of three rapid-fire, nearly simultaneous shots. Despite firing only three shots, the weapon usually inflicts substantial amounts of damage. Because the TW weapons are generating spells, there is no recoil from firing them. Thus, the shooter can stay in position, allowing a greater percentage of his shots to hit. Note that this does not change the fact that a proficient user is only +1 to strike with a burst, but unskilled users will make a straight die roll instead of the usual penalty of -6.

Magic Energy Cells: Most Stormspire Techno-Wizard firearms require P.P.E. "energy cells" to function. These are essentially powerful Talismans that store P.P.E. The cells are uniform and often look like ordinary E-clips (except for a few magic symbols), so that a single clip can fit in any TW weapon.

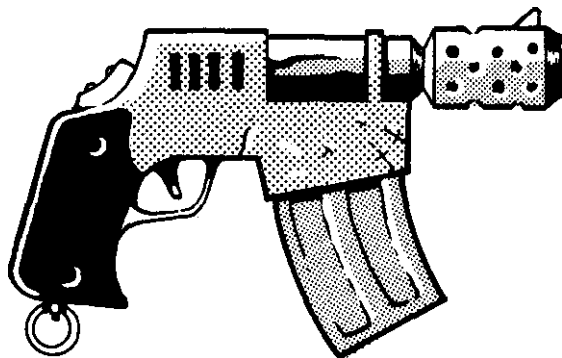
Black Market Cost: 40,000 credits each; it is basically a limited, energy storage talisman.

Recharging P.P.E. Energy Cells: Since the ammunition for these weapons consists of small, enchanted E-clips that expend magically stored P.P.E. whenever the weapon is fired (i.e. a pre-programmed spell is discharged), it is relatively easy for any mage with the knowledge of making talismans to recharge. P.P.E. clips can be "recharged" in Stormspire for 12,000 credits, sometimes as low as 10,000 during special sale periods and promotions.

Note, in the alternative, Techno-Wizards can pump P.P.E. directly from themselves into the weapon (with or without a clip) at a cost of roughly 10 P.P.E. per blast for most pistols, 20 P.P.E. per blast for most rifles.

Stormspire TW-Pistols

Note: Also see **Rifts® New West™** for a number of TW revolvers, rifles and other items. **Rifts® Vampire Kingdoms** also presents a handful of TW items.



TW Firebolt Pistol

This is a medium-sized, durable pistol that fires bolts of magical flame. The weapon is favored by mercenaries and assassins because despite being a pistol, it packs quite a punch. The major shortcoming of this pistol is its short range, considerably less than most high-tech pistols.

Weight: 3 lbs. (1.4 kg).

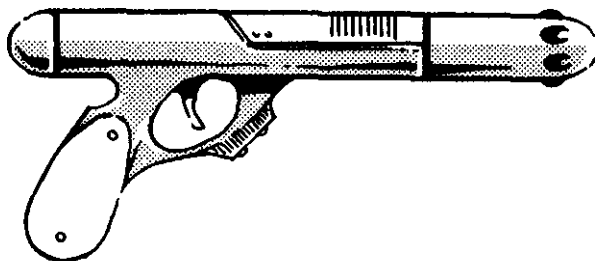
Mega-damage: 4D6 M.D. per blast of magic fire.

Rate of Fire: Single shots only.

Effective Range: 450 feet (137 m).

Payload: P.P.E. clips hold 10 shots.

Black Market Cost: 80,000 credits for the pistol and 40,000 credits for each clip of ammunition.



TW Jammer

The Jammer is a light pistol whose only purpose is to take out other weapons. It does this by firing a pulse of magical energy that temporarily negates/stalls a key mechanical function, effectively making the weapon jam (it won't shoot). The shooter must make a called shot to hit whenever shooting at a machine that is smaller than man-sized. Otherwise, he shoots without benefit of any bonuses. The energy released by the Jammer is harmless to humans and has the same basic effect as the Negate *Mechanics* spell at 3rd level potency.

Weight: 1.2 lbs (0.54 kg)

Mega-damage: None, disrupts/jams other machines and weapons.

Rate of Fire: Single shots only.

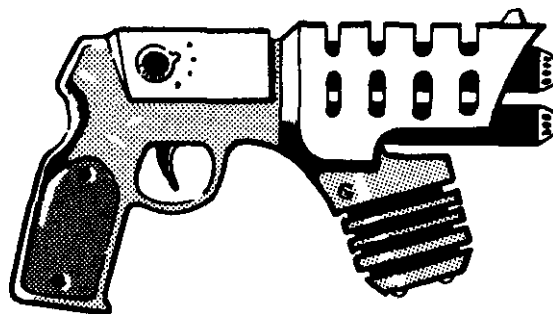
Effective Range: 600 feet (183 m).

Payload: 10 shots per P.P.E. clip.

Black Market Cost: 75,000 credits for the pistol. Each clip costs 40,000 credits.

TW Shard Pistol

The Shard Pistol is an automatic weapon that fires high-velocity ice fragments. In many ways, it resembles a small rail gun, firing clusters of small, hard projectiles. The pistol's barrel



is large and heavily reinforced, giving the weapon a sinister, menacing look. The Shard Pistol is a favored tool of assassins because the ice shards will dissipate, leaving no evidence of the weapon used.

Weight: 2.5 lbs. (1.1 kg)

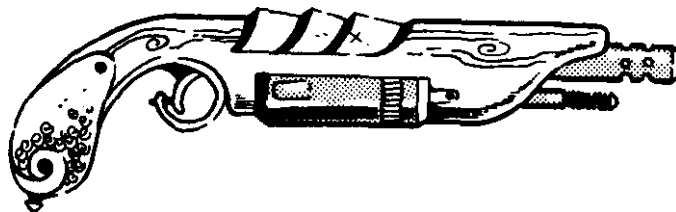
Mega-damage: 3D4 M.D. per shot (fires multiple shards). 4D6 M.D. per short burst.

Rate of Fire: Single shots or short bursts only.

Effective Range: 700 feet (210 m).

Payload: 12 shots per P.P.E. clip.

Black Market Cost: 72,000 credits for the pistol, 40,000 credits per clip of ammo.



TW Starfire Pistol

The Starfire pistol is a sleek, elegant weapon designed to appeal to the wealthy more than your typical mercenary. Despite this, the weapon has become popular amongst warriors due to its good range and accuracy, excellent damage (for a pistol), and ergonomic design. The downside, of course, is that the weapon is quite expensive.

Weight: 2 lbs. (0.9 kg)

Mega-damage: 3D6 M.D. per blue-white energy bolt.

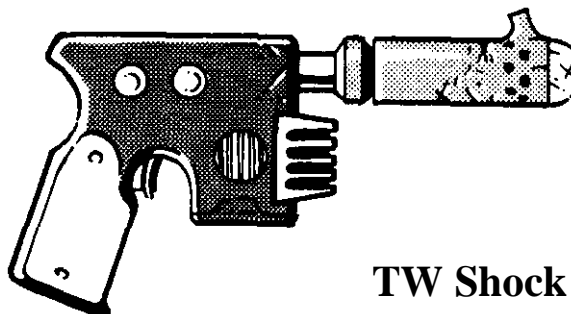
Rate of Fire: Single shots only.

Effective Range: 1000 feet (305 m).

Payload: 12 shots per P.P.E. clip.

Bonus: +1 to strike.

Black Market Cost: 80,000 credits for the pistol. 40,000 credits per clip.



TW Shock Pistol

As its name implies, the Shock Pistol fires blasts of electricity at its targets. Its range is not great and damage is minimal, but it is comparatively cheap. The Shock Pistol is the "stock"

weapon of Stormspire, being produced in more numbers than any other pistol. This weapon is often picked up by adventurers and mercenaries because it is small and easy to conceal.

Weight: 2 lbs. (0.9 kg).

Mega-damage: 2D6 M.D. per blast

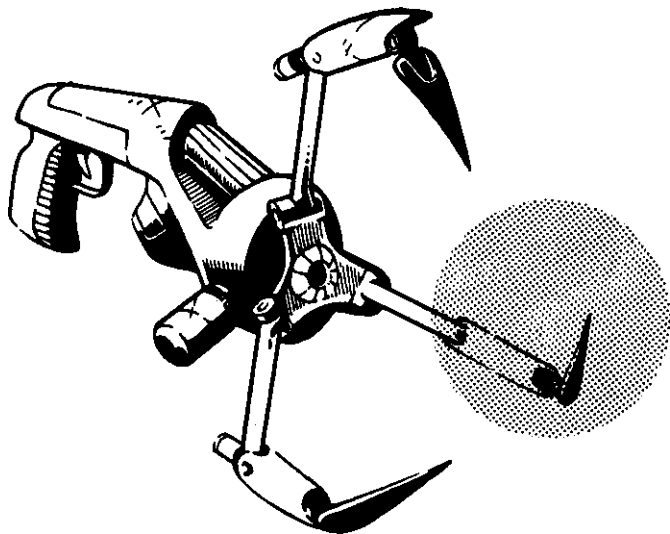
Rate of Fire: Single shots only.

Effective Range: 330 feet (100.5 m).

Payload: 10 shots per clip.

Black Market Cost: 52,000 credits for the pistol. 40,000 credits per P.P.E. clip.

Techno-Wizard Rifles



TW Disrupter

The Disrupter is a strange looking weapon. Very short and broad for a rifle, it fires spheres of crackling energy at its target. This weapon is harmless to living creatures, but will wreak havoc with high-tech equipment — same effect as the *Energy Disruption* spell (*Rifts® RPG*, page 174). The range and ammunition supply are limited, however, so the shooter must be careful.

Weight: 8 lbs. (3.6 kg).

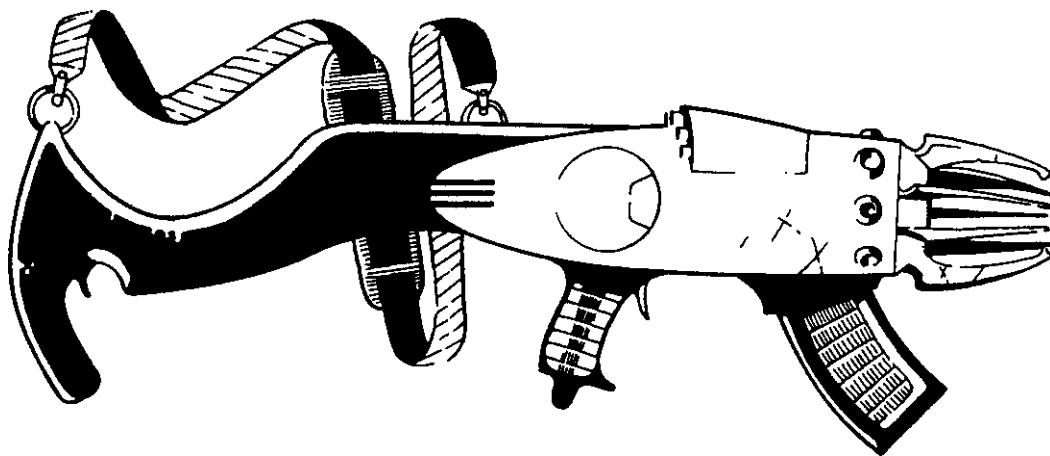
Mega-damage: See Energy Disruption spell. The resulting effect will last for 2D4 minutes.

Rate of Fire: Single shots only.

Effective Range: 500 feet (152 m).

Payload: 5 shots per P.P.E. clip.

Black Market Cost: 150,000 credits for the rifle. 40,000 credits per P.P.E. clip.



TW Nova Rifle

The Nova Rifle is a large, bulky weapon with a sinister profile. The rifle fires globes of red swirling energy that explode on impact, inflicting damage to a small area. Although it is not an automatic weapon, it inflicts good damage with each shot and has the capacity to damage multiple targets. The weapon is used most by the mercenaries guarding Stormspire. Each squad will have one person armed with a Nova Rifle to play the role of fire support and mobile artillery; a role it succeeds at surprisingly well.

Weight: 10 lbs. (4.5 kg).

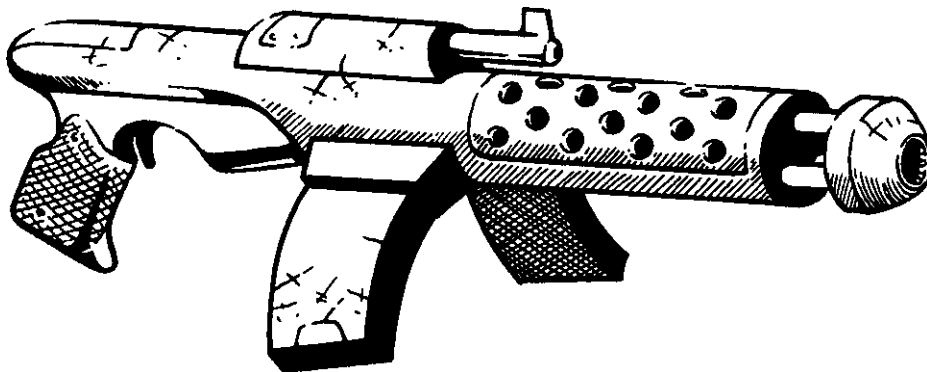
Mega-damage: 1D4x10 M.D. to all targets in a 6 foot (1.8m) radius.

Rate of Fire: Single shots only.

Effective Range: 1200 feet (366 m).

Payload: 8 shots per P.P.E. clip.

Black Market Cost: 130,000 credits for the rifle. 40,000 credits for each P.P.E. clip.



TW Fireburst Rifle

The Fireburst rifle is designed for an extremely high rate of fire, and the fact that it has two separate P.P.E. clips tends to make this obvious. This weapon shoots mini-fireballs in clusters, three at a time. Intended for anti-infantry purposes, it is the only TW weapon capable of long bursts and sprays.

Weight: 10 lbs. (4.5 kg).

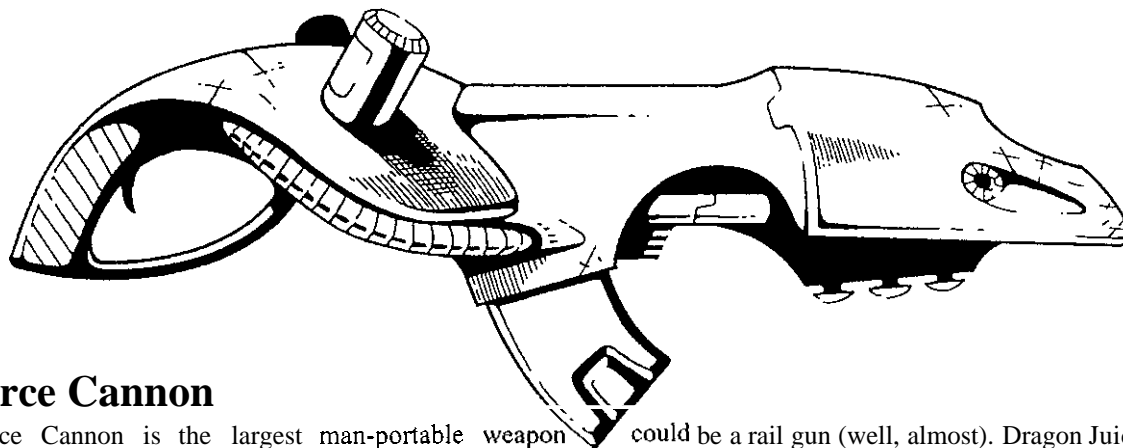
Mega-damage: 3D6+6 M.D. per single shot.

Rate of Fire: Standard, capable of bursts (no full melee burst) and sprays. Short bursts use three rounds and inflict damage x2. Long bursts use five rounds and inflict damage x3. A spray uses 10 rounds and inflicts normal damage (3D6+6 M.D.) on 1D6 targets.

Effective Range: 1200 feet (366 m).

Payload: 20 single shots per clip (holds two clips at a time).

Black Market Cost: 125,000 credits for the rifle. 40,000 credits for each clip.



TW Force Cannon

The Force Cannon is the largest man-portable weapon Stormspire produces. The design is not consistent with most Stormspire weapons, having a curved, shell-like organic look with three holes in the thick barrel. Rumors abound that this weapon was stolen from the Xiticix and modified for humanoid use, but it is larger and more powerful than the Xiticix force rifles. If it is a Xiticix based weapon, it is of a type no one has seen before.

Pulling the trigger unleashes three force bolts, inflicting serious damage on anything it hits. This is possibly one of the most powerful rifles on Rifts Earth, except it is so large and bulky it

could be a rail gun (well, almost). Dragon Juicers and 'Borgs especially, love this weapon because they can carry it without problem and it deals out lots of damage. Characters without a P.S. of 22 or greater are -2 to strike.

Weight: 42 lbs. (18.5 kg)

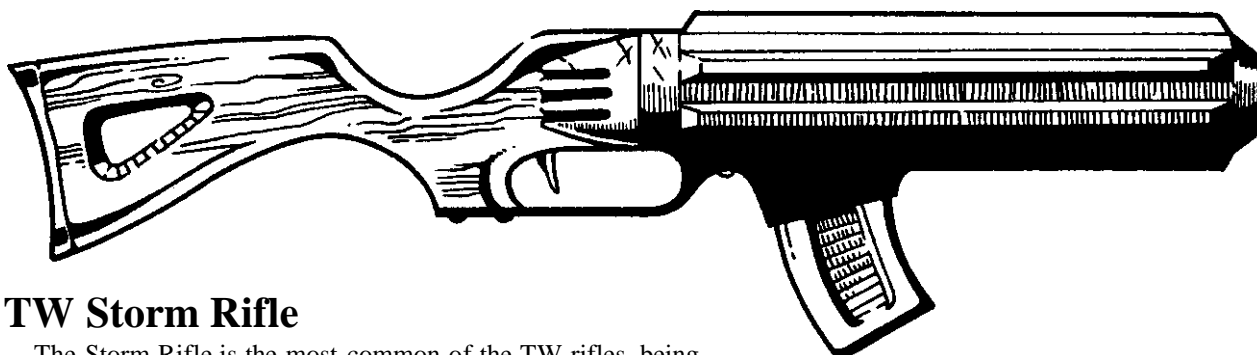
Mega-damage: 1D6x10+10 M.D. per shot.

Rate of Fire: Single shots only.

Effective Range: 2000 feet (610 m).

Payload: 6 shots per P.P.E. clip.

Black Market Cost: 300,000 credits for the rifle. 40,000 credits per P.P.E. clip.



TW Storm Rifle

The Storm Rifle is the most common of the TW rifles, being a solid, dependable weapon without requiring huge amounts of upkeep or money. It has decent range and firepower, something

that is always appreciated. The Storm Rifle can either generate electrical discharges, frying its targets with magical lightning or

Wind Rush, (user's choice) and the shooter can switch from one to the other by concentrating and speaking the words, "lightning" or "wind."

Weight: 8 lbs. (3.6 kg).

Mega-damage: Lightning 5D6 M.D. per blast or Wind Rush equal to a 3rd level strength spell.

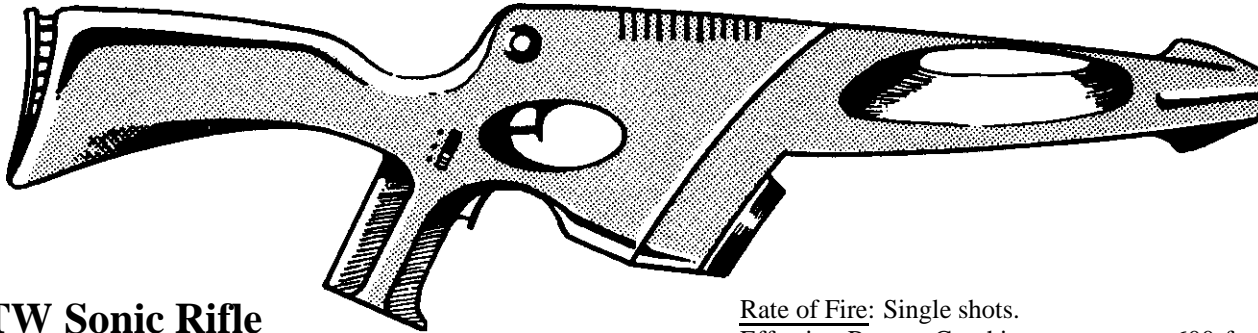
Rate of Fire: Single shots.

Effective Range: Lightning, 2000 feet (620 m), or Wind Rush, 1000 feet (305 m).

Bonus: +1 to strike

Payload: 6 shots per P.P.E. clip.

Black Market Cost: 280,000 credits for the rifle. 40,000 credits per P.P.E. clip.



TW Sonic Rifle

The Sonic Rifle unleashes a modified version of the *Shockwave* spell, only with greater range. It fires an energy pulse that unleashes a shockwave the instant it hits its target.

Weight: 8 lbs. (3.6 kg).

Mega-damage: As per the spell to all around the target, but the target hit with the full brunt of the spell takes double damage.

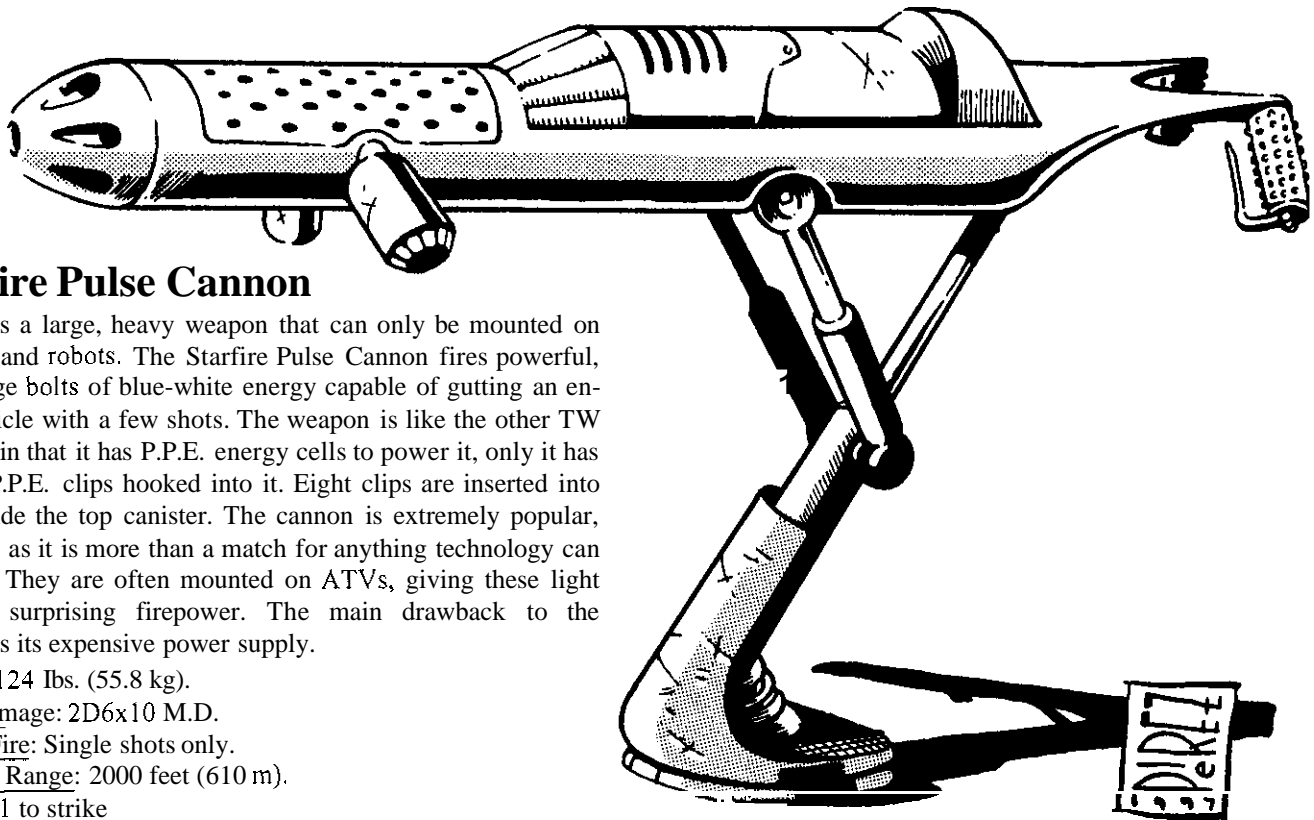
Rate of Fire: Single shots.

Effective Range: Can hit targets up to 600 feet (183 m) away.

The shockwave effect hits the target and radiates in a circular shockwave for 30 feet (9 m) around the target struck by the blast.

Payload: 5 shots per P.P.E. clip.

Black Market Cost: 320,000 credits for the rifle. 40,000 credits per P.P.E. clip.



Starfire Pulse Cannon

This is a large, heavy weapon that can only be mounted on vehicles and robots. The Starfire Pulse Cannon fires powerful, long range bolts of blue-white energy capable of gutting an enemy vehicle with a few shots. The weapon is like the other TW firearms in that it has P.P.E. energy cells to power it, only it has several P.P.E. clips hooked into it. Eight clips are inserted into slots inside the top canister. The cannon is extremely popular, however, as it is more than a match for anything technology can produce. They are often mounted on ATVs, giving these light vehicles surprising firepower. The main drawback to the weapon is its expensive power supply.

Weight: 124 lbs. (55.8 kg).

Mega-damage: 2D6x10 M.D.

Rate of Fire: Single shots only.

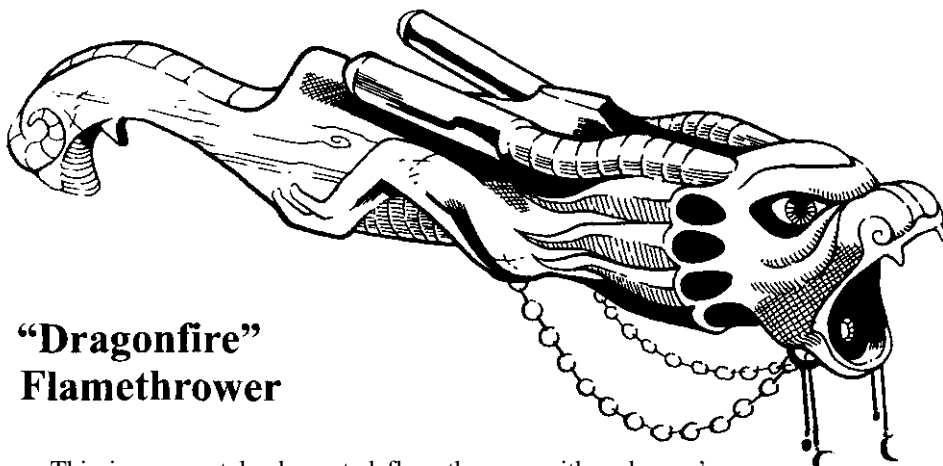
Effective Range: 2000 feet (610 m).

Bonus: +1 to strike

Payload: Two shots per clip, but eight P.P.E. clips fit into the top section of the cannon, providing a total of 16 shots.

Black Market Cost: 520,000 credits for the cannon. 40,000 credits per each P.P.E. clip; 320,000 credits for eight.

Miscellaneous TW Weapons



“Dragonfire” Flamethrower

This is an ornately decorated flamethrower with a dragon's head at the nozzle designed specifically to appeal to the Cult of Dragonwright. It is an effective and dangerous weapon, being able to tire streams of magical flame to incinerate the enemy, often catching multiple targets at once. Unlike a modern flamethrower, the Dragonfire needs no fuel tank — magic provides the flames.

Weight: 8 lbs. (3.6 kg).

Mega-damage: 1D6x10 M.D. to everything in its 100 foot (30.5 m) length of fire. Roughly equivalent to a second level *Fire Gout* spell.

Rate of Fire: Single shots only. However, the flame can be whipped back and forth, striking multiple targets in both directions. Moving it back and forth will hit everything in a corridor 10 feet (3 m) wide and 100 feet (30.5 m) long, but uses three melee attacks.

Effective Range: 100 feet (30.5 m).

Payload: 5 blasts per P.P.E. clip.

Black Market Cost: 150,000 credits for the thrower. 40,000 credits per clip.

Flash Freeze Grenades

These are normal looking grenades painted white to designate their nature. When thrown, a Flash Freeze grenade will detonate, instantly encasing the area around it in solid ice, including anyone unlucky enough to be too close. The freeze effect covers a 10 foot (3 m) radius sphere (though it will not go through the ground). Large targets will not be completely covered, as the sphere is the full extent of the effect. Rather, they will be partially covered in ice, and probably able to break free. Living creatures fully encased by the ice will enter suspended animation until the ice is removed. The ice lasts for 3D6 minutes and has 50 M.D.C. Trying to blast someone out is possible, but there is a 50% chance that each attempt will hurt both the ice and the victim (unless using precision tools). Each grenade is good for only one use.

Weight: Half pound (0.23 kg)

Mega-damage: Basically the same as the *Ice* spell in this book.

Rate of Fire: One can be thrown with each attack.

Effective Range: 100 feet (30.5 m); affects a 10 foot (3 m) radius.

Black Market Cost: 25,000 credits per grenade.

Firebomb

A Firebomb is another type of grenade, which creates an explosion of magical flame and flying embers. It closely resembles a modern hand grenade, and can be easily confused with such. As with any grenade, it is good for only one use. These grenades are painted red.

Weight: Halfpound (0.23 kg)

Mega-damage: 6D6 M.D. to a 10 foot (3 m) area.

Rate of Fire: One can be thrown per attack.

Effective Range: Can be thrown 100 feet (30.5 m). affects a 10 foot (3 m) radius.

Black Market Cost: 25,000 credits each.

Shockstorm Landmine

This weapon is an extremely effective anti-personnel mine, having the ability to wipe out large numbers of enemies without the necessity of being stepped on. The mine possesses magical “sensing” abilities that cause it to trigger if something moves within five feet (1.5 m) of it. The moment the mine senses something, an arc of electricity leaps to the victim, scorching them and automatically knocking them down. The mine can shock multiple targets at once, and will keep shocking them as long as they remain in the area of effect. Each electrical attack automatically hits. The Shockstorm mine looks like a flat, silver disk about a half foot (0.15 m) in diameter. It can take 30 M.D.C. before being destroyed.

Weight: 5 lbs.

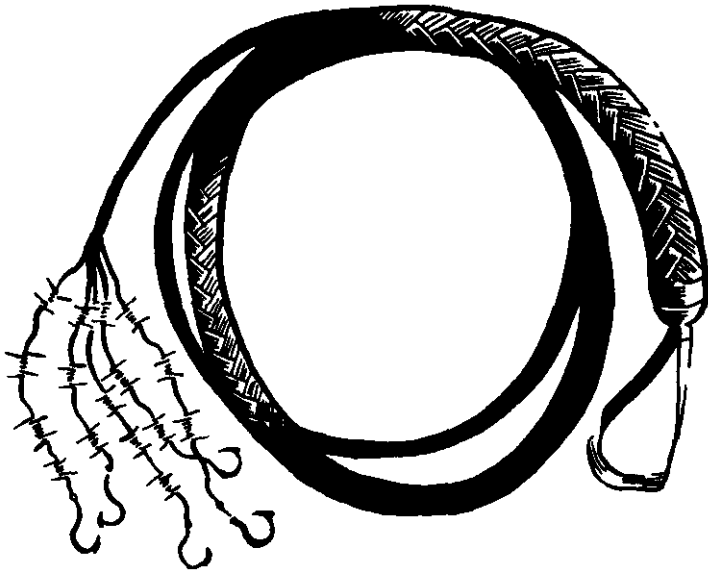
Mega-damage: 2D6 M.D. to all susceptible targets within its range. Most mortal victims will be knocked off their feet (01-70% likelihood) and lose one melee action and initiative.

Rate of Fire: Special. Can deliver one attack to every target in a 12 ft. radius. It can do this twice per melee.

Effective Range: 12 foot (3.6 m) radius.

Payload: Once activated, it will continue to inflict damage to living creatures, vehicles and metal (which it is attracted to) for one minute/4 melee rounds. Once expended, the mine may be recharged by a Techno-Wizard and reset.

Black Market Cost: 100,000 credits per mine. 20,000 credits to recharge.



Whip of Pain

The Whip of Pain is a black, 8 foot long, bull whip with small, razor sharp barbs on the end. This specially enchanted weapon is designed to immobilize the enemy with pain (*Agony* spell, **Rifts® RPG**, page 177), leaving them helpless to resist further attacks.

Weight: 2 lbs (0.9 kg).

Damage: As a simple metal barbed whip, it does 3D4 S.D.C./H.P. damage. When activated to inflict magical *Agony*, it is effective against mortal and mega-damage beings, as per the spell.

Rate of Fire: Once the magic is activated it inflicts *Agony* to everybody it strikes with each attack for one minute/4 melees.

Effective Range: 12 feet (3.6 m).

Payload: The weapon is a more conventional Techno-Wizardry item that requires the user to pump in 20 P.P.E. (or 40 I.S.P.) to use its magical powers.

Black Market Cost: 200,000 credits.

Scepter of Command

This is a dark, black and purple rod or scepter engraved with symbols. It can be used as a blunt weapon, like a mace (no P.P.E. cost) or used to unleash spell magic.

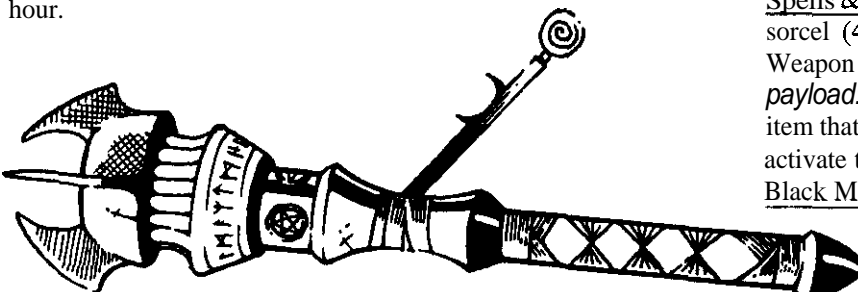
Weight: 4 lbs. (1.8 kg)

M.D.C. of the Scepter itself: 100

Mega-damage: 2D6 M.D. per physical strike.

Magical Powers:

1. Command Ghouls (10 P.P.E.): The wielder can command 2D6 ghouls. Fundamentally the same as casting the Command Ghouls Necromancy spell. This power of command lasts for one hour.



2. Animate and Control Dead (20 P.P.E.): Effectively the same as the spell in the **Rifts® RPG**. Its power of command will last for one hour.

3. Domination (10 P.P.E.): Same as the spell in the **Rifts® RPG**.

4. Repel Animals (7 P.P.E.): Same as the spell in the **Rifts® RPG**. Can be cast twice per 24 hours.

Bonus: The user of the weapon is +2 to save vs Necromantic magic.

payload: The weapon is a more conventional Techno-Wizardry item that requires the user to pump in P.P.E. (or double I.S.P.) to activate the desired magic spell.

Black Market Cost: 700,000 to one million credits.

Firestaff

The Firestaff is a weapon of considerable power over the element of fire. It takes three months to make one and costs over two thousand P.P.E. to create. The staff is approximately 6-7 feet (1.8 to 2.1 m) long, made of dark wood and capped on each end with gold. Many of these staves have some sort of figure, symbol or design on the top; a flame, phoenix, or sculpted dragon bead are all common. While not quite as powerful in melee as most rune weapons, the Firestaff more than makes up for it with its magical abilities. Because of its power level, this staff is usually only available to experienced and wealthy sorcerers. Most of its abilities are simply too expensive for anyone else. It is occasionally used by both evil Mystic Knights and Cyber-Knights, as well as Temporal Raiders, dragons and supernatural creatures with large amounts of P.P.E. This staff is a favorite of Fire Warlocks.

Weight: 5 lbs. (2.3 kg).

Mega-damage: 2D6+2 M.D. from physical attacks, and the gold portions bum when they strike and bum to the touch; 1D4 M.D. from a slight touch, 1D6 M.D. if the metal portion is grabbed by an opponent.

M.D.C. of the Staff itself: 150; regenerates damage inflicted to it at a rate of 10 M.D.C. per day. Such damage occurs when an opponent deliberately tries to destroy the staff.

Magic Powers: The Firestaff can cast a number of fire spells, all equal to a 5th level spell casting.

Ignite flame (5 P.P.E.)

Fuel flame (5 P.P.E.)

Fireblast (8 P.P.E.)

Fire Ball (10 P.P.E.)

Fire Blossom (20 P.P.E.)

Ballistic Fire (25 P.P.E.)

Ten Foot Wheel of Fire (40 P.P.E.; 5D8 M.D.)

Extinguish Fire (8 P.P.E.); cast up to 150 feet (46 m) away and affects a 100 foot (30.5 m) area.

Spells & P.P.E. required to create it: All of the above plus En-sorcel (400), Ironwood (150), Firequake (160), and Enchant Weapon (1000). Over 2000 P.P.E. points total.

payload: The weapon is a more conventional Techno-Wizardry item that requires the user to pump in P.P.E. (or double I.S.P.) to activate the desired magic spell.

Black Market Cost: 2-3 million credits.

Paralysis Staff

The staff is approximately **6-7 feet (1.8 to 2.1 m)** long, made of light wood and capped on each end with silver. Many of these staves have some **sort** of figure, symbol or design on the top. Anybody who touches the upper half of the staff (other than the person wielding it) may be paralyzed.

Weight: 5 lbs. (2.3 kg).

Mega-damage: 1D6 M.D. from physical attacks, plus paralysis.

M.D.C. of the Staff itself: 100; regenerates damage inflicted to it at a rate of 10 M.D.C. per day. Such damage occurs when an opponent deliberately tries to destroy the staff.

Magic Powers: When touched by the silver end the opponent feels whatever part of his body that was touched **turn numb** and the nearest limb becomes paralyzed; same effect as the *Paralysis*: **Lesser** spell. Supernatural beings and creatures of magic are +2 to save; standard save applies to all paralysis attacks. This debilitating magic does not affect its user.

Spells & P.P.E. required to create it: Paralysis: Lesser (5), Ensorcel (400), Ironwood (150), and an additional 200 P.P.E.

Payload: The weapon is a more conventional Techno-Wizardry item that requires the user to pump in five P.P.E. (or 10 I.S.P.) to activate it; paralysis effect lasts 30 minutes per each activation.

Black Market Cost: 500,000-600,000 credits.

Draining Blade

The Draining Blade is a magic sword intended to weaken the spirit of its target as it hacks away at the flesh. The weapon is commonly given to leaders as both a symbol of command and an object to be feared. Use of the Draining Blade makes it much easier for one to defeat one's foe, sapping their strength before they are even hurt.

Weight: 3 lbs. (1.4 kg).

M.D.C. of the Sword itself: 150; regenerates damage inflicted to it at a rate of 10 M.D.C. per day. Such damage occurs when an opponent deliberately tries to destroy the weapon.

Mega-damage: 4D6 M.D. Additionally, every time the target is hit, they must save vs magic or suffer a Life Drain, as per the 7th level spell (see **Rifts® RPG**, page 178). A failed save means the victim loses half his hit points and S.D.C., plus speed is reduced by half, the character loses one melee attack, and suffers -10% on skill performance. This attack will affect targets in body armor or power armor, but not anything bigger. M.D. creatures only suffer the 4D6 M.D. The weakness will last for 10 melee rounds, after which the victim begins to regain their hit points and S.D.C. as is normal for their healing ability.

Spells & P.P.E. required to create it: Life Drain (25), Energy Disruption (12), Sickness (50), Ensorcel (400), and Enchant Weapon (1000).

Payload: The weapon is a more conventional Techno-Wizardry item that requires the user to pump in five P.P.E. (or 10 I.S.P.) to activate it; draining effect lasts 30 minutes per each activation.

Black Market Cost: 2-3 million credits.

Deathbringer Sword

A Deathbringer is always a huge two-handed sword of some type, made of black metal and inscribed with various magical symbols (though not an actual Rune sword). It is the single most physically powerful weapon made by Stormspire, but is difficult to produce and so not many exist. It also suffers in that while it is very powerful, it is not terribly effective against multiple opponents or in long-range combat. Nevertheless, it is well loved by Mystic Knights and Battle Magi who know that in a one on one competition, even a Coalition trooper in SAMAS armor would fall before them (rather easily).

Weight: 6 lbs. (2.7 kg; specially enchanted).

Mega-damage: 1D6x10 M.D.

M.D.C. of the Sword itself: 250; regenerates damage inflicted to it at a rate of 10 M.D.C. per day. Such damage occurs when an opponent deliberately tries to destroy the weapon.

Powers: A Deathbringer has only three spell powers, but they are more than enough.

Invulnerability (50 P.P.E.), self only. For eight melee rounds, the wielder's body becomes impervious to all forms of attack, save magic and psionics. The magic does not extend to their equipment, so armor may be destroyed, just not the wielder,

Sub-Particle Acceleration (20 P.P.E.), 500 feet (152 m) range, 1D6x10+5 M.D.

Spinning Blades (20 P.P.E.); self.

Bonus: +1 to strike and parry.

Spells required The spells listed above plus Ensorcel, Featherlight (10), Power Weapon (35; necessary for heightened damage, can be made without it but then the sword deals 5D6 M.D.), and Enchant Weapon (1000); takes **3-4** months to make.

Black Market Cost: 11-14 million credits. A Deathbringer that only does 5D6 M.D. will fetch 10 million.

Battle Fury Blade

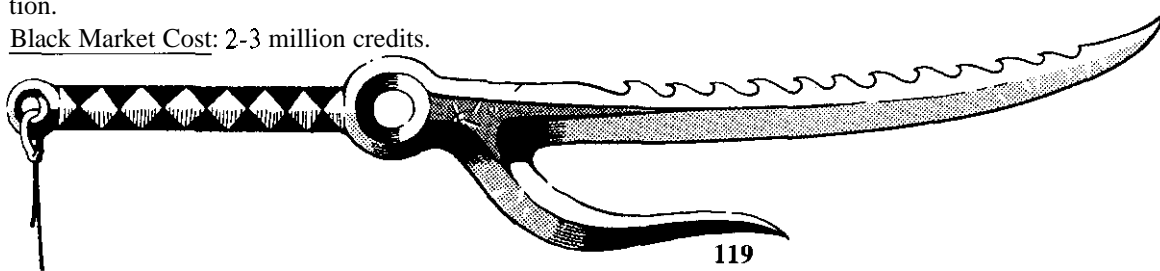
Battle Fury Blades are usually Claymore swords, but on occasion, a weapon of this type is made as a Flamberge, polearm or large battle axe. Regardless of its form, the weapon's abilities are the same. It is deadly in battle, inflicting serious damage with every hit. However, its special ability, the Battle Fury, makes it fearsome beyond belief. Battle Fury weapons are always bright silver with designs etched into the blade. These weapons are a favorite of Battle Magi, Mystic Knights, Cyber-Knights and Juicers (particularly in sword form) who love to get into the thick of things in close combat.

Weight: 7 lbs.

Mega-damage: 6D6 M.D.

M.D.C.: 200, regenerates 20 M.D.C. per day.

Powers: By channeling 40 P.P.E. into the weapon, the wielder can invoke the Battle Fury. While this fearsome ability is active, the weapon inflicts a whopping 1D6x10 M.D. with every hit. In addition, every time the wielder makes an attack with the sword,



they get two attacks instead of one; the weapon striking with blistering speed (opponents are -5 to parry the unexpected, super-quick, second attack). Finally, for the duration of the enchantment, they are encased in a suit of magical force with 100 M.D.C.

The Battle Fury lasts for 12 melee rounds/3 minutes.

Spells required: Ensorcel (400), Speed Weapon (100), Power Weapon (35), Invincible Armor (30) and Enchant Weapon (1000).

Black Market Cost: 12-15 million credits; takes 2-3 months to make.



Shadow Cloak

This pitch-black cloak is sized for humans, and will not fit those larger. The Cloak gives the wearer some power over shadows, allowing them to hide or distract the enemy. The Cloak is quite fragile and not intended as armor.

Weight: One pound (0.45 kg).

M.D.C. of the Cloak: 15

Magical Powers:

1. Shadow Meld (10 P.P.E. to activate), same as the spell at 5th level power (10 minutes max).

2. The wearer can create the appearance that his shadow has come to life, moving and distracting opponents; fundamentally the same as the Shadows of Death Necromancy spell (45 P.P.E. to activate). The wearer gains an **H.F.** of 12, and opponents suffer -2 on all combat bonuses.

Bonus: +20% to hide in shadows (when not Shadow Melding)

Spells required: The two above plus Cloak of Darkness (6), Invincible Armor (30) and Energize Spell (12).

Black Market Cost: 200,000-300,000 credits.

Techno-Wizard Vehicles

In addition to the vehicles listed in the **Rifts@ RPG** and **Rifts@ New West™**, Stormspire produces a few vehicles of its own design. These fall into two main types: those that must travel along Ley Lines and those that have P.P.E. powered engines. The ones that travel along Ley Lines usually float or fly, while the others are always ground based. The main benefit of both these types is a virtually unlimited travel range. The Ley Line users can travel indefinitely, powered by the line, and the P.P.E. engines can be recharged by anyone's P.P.E., even if they don't know how to use it. **Note:** Similar TW vehicles are created and used by Dweomer, Tolkeen, Atlantis and elsewhere. The four vehicles described here are just four of the most notable and essentially the "cream of the crop" in Stormspire.

TW Battle Skimmer

The Battle Skimmer is little more than a floating firing platform or barge. The vehicle looks something like a huge manta ray with the "wings" draped over the Ley Line it rides on. The Battle Skimmer forms an arch over the Ley Line, allowing it to tap P.P.E. and maintain stability. The top surface is flat; passengers and crew travel on an open platform with nothing but a railing between them and a fall. The typical Battle Skimmer mounts 4-6 Starfire Pulse Cannons, one in each corner (sometimes two in the middle or on the bridge), and the Ley Line powers a constantly regenerating energy field. As a result, this odd looking vehicle is actually a potent war machine, although its maneuverability leaves much to be desired. Maximum height is floating just a few inches above the top of the Ley Line (a half mile to a mile/0.8 to 1.6 km high), but can fly, float and hover at any height within the ley line, from a few feet above the ground to maximum and anything in between. The ley line functions like a railway track, always running the same direction, but the Skimmer cannot move sideways on that ley line (the average ley line is about a half mile to a mile/0.8 to 1.6 km wide). Like a railway track, the vehicle can only switch tracks when another ley line intersects it and then is limited to the direction of that ley line. If "derailed," the vehicle is helpless until it can be hauled back to a line of mystic energy. Stormspire has sold a fair number of Battle Skimmers, even though their price is high and abilities somewhat limited — the Magic Zone is crisscrossed with ley lines.

Model Type: Ley Line Skimmer, also known as a TW Battle Barge

Class: Combat Barge and patrol vehicle; light transport.

Crew: One TW pilot and 4-6 gunners (any O.C.C.). Up to 30 passengers can be carried comfortably.

M.D.C. by Location:

Side Fins/Wings (2; large) — 450 each

* Starfire Cannons (4-6) — 100 each

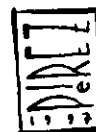
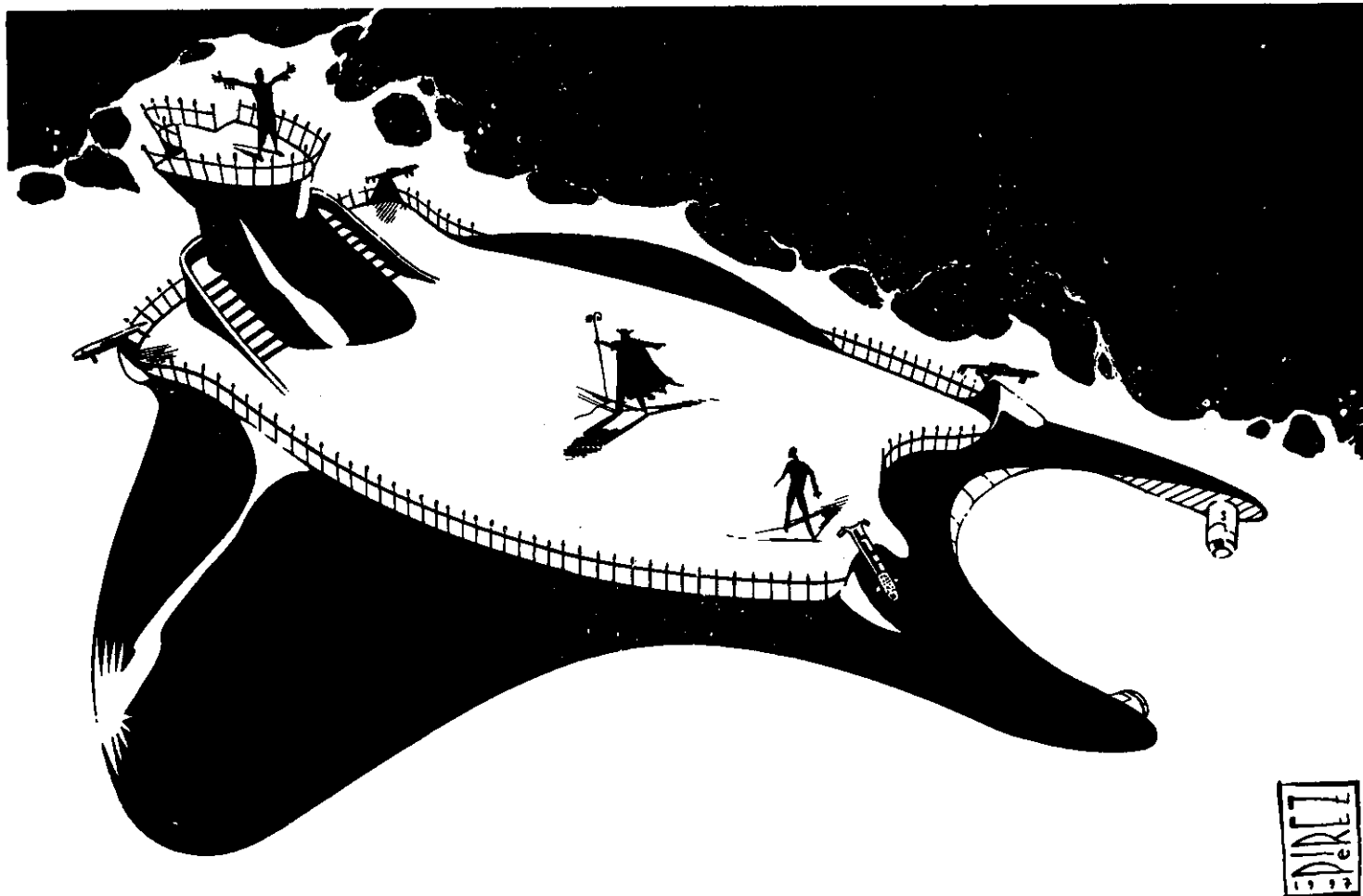
Bridge Platform — 300

* Bridge Stairs (2) — 100 each

* Railing — 50 per 10 foot (3 m) section

Deck — 200 per 20 feet (6 m)

** Main Body — 1280



* A single asterisk indicates a comparatively small and/or difficult target to hit and requires a called shot with a penalty of -2 to strike. The deck can only be attacked from above.

** Depleting the M.D.C. of the main body will destroy the TW vehicle, causing it to crash to the ground.

Speed

Flying/Floating: The Battle Skimmer can move along a Ley Line at speeds of up to 200 mph (321.8 km). This speed can be maintained indefinitely as long as there is a ley line. It is incapable of moving without being hauled, if not on a ley line. Note that the Battle Skimmer will always float above the ground, even if the height of the Ley Line is very low. Completely silent!

Piloting Skill: Techno-Wizards and Aircraft Pilots: **55%** +5% per level of experience. Any other O.C.C.: 30% +3% per level of experience.

Statistical Data

Height: 22 feet (6.7 m).

Width: Deck 20-30 feet (6 to 9 m); plus 60 feet from the downward pointed wings for an overall width of 80-90 feet (24.4 to 27.4 m).

Length: Deck: 60-70 feet (18.3 to 21.3 m); overall: 80-90 feet (24.4 to 27.4 m).

Weight: 48 tons

Cargo: Can carry as much cargo as the occupants wish to pile on top up to 350 tons.

Power System: Magic/ley lines.

Black Market Cost: 8-10 million credits.

Weapon Systems

1. Starfire Pulse Cannons (4): These four weapons are pre-installed and linked to the generators that tap the Ley Line. As a result, they no longer require an energy cell. The weapon has been modified to accept and regulate direct Ley Line energy, which means its only limiting factor is ammunition. The Skimmer comes equipped with 2 extra sets of clips for each weapon.

Primary Purpose: Assault

Secondary Purpose: Defense

Mega-damage: 2D6x10 M.D.

Rate of Fire: Single shots only.

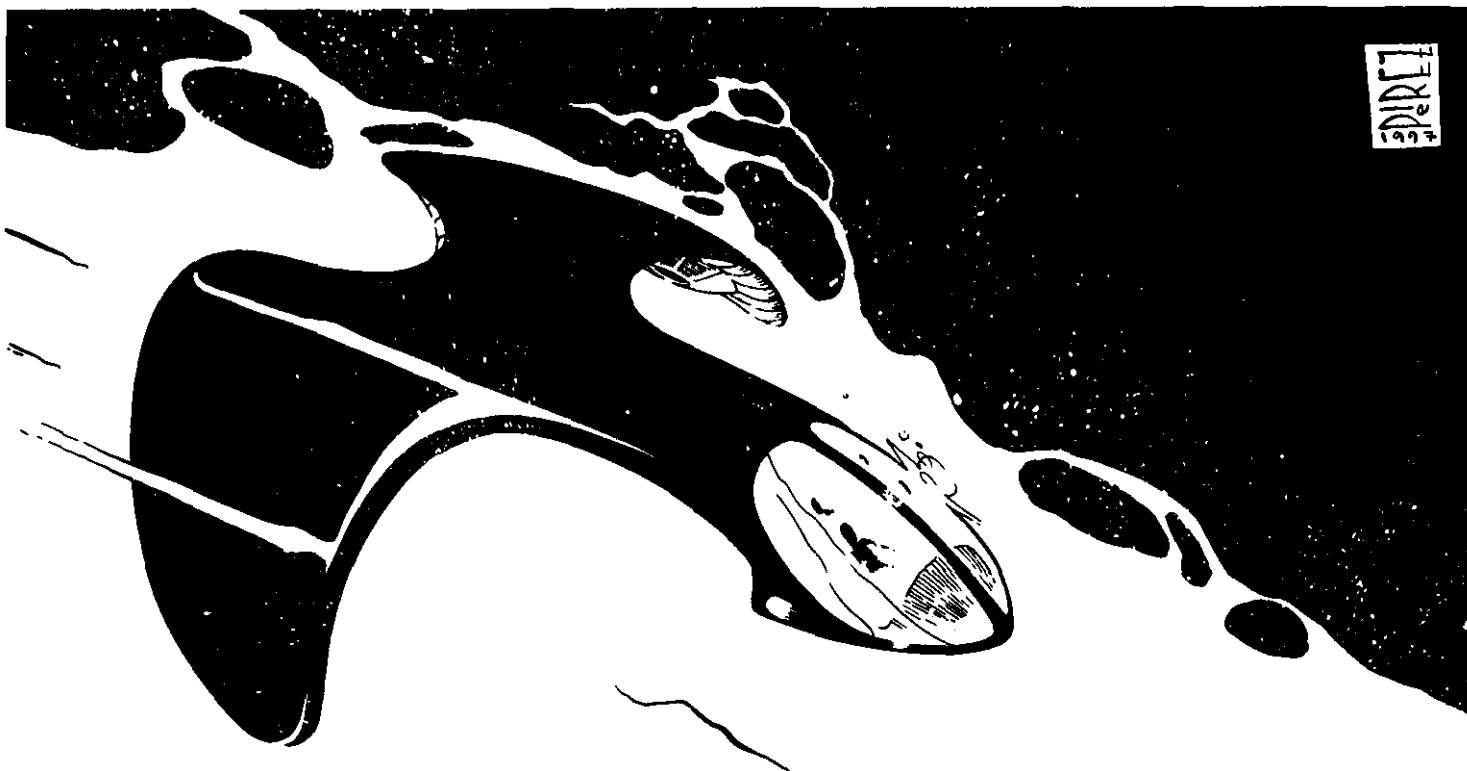
Effective Range: 2000 feet (610 m).

Bonus: +1 to strike

Payload: Two shots per clip, but eight P.P.E. clips fit into the top section of the cannon, providing a total of 16 shots.

2. Additions: Other TW and/or conventional weapons may be added to the Battle Skimmer at the owner's expense, but each weapon will require its own gunner. Of course, spell casting and a superhuman crew can add to the firepower of the Battle Skimmer. Likewise, 6-12 Wing Boards or other small flyers are likely to be part of the onboard systems for magical dog fights and scouting ahead. Rope ladders, spotlights, and other items may also be added.

3. Control Systems: The Battle Skimmer's controls are very basic, consisting of a throttle, brake, and directional control. It has no computer systems, no sensors, radio, nothing. These may be added if the owner wishes, but add to the overall cost.



TW Ley Streaker

The Ley Streaker is an unarmed ley line skimmer designed for speed. Unlike the Battle Skimmer, it has an enclosed cockpit at the front, with a long, sleek body behind it. The vehicle is very flat and slightly curved, allowing it to hug the very surface of a Ley Line and execute dives, sharp turns and dog tight maneuvers. These skimmers are intended as fast scouts and light transports, darting down **Icy** lines and back again. The Ley Streaker is able to float without being on a Ley Line, but its speed is reduced dramatically. The vehicle has a surprisingly high-tech look, but lacks computers or onboard sensors (optional).

Model Type: Ley Line Skimmer

Class: Scout

Crew: One pilot and four passengers can ride comfortably in the cockpit; six cramped.

M.D.C. by Location:

* Forward Section/Cockpit — 150

Neck — 120

** Wings (2; main body) — 220 each

* Destroying the forward section will cause the vehicle to crash if moving and blow everybody in the cockpit into the sky.

Destroying the neck section will cut the vehicle in half, causing both pieces to slowly spiral down to the ground and gently settle onto the surface. No crash but the vehicle is incapacitate, all systems (magical and conventional) shut down, and the Skimmer's occupants are vulnerable to further attack.

** Destroying one wing rear section will knock out the propulsion systems, causing the skimmer to crash to the ground.

Speed

Flying/Floating: The Ley Streaker can achieve speeds of 600 mph (960 km) on a Ley Line, as well as float, glide and hover. Away from a ley line, it can only move at about 60 mph (96.5

km) and best altitude is 300 feet (91 m). Completely silent!

Piloting Skill: Techno-Wizards and Aircraft Pilots: 50% **+5%** per level of experience. Any other O.C.C.: 27% **+3%** per level of experience.

Statistical Data

Height: 10 feet (3 m)

Width: Wingspan: 50 feet (15.2 m); Cockpit: 12 feet (3.6 m)

Length: 50-60 feet (15.2 to 18.3 m).

Weight: 6 tons

Cargo: Minimal cargo space is available in the cockpit. A 2 foot deep, 4 foot wide, 3 foot tall locker can be used for storage.

Power System: Magic. Runs on Ley Line energy. In the absence of a ley line, the vehicle can run for four **hours** before running out of energy.

Black market Cost: 5-6 million credits. A combat version, called the **Battle Streaker** can fire electrical blasts (2000 ft/610 range, 1D4x10 M.D.) and has a rack of six conventional mini-missiles or a double barreled laser turret (2000 ft/610 range, 4D6 **M.D.** per dual blast) and costs **8** million. All other stats are the same.

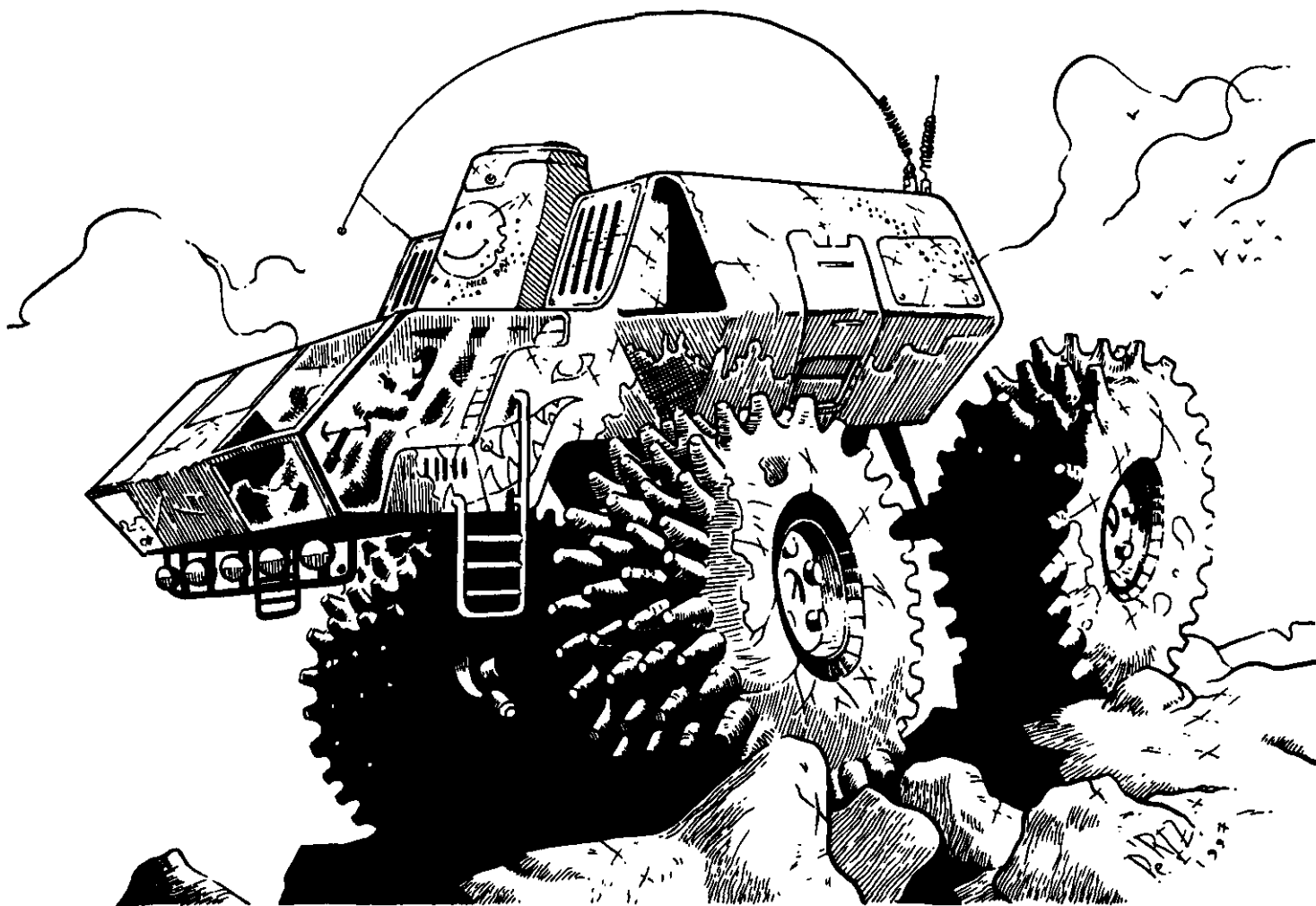
Weapon Systems: None.

Additions: Other TW and/or conventional equipment such as computer systems, radar, sensors, radio, etc., may be added at the owner's expense.

Control Systems: The vehicle's controls are very basic, consisting of a steering wheel and throttle, brake, and directional control.

TW Zone Ranger ATV

The Zone Ranger is a sturdy, P.P.E. driven, ATV land rover style ground vehicle designed to endure the hostile environment of the Magic Zone. While the basic model does not have any built-in weapons, it has a top hatch to allow the owners to mount one should they choose. It is durable, reasonably fast, and surprisingly spacious. It has become a quick favorite with those



who can afford it, but like most TW vehicles, it is expensive and hard to find.

Model Type: Four-wheeled All Terrain Vehicle

Crew: One pilot and up to six passengers.

M.D.C. by Location:

Tires (4) — 100 each

Top Hatch — 75

* Main Body — 350

* Depleting the main body M.D.C. will completely destroy the vehicle. Destroying one wheel reduces speed by 33%. Destroying **two** wheels reduces speed by 80%. Destroying three wheels immobilizes the vehicle.

Note: Magically resistant to beat and fire (does half damage).

Speed: 120 mph (192 km) maximum; 50% faster when driving on a ley line.

Piloting Skill: Techno-Wizards, Controllers and APC Pilots: 70% +3% per level of experience. Any other character: 60% +3% per level of experience.

Statistical Data

Height: 14 feet (4.3 m). **Length:** 25 feet (7.6 m).

Width: 16 feet (4.9 m). **Weight:** 10 tons

Cargo: Contains a small 5x5x5 foot cargo area.

Power System: Magic. The engine requires 30 P.P.E. per hour of use and can hold up to 300 P.P.E. Anyone may add their P.P.E. to the engine by touching it and willing their energy in it, or by parking on a Ley Line it will regenerate P.P.E. at 40 per hour. When purchased, the engine will be fully charged.

Control Systems: The vehicle's controls are very basic, consisting of a steering wheel, gas pedal (or "go" pedal since it doesn't use gasoline), and brake.

Black Market Cost: 1.5 to 2 million credits for the basic vehicle without special features or weapons.

TW Weapons and Special Features

The standard Zone Ranger has no weapon systems. Special Magic features are available, but each costs extra.

1. Float on water: The vehicle can actually ride on the surface of water at a maximum speed of 35 mph (56 km). Costs 400,000 credits.

2. Total Chameleon: The entire vehicle and all inside it, magically blend into the landscape, effectively becoming invisible, but the vehicle must be at a complete stop and the engine turned off. In this case, there is no heat signature to give away its position, since it appears as one with the surrounding environment. Requires 10 P.P.E. to activate. Duration is equal to chameleon spell at 5th level strength. Costs 600,000 credits.

3. Sky Rider: Can ride into the air. Maximum altitude: 100 feet (30.5 m), maximum speed: 30 mph (48.2 km). Requires 20 P.P.E. to activate. Duration: 1 hour. Cost: 700,000 credits for that "truly" all-terrain vehicle.

4. Shoot Fire Ball: A fire ball magically appears in front of the vehicle and flies at the forward facing target indicated by the pilot. Does 5D6 M.D. and has an 800 foot (244 m) range; requires 10 P.P.E. for each blast. Costs 500,000 credits.

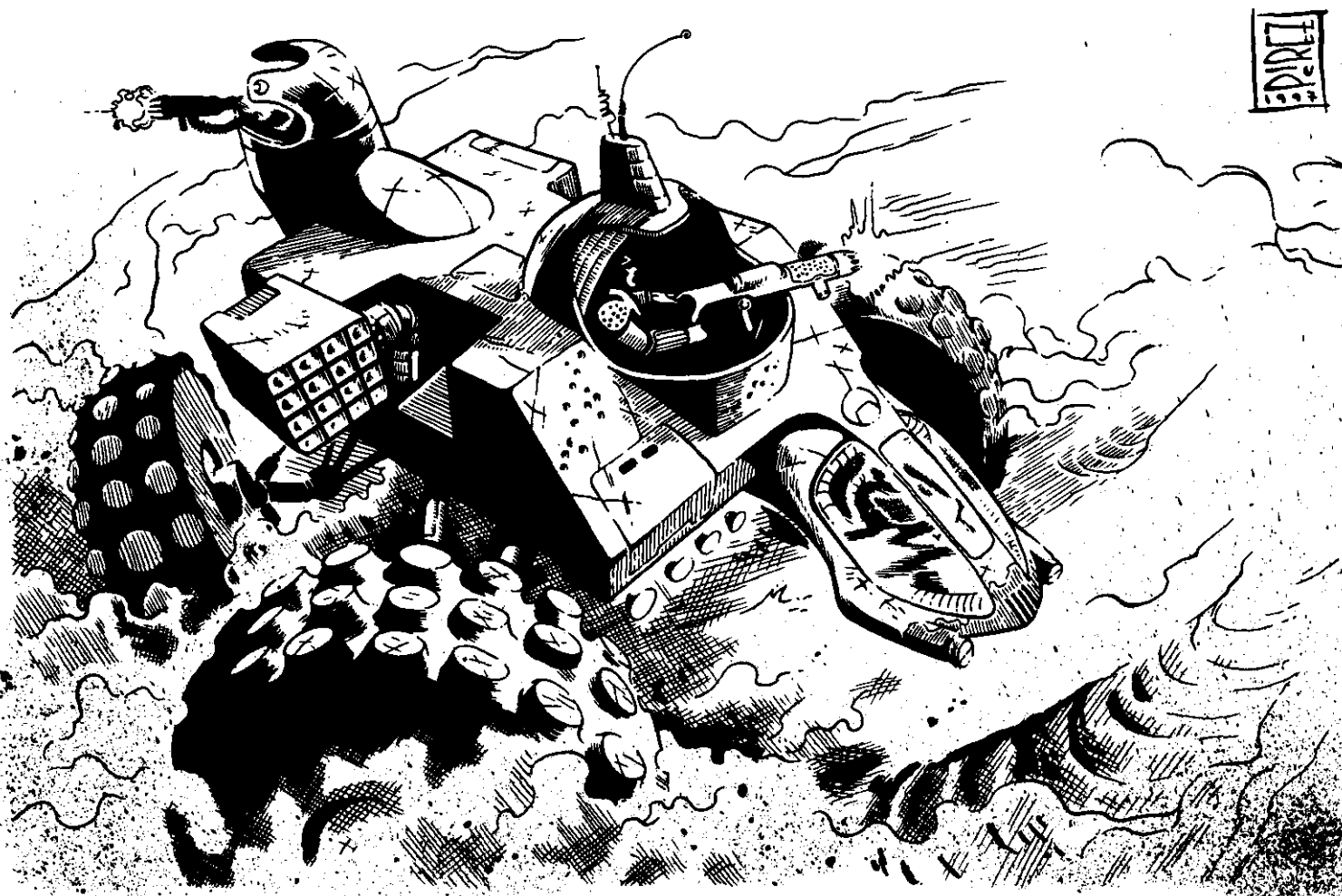
5. Call Lightning: Same as a 5th level spell, line of vision,

pilot controlled, 5D6 M.D., 1200 foot (366 m) range; requires 15 P.P.E. for each blast. Cost: 750,000 credits.

6. A **Starfire Pulse Cannon** or any conventional weapon system (laser cannon, rail gun, mini-missile). Costs varies per weapon type, plus a 75,000 credit system integration fee.

Note: Zone Rangers with all of these features are known as "Super-Rangers," and those with a few as "Boosted Rangers."

Conventional Additions: Other conventional equipment such as computer systems, radar, sensors, radio, etc., may be added at the owner's expense.



TW Trailblazer Assault ATV

The Trailblazer is something of a compromise between an ATV and a tank. Stormspire wished to produce some sort of broad range attack vehicle, but didn't want to deal with a cumbersome, heavy tank. Instead, they built a heavy ATV with extra armor and built-in weapons. While it lacks the firepower of a tank, it has increased speed and mobility, making it an excellent raiding and skirmishing vehicle. Mercenaries and Tolkeen forces gobble up Trailblazers despite the price, because they are well rounded vehicles that can just about do it all.

Model Type: 4-wheeled All Terrain Vehicle

Class: Light Assault vehicle

Crew: Four, 1 pilot and 3 gunners. There is no space for passengers.

M.D.C. by Location:

Tires (4) — 100 each

Forward Hatch — 80

Rear Hatch — 80

Starfire Pulse Cannon — 100

Nova Rifle — 50

Mini-Missile launcher (conventional) — 50

Magical Force Field — 100

* Main Body — 475

* Depleting the main body M.D.C. will completely destroy the vehicle. Destroying one wheel reduces speed by 33%. Destroying two wheels reduces speed by 80%. Destroying three wheels immobilizes the vehicle.

Note: Magically resistant to heat and fire (does half damage).

Speed: 100 mph (160 km) maximum ground speed; 50% faster when driving on a ley line.

Piloting Skill: Techno-Wizards, Controllers and APC Pilots: 66% +3% per level of experience. Any other character: 54% +3% per level of experience.

Statistical Data

Height: 12 feet (3.6 m).

Width: 15 feet (4.6 m).

Length: 22 feet, 6 inches (6.7 m).

Weight: 11 tons

Cargo: A small weapons locker capable of holding four suits of armor and four rifles.

Power System: Magic. Requires 30 P.P.E. per hour of use. Engine can hold 600 P.P.E. P.P.E. can be replenished by anyone, or by parking on a ley line it will regenerate P.P.E. at 40 per hour. When purchased, the engine is fully charged.

Black Market Cost: 7-8 million credits for the basic combat vehicle

Weapon Systems

1. **Starfire** Pulse Cannon: Mounted like a machine-gun, this weapon can be fired by a gunner standing in the forward hatch. This is the ATV's main gun.

Primary Purpose: Assault

Secondary Purpose: Anti-infantry

Mega-damage: 2D6x10 M.D.

Rate of Fire: Equal to the hand to hand attacks of the gunner.

Effective Range: 4500 ft.

Bonus: +1 to strike

Payload: 16 shots total, **2** per energy clip. The vehicle comes standard with 2 spare sets of clips.

2. Nova Rifle: Mounted by the rear hatch, this rifle is used to take **out** infantry and incoming missiles. The position **of** this weapon means it cannot fire directly ahead of the ATV, but may fire behind and to both sides.

Primary Purpose: Anti-infantry

Secondary Purpose: Defense

Mega-damage: 1D4x10 M.D. to all targets in a 6 foot (1.8 m) radius.

Rate of Fire: Single shots only.

Effective Range: 1200 feet (366 m).

Payload: 50 shots because it is hooked to the vehicle's energy supply. Any shots after **50** require a separate P.P.E. clip. The fifty shot payload regenerates at a rate of 1D6 per hour or 10 per hour sitting **on** a ley line.

3. Mini-missile Launcher: Conventional, high-tech, mini-missile launcher. The box-style launcher is mounted on the right side of the vehicle. The missiles can be fired straight forward or up and down in a 90 degree arc. It is fired and reloaded by the third gunner.

Primary Purpose: Assault

Secondary Purpose: Anti-infantry

Missile Type: Mini-Missile

Mega-damage: Varies with the type of mini-missile.

Rate of Fire: Can be fired singly or in volleys of 2, 4, or 8. Each volley counts as one attack by the gunner.

Effective Range: One mile (1.6 km).

Payload: Eight in launcher. When the launcher is empty, it can retract into the ATV, allowing the gunner to reload it. This **pro-**cess will take one full minute. The vehicle comes standard with 32 additional missiles.

4. Magical **Force** Field In desperate situations, a force field with 100 M.D.C. can be activated, but no weapons can be fired from the vehicle while it is up.
5. Sensors: The Trailblazer also has the standard sensors of most vehicles including radar.
6. TW Weapons and Special Features: Same as the Zone Ranger; each costs extra.

Spell Magic

Spell Casting Terms & Notes

By Kevin Siembieda

Level of Experience/Spell Caster

The term, "per level of experience" or "per level of the spell caster" refers to the experience level of the character **casting** the magic. This is a very important distinction, particularly in a combat situation, because the higher the spell caster's level of experience, the more powerful the spell — power typically being measured in **range, duration, size** and **damage**.

Many invocations will indicate something like "Duration: Two melee rounds per level of experience"; or "Damage: 1D6 **M.D** per level of the spell caster," and so on. This means that a **third level mage**, with a spell duration of *two* melees "per level of the spell caster," can maintain the spell's effects for a maximum duration of **six melee rounds** or approximately 90 seconds/a minute and a half. In this case, if the **damage** is "1D6 M.D. per level of experience," depending on how the spell works, each magical energy blast unleashed by the spell caster inflicts 3D6 M.D.

Range

Range indicates the maximum distance the magic can be cast. It may be limited to "X" number of feet, "X" number of feet per level, touch, or radius (area of a spell's effect). Unless stated otherwise, it is assumed that a spell affects only **one** character at a time. All area affect spells will define its radius of effect.

Line **of** vision is typically associated with range, and means the spell caster must be able to **see** his target or recipient of the magic, as well as he within range. If the target is not seen (hiding, totally obscured by a crowd, obstacles, darkness, invisibility, etc.) or just not seen by the spell caster (hiding, behind him, beyond normal vision), the magic can not be cast upon him. However, some line of vision spells can be directed in a specific "area" that the spell caster can **see** to affect everybody (hidden or invisible people included) within that zone or radius of effect.

Touch means that the magic's effects can only be transmitted through physical contact. In many cases (but not all) a spell caster can place magic on two people with one spell by touching both at the same time. Most spells where this is not possible will state it, but when in doubt the C.M always has the final say.

Called Shot. Spells that require the spell caster to aim and shoot (typically energy bolts) or to throw a magical globe or manifestation can make a "called shot." This means the character **is** aiming for a particular target, person or location. A successful roll to strike means a **direct** hit on the desired target.

Duration

Different spells and rituals will create magical effects with varying amounts of time in which they stay in effect. In addition, most (**not** all) spells will last longer if the spell caster is more experienced and power-



ful (i.e. "X number of minutes or melee rounds *per* level of the spell caster").

Instant means the magical affect happens the moment the mage finishes the spell incantation. There is no delayed reaction, nor lingering enchantment or magical affect. The Fire Ball, and Call Lightning are two examples of "instant" magic — the spell is cast, the fire ball or lightning bolt is launched and the magic is over. By contrast, Electric Arc lasts the entire melee round, enabling the mage to shoot the magical electricity several times, perhaps at several different opponents. While magical flight (and other spells) lasts several minutes "per level of experience" — i.e. a high level spell caster can fly longer than a low level mage.

The creator of the magic can cancel/stop its affect or influence instantly at any time. Likewise, the magic-weaver does not have to create the magic for its full duration (or damage, or range, etc.), but can impose any amount of time, as long as it does not exceed the maximum possible duration.

A melee round is approximately a 15 second combat period. During that period, the characters have "X number of attacks or actions "per melee round." Magic spells and enchantment often last a few melee rounds to several minutes to hours, days and even months. This either means the magical affect continues with out pause for the duration of the spell (i.e. penalties, pain, illusion, fear, charm, fly, invisibility, etc.) or that the sorcerer has the option of using the magic as one of his several melee attacks/actions per 15 second round; the spell description and its magical affect should indicate which applies.

Long-lasting magic will indicate exactly how many melees, minutes, hours, days or months it lasts, "per level of experience."

Permanent! Few spells last indefinitely, but some, such as healing, Talisman, Create Golem, Enchant Magical Weapon, and others instill a lasting effect. Again, it should be obvious from the spell description whether or not the affect is permanent (or instant and permanent).

Cancelling a Spell: In all cases (unless stated otherwise), the spell caster can cancel — stop — the effects of one of *his* own spells at any time, regardless of the duration. The duration listed is the maximum possible duration, and the length of time the spell will run unless the mage intervenes and cancels it sooner.

Most spells, other than curses, creation spells (Create Zombie, Create Golem, Create Scroll, Talisman, Enchanted Weapon, and similar), protection circles, and select others, *stop* the instant its spell maker/caster is killed. Magic that requires the spell caster's control and/or concentration will stop (or run amok) when he is rendered unconscious.

Interrupting a spell caster, preventing him from completing the spell, will force the mage to stop and start, again, from the beginning. This typically uses up one or two of the mage's melee attacks/actions, but no potential psychic energy is lost, because the spell was not completed. A spell caster can stop reciting a spell in mid-incantation without expending P.P.E. or causing any side effect. Of course, such interference may prevent a sorcerer from casting a spell or as many spells that round. It is also likely to snare the spell caster's attention and direct his ire (physical, mental and magical) at the character responsible for the interruption(s).

Ritual/Ceremonial magic, although usually more powerful, is also more fragile. An interruption of a ritual that lasts more than 30 seconds to a minute prevents the practitioner of magic from 1) continuing, 2) will ruin the ceremony, and 3) cause $1D4 \times 10\%$ of the total available P.P.E. to leak away unused. Incapacitating the leader for over 30 seconds will have the same effect. Incapacitating the other participating members/schultists (rendering them unconscious, pulling them away, etc.) will only reduce the amount of available potential psychic energy (P.P.E.). Of course, if the available P.P.E. is reduced to below the invocation's energy requirement, the magic can not be performed. The Negate Magic spell or ritual can also be used to cancellstop the effects of many magical spells.

Area Affect Magic

Area affect magic includes incantations and rituals that affect everyone in a given area or radius. A spell with a 15 foot (4.6 m) radius affects (or has the potential to affect) *everybody* within the circle of its power, or radius (in most instances, each individual gets to make a save vs magic). Those just outside the area or "radius of affect," are untouched and unaffected by the enchantment, but if they enter the area of magic, they too may suffer or fall under its power (roll to save). In most cases, the area is enlarged "per level of the spell caster," and inflicts greater harm. In some cases, the magic radius is around the spell caster, in others, the mage can cast the spell a distance away, with the edge of the area affect magic at the farthest point; i.e. a spell that can be cast 100 feet (30.5 m) away and has a 120 foot (36.6 m) radius of affect does not afflict anyone outside the radius. Note: Speaking of which, unless it states otherwise, the spell caster is typically immune to area affect spells which he has created, so the mage can walk in and out of the enchanted area without penalty or harm (i.e. magical sickness, fear, charm, illusion, and similar things of his making). One big exception are spells that create a *physical effect* such as bombardment from a storm, cold, fire, earthquake, quicksand, etc. In these cases, the spell caster entering an area magically ravaged by such forces will suffer the same punishment as his intended victims. His only advantage being that he can stop the magic at will (see cancelling magic).

Radius is like the circular ripple that appears when a stone is dropped in a pool of water. It radiates out along the surface of the water, only in this case, the ripple stops at a particular size and continues to affect everybody within that magical radius or circle. In most cases, the "radius" or diameter is measured along a flat surface and affects everybody in that area up to about 10-15 feet (3-4.6 m) above the ground (or floor as the case may be). This is not a 3-D spherical affect that goes through the floor to the basement or to the floors above the ceiling. Exceptions should be clear in the spell description.

Saving Throw

Base magic strength for spell magic is **12**. This number will increase as the practitioner of magic increases in experience and power. Thus, a character may need a **13, 14, 15** or higher to save against the magic of a medium to high level spell caster, dragon, god or supernatural foe.

Base magic strength for **ritual** magic is **16**. No bonuses apply to increase the strength of ritual magic.

In many cases, when magic is used to attack or influence somebody, that person, or any living creature, automatically gets a saving throw. A *saving throw* is like a mental or magical pany to tight off or block the influence of magic.

A successful saving throw against magic means the enchantment has no (or greatly reduced) effect on that particular character. The spell caster has spent valuable P.P.E. in a futile effort to attack or influence a foe (P.P.E. is spent whether the mage's foe saves or not).

A failed roll to save vs magic means the magic has full effect on the victim. Physical magic assaults, such as cloud of smoke, energy bolt, fire ball, objects hurled by telekinesis, call lightning, wall of fire, and similar attacks in which physical force or energy is being directed against a character can *not* be avoided by rolling a saving throw. In these instances, the saving throw does not apply. However, the physical attacks can be *dodged* like any physical attack. Non-living objects get no saving throws. Ordinary Animals are generally -4 to save.

To *save against a magic attack*, the player rolls a **20-sided die** and *must match or better the magic attack (typically the spell strength & the attacking sorcerer — 12 minimum, often higher — or 16 if a ritual)*.

To save vs spell magic, the player must generally roll a **12 or higher** against individuals who are of levels 1, 2, or 3 experience; **13 or higher** against mages who are 4th to 7th level; **14 or higher** against individuals who are 8th to 11th level; **15 or higher** against spell casters who are 12th to 15th level; and **16 or higher** against those who are 16th

to 25th level (like ancient dragons). Gods and supernatural beings may require a higher save (16-18, rarely higher).

To save vs **ritual/ceremonial** magic, the player must roll a **16** or higher. The saving throw for ritual magic is much higher than that for spell magic because of the preparation time, deep concentration, high emotion and, usually, the greater number of people participating in the ritual (and their fanatical devotion).

Penalties to Save: Some spells are extra powerful or have some dimensional or mystical aspect that makes them harder to save against than usual. The description of such spells will indicate a *penalty* (i.e. -2 to save, etc.) under the "Saving Throw" stat. This means anybody trying to save against that spell has his roll modified by whatever number is indicated, typically -1 to -4 to save. These are fairly uncommon.

Animals get to Save vs Magic too. Animals are always unwilling parties to magic (they tend to fear it), and will resist as best they can, but are -4 to save.

Inanimate Objects do not get a saving throw.

Magic Attacks Per Melee

To avoid a complicated magic system, most magic spells/invocations/incantations can be found as both spells or rituals/ceremonies.

Spells are *usually* low level invocations taking the form of a chant or mantra, require minimal potential psychic energy (P.P.E.) and can be performed quickly. Higher levels of magic are more complex and require more time.

Two low level spells (levels one through six) can be cast per melee round (15 seconds). Optional: G.M.s can opt to extend which level of spell can be cast in half a melee round (roughly 6-1 seconds; two spells possible per melee round) to include levels 1-9 (Personally, that's how I usually play it — KS).

One spell per melee round can be cast from seventh through tenth level magic. Optional: G.M.s can opt to extend the ability to cast one high level spell per melee round to include level **11-12** spells (Personally, that's how I usually play it — KS).

One spell every **two** melees (30 seconds) for levels eleven through fifteen.

Some incantations must be performed as a ritual and may take several minutes or more.

Note: Knowing the spell version of an invocation does not mean the mage also knows the ritual, and vice versa. However, the character can learn *both* the spell version and the ritual version(s) of the same invocation. Also, remember that there are dozens of variations of spells and, especially, rituals to invoke the same basic magic. For example: Demoniac, necromantic, and other evil forms of magic, frequently require a blood sacrifice or act of evil or cruelty. But the spell equivalent is not likely to require any such sacrifice, time or P.P.E.. It is simply a matter of finding these rare, lost secrets of magic. See the **Rifts®** RPC for more details about *Ritual Magic*.

Combining magic and physical attacks. Casting one low to middle level spell bumps up the equivalent of two melee actions/attacks. Thus, a mage can cast one spell (counts as two melee attacks) and use his other melee actions to fight or perform other actions. Casting two such spells or one high level spell uses all attacks for that round.

Gender & Sorcery

Although the male gender (he, his, him) is most commonly used in text, a practitioner of magic can be male or female, and both master magic at equal ability. Approximately **40%** of all mages are female. Of course, certain sects, cults and brotherhoods may elect to make their organization exclusive to one sex or the other (some may also restrict by race), but this is a social and/or political choice, not a law of nature, or some inherent weakness of one sex (or race) over another. The reason *males* tend to dominate the mystic arts, as well as soldiering and adventuring, is that most cultures on Rifts Earth are generally male domi-

nated. Since the males make the rules, females may be limited in or excluded from certain occupations, teachings and positions. Likewise, males *find* to be physically stronger (and arguably, emotionally and/or instinctively attracted to physical activity and confrontation). Thus, males are a bit more likely to pursue combat and power based occupations and positions within society, especially when it comes to occupations that involve war and adventure. Note: Likewise, a practitioner of magic can be human or D-bee; roughly **55%** of all sorcerers in North America are human.

Exclusive Magics & O.C.C. Limits

There are several *disciplines* and *studies* of magic — diverse areas of mystic knowledge and the application of mystic energy (P.P.E.). These disciplines, knowledge and applications are represented by specific Occupational Character Classes (O.C.C.s) dedicated to a particular area of mystic study, and ultimately, a particular range of magic abilities.

The Ley Line Walker is, arguably, the master of spell casting and ley lines. When most people speak of wizards, sorcerers or spell casters, they are typically referring to the *Ley Line Walker*.

The Line Walker is a spell casting specialist (with only a comparative handful of rituals available to him, such as circles of protection and creation magic). Consequently, the Line Walker has a huge number of spells, with a broad range of affects/results, available to him. Many insist this makes them the most versatile (and therefore, most dangerous and powerful) of all men of magic — an argument that has spanned the ages. All “Wizard Spells,” or what are sometimes referred to as “Common” spells, are available to the Ley Line Walkers, including those in the spell section of this book and spells described in the *Rifts® RPG*. Line Walkers can also learn to cast Wizard spells described in the *Palladium Fantasy RPG®, Second Edition*. However, even with as broad a range of magical incantations available to the Ley Line Walker (and Wizard) O.C.C., even they cannot master all spell magic. They cannot (or morally or ethically will not) learn and/or cast *Necromancy spells*, *Temporal Magic spells*, *Warlock Elemental Magic spells*, nor learn such distinct, ancient (and, in some cases, rare or alien) disciplines of magic as *Summoning/Shifter Magic*, *Druid Magic*, *Herb Magic*, *Stone Magic*, *Bio-Wizardry/Rune Magic*, *Tattoo Magic*, *Conjuring*, *Channelling*, *Shamantic Magic*, *Techno-Wizardry*, or *Alchemy*, among others. In large part, this is due to the Ley Line Walker’s area of specialty: spell casting and knowledge of ley lines/mystic energy.

The Mystic is an enigma for he is not a *true* practitioner of magic, but a psychic sensitive who intuitively “knows” a limited number of spells to complement his psionic abilities. They do not *study* magic — but rather have an innate ability that comes to them as they grow in experience and maturity. This is (presumably) made possible through the Mystic’s unique understanding of his own body and mind, as well as a psychic link to magic and the spiritual world around him.

Techno-Wizardry is a unique and increasingly popular area of mystic study on Rifts Earth. It combines the “twin sciences” of magic and technology to create machines powered or infused with mystic energy and magical power. The Techno-Wizard is not an experienced or widely versed spell caster; in fact they are quite poor at it. Consequently, the TW knows fewer spells and casts them at half their usual range and power. They simply lack the full knowledge and true mastery of spell casting to match the Line Walker and other practitioners of magic. This limitation is of little concern to these builders of the fantastic, because their primary use of spells is to infuse their magical properties into machines. The creation of magical devices is their orientation, not mastery over spell casting. In fact, through their machines, they can create a weapon that spits fire balls, lightning, etc., at far greater range than the “old fashioned” spell. In fact, many Techno-Wizards (and others) consider their unique and relatively new, mystic art (believed to have been developed only in the last century) to be superior and cutting edge. However, some practitioners of magic, scholars and scientists wonder and worry that this “art” is too closely akin to Bio-Wizardry

and that, someday, a Techno-Wizard may unlock the horrible secrets of Rune Magic (*Author’s Note*: Actually, this is not likely, but it has become a matter of concern for some people, including the Coalition States, anti-magic factions, the Splugorth, and rival brotherhoods of magic who resent or fear the Techno-Wizards’ growing popularity as “the” area of magic to study; it is second only to spell casting/Wizardry. KS).

Necromancy and *Bio-Wizardry/Rune Magic* are regarded as two of the most despicable and loathsome of the mystic arts. Necromancy involves sadism and an association with the dead, the remains of the dead, undead and demonic. It tends to be gruesome and used for evil. A surprising number (26%) of the most fanatical and evil members of the Federation of Magic are practitioners of Necromancy, although it is estimated that Necromancers, overall, represent only about 8-10% of the magical community. See *Rifts® Africa* for some details about this magic.

Bio-Wizardry/Rune Magic is an ancient lost art (and often forbidden) said to be millions of years old. Only the Splugorth and a handful of gods are believed to actively practice it. This area of mystic study is reviled because it involves the death and/or (eternal) enslavement of living beings to create its powerful magic. See *Rifts® Atlantis* for some details about this magic.

Witchery or Witchcraft — a pact with a powerful demon lord, evil god or alien intelligence (not Wicca) — creates a supernatural bond between the supernatural being and its mortal servant. It is through this link that the pact-maker gains his or her power. This is not a particularly common means of gaining magical powers. It is believed that less than **4%** of all practitioners of magic are Witches. See *Rifts® Conversion Book One* (or the *Palladium Fantasy RPG, 2nd Edition*) for details on Witchery.

Warlocks, Brothers of the Elementals. This is probably the third most popular practice of magic (Ley Line Walker/Wizardry being number one, Techno-Wizardry second, and Mystic a close fourth). These mages are linked to the great elemental forces and the living beings known as elementals. As per the orientation of each Warlock, the spell caster will be allied to one or two of the elements. Earth, Air, Fire and Water. Consequently, their magic represents and derives its power from one (or two) of the elements. See *Rifts® Conversion Book One* (or the *Palladium Fantasy RPG, 2nd Edition*) for details on Warlocks and Elementals.

Temporal Magic is another of the ancient, rarest and most difficult forms of magic to master; less than 2% of all magicians on Earth are believed to practice this enigmatic and cosmic art. See *Rifts® England* for details about this magic.

Numerous other types of magic exist around the world, but those noted above and in this book are the most common to the Americas, as well as much of the world.

Rifts® Guide to Magic

The following is a quick list of notable magic disciplines, O.C.C.s, spells and where they can be found.

Some of the most notable magic O.C.C.s, spells, powers, and magic appear in the *Rifts® RPG*, *Rifts® World Book 2: Atlantis*, *Rifts® World Book 3: England*, *Rifts® World Book 4: Africa*, *Rifts® World Book 6: South America* (one), *Rifts® World Book 7: Underseas*, *Rifts® World Book 8: Japan* (mystic powers, mystic O.C.C.s, demon slaying and demons), *Rifts® World Book 14: Spirit West* (Shaman & Indian magic and spirits), and *Rifts® Conversion Book One*. Additional spells, magic, characters, and ideas can be found in other *Rifts®* titles (see Dimension books for otherworldly stuff) or easily adapted from other *Palladium RPGs* and sourcebooks, including the *Palladium Fantasy RPG, Second Edition*, *Nightbane™* (especially *Through the Glass Darkly*), *Beyond the Supernatural™*, and *Mystic China™*, among others.

Notable magic disciplines in Rifts® books

African Magic (chants, dance & rituals): *Rifts® Africa*, pg. 86
African Witchcraft (spells): *Rifts® Africa*, page 74.
Biomancy: *Rifts® South America One*, page 58.
Biomancy (spells): *Rifts® South America One*, page 64.
Bio-Wizardry: *Rifts® Atlantis*, page 106.
Bio-Wizard Rune Weapons: *Rifts® Atlantis*, page 120.
Bio-Wizardry Symbiotes: *Rifts® Atlantis*, page 117.
Elemental Magic (Warlock): *Rifts® Conversion Book One*, page 55.
Herb Magic: *Rifts® England*, page 27.
Ley Line Walker Abilities & O.C.C.: *Rifts® RPG*, page 83.
Magic Spells: *Rifts® RPG*, page 166.
Magic Staves & Wands: *Rifts® England*, page 18.
Mystic Powers & O.C.C.: *Rifts® RPG*, page 85.
Mystic Martial Art Powers: *Rifts® Japan*, page 195.
Nazca Line Magic: *Rifts® South America 2*, page 30.
Necro-Magic (Necromancy spells): *Rifts® Africa*, page 105.
Ocean Magic (spells): *Rifts® Underseas*, page 57.
Ocean: Korallyte Shaping Spells: *Rifts® Underseas*, page 151.
Stone Magic: *Rifts® Atlantis*, page 100.
Tattoo Magic: *Rifts® Atlantis*, page 83.
Techno-Wizard Magic: *Rifts® RPG*, page 91.
Techno-Wizard Juicer: *Juicer Uprising*, page 47.
Temporal Magic: *Rifts® England*, page 66.
Voodoo: *Rifts® South America One*, page 51.
Whale Singer Spellsongs: *Rifts® Undersea*?, page 57.
Witchery: *Rifts® Conversion Book One*, page 55.
Warlock (Elemental Magic): *Rifts® Conversion Book One*, pg. 59.

Note: Biomancy and Bio-Wizardry (Rune Magic) are two different types of magic.

Notable Magic O.C.C.s & R.C.C.s

O.C.C. African Priest: *Rifts® Africa*, page 85.
O.C.C. Anti-Monster Mystic Cyborg: *S. America One*, pg. 58.
O.C.C. Biomancer: *Rifts® South America One*, page 61.
O.C.C. Druids: *Rifts® England*, page 38.
O.C.C. Herbologist: *Rifts® England*, page 22.
O.C.C. Inca Line Maker: *Rifts® South America 2*, page 26.
O.C.C. Ley Line Walker: *Rifts® RPG*, page 83.
O.C.C. Medicine Man: *Rifts® Africa*, page 79.
O.C.C. Millennium Druid: *Rifts® England*, page 44.
O.C.C. Mystic: *Rifts® RPG*, page 85.
O.C.C. Necromancer: *Rifts® Africa*, page 99.
O.C.C. Ocean Wizard: *Rifts® Underseas*, page 60.
O.C.C. Rain Maker: *Rifts® Africa*, page 83.
O.C.C. Sea Druid: *Rifts® Underseas*, page 61.
O.C.C. Shifter: *Rifts® RPG*, page 87.
O.C.C. Stone Master: *Rifts® Atlantis*, page 99.
O.C.C. Tattooed Man: *Rifts® Atlantis*, page 93.
O.C.C. Techno-Wizard Magic: *Rifts® RPG*, page 89.
O.C.C. Tribal Shaman: *Rifts® South America One*, page 145.
O.C.C. Voodoo Priest: *Rifts® South America One*, page 51.
O.C.C. Witch (African): *Rifts® Africa*, page 73.
O.C.C. Witch (General): *Rifts® Conversion Book One*, page 55.
O.C.C. Warlock: *Rifts® Conversion Book One*, page 59.
O.C.C. Japanese Mystic O.C.C.s: *Rifts® Japan*, throughout.
R.C.C. Dragon Hatchlings: *Rifts® RPG*, page 97.
R.C.C. Dragons, Adult: *Rifts® Conversion Book One*, page 119.
R.C.C. Dragons, comprehensive look: *Dragons & Gods™*, pg 8.
R.C.C. Mind Bleeder (psionics): *Rifts® Africa*, page 93.
R.C.C. Ship Dreamers (Horune): *Rifts® Underseas*, page 165.
R.C.C. Whale Singers: *Rifts® Underseas*, page 50.

Notable magic NPCs & Stuff

Alien Magic: See *Dimension Books™* and other Palladium RPGs.
Black Demon Ships: *Rifts® South America One*, page 58.
Chiang-Ku Dragon: *Rifts® England*, page 46.
Dream Ships (Horune): *Rifts® Underseas*, page 170.
Elementals: *Rifts® Conversion Book One*, page 196.
Alien Intelligences: *Rifts® Conversion Book One*, page 204.
Eyes of Eylor: *Rifts® Atlantis*, page 72.
Gods, Celtic: *Rifts® England*, page 125.
Gods, General: *Rifts® Conversion Book One*
Rifts® Pantheons of the Megaverse® and
Dragons & Gods™
Gods, Native American: *Rifts® Spirit West™*.
Gods, of the Nile: *Rifts® Africa*, page 36.
Lazlo, Victor: *Rifts® Africa*, page 151.
Ley Line Maps of British Isles: *Rifts® England*, page 122.
Ley Lines Underwater: *Rifts® Underseas*, page 16.
Lord of the Deep: *Rifts® Underseas*, page 41.
Millennium Trees & Magic: *Rifts® England*, page 9.
Myrrlyn The Enchanter: *Rifts® England*, page 84.
Rune Weapons (Bio-Wizardry): *Rifts® Atlantis*
Conversion Rules; Conversion Book One
Palladium Fantasy RPG, 2nd Edition
Palladium Fantasy: High Seas, 2nd Ed. Dragons & Gods™
Splugorth, Alien Intelligence: *Rifts® Atlantis*, page 39.
Splugorth Juicers (Bio-Wizardry): *Juicer Uprising*, page 53.
Splugorth High Lords: *Rifts® Atlantis*, page 43.
Splugorth Magic Ships: *Rifts® Underseas*, page 185.
Staves & Wands: *Rifts® England*, page 18.
Tarn, Erin: *Coalition War Campaign* and *Rifts® Africa*.
Techno-Wizard/Dragon Juicer: *Juicer Uprising*, page 47.
Techno-Wizard Items: *Rifts® RPG*
Rifts® Vampire Kingdoms
Rifts® Atlantis
Rifts® Underseas
Rifts® New West™
True Atlanteans: *Rifts® Atlantis*, page 14.

New Spells

By Peter Murphy & Kevin Siembieda
additional text and ideas by Patrick Nowak

The following are so-called common or general wizard spells available to *Ley Line Walkers*, *Maps*, *Mystics*, *Techno-Wizards* and *Wizards*, as well as other select practitioners of magic. Note that many specific areas of mystic knowledge, such as Conjuring, Necromancy, and Temporal Magic, are special areas of mystic study not available to the above O.C.C.s. However, such specialized sorcerers can *usually* learn some number of these spells.

Note: All **elemental** spells (earth, air, fire, and water based) are available to the appropriate Warlocks at half the usual level and half the P.P.E. All **creation** spells are available to the Conjurer O.C.C., often with increased capability and/or less P.P.E.



New Spells Listed in Alphabetical Order

Level One

Lantern Light (1)

Level Two

Aura of Power (4)

Cleanse (6)

Cloak of Darkness (6)

Manipulate Objects (2+)

Shatter (5)

Throwing Stones (5)

Level Three

Create Wood (10-20)

Life Source (2 +Special)

Light Healing (6)

Light Target (6)

Magic Shield (6)

Mystic Fulcrum (5)

Orb of Cold (6)

Wave of Frost (6)

Level Four

Chromatic Protection (10)

Deflect (10)

Electric Arc (8)

Fireblast (8)

Fist of Fury (10 or 50)

Reflection (7)

Ricochet Strike (12)

Watchguard (10)

Weight of Duty (10)

Level Five

Armor Bizarre (15)

Aura of Death (12)

Death Curse (Special)

Distant Voice (10)

Featherlight (10)

Horror (10)

House of Glass (12)

Implosion Neutralizer (12)

Influence the Beast (12)

Instill Knowledge (15)

Lifeblast (15)

Mend the Broken (10+)

Mental Blast (15)

Superhuman Endurance (12)

Sustain (12)

Barrage (15)

Create Water (15)

Crushing Fist (12)

Energize Spell (12+)

Fire Blossom (20)

Fortify Against Disease (15)

Frequency Jamming (15)

Frostblade (15)

Ice (15)

Illusion Booster (15)

Illusory Wall (15 or 30)

Power Bolt (20)

Targeted Deflection (15)

Sheltering Force (20)

Level Seven

Ballistic Fire (25)

Fire Gout (20)

Heal Self (20)

Lightblade (20)

Mental Shock (30)

Negate Mechanics (20)

Sonic Blast (25)

Spinning Blades (20)

Sub-Particle Acceleration (20)

Level Eight

Fire Globe (40)

Forcebonds (25)

Greater Healing (30)

Invincible Armor (30)

Lifeward (40)

Lightning Arc (30)

Magical-Adrenal Rush (45)

Power Weapon (35)

Shockwave (35)

Sorcerous Fury (70)

Wall of Wind (40)

Winged Flight (35)

World Bizarre (40)

Level Nine

Aura of Doom (40)

Beat Insurmountable Odds (70)

Create Steel (68)

D-Step (50)

Desiccate the Supernatural (50)

Dragon Fire (40)

Illusion Manipulation (25-60)

Phantom Mount (45)

Purge Self (70)

Realm of Chaos (70)

Tame Beast (60)

Wall of Defense (55)

Level Ten

Armorbane (100)

Deathword (70)

Enemy Mind (100)

Giant (80)

Illusory Forest (45-90)

Magic Warrior (60)

Meteor (75)

Plane Skip (65)

Purge Other (100)

Reality **Flux** (75)

Restore Limb (80)

Speed Weapon (100)

Super-Healing (70)

Wall of Not (70)

Warped Space (90)

Level Eleven

Astral Hole (120)

Bottomless Pit (100)

Curse of the World Bizarre (100)

Disharmonize (150)

Energy Sphere (120)

Firequake (160)

Id Alter Ego (130)

Illusory Terrain (55-120)

Mindshatter (130)

Re-Open Gateway (180)

See in Magic Darkness (125)

Level Twelve

Ensorcel (400)

Heavy Air (200)

Ironwood (50+)

Null Sphere (220)

Soultwist (170)

Wall of the Weird (180)

Level Thirteen

Collapse (70-400)

Restore Life (275)

Shadow Wall (400)

Swap Places (300)

Level Fourteen

Annihilate (600)

Summon & Control Sea Serpents (350)

Level Fifteen

Circle of Travel (600)

Enchant Weapon (400 to 1000+)

Summon Ally (600)

Void (700)

Spell Descriptions

Level One

Lantern Light

Range: 10 feet (3 m) — can light up a room.

Duration: 30 minutes per level of the spell caster.

Saving Throw: None

P.P.E.: One

The Lantern Light spell creates a small sphere of light that is less brilliant but longer lasting than the Globe of Daylight. It floats within 10 feet of the spell caster and can be mentally moved to hover at direct angles and positions as the mage desires. This magic light may be thought of as a magical, floating light bulb with a dimmer switch. The intensity of the light can be mentally adjusted to the equivalent of a 50 to 300 watt light bulb, whatever suits its creator. Note: This is not sunlight, so it will not damage vampires, although it may keep them at bay.

Level Two

Aura of Power

Range: Self or one other by touch.

Duration: One minute per level of experience.

Saving Throw: None

P.P.E.: 4

The target of this spell is surrounded by a glowing, golden aura that makes them seem more experienced and imposing than they really are! Effectively makes the character seem three levels higher, 50% stronger than he or she really is and add 1D4+2 to M.A. Excellent when trying to bluff or look important. Note: This power creates the impression of power, but does not instill the character with any real increase in power whatsoever! If an opponent calls the bluff, the enchanted character may find himself in serious trouble.

Cleanse

Range: Self, one person and the clothes he's wearing up to 10 feet (3 m) away, or two people by touch.

Duration: Instant

Saving Throw: None

P.P.E.: 6

This is a simple but incredibly useful spell designed to remove dirt and grime from the body of a living being and the clothes he wears. Magic energy flows over the person and magically removes dirt, grime, stains, and just about anything that the spell caster considers "unclean." The recipient of this magic instantly becomes spotless, from head to toe. The hair and body look as if right out of the shower (only dry) and the clothes as if freshly washed and dried. The spell cannot be used on body armor, buildings, vehicles, streets, or anything else, only living creatures and clothes/fabric. One pile of clothes, weighing no more than 25 pounds (11.34 kg; no living person) can **also** be washed in place of a person with clothes. Note: This spell only cleans off the surface of the target and will not rid them of diseases or poison, although it will kill most surface **parasites**, such as ticks and fleas.

Cloak of Darkness

Range: Self plus a 5 foot radius around the character.

Duration: 4 minutes per level.

Saving Throw: None

P.P.E.: 6

This spell cloaks the spell caster in a field of darkness that follows him or her everywhere — the mage can see perfectly from within the darkness, but those outside the radius of magic cannot see in. At night, it renders the mage virtually invisible, **but** he/she can **still** be detected by infrared and/or heat sensors, thermo-imaging optics, motion detectors and similar sensor systems. Furthermore, the aura of darkness may noticeably obscure a particular area, making it obvious to visual detection, especially in daylight or when bathed in light — the darkness cannot be dispelled by ordinary light. Consequently, this cloaking spell is ideal in darkness for hiding, escape and setting up an ambush.

In combat, opponents who attack a character cloaked in darkness from any **distance** (beyond the 5 ft/1.5 m area of magic) are -3 to strike, unless guided by thermo optics or similar heat based optics, and even then are -1 to strike. Those who step into the darkness for hand to hand combat will see their quarry without difficulty; no penalty unless they step outside the 5 foot (1.5 m) radius of effect.

Manipulate Objects

Range: 50 feet (15.2 m) +10 feet (3 m) per level of experience; line of sight.

Duration: Two minutes per level of experience.

Saving Throw: None for inanimate objects. Living beings are immune to this magic.

P.P.E.: Varies; two **P.P.E.** per five pounds (2.3 kg).

The Manipulate spell was designed to help a sorcerer when he needs an extra pair of hands, but has nobody to assist him. It is used mainly to hold an item in mid-air, to bring an item from across the room without having to get up and get it, and to use magic energy to pick up, move, carry or hold one or more small objects.

The spell caster summons forth blue strands of magical energy that wrap around an item and bring it to him, hold it near or in place or still, or to pick up and carry it, following the mage around at waist or shoulder level. Being able to magically hold an item in mid-air until needed, or to magically carry or retrieve an item allows the mage to keep his hands free to perform more delicate tasks. This also means the mystical movement of objects weighing less than 10 pounds (4.5 kg) is very simple and requires little concentration. When the mage isn't consciously manipulating an object, the item hangs suspended 3-5 feet (0.9 to 1.5 m) above the ground, usually within arm's reach.

The **P.P.E. cost** varies with the combined weight of the objects — two **P.P.E.** points per five pounds (2.3 kg).

Inanimate objects get no save against this spell; this means that even tiny, lightweight robots get no save, although they may struggle or attack.

Limitations:

Maximum Speed **of** moving objects that weigh 10 lbs (4.5 kg) or less: Is a speed factor of 10. Reduce speed by half when the total weight becomes 100 lbs. (45 kg) **or** more.

Maximum height: Six feet (1.8 m).

Maximum number of objects: Two per level of experience.

Maximum weight: 10 pounds (4.5 kg) per level of experience. The spell caster cannot manipulate more than his maximum weight, so a first level mage can manipulate **up** to two items with a combined weight of 10 lbs. (4.5 kg), while a third level mage can manipulate as many as six items weighing up to 30 lbs. (13.6 kg).

The magic force has the equivalent **P.S.** of 8, +1 per additional level of the spell caster (9 at 2nd level, 10 at 3rd, etc.).

The energy is designed to hold and carry objects, so it can *not* be used to open a container, open a door or window, shoot a gun, pull a trigger or lever, press a button, or **turn** a knob, although a small object can be "manipulated to gently press or tap against a button or switch to turn it on or **off**." The spell caster must concentrate to direct the object and each action by the object counts as one of the character's melee actions.

Likewise, the slow speed of movement, relatively low **P.S.**, and the fact that this spell is not intended for combat, means that small objects cannot be hurled or used to stab or pound an opponent. Each object manipulated to hit/attack requires the conscious focus of the spell caster, uses up one of his attacks per melee, and is easy to dodge or parry (the magic force is -2 to strike, and no combat bonuses apply).

Note: This magic cannot be used to pick pockets or steal items unnoticed. Nor to grab an item, **lift** it in the air and drop it. The magic energy will not drop anything — it is designed to hold and carry. A few seconds before the spell duration elapses, the objects are gently lowered to a table top or the floor.

Shatter

Range: 20 feet (6 m) or by touch.

Duration: Instant

Saving Throw: None

P.P.E.: 5

This spell causes brittle, comparatively fragile objects, like **glass**, ceramic pottery, china, hardened clay, sandstone, ice, peanut brittle, etc., to instantly shatter into hundreds of pieces with a mere touch or mean look (and foul intent). This spell is ineffective against objects weighing more than 100 pounds (45 kg), mega-damage materials, magic items, flexible or elastic materials (cloth, plastic, rubber, etc.) and substances with the toughness of wood or better. Likewise, it cannot be used against living beings (i.e. cannot shatter bone, claws, teeth or even fingernails).

Throwing Stones

Range: 200 feet (61 m) +100 feet (30.5 m) per level of experience.

Damage: 1D6 M.D. +1 M.D. point per level of experience.

Duration: Two melee rounds.

Saving Throw: Dodge

P.P.E.: 5

This spell enables the caster to draw upon the earth to magically make a hardball sized, circular stone appear in his hand per each of his melee actions. The stone can then be magically hurled with surprising accuracy and distance. The magical stone hits with the force of a cannonball, and is temporarily a mega-damage structure and weapon. The caster chooses the target, then throws the magical stone as he would a ball, with a +2 bonus to strike (**P.P.** attribute and targeting bonuses are applicable). The target may attempt to dodge the attack, but the stones are thrown too fast for most normal beings to parry. After it hits, the stone crumbles into dirt. Creating and throwing count as one melee attack/action.

Level Three

Create Wood

Range: 10 feet (3 m)

Duration: Permanent

Saving Throw: Not applicable.

P.P.E.: 10 for soft wood for burning, 20 for hard wood for building.

Create Wood does just that. It forces magical energy to draw together particles and fibers from the surrounding air and **area**, bond them together and multiply them on a molecular level to create wood. The shape can be two foot (0.6 m) long logs or six foot (1.8 m) long, one foot (0.3 m) wide planks. Hard wood costs more to make but is excellent for building; soft, weak wood is used for burning. The use of this spell has allowed Dweomer City (and others) to use wood in buildings and various tools/weapons/items without chopping down lots of trees. Thus, the city sits in the middle of pristine wilderness, making it even harder to detect.

The amount of wood created varies: Up to 100 lbs. (45 kg) per every 10 (soft) or 20 (hard, building wood) P.P.E. expended. Note: Both the Conjurer and Earth Warlock can cast this spell at half the P.P.E.

Life Source

Range: Self

Duration: Instant

Saving Throw: Not applicable.

P.P.E.: Special: 2 P.P.E. plus Hit Points or S.D.C.

By using the Life Source spell, the mage is able to convert his own life energy (S.D.C. and/or hit points) into P.P.E. for casting spells. Casting Life Source costs two P.P.E. points and inflicts physical pain and weakness. The sacrifice of portions of his own life force in order to gain P.P.E. racks the body with sharp pain and invisible physical damage. Obviously this is a spell of desperation.

In game terms, the willing sacrifice of *two* S.D.C. points (counts as S.D.C. damage) makes available one P.P.E. point. The willing sacrifice of *one* Hit Point makes available one P.P.E. point. Unlike the Indian Shaman power (see **Rifts®** Spirit West), the mage can accidentally *kill* himself by burning up all his Hit Points (down to zero). If hit points reach zero (even if S.D.C. points are still available), the character falls into a coma and is -20 to save vs coma and death! Furthermore, for every ten points of S.D.C. or five Hit Points of damage to the spell caster (from this spell), he becomes weak and is -2 on all rolls for bonuses, saving throws and combat (initiative, strike, etc.), while skill rolls are -10%. At some point, the character can do little more than sit or lay in a heap to mumble spells and speak — too weak and hurt to move! Note: This damage resists both bio-regeneration and magical healing, but is not permanent, and will heal at the normal rate.

Light Healing

Range: Touch

Duration: Instant

Saving Throw: None

P.P.E.: 6

The caster grasps the target with both hands, then channels magical energy into them, willing it to aid their body in healing. The magic will speed the healing process to clear out minor infection, minor food poisoning/upset stomach, a slight headache, tiny cuts, bumps and bruises; restores 1D6 S.D.C. or 1D4 hit points (not both). The healing is instant and painless. The spell caster may not use this spell on himself.

Light Target

Range: One target up to 10 feet (3 m) away or two by touch

Duration: Two minutes per level of the spell caster.

Saving Throw: Standard

P.P.E.: 6

This spell may seem quite harmless but is designed for ill intent. The sorcerer can create a rather bright glow of light around any one victim (two by touch). The glow is intended to mark the character and make him stand out in a crowd (as a thief, outsider, fool, troublemaker, enemy, or target) — it is especially effective at night. Covering oneself with other clothes, blankets, rags or armor in an attempt to obscure the glow is impossible, for it is the person, not his clothes that is affected and the aura will appear around him no matter what he wears (this magic does not work on inanimate objects). Hiding behind closed doors, in a closet or trunk, or inside a vehicle *may* conceal the character, provided that the radiating light can't be seen through cracks, keyholes, windows or other openings through which light can be seen. A simple yet potentially nasty spell.

Magic Shield

Range: Self or other.

Duration: Two minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 6

This spell creates a pale white field of energy in the shape of a large, round shield with 60 M.D.C. The shield can be used by the spell caster or be given to someone else. It functions as a normal shield to parry melee attacks (sword blades, clubs, etc.), with a bonus of +1 to parry. The shield wielder can also attempt to parry energy blasts and projectiles, but the user has no bonuses and suffers a -3 penalty to parry. The shield takes one quarter damage from all attacks it parries and disappears when all M.D.C. are used up, the spell duration elapses, or if the user loses contact with the shield.

Mystic Fulcrum

Range: Self or two others by touch.

Duration: 10 minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: 5

Mystic Fulcrum is another spell that defies or tweaks the laws of physics. Those enchanted by the magic can pick up and move objects that they would otherwise not have the leverage and ability to do so without a lever and support. In addition, those enchanted by Mystic Fulcrum can lift 50% more weight than usual and carry 10% more.

Orb of Cold

Range: Throw: 200 feet (61 m).

Duration: One melee round; 1D4 minutes for numbness.

Damage: 3D6 M.D. plus numbness penalties.

Saving Throw: Dodge; standard.

P.P.E.: 6

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

Wave of Frost

Range: 200 feet (61 m) +20 feet (6 m) per level of experience.

Damage: Special

Duration: One minute per level of experience.

Saving Throw: Special

P.P.E.: 6

This magical attack is designed to damage delicate flowers and roots of plants. The Wave of Frost can be cast several hundred feet away and covers a 6 foot (1.8 m) radius per level of experience. All

flowering plants caught in the frost will suffer damage: 2D4×10% will die, meaning the yield of fruit, vegetables, etc., normally borne by that plant(s) will be reduced by that amount. In addition, 1D4×10% of the plants are irreparably damaged (Shaman, Druidic or Elemental magic is all that can restore them) and will die within 48 hours. This spell can also be used to obscure windows by covering them in frost (takes one melee round to scrape a peep hole).

Level Four

Chromatic Protection

Range: Self or touch to cast the magic; 10 foot (3 m) range for the protective light against attacking enemies.

Duration: The protection magic remains in effect for one minute per level of the spell caster and will automatically activate against each and every attacker (including simultaneous, multiple attackers) within its 10 foot (3 m) radius of influence. It cannot protect against long-range attacks.

Saving Throw: Standard

P.P.E.: 10

This is a unique spell of protection that can be cast around any one living being or an inanimate object no bigger than an automobile. The only evidence of the spell being in place is a faint, blue glow around the enchanted person or object. The glow is virtually unnoticeable in daylight but obvious in the dark (making the recipient of its protection a more noticeable and easy target — attackers are +1 to strike).

The magic is activated when an enemy tries to make a move to strike/hurt the person or object protected by the magic. The attacker, and only the attacker (or attackers), is struck and blinded by a burst of brilliant, pulsing light, as if a dozen flash bulbs with the light intensity of the sun suddenly went off in rapid succession. Only the would-be-attacker sees and is affected by the light, so those around him will be unaware of any magic or even that the attacker has been afflicted by magic, unless they can sense or see magic energy. Furthermore, the light frequency magically adjusts to the spectrum of light by which the attacker sees, so it is effective against most life forms (it is not effective against those rare beings who use psionics, feelers, smell and/or other senses to see/identify their victims and surroundings, including the Splugorh's Altarian Blind Warrior Women).

The victim of the magical light pulses is temporarily blinded for 1D4 melee rounds, making him -4 on initiative, -6 to strike, parry and dodge, and loses one melee attack/action each round he is blinded. Furthermore, his impaired vision makes it impossible for the character to read, he cannot move faster than a speed of 8 without stumbling and falling (loses initiative and two melee actions per each fall), and any attempt to perform a skill is done as if blind, with a skill penalty of -80%.

Notes: 1. The spell caster must touch the recipient of this magic protection or cast the spell on himself.

2. The light is magical and *will* penetrate non-magical armor and visors, so even characters in M.D.C. body armor will suffer its effects. Only magical, rune/bio-wizard armor, Techno-Wizard creations, and rare items created by the gods designed to protect the eyes through magic can protect against the effects of this spell.

3. Dragons, greater demons, demon lords, gods (even lesser ones) and alien intelligences are *not* affected by this magic, and most lesser/minor supernatural beings recover in half the time (reduce the duration of penalties by half).

4. The spell will affect those who make a clear and obvious physical move to attack, including raising one's hand in a hostile gesture, a punch, kick, bite, pointing a weapon at the character, or making a verbal threat followed by drawing a weapon or even picking up a chair to use as a club or to throw. In all cases, the attacker must make the first hostile action.

Deflect

Range: Self

Duration: One melee action per level of experience. The spell will last until all deflections have been used, or one melee round, per level of the mage's experience, has passed.

Saving Throw: None

P.P.E.: 10

This spell allows the spell caster to attempt to magically parry and deflect incoming ranged-weapon attacks such as arrows, bullets, lasers, particle beams, rail guns, tire balls, called lightning, etc. The caster gets to roll a normal 20 sided die +4, for his or her parry (plus any P.P. attribute bonus; other parry bonuses do not apply). If successful, the attack is deflected by a small energy field, and harmlessly hits the ground 1D4×10 yards/meters away. Such a deflection *may* hit an ally or innocent bystander if used in a crowded or heavily occupied area.

This spell can also deflect missiles, even volleys, but the spell caster might get caught in the blast radius and innocent bystanders are likely to get hurt. When missiles or powerful energy blasts (those that inflict 1D4×10 M.D. or more damage) are deflected, the character must roll a 20 sided die again, but without benefit of a bonus, to see whether or not the attack is deflected away without harm to others, or whether it strikes an innocent bystander. A roll of 1-4 means the attack is deflected into the *ally* nearest the mage! A roll of 5-8 means it hits an innocent bystander. A roll of 9 or higher means the attack is deflected without harm to others, unless the area is densely populated or crowded, then innocents are almost certain to be injured. Area effect attacks like exploding rockets, missiles, and grenades, or rail gun bursts *may* strike and injure or kill dozens of people; G.M.s should use their discretion in such determinations. No, the spell caster cannot accurately deflect the attack into a specific enemy target or location.

Electric Arc

Range: 30 feet (9 m) per level of experience.

Duration: One melee round.

Damage: 2D6 M.D.

Saving Throw: Dodge

P.P.E.: 8

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

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

Fireblast

Range: 50 feet (15.2 m)

Duration: Instant

Damage: 3D6 M.D.

Saving Throw: Dodge

P.P.E.: 8

Fireblast is a simple offensive spell in which the mage shoots mega-damage flames from his or her hands. The blast is only one foot (0.3 m) wide, but extends for the full 50 feet (15.2 m). Everything in its path will take damage unless those in its path can dodge. The blast can be stopped by doors, walls, etc., but only if the spell's damage does not destroy the object. Otherwise, the flames keep going. This is a great spell for clearing out passageways.

Fist of Fury

Range: Self or one person by touch.

Damage: Varies with P.S.

Duration: One melee round per level of experience.

Saving Throw: None

P.P.E.: 10 self or 50 to cast upon another.

This spell causes the spell caster's dominant hand to glow with a fierce red light. The character can then punch with mega-damage power as if his or her strength were supernatural (1D6 M.D. minimum damage). However, the mage can only do normal punches, not power punches and does not get any additional attacks per melee round. Furthermore, the character cannot parry mega-damage energy attacks, but can grab and parry physical mega-damage melee weapons such as a magical sword or Vibro-Blade. The fist is encased in magical energy and releases a shower of energy sparks on impact. Note: This spell cannot be placed on Automotons, robots or other non-living things, nor the supernatural.

Reflection

Range: Up to 20 feet (6m) away.

Duration: Two minutes per level of experience.

Saving Throw: None

P.P.E.: 7

This spell has two features, both of which can be used to entertain or confuse.

1. The sorcerer can magically "freeze" the current reflection in a mirror or any reflective surface. This is typically done to preserve visual evidence (a temporary visual snap-shot of events and/or people reflected in the mirror), to leave a clue, or as a warning ("I," or some enemy, "was here").

2. The spell caster can make his reflected image appear in any or all reflective surfaces (mirrors, chrome, polished metal, china, etc.) within a 20 foot (6 m) radius. This is usually done to surprise/startle, threaten or confuse others. In this case, the mage must have a mirror of his own or access to a reflective surface to create the reflected image that is transmitted to the others. Furthermore, this image is not froze, **so** the mage can move and gesture. Note: This is a transmitted reflection from the mirror available to the sorcerer. consequently, other images may be deliberately or accidentally caught in the reflection and transmitted to appear in the mirrors (other people and background images that may indicate his location, comrades, etc.). The reflections are just an image, there is no sound, so communication can only be done through sign language, pantomime, or writing (which appears backwards).

Ricochet Strike

Range: Varies with the type of weapon — must be a physical weapon, such as a knife, throwing axe, spear, arrow, or stone. Not applicable to missiles, rail guns, machineguns or any "burst" weapons, nor energy blasts.

Damage: Normal for the weapon used.

Duration: One melee round.

Saving Throw: None

P.P.E.: 12

This spell places a temporary enchantment on any melee weapon that could conceivably be thrown: Ordinary or magical knife, axe, shuriken (throwing star), boomerang, throwing stick or iron, hammer, sword, spear, javelin, arrow, sling stone, rock, Vibro-weapon, Neuro-mace, magical weapon, etc. (energy blasts, bullets, and similar projectiles cannot be enchanted by this magic. A thrown hand grenade can be made to ricochet, but will only explode and inflict damage upon one designated target). The magic can be used on S.D.C. or M.D. weapons.

When the weapon is thrown, it can strike multiple targets by ricocheting off the first to hit the second, bounce again and hit a third. The weapon can strike up to three targets with a single attack/melee action. It can strike the initial target twice, but only if it ricochets off something (or someone) else as its second strike. The spell caster rolls to strike as normal, and if the weapon hits, it inflicts damage, then skips off the initial target and streaks towards the next. The same strike roll is used, and if it hits again, it does damage and goes to the third target. The weapon can be parried or dodged as appropriate, and yes, if a 20 is rolled, all the intended targets are hit for double damage. However, if it

should, at any time, miss, or be dodged (not parried, a parry will still cause ricochet), the spell ends. In any case, it ends after the maximum number of targets (three) have been hit or parried.

Watchguard

Range: 6 foot (1.2 m) radius per level of experience.

Duration: One hour per level of experience.

Saving Throw: Special

P.P.E.: 10

Watchguard sets up an invisible magical aura around a particular area (campsite, room, courtyard, etc.) that will instantly alert the spell caster should anything potentially dangerous or openly hostile come into the area (includes all predatory animals, robots, humanoids and supernatural beings). Each intruder gets to save vs magic at -5. If they save, they penetrate the area without alerting the mage. If they fail, the mage is instantly alerted to potential danger, knows approximately how many intruders (but not who or what they are), and, if asleep, will awaken knowing a threat is nearby. It does not indicate the location of the potential danger, type of danger/race/species, nor does it register Astral Travellers.

Weight of Duty

Range: One victim up to 200 feet (61 m) distant or two by touch.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: Standard

P.P.E.: 10

Weight of Duty affects all characters it is cast upon. A standard save vs magic can be made against this magical mental assault (a high M.E. or other mental save bonuses do not apply). The spell only affects intelligent, mortal beings with an honorable alignment or a strong sense of duty and responsibility (supernatural beings and creatures of magic are immune). Those who fail to save suffer the feeling that the task set for them is too great and they are doomed to failure. This magical melancholy makes them lose all inspiration and drive/initiative, and their limbs actually seem to become heavy as if straining to lift a tremendous weight. Those affected suffer the following penalties: No initiative, -1 attack per melee, -4 to strike, parry and dodge, speed is half, and skill performance is half of normal, plus skills and actions are done halfheartedly and take twice as long as normal. Worse, they are likely to surrender if things go badly.

Note: If the save is made, however, the target benefits from renewed determination and they are +2 on initiative and +2 to save vs this spell and similar mind control magic if it is used against them any time in the next hour!

Level Five

Aura of Death

Range: Self

Duration: Two melee rounds per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: 12

Aura of Death surrounds the caster in a nimbus of flickering, purplish black flames. The aura produces neither light nor heat, and, because it creates an aura of death, actually renders the spell caster invisible to infrared, thermo-imaging, heat sensors and all biological scanning systems for life. Furthermore, Aura of Death acts to veil the character's life force, blocking him from mechanical sensors (heat detector, EKG, EEG, lie detectors, cat-scan, etc.) which will all show the character as being "dead." Likewise, magical and psionic senses such as **see aura**, sense evil, presence sense, psychic diagnosis, **detect psionics**, and similar abilities that **sense/detect** life and biological signatures show nothing (sense magic still works because a spell is actively in force).

On the down side, people and animals will see and respond to the enchanted character as "dead" or worse, the "living dead" — mistaking the character for a vampire, zombie, animated corpse, hideous undead monster, etc. Furthermore, just as the Aura of Death blocks magical and psionic **senses**, so does it prevent magic and psionic healing, including healing touch, heal wounds, deaden pain, cure minor disorders, and similar. In addition, scavengers (including insects, vultures, vermin and ghouls) will see the character **as** a corpse to be eaten, and may buzz around him and try to eat his (dead) flesh. However, this will only happen when and where such creatures are plentiful. On the other hand, zombies, mummies and animated dead will accept the character as one of their own and ignore him, unless he attacks them or their master.



Armor Bizarre

Range: Self or one other up to 30 feet (9 m) away.

Duration: One minute (4 melee rounds) per level of the spell caster.

Saving Throw: To save vs Horror Factor only.

P.P.E.: 15

Like the Armor of Ithan spell, Armor Bizarre creates a suit of magical, form fitting force to serve as armor. However, it provides 15 M.D.C. per level of the caster and this armor appears to be composed of dozens to hundreds of writhing tentacles, pulsating slime, or crawling worms. This magical illusion provides a Horror Factor of 9 +1 for every two levels of the spell caster (10 at 2nd, 11 at 4th, 12 at 6th, etc.). Anyone fighting an opponent in Armor Bizarre is automatically distracted by the moving parts (-1 on initiative) and must make a save vs Horror Factor at the beginning of *every* melee round. A failed roll means the usual H.F. penalties.

Death Curse

Range: 100 miles (160 km) per level of experience. Unlimited for Shifters and Temporal Raiders who can **even** transmit the curse to other dimensions.

Damage: Special

Duration: Potentially permanent.

Saving Throw: None!

P.P.E.: None/Special.

The practitioner of magic can only use the Death Curse at the moment just before he dies, by channeling the last of his life energy **into** a curse upon his killer, or the person responsible for his death (an enemy may hire an assassin or create circumstances that leads to the sorcerer's death). Only one person can be afflicted by this curse. The mage must honestly believe the individual **is** responsible for his death. If wrong about the guilty party, an innocent victim can be cursed, but this is a rarity. **Note:** The Death Curse requires no P.P.E., just the last **of** the spell caster's life energy. This means that because the character's life

essence was spent to evoke the spell, the mage does not get to save vs coma/death and cannot be magically restored/resurrected, except by a god! Even then, the resurrected sorcerer will return in a diminished state, **ID4** levels *of* experience lower than when he died, and with one third less P.P.E. (permanently lost). Furthermore, the spell is *so* vindictive that good characters will see their alignment drop to anarchist. They must regain their good alignment through years of good deeds and by forsaking vengeance.

The Death Curse: The curse is powerful and nearly irreversible. Again, only a powerful god has any chance of removing the curse, and then the odds for success are a meager 01-21%. The only other way to become free of the curse is to make amends for the death he caused, but this is always a herculean task and often impossible.

The Death Curse inflicts the following penalties and afflictions:

Reduce M.E. by two points.

-2 to save vs poison and disease, and -10% vs coma/death.

Whenever the cursed character is in a duel or life and death situation, initiative and all combat bonuses are reduced by half!

The character **is** usually one of the first or primary target **of** attack picked from a group.

All skill rolls involving deceit, treachery **or** gambling (virtually all rogue **skills**) are reduced by half.

The character knows he has been cursed and is plagued by guilt **or** fear that something terrible will befall him — that he is marked by death (which is true). His sleep is often plagued by nightmares and a feeling of dread washes over him whenever things go poorly. He may turn to alcohol or other drugs as a means of escape.

Marked by death, whenever ghouls are encountered they point, lick their lips and giggle; banshees weep bitterly; vampires find him unworthy of eternal unlife; and those who can see auras can actually see the black, negative energy of the curse and know he is a murderer.

Distant Voice

Range: **2000** feet (610 m) per level of experience; line of sight.

Duration: **5** minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: 10

Distant Voice is a spell that allows two-way communication over great distances. Magic is used to create a doorway for sound between two points within range. Voices can pass both ways and be heard as if the speaker were only a few feet away. The only real limits to this spell are that the spell caster must know the person he wishes to speak with (at least in passing or by his appearance) and that individual must be partially visible, even if only a speck **on** the horizon. **If** they have never met, but the character is known to the mage by reputation and photograph, communication is still possible provided there is visual contact.

Communication without visual contact can only be done between people who know each other extremely well, but has a very limited range of 500 feet (152 m) maximum, regardless of experience, and each needs some object that once belonged to the other. Although limited, this form of magical communication cannot be easily monitored or traced (no radio waves, electronics or conventional power source or means of transmission); perfect for a group in hiding. However, a hidden microphone will be sensitive enough to pick up both conversations. Note: The Federation of Magic uses Distant Voice to communicate throughout North America.

Featherlight

Range: Touch or up to 10 feet (3 m) away.

Duration: 10 minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 10

Featherlight allows a spell caster to reduce an *object's* (will not work on a living creature) weight to that of a feather. Due to **loss** of mass, an object is of no use as a weapon, too light. Furthermore, even if

the mage cancels the magic, the object does not return to normal until it **is** sheathed or put down, so there is no picking up boulders and throwing them, then cancelling the magic. Yes, robots and vehicles can be made Featherlight, provided the spell caster can affect the weight of the entire object — half an object (i.e. part of a robot or hovercycle) cannot be made Featherlight, it must be the entire thing.

Limitations: The spell **is** limited to 200 pounds (90 kg) per level of the spell caster and only one object is affected per use of the spell, even if the object weighs far less than the mage's weight limit.

Penalties: This spell was designed mainly *to* enable practitioners of magic to carry great weight easily. Used in a combat context, something made Featherlight cannot inflict damage and is easily blown by the wind, like a feather. Thus, if a rifle or bow was made Featherlight, the weapon would flutter ~~in~~ the wind (-3 to strike) and might even blow away unless it was held tight, pocketed or tied down. These things also apply to robots who may be made Featherlight, plus their speed is reduced by 80% and they must hold on to things or get blown away! Pushing a Featherlight hot with a **P.S. 7** or greater will knock it off its feet and send it flying 3D4 yards/meters. A vehicle like a motorcycle or hovercycle made Featherlight will rocket at double the desired speed (10 mph/16 km is really 20 mph/32 km, and so on). Furthermore, *it* is incredibly hard to handle at speeds above 50 mph (80 km made 100 mph/160 km) because of the light weight — tends to spin and get buffeted by wind even at low speed; -30% to pilot skill under 50 mph (80 km) and -60% over. Note: Cybernetics, bionics, M.O.M. implants and any object/machine that is connected to a living being is immune to this spell.

Horror

Range: The spell can be cast on a person or object by touch or up to 5 feet (1.5 m) away per level of the spell caster; line of sight. The aura of horror surrounding the enchanted person or object is five feet (1.5 m) per level of the spell caster.

Duration: Five minutes per level of experience.

Saving Throw: Standard and vs Horror Factor

P.P.E.: 10

This spell duplicates the effect of the Fear spell (H.F. 16), except instead of placing it on an area, it is placed on a specific object (weapon, statue, vehicle, door, etc.) or person. Any person or animal coming within the radius of horror surrounding the enchanted object or person must save vs Horror Factor (16 or higher). A failed roll against H.F. will send the person running from the object (or person), screaming in terror. The horrified character will want nothing to do with such an enchanted object and can't be made to use it. Likewise, he will keep his distance from similarly enchanted people — frightened, runs away, and cannot be made to trust, work or associate with him.

When the horror spell is cast upon a person (inanimate objects cannot save), unwilling subjects of the horror spell (i.e. those who don't want people to fear them) get a standard save vs magic, which, **if** successful, negates the spell.

In all cases, the spell caster is immune to the fear effect of his own spell, regardless of who or what it is cast upon.

House of Glass

Range: Up to 100 feet (30.5 m) away.

Damage: Special

Duration: One minute per level of the spell caster.

Saving Throw: Standard; gods are immune to this spell.

P.P.E.: 12

"People who live in **glass** houses shouldn't throw stones..."

While clichéd, this saying sums up the spell's effect. The recipient of this magic appears to turn into living glass, but suffers no damage, only a strange, semi-transparent appearance. It is not until the victim of this magic attacks the spell caster that the enchanted individual learns

the effect of this magic. The target of the spell cannot harm the spell caster without suffering **identical damage** in return! Any harm the victim inflicts on the mage is also visited upon him. Thus, an enchanted mercenary who fires a laser at the mage and inflicts 22 M.D., will automatically suffer 22 M.D. in return. The damage is always identical, so if the mage suffered damage to his armor (magical or physical body armor), the same damage will be inflicted on his enchanted attacker. If the damage was to physical M.D./hit points, the attacker will suffer the same damage in the same location. Similarly, if the attacker is a fellow mage, and he casts a Speed of the Snail spell upon the other mage, he too will be affected by his own magic. Of course, the returning attack may offer greater or lesser consequences to the attacker depending on the situation and the two combatants. If the spell caster is killed, his victim will see his hit points knocked down to 1D4, fall to his knees and suffer from weakness (all attacks, speed, bonuses and skills reduced by half) — a near death experience. Of course, other enemies may take advantage of his incredibly weakened state! If the sorcerer's attacker is killed, the spell ends immediately.

Implosion Neutralizer

Range: Can be cast on one explosive item up to 50 feet (15.2 m) away per level of experience, or two by touch.

Damage: Reduced.

Duration: Special; vanes.

Saving Throw: Not applicable.

P.P.E.: 12

Implosion Neutralizer is a spell developed to **contain** explosions and limit explosive devices. It can be cast upon any exploding force, including dynamite, blasting caps, hand grenades, rockets, LAWS, bazooka shells, mini-missiles, full-sized missiles, and other area affect, exploding devices and forces. Note: Does *not* work on bullets, nuclear or heavy (long-range) missiles, magical fire balls, magic lightning or most area affect magic. Likewise, the magic is insufficient to stop powerful natural phenomenon such as geysers, volcanic eruption, earthquakes or similar.

The magical effect **is** to contain the explosive force, reversing the energy to cause it to implode in such a way as to partially neutralize the explosion — reduce the radius/area affected by the explosion and damage by half!

Special Duration: One minute per level of experience when cast on an explosive device that has not been activated, or instantly if trying to quell an explosion the moment it happens.

In the first case, the spell caster can place the magic on any explosive device (hand grenade dynamite, etc.) that has not been activated (pin pulled, fuse lit, timer activated, missile launched, etc.). If the explosive is activated (**set** to explode) any time after the magic is cast upon it, and while the magic is still active (duration has not expired), it will implode rather than explode.

If the spell caster tries to contain an explosion the instant or split second before it occurs, the character must roll for initiative to **see** who can act first: the mage or the bomb — high roll wins (defender wins ties; in this case, the mage). If the sorcerer is successful, his spell is cast a split second before it explodes, and damage is minimized; lives saved. If he fails, the explosive goes off before he can finish the spell (no expenditure of P.P.E.). the bomb does full damage, and the mage may get caught in the blast radius!

Influence the Beast

Range: Can be cast up to 30 feet (9 m) away.

Duration: One minute per level of the spell caster.

Saving Throw: Animals with low intelligence (reptiles, for example) are -2 to save, but predators and animals with high intelligence are +2 to save.

P.P.E.: 12

Influence the Beast is a mind control spell that enables the spell caster to control and direct as many as one animal per every two levels

of his experience. These animals are not tamed or friends, but momentarily acknowledge the spell caster as their superior and will understand and obey his commands. If the spell caster targets the leader of a "pack," all or most will follow their acknowledged leader. This means the mage can send the animal(s) away, to sit and remain calm, play, to attack an enemy, to encircle and protect him (and/or the pack) from an enemy he denotes, to chase some other prey/go hunting, and so on. However, the animal(s) will not obey commands that **are** completely contrary to its nature, thus it cannot be made to kill itself, attack a mate or young (if tame, the animal may be made to bite and wrestle with its master/friend, but it will not seriously injure nor kill him), and so on. This magic will not work on creatures of magic (dragon, unicorn, etc.) or supernatural monsters. Note: The *Shifter* (and Summoner) can control one animal per level of experience and the spell costs half the P.P.E.

Instill Knowledge

Range: One person (one skill or bit of knowledge) by touch.

Duration: 30 minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 15

The spell caster can instill any one skill (excluding spells or spell knowledge) he knows at one level below his own level of experience and expertise. The recipient of the skill instantly knows it well, and the use of the skill feels completely natural. In the alternative, the mage can implant one particular, fairly detailed image or bit of information, such as a floor plan or schematic, map/layout of a town or city (as known to the mage; knows the area, key locations, favorite places of the mage, but may not be up to date, i.e. detours, new construction, etc.), as well as a particular face, symbol, uniform, painting, sculpture, etc.

The knowledge is temporary and fleeting. When the spell duration elapses, the skill or knowledge is gone, becoming nothing more than a faded, dream-like recollection. Likewise, whatever skill or information is temporarily given to the other person, it becomes faded **and** fuzzy for the spell caster (-60% for that one particular skill). Memory returns to the mage completely at the end of the spell duration. Note: This is one spell that must run its course, the mage cannot end or recall the knowledge at will.

Lifeblast

Range: Can be cast upon one character up to 30 feet (9 m) per level of experience, or two by touch.

Damage: Varies, see description below.

Duration: Varies

Saving Throw: Varies; typically as None; automatically hits its target.

P.P.E.: 15

Used on the living (good and **evil**), the Lifeblast is a powerful magic energy that brings renewed hope and optimism to the character(s) it is cast upon. This renewed faith motivates the character to press on and provides the following bonuses for the **first melee round** he is affected by the magic: +3 on initiative, +1 on all combat rolls, +1 melee attack/action, and +1 on all saving throws!

After the first melee round and for the next half hour, the character continues to feel optimistic and is +1 on initiative, +5% on the performance of skills and +10% to save vs coma/death.

In the alternative, the Lifeblast can be used against the creatures of death and undeath with interesting results:

Animated dead: Negates the magic that animated the **corpse**, and the hellish thing drops lifeless to the ground.

Drive away mummy or zombie: The blast inflicts 1D6 damage and makes the creature fear the person who wields the powerful energy of life; equal to a Horror Factor of 16. A Sailed roll means the creature is held at bay (will not attack, shuffles around confused and frightened) for 1D4 melee rounds. **Roll** for each blast,

Drive away Banshee or Grave Ghouls: Equal to a Horror Factor of 19. A failed roll means the monster will immediately flee the area. Roll

percentile to see for how long: 01-33 leaves the area for 1D4 houn, 34-66 leaves the area for 1D6 days, **67-00** leaves the area permanently.

Kill vampires. The undead are too powerful and evil to be driven away easily, but each Lifeblast inflicts 1D6×10 damage to the vampire it strikes. Only a Master Vampire can roll to save vs magic. If successful, he takes half damage.

Combat Necromancer: A Lifeblast shot directly against a Necromancer will inflict 4D6 S.D.C./Hit Point damage (or 3D6 M.D. if a mega-damage creature) and destroy two of its *additional* appendages. If the Death Mage was in the process of casting a spell, the blast will interrupt the incantation and bum up half the P.P.E. needed for the necromantic spell.

Note: A Lifeblast can only be directed at one target/person at a time (or two by touch); automatically hits and has effect.

Mend the Broken

Range: Touch

Duration: Instant and permanent.

Saving Throw: None

P.P.E.: 10 plus the cost of structural repairs.

Just as healing spells are used to repair the body, Mend the Broken is used to repair inanimate objects. This spell will only work on physical damage (not electronics or software, nor living creatures), and cannot restore shattered, mangled, flattened or completely destroyed items (must have at least 20% of its original S.D.C. or M.D.C.). However, it can seamlessly adhere the broken arm, nose, or other appendage of a statue back together without a crack, fill cracks and chips, repair cuts and holes, remove dents, restore metal from rust and tarnish, restore worn fabric, repair pottery and china, fix cracks and chips in glass, and even remove stains from fabrics.

The base P.P.E. to initiate this spell is 10, plus the amount of P.P.E. needed to restore/mend the damage. Mending the object completely (restore all S.D.C.) will make it look like new.

Structural repair of S.D.C. objects requires *one P.P.E. point* for every two S.D.C. the spell caster wishes to repair. One to remove a particularly stubborn or otherwise impossible to remove stain.

Structural repair of M.D.C. objects requires *30 P.P.E. points* for every one M.D.C. the spell caster wishes to repair. This means it is unlikely the magic can instantly repair battle damaged M.D. armor, but they can **fix** it to some small degree. S.D.C. materials cannot be changed into M.D.C. materials or improved in any other way, other than restoring it to like new condition.

Mental Blast

Range: 100 feet (30.5 m) +10 feet (3 m) per level of experience, but the intended victim must be visible.

Damage: 5D6 damage plus disorientation penalties. Double damage by touch — but must actually touch bare skin.

Duration: Instant, and add 1 melee per level.

Saving **Throw:** Save vs psionic attack.

P.P.E.: 15

Mental Blast is a magical spell that simulates a psionic attack on an enemy. Instead of blasting away with energy bolts to damage the body, this attack is invisible and undetectable (except by psionic individuals) because it attacks the mind. The mental blast does damage direct to Hit Points for normal creatures, or M.D. to supernatural and mega-damage creatures. It can affect targets protected in body armor, but not those clad in power armor, giant robots or armored vehicles. In addition to physical pain and damage (a sudden migraine headache or shooting pain in the head, neck or spine), victims of this insidious attack will feel confused, disoriented and paranoid. The victim instinctively senses he is under attack, but doesn't know from whom — one of the great advantages of this spell is that it is virtually invisible and it can be difficult to determine the source. Thus, the victim may flee the area or accuse innocent people, lash out madly (and with deadly force) or call to a nameless (faceless) enemy to show himself and fight openly, man

to man. Penalties: Victims of this attack are -2 on initiative, -2 to strike, party, and dodge, and -20% on all skills. Penalties remain in force for 1D4 melee rounds per attack; multiple Magical Mind Bolt attacks will have a cumulative effect. If the character successfully saves vs psionic attack, the damage is half and there are no penalties! Note: Mind Melters and Mind Bleeders will automatically sense who their attacker is!

Superhuman Endurance

Range: Self or one person up to 10 feet (3m) away or two by touch.

Duration: Two hours.

Saving Throw: Standard, provided the character resists its magic.

P.P.E.: 12

This spell enables the mage to magically enhance the stamina of living creatures (himself included) to have greater physical endurance and fortitude. Recipients of this magic can engage in any type of strenuous activity without getting tired in the least. At the end of the magical duration, the character will feel fresh, but without magic, fatigues at his normal rate. This means a horse (or man) could run for this period, non-stop, without getting tired or losing strength; it's easy and fun. The spell does not endanger the recipient, as the magic does not force the body to work past its normal endurance, rather it changes the recipient's body in such a way as to mimic supernatural endurance; virtually no fatigue and no stress on the body. Bonuses: In addition, the character can lift and carry 10% more than usual, and is +2 to save vs disease, poison and toxins.

Willing recipients don't attempt to resist the enchantment and are affected automatically. If, for some reason, a character resists this helpful magic, he gets to make a standard save vs magic, and if successful, will be unaffected. Animals (such as horses) are always unwilling, and will resist as best they can. Remember, though, that animals are at -4 to save.

Sustain

Range: Self or two others by touch.

Duration: 24 hours per level of experience.

Saving Throw: None

P.P.E.: 12

Sustain allows the spell's target to go for days without food, water, or breathable air! The magic keeps their energy level up and removes the need for any outside source of these things. In addition, the recipient only needs two hours sleep per night for the duration of the magic. Due to these changes, the target can survive in almost any environment. However, the character remains vulnerable to other external conditions such as heat, cold, and physical damage, and fatigues from exertion as normal. This spell is a must for serious explorers and dimensional travelers.

Level Six

Barrage

Range: 100 feet (30.5 m) +30 feet (9 m) per level.

Duration: 7 seconds (approximately half a melee round).

Damage: Two M.D. per strike — three hammering force blasts +1 per level of the spell caster.

Saving Throw: Dodge or parry.

P.P.E.: 15

This spell unleashes a succession of force blasts to batter its intended target like a swarm of tiny comets striking one after the other. Each energy blast is visible, about the size of a softball with a vapor-trail, and fast moving. Once unleashed against a target, the "barrage" continues until all blasts are used up. Even if the victim runs, flies up, or dives for cover, the barrage will follow him like tiny guided missiles. However, because the blast pulses are reasonably large and visible, the

character can try to dodge or parry them with a weapon. A successful dodge means the magical blast misses and dispels. A successful parry means it is batted away and dispels on impact. Of course, the down side is that the barrage of magic force will either strike, injure and distract the victim, or will cause him to spend his time and combat actions trying to defend against the attack! Either way, the character is distracted and injured.

In addition to taking damage (each blast that hits does two M.D.), the victim is distracted from events and activity around him (focused on the pounding attack) and is -3 to defend against any other attack(s) leveled at him during the barrage. Worse, even if the character stands his place and takes the pummeling of force, he loses two melee attacks/actions, because he cannot take any offensive action (only parry and dodge) while being hammered by the barrage!

Create Water

Range: 10 feet (3 m). line of sight, or touch (of a container).

Duration: Permanent

Saving Throw: None

P.P.E.: 15

This spell enables the mage to conjure a quantity of water out of thin air by drawing and purifying moisture from the surrounding area, and then appear in a container indicated by the spell caster. A container for the water must be available, or else he will have a wet mess to clean up on the floor. The spell caster can create one half gallon (1.9 liters) per level of experience (approximately 4 liters to a gallon); half this amount in a desert, twice this amount at sea or in a rain forest. This magic can supply a town without or miles from a fresh water supply. Note: The Conjurer and Water Warlocks can create twice this amount for half the P.P.E.

Crushing Fist

Range: Self or 50 feet (15.2 m) per level of experience.

Damage: 2D6 M.D.

Duration: One minute per level of the spell caster.

Saving Throw: Dodge

P.P.E.: 12

This spell has two possible applications, but the spell caster must pick one, he cannot switch from one type of attack to the other.

1. Hand to hand combat (self). The sorcerer's fist glows with energy and can inflict 2D6 M.D. (2D6 additional M.D. if already a mega-damage creature) with each punch of his fist (this spell does not add to weapon damage). +2 to strike.

2. Long-Range Attack: The mage must be able to see his intended target. and, by pointing with his hand balled into a fist, send a blur of magical force to punch an opponent at a great distance. Note: This attack can only be used to hit something, and cannot be used to grab or bring something to the mage. The intended target of the pounding attack must be visible to the spell caster. +1 to strike.

Energize Spell

Range: Touch or 10 feet (3 m) away.

Duration: Special

Saving Throw: None

P.P.E.: 12 +full P.P.E. amount of the original spell.

Energize allows the mage to pump additional P.P.E. into one of his currently active spells to extend its duration (same P.P.E. is required). The energize spell can be used on any other spell with a duration greater than a single melee round. Where the normal duration would normally end, being "energized," the renewed spell begins its full duration again, without pause or lapse of its effect. The main advantage of the energize spell, rather than just casting the spell again. is that those who have already fallen victim (failed to save) remain enthralled (don't get a new saving throw, which they would if the spell was recast). It is also ideal in situations where it would be helpful if the spell lasted longer, but the mage cannot be there to cast a new spell; the energize

spell would automatically continue the desired affect. This is particularly handy when casting magical flight, speed, superhuman endurance and similar spells on a character who will be leaving the company of the mage. If attempting to energize a spell cast on an opponent, the victim must be touched. Otherwise, being within 10 feet (3 m) is close enough. Note: The energize spell can only be cast once to extend the duration of a particular spell, effectively doubling the duration (nothing more).

Fire Blossom

Range: Touch; appears above the open palm of the mage's hand.

Damage: Varies

Duration: One month per level of the spell caster, but burns out within 1D6 minutes after it is activated.

Saving Throw: None

P.P.E.: 20

This is a unique spell in which the mage creates a Fire Blossom — a small tongue of flame (about three inches tall). It flickers but does not burn and can be held, put in one's pocket or placed in a bag or backpack without fear of starting a fire. The fire does not burn until the mage or the recipient of the Fire Blossom (it can be created and given as a gift) activates it. Once activated, the Fire Blossom bursts into a raging fire three feet (0.9 m) tall and two feet (0.6 m) wide. It will burn without combustibles (wood, rags, coal, etc.) for 1D6 minutes and then vanishes. If placed on or stoked with combustibles, these items will immediately catch fire and burn, thus the Fire Blossom can be used to create a campfire, light torches. or to start a fire.

Fortify Against Disease

Range: One person up to 100 feet (30.5 m) away, self, or two by touch.

Duration: Two hours per level of experience.

Saving Throw: Not applicable, unless the character doesn't want to be fortified (in the latter case, a standard save applies).

P.P.E.: 15

The recipient of this magic has his physical constitution magically "fortified." This enables the character to easily resist bacterial infections (food poisoning, gangrene, etc.), is +4 to save vs disease caused by viruses (including the common cold) or magic, and +1 to save vs toxins and poisons!

Frequency Jamming

Range: 100 feet (3 m) per level of experience; line of sight or two machines by touch.

Duration: Two melees per level of the spell caster's experience.

Saving Throw: Not applicable; affects machines.

P.P.E.: 15

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

Frostblade

Range: Close, hand to hand combat.

Duration: One minute per level of experience.

Damage: 4D6 M.D.

Saving Throw: None

P.P.E.: 15

This spell transforms an ordinary (S.D.C.) piece/shaft of metal into an icy, four foot sword that glows with a pale white, misty energy. After creating it, the spell caster can give the sword to someone else if he or she so desires. The weapon can be used in much the same manner as any sword, but can parry energy blasts (no special bonuses). It inflicts mega-damage through a combination of magical force and numbing cold, so fire creatures will take 6D6 M.D., unless the description says

they take double damage from cold (in that case, 8D6 M.D.). The weapon will not be damaged by parrying attacks, but returns to normal when the spell duration elapses. **Yes**, this weapon can be used in combination with the Ricochet spell.

Ice

Range: 50 feet (15.2 m) per level of experience.

Duration: Five minutes per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: 15

This spell allows a mage to transform magical energy into ice, creating one of the following three effects.

1. The spell caster may choose to create a wall of mega-damage ice, having 50 M.D.C. per level of the spell caster, and covering a **10×10×10 feet (3×3×3 m) area +10 feet (3 m) in length** per level of experience. The wall can be created anywhere within range and can be made smaller or bigger as the spell caster desires (i.e. a 3rd level mage can fill the opening of a small, six foot (1.8 m) wide corridor completely, like a door made of ice, or **30 feet (9 m) down the length of the corridor**). Anybody in the area where the spell is cast is pushed out of the way. If the ice wall would crush or encase a living being (because the area is too small), the magic will not work! Likewise, as a "wall," the ice must be placed on the ground and cannot be made to appear in the air or inside a vehicle. There is **no** save against this ice wall.

2. Magically cover the floor, wall, ceiling and objects in a thin coating (an 8th of an inch) of ice, plus frost particles twinkle in the air. Can affect a six foot (1.8 m) radius per level of experience. People caught in the icy covering will suffer from cold and surprise, losing initiative that melee round and are -1 on all combat actions. Characters not protected by body armor will suffer incidental frostbite damage (1D6 S.D.C.) unless they knock the ice off. The main advantage of this spell is that movement on the ice is extremely difficult — reduce speed by 75% and even then there is a **01-75%** chance of falling if the character moves faster than a speed of 4! Since everything is covered in ice, there is no hand-hold to grab onto for support. Furthermore, the magical ice does **not** melt even in extreme heat, but disappears when the spell duration elapses.

3. Freeze water. The mage can use this spell to instantly freeze two gallons of water per level of experience. Freezing can be done to one container or several in a **6 foot (1.8 m) radius** (puddles, canteens, soda bottles, etc.), provided the total amount frozen does not exceed the mage's maximum limit in total gallons. Freezing water may cause full containers to rupture or shatter. The ice melts **as** normal under the circumstances.

Illusion Booster

Range: As per illusion; area affect.

Duration: Double that of the original illusion.

Saving Throw: Not applicable.

P.P.E.: 15

This is effectively an auxiliary spell that piggy-backs with another Illusion (any) or Apparition and doubles the duration of that first spell. It's as simple as that. Applicable only to illusion magic and can only be used once to double the duration of the illusion (casting six Illusion Boosters is a waste because it will **not** increase the duration six times, only doubled once from the original spell duration).

Illusory Wall

Range: Can be cast up to 500 feet (152 m) away and affects 1000 square feet (**305m**) per level of the spell caster; area affect.

Duration: **30** minute per level of the spell caster.

Saving Throw: **-2** to save.

P.P.E.: 15 for a simple wall with few details or creativity.

30 for an elaborate illusion such as a wall made of plants and vines or one covered with graphite, a mural, carvings, spikes, barbed wire and similar attention to detail and deliberate misrepresentation.

This spell enables the spell caster to create an illusion of a wall of almost any sort. This can be done to cover/hide or change the appearance of a real wall (i.e. cover a symbol or other important marking, or cover it with graphite or a false image, markings or words, make it look stronger, bigger, taller, crowned with barbed wire, etc.). Or the magic can be used to create the illusion of a wall tailored to fit its surroundings (or not), so that a "wall" in the jungle could appear as a dense weave of plants, trees and vines, or as crumbling stone covered with vines, or decorated with monstrous carvings or pictures. A wall in the city could look like solid M.D.C. cement, metal, stone, wood, wire or electrified. Elsewhere, the illusion might look like Xitix resin, a force field, slime covered, alien, made of ice or fire, and so on.

The illusion can be penetrated by an individual only if he/she should touch the wall and make a save vs magic, or has some other legitimate reason to believe the wall is an illusion. A failure to save means the wall looks and feels (even tastes and smells) real! A successful save means the character will pass right through as if it wasn't there or was a ghost image. Those who failed to save, but see a comrade walk through the wall and/or claim it is an illusion get to roll to save vs magic again. A successful roll means they too see it as an illusion, however, if the character fails to save again, there is no amount of reasoning that can convince him that it's not real (reacts appropriately). at least not until its duration ends and it disappears.

Note: This spell is ideal for creating a natural looking "screen" to camouflage vehicles and campsites (at least from ground level), especially when combined with genuine cover and camouflage. The Illusory Wall is one of the foundations of Dweomer City's defenses. A network of mages erected long-lasting illusions to obscure the city with walls of false trees, vegetation, rough terrain and ruins. If some zealous Coalition Trooper(s) should penetrate the outer illusions of dense vegetation, he will reach another illusion — that of ruined, collapsed walls. If they persist, they run into the all too real and lethal defenses of Dweomer City.

Please note that this wall is only an illusion, and will not stop vehicles, projectiles, or any other attack leveled against it, although the characters who believe the illusion *may* believe it does. Mainly, the person responds to it as if it is real; most people who see it from a distance will have no reason to doubt its existence and will respond to it accordingly — typically to go around it.

Power Bolt

Range: 1600 feet (**487 m**) +100 feet (30.5 m) per level of experience.

Damage: 5D6 M.D. +2 per level of the spell caster.

Duration: Instant

Saving Throw: None

P.P.E.: 20

Power Bolt is a long-range magical attack that causes a blue beam of energy to shoot from the spell caster's hand and strike a single target within its range. This attack never misses, unless the intended victim rolls a natural or modified (with bonuses) 20 or higher to dodge. The bolt blazes into the target, inflicting massive energy damage. With its long range, this is one of the few spells that can compete with the heavy weapons carried by vehicles and robots, and can be especially effective against aerial targets and ships at sea. The spell caster may regulate the damage of this spell by increments of 1D6; P.P.E. cost is unchanged.

Targeted Deflection

Range: Effective targeting deflection is 500 feet (152 m) +50 feet (15.2 m) per level of experience. Trying to hit a target beyond this range is -1 to strike per every additional 100 feet (30.5 m). This spell can only be cast on the sorcerer himself,

Duration: One melee round per level of experience.

Saving Throw: Dodge

Limitation: Energy attacks only.

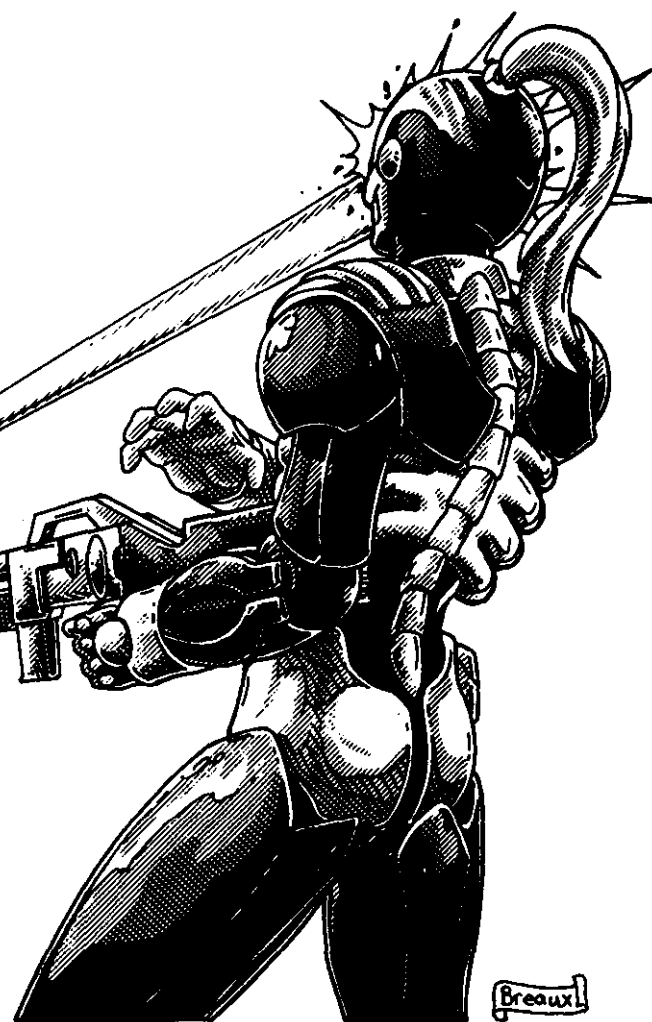
P.P.E.: 15

Targeted Deflection is a more advanced form of the Deflect spell. After invoking this magic, the mage can magically parry energy attacks/blasts with his arms and hands (a small field of energy momentarily appears around the hands and forearms). Best of all, he can deflect them in such a way that the attack is directed back at its source! Unless the attacker dodges, he takes full damage from his own attack and the mage takes none! To successfully return the attack to its source, the mage rolls to parry with a bonus of +3 (in addition to any P.P. and/or Targeting skill bonuses). A successful parry will block and deflect the attack harmlessly away. Any roll above a 13 will bounce the blast back at the attacker. The attacker can try *to dodge* the bounce-back energy blast, but does so without bonuses and must match or beat the mage's parry roll. A roll by the mage between 5-13 simply deflects the attack out of harm's way, a roll of 1-4 means a fumbled deflection and the blast hits the mage without it being deflected.

The mage can also try to deflect the blast at a different target, but does so without *any* bonuses and needs a 16 or higher to strike. **Note:**



Only energy blasts, including magical energy, can be deflected back at the attacker or at others. However, the mage can parry and deflect projectiles harmlessly away the same as the Deflect spell.



Sheltering Force

Range: Around self, or up to 20 feet (3 m) away.

Duration: One hour per level of experience.

Saving Throw: Not applicable.

P.P.E.: 20

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

Level Seven

Ballistic Fire

Range: 1000 feet (305 m) +10 additional feet (3 m) per level of experience.

Damage: 1D6 M.D. per fiery missile

Duration: Instant

Saving Throw: None

P.P.E.: 25

Ballistic Fire is an anti-infantry spell designed to mow down large numbers all at once. The spell creates one fiery missile per level of the spell caster which can then be directed and fired simultaneously at whatever multiple targets the mage desires. Actually, these missiles can be directed at several different targets (as few as one target per missile), as volleys of several missiles directed at two or more targets, or all concentrated as one large volley to all hit the same target. The balls of fire are magically guided and never miss! Regardless of the missiles created and the **way** they are distributed, the attack of a Ballistic Fire takes only a single spell attack (approximately 7 seconds).

Fire Gout

Range: 30 feet (9 m) per level of experience.

Duration: Instant

Damage: 6D6 M.D. +1 per level of experience.

Saving Throw: Dodge

P.P.E.: 20

The caster can magically conjure and direct a stream of fire similar to a flamethrower, only wider. It can be directed with a wave of the hands — point and shoot. The fiery stream extends the full length of its range (stopped or blocked only by large obstacles in its path) and is about three feet (0.9 m) in diameter. If the intended target can attempt to dodge, it is -3 to do so. There is 01-70% likelihood that combustible materials will be set on fire.

Heal Self

Range: Self

Duration: Instant

Saving Throw: None

P.P.E.: 20

This is a (comparatively) costly and mid-level spell because of all the mental, physical and magical aspects of this magic. The mage must have any external wounds bound to stop or slow bleeding, and meditate for one minute while whispering a mantra-like chant. At the minute's end, the mage is washed with mystical energy that heals cuts, bruises, internal injuries and broken (not shattered) bones, restoring 3D6 S.D.C. and ID6 Hit Points (or ID4 M.D. if a mega-damage creature).

Lightblade

Range: **Self**, close combat/hand to hand.

Duration: One minute (4 melee rounds) per level of experience.

Damage: 1D4×10 +1 M.D. point per level of experience.

Saving Throw: Parry or dodge.

P.P.E.: 20

This spell causes a sword of brilliant white light to form in the spell caster's dominant hand. The size varies with the blade's power, which is represented by the character's level of experience. Thus, a first to third level mage creates a lightblade the size of a short sword and rapier thin, a mid-level sorcerer makes a blade resembling a bastard sword, while at 10th level or higher it is a large lightblade with the length of a two-handed sword (although it can be easily wielded one-handed) and as thick as a two-by-four. The blade is weightless, serves as an extension of the sorcerer, is +1 to strike, and can be used to attempt to parry energy attacks (no special bonus to parry).

Against vampires, Shadow Beasts, and other demons vulnerable to light, the Lightblade inflicts double its normal damage (double hit point damage to vamps). However, the sword inflicts no damage against those immune to energy, and only the spell caster can use the Lightblade.

Mental Shock

Range: 200 feet (61 m) +50 feet (15.2 m) per level of experience.

Duration: Special

Saving Throw: -1 to save.

P.P.E.: 30

Mental Shock sends a wave of magical energy tearing through the target's mind. Body and power armor are **no** protection, but large robot vehicles are. In any case, the spell caster must be able to see the intended target. The magical energy delivers a "shock" directly to the target's brain, with one of two results.

If the target makes a save vs magic, he or she is just dazed for 1D4 melees, losing two melee attacks per round, and suffering a penalty of -5 to all combat skills and -25% to skill performance. A dull headache lingers for an hour.

If the character fails to save vs magic, his brain is overloaded by the raging energy. As a result, he suffers from amnesia, losing his identity, memory and all skills, except for his native language and the *five* skills most important to him (player's choice). This state of amnesia will last for 4D6 hours +2 hours per level of the spell caster.

Negate Mechanics

Range: One target/mechanism up to 100 feet (3 m) away or two by touch.

Duration: One melee round/15 seconds.

Saving Throw: None

P.P.E.: 20

This spell gives magic an edge against technology. Essentially, one aspect of a machine, or machine part, targeted by this spell is momentarily paused or inhibited in some way. The spell caster can specify a specific target/intention/disruption when casting the spell. The simpler the mechanism the better, and this magic is ideal for temporarily inhibiting or freezing switches, triggers, buttons, locks, and small mechanical gears and pulleys. Thus, this magic causes only minor, momentary glitches and delays, but such impediments, **even** lasting only 15 seconds, may be the difference between life and death or escape and **cap-**tivity. Remember, this spell is designed to momentarily inhibit or, more to the point, momentarily *stop* some specific mechanical function, usually of a larger device. It does not damage the machine in any way.

For example: The spell can be used to prevent a gun (of any kind) from firing, or **delay** a hand grenade from exploding when it should (adds 15 seconds; hand grenades are simple devices). In the alternative, when used on a gun, a spell caster might make the optical sight or laser targeting of the weapon stop working (for 15 seconds) or freeze the retractable stock or folding tripod, etc.

Against a computer, the spell can momentarily **luck** it up — data isn't erased nor does the computer blink out. It (or the monitor, or key board) just won't respond for 15 seconds.

Against a robot or cyborg, it can be used to momentarily freeze a joint, or knockout radar, sensors, optics, or radio (**no** reading or communications), or make the blaster on a cyborg's right arm not respond (won't fire), or a jet pack not turn on (or not turn off, or sputter), etc. However, it cannot be used against cybernetic implants, M.O.M. implants, or artificial system directly connected/linked to flesh, blood or internal organ (can't stop bionic lungs or heart), or any system encased or connected to living flesh. Likewise, bionic and cybernetic biosystems are not affected by this magic, nor are nano-machines.

Limitations: Devices and mechanisms effected can be no bigger than a basketball. **Minor** system malfunctions and glitches can be caused by this spell, but don't last very long and no permanent damage is inflicted to the device. Nothing major can be done either: a robot cannot be forced to stop moving, or be made completely unable to attack. The spell *inhibits* performance by knocking out some specific system.

Sonic Blast

Range: 20 foot (6 m) radius.

Duration: Instant

Damage: 4D6 M.D.

Saving Throw: Standard

P.P.E.: 25

When the caster releases this spell, a sonic boom emanates from him or her in every direction for 20 feet (6 m). Everything in the area, including friends, will suffer from the attack unless they are touching the spell caster — the spell caster is not affected by his own spell.

When the boom is unleashed, victims will be temporarily deafened for 2D4 minutes and suffer the following penalties for the duration: lose two melee actions/attacks, are **-8** an initiative, -3 to parry and dodge, and -25% on skill performance. Those caught in the blast will also be shaken by the shock wave of the boom, with a 01-40% chance of being knocked off their feet (lose another one melee action), while windows are rattled and livestock and children terrified.

Spinning Blades

Range: Varies.

Duration: **One** melee round per level of experience or until used up in offensive attacks.

Damage: 1D6 M.D. per blade.

Saving Throw: Parry (when applicable) and dodge.

P.P.E.: 20

The Spinning Blades spell temporarily transforms an ordinary knife or short sword (S.D.C. or M.D. blade) into a magical weapon of defense and/or destruction. The enchanted weapon floats in the air and one new, additional blade appears for each level of the spell caster, creating a circular fan of blades. The blades then spin in place near the mage, waiting for use.

Used for defense, the blades will move to *parry* all physical attacks, including attacks from other blades, arrows, bullets and energy blasts — +6 to parry most attacks, but only +2 to parry energy blasts and projectiles.

When used as an offensive weapon, the fan of blades can be sent hurling like a single buzz-saw blade at a single target. This attack is impossible to parry (a dodge can be attempted) and inflicts double damage (2D6 M.D. times the total number of blades)! Maximum range is 60 feet (18.3 m) per level of experience. The magic blades disappear after they strike, which means if the buzz-saw attack misses, the mage can mentally direct the weapon to strike again. Each attack attempt counts as one of the spell caster's attacks per melee round. A pair of dueling sorcerers sending this attack against each other will cause a clash of blades that negates each other.

An alternative attack is to fire each of the blades like rocketed projectiles, one at a time or in pairs (pairs count as one melee attack). Each firing of the blades counts as one melee attack, but has an impressive range of 100 feet (30.5 m) per level of the spell caster. Once the magical blade (or pair of blades) is fired, it disappears after it has hit or missed; +3 to strike (no other bonuses applicable), but can be dodged or parried. Note: Shooting blades can be used with Ricochet, but only with a single blade at a time.

Sub-Particle Acceleration

Range: 100 feet (3 m) per level of experience; line of sight.

Duration: Instant

Damage: 1D6×10 +1 M.D. point per level of experience.

Saving Throw: Not applicable.

P.P.E.: 20

This magic enables the spell caster to create and direct a particle beam blast! Just point, cast the spell and shoot! Damage is an impressive 1D6×10 plus one point of additional damage per level of experience.

This spell can also be used to recharge most types of M.D. energy clips! The spell provides a standard E-Clip with six (6) energy blasts. Spending more than one spell on the recharging of the E-Clip can recharge it entirely — up to its usual amount. Pumping in more energy that the storage clip can handle will cause the E-Clip to explode, doing 2D6×10 M.D. to a 10 foot (3 m) radius! The damage and range for that weapon is unchanged by the magic, because this magical channelling of energy only serves to recharge the energy clip. Note: This magic cannot be used to recharge nuclear energy cells, although it can be used to attempt to recharge any battery or storage cell capable of containing M.D. energy. However, the chance of an accidental explosion and 2D6×10 Mega-Damage is more likely; 01-15 (roll percentile) for each magical recharge.

Level Eight

Fire Globe

Range: Touch; appears above the open palm of the mage's hand. Can be thrown 200 feet (61 m).

Damage: 5D6 M.D. at the moment of impact and 5D6 additional M.D. per melee round.

Duration: One week per level of the spell caster, but burns out within 1D4 minutes after it is activated.

Saving Throw: None

P.P.E.: 40

This is a unique spell similar to the Fire Blossom, only in this case, the mage creates a portable globe containing a magical fire. The globe is about the size of a grapefruit and flickers as if a fire burned inside (which does), but no heat or significant amount of light radiates from it. Consequently, the globe can be held and put in a bag or backpack without fear of starting a fire. The fire does not burn until activated by the mage or the recipient of the Fire Globe (it can be created and given as a gift). To activate, the character must throw the globe while wishing it to ignite or damage whatever it hits. Upon impact, the fire functions like napalm, covering the surface/body of its target in flame. The fire burns for 1D4 minutes or until extinguished. It can be extinguished magically, or by rolling around in dirt or being covered in dirt, sand, or other substance to smother the flame. The use of water to extinguish the fire hurts, creates steam and inflicts 2D6 M.D. (scalding) before the fire is extinguished. It hums without combustibles (wood, rags, coal, etc.) for 1D4 minutes and then vanishes. If placed on or stoked with combustibles, these items will immediately catch fire and continue to burn.

Forcebonds

Range: Touch

Duration: 30 minutes per level of experience.

Saving Throw: Special

P.P.E.: 25

The spell, Forcebonds, transforms ordinary S.D.C. materials (chains, leather strips, rope, or even strips of cloth, string, yam or rubber bands) into magical restraints that glow with mystic force. This enchantment is made to bind and restrain captives in the same way as M.D.C. handcuffs, manacles and rope. The captive must already be subdued, or has surrendered and been tied with some ordinary material. A single captive can be bound at the wrists and/or ankles, or at the wrists with two bands round the arms and upper torso, pinning the arms tight to the body (or to a chair, pole, tree, etc.). To tie the entire body (arms and legs completely) requires two spells.

Forcebonds requires a combined supernatural P.S. of 45 to pull free or break the magical bonds (takes 2D4 minutes of trying to do so), or 100 M.D. to destroy them. Dispel Magic Barriers and Negate Magic can be used to make them disappear, but the Forcebonds get a +2 to save. An Anti-Magic Cloud will dispel them instantly. Characters with the escape skill will find Forcebonds extremely difficult to escape from; reduce the success rate by half, and takes three times as long. When bound by this magic, the Escape spell functions as the escape skill at a 50% maximum proficiency. An escape can be tried once every five minutes (needs a roll of 01-50%). Teleporting away, while bound, will take the character to a new location, but he will still be bound. Metamorphosis into a mist works wonderfully — metamorphosing into any animal or insect with legs and a body is futile, as the animal will remain tied up by the Forcebonds.

Greater Healing

Range: One character by touch (cannot be used on oneself).

Duration: Instant

Saving Throw: None

P.P.E.: 30

A powerful healing spell that can instantly heal external and internal injuries and restore up to 2D4×10 S.D.C. and 6D6 Hit Points, or 1D4 M.D. (only if the latter is a mega-damage creature)! The mage may not cast this spell on him/herself nor give (even temporarily) a character more S.D.C. or hit points than he had to begin with.

Invincible Armor

Range: Self or one other by touch.

Duration: Three minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 30

Although not quite as “invincible” as the name suggests, this impressive magical armor encases the wearer in a suit of shimmering, translucent plate armor, complete with full helm. The armor has **25** M.D.C. per level of the spell caster, and regenerates damage at the rate of **1D6** M.D.C. per melee round. The armor offers complete environmental protection from heat, cold, disease, pollution, toxic gases, fumes, etc. and, provides the wearer with an independent oxygen supply. Furthermore, all energy attacks, magic or mundane, inflict only half their usual damage to the armor! Should the armor be destroyed, it absorbs all the extra damage and disappears in a flash of light. No damage is carried over to the wearer. Note: Magical armor cannot be placed on giant Automatons.

Lifeward

Range: Self or one character by touch.

Duration: Special delayed reaction. The spell is not activated until the enchanted and marked outer armor is destroyed. Then it activates and lasts one minute per level of the spell caster.

Special Requirement: Magic symbol of Life and Strength.

Saving Throw: Not applicable

P.P.E.: 40

Lifeward takes two melee rounds to perform, and requires a circle with a dot in the middle and lines radiating from it like a sun painted on the recipient's chest or forehead and on his M.D.C. body armor while reciting the incantation. This powerful spell is designed to help the character survive mega-damage attacks *after* losing his M.D. body armor! If the body armor is shredded (reduced to zero M.D.C.), all subsequent mega-damage attacks are turned into S.D.C. damage. The armorless character takes damage from his S.D.C. and/or Hit Points, but survives attacks that would normally have atomized him! Of course, the character falls into a coma and may die if reduced to zero hit points or less. Note: This spell cannot be placed on mega-damage creatures such as dragons and demons or automatons.

Lightning Arc

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

Duration: One melee round per level of experience.

Damage: **4D6 +2** M.D. per level of experience.

Saving Throw: Dodge

P.P.E.: 30

This is a more powerful version of the Electric Arc spell, pumping more magical energy into the jolt for greater range and damage — point and shoot. **+4** to strike targets within **100** feet (**30.5** m). but only **+1** to strike those at greater distances.

Each lightning blast counts as one melee attack/action and is limited by the character's total number of attacks. This means a character with four attacks per melee round use up *two* attacks to cast the spell and fire once. This leaves two more electrical attacks that melee round, but in the next three melee rounds the mage can fire up to four times each. In addition, the character may vary or combine attacks. That is to say, a sorcerer with four attacks may elect to fire once, cast another spell and draw and fire a weapon or perform a skill, and so on.

Magical-Adrenal Rush

Range: **100** feet (**30.5** m); line of sight, self or one by touch.

Duration: One melee round per level of experience.

Saving Throw: Not applicable.

P.P.E.: 45

This powerful spell produces a magical rush that puts Juicers to shame. P.S. is raised to supernatural equivalent (punches and kicks do

M.D.), the character gets two additional melee actions/attacks per round, speed is increased by 50%, fatigue has no affect. and he is impervious to drugs, mind control. possession, illusions, pain and fear/horror factor, as well as able to endure triple the normal damage to his body, is **+3** on initiative, **+1** to strike and dodge, and **+1** on all saving throws while the enchantment lasts.

The spell does have consequences, however. Once the enhancements wear off, the target will be tired and weak, and barely able to move for **1D4** minutes; reduce attacks per melee round. speed, skill performance and all combat bonuses by half. After this “down” time, the character returns to normal (minus the effects of normal fatigue or any damage sustained in combat).

Power Weapon

Range: One weapon by touch

Duration: 2 melee rounds (**30** seconds) per level of the spell caster.

Saving Throw: None

P.P.E.: 35

This spell temporarily infuses an S.D.C. melee weapon (knife, spear, sword, club, etc.) with great magical energy. For the duration of the spell, the weapon will inflict the mega-damage equivalent of the S.D.C. weapon; i.e. a knife that does **1D6** S.D.C. now does **1D6** M.D., or a mace that does **2D6** S.D.C. now does **2D6** M.D., and so on.

In the alternative, this spell can be used to increase the damage capability of mega-damage melee weapons (vibro-blade, etc.) or M.D. magic weapons (rune sword, TW-weapon, etc.) by **25%** So a magical flaming sword that normally does **4D6** M.D. now does **5D6**, a vibro-blade that does **2D6** now does **4D4** M.D., etc. Note: This magic does not work on long-range weapons like the bow and arrow, projectile weapons or energy guns. Casting this spell on the same weapon repeatedly has no cumulative effect.

Shockwave

Range: Radius around the spell caster.

Area of Affect: **10** foot (**3** m) radius per level of experience.

Duration: Instant

Damage: **1D4** M.D. per level plus knockdown.

Saving Throw: Special; roll percentile.

P.P.E.: 35

This powerful offensive spell creates a circular shockwave that emanates from the spell caster in the air in all directions. Only those touching the spell caster are not affected. The shockwave inflicts mega-damage. The exact amount of damage can be regulated in increments of **1D4** M.D. (i.e. a 5th level mage can create a **5D4** shockwave, but may elect to create only a **1D4** shockwave, or **2D4**, and so on) — S.D.C. objects are shattered as if struck by a tornado force. Likewise, the spell caster can adjust the radius of the area affected by five foot (**1.5**m) increments.

In addition to the damage inflicted to everything in the radius of affect, those caught in the shockwave are likely to be knocked down (roll percentile dice).

People and animals (and objects) weighing less than **500** lbs (**225** kg) are likely to be knocked off their feet and hurled **3D4** yards/meters; 01-88% likelihood. Only a percentile roll of 88 (defenders always win ties) or higher will see them keep their balance without the knockdown penalty, but they suffer full damage.

Creatures and characters (supernatural beings, giants, dragons, cyborgs, robots, etc.) weighing **500-1000** lbs (**225** to **450** kg) have a 01-**50%** chance of being knocked off their feet and hurled **1D4** yards/meters.

Creatures and characters weighing up to one ton have only a **20%** chance of being knocked off their feet and to the ground — knocked only a few feet back.

Flying creatures and characters will be hurled through the air at twice the distance, but do not get knocked to the ground, although they

still suffer the penalties from the impact of the shockwave and disorientation — G.M.s can also have them slammed into walls, trees, etc., for an additional 1D4 M.D.

Knockdown penalties: Those who fail to keep their balance are hurled through the air and knocked to the ground. There is a 01-40% chance of dropping anything they are holding, plus the character loses initiative and two melee attacks/actions. Only the spell caster and those touching him are unaffected by the shockwave. Note: Those with acrobatics, gymnastics or other skill abilities involving “balance” are +10% to save. A character who makes a successful roll with fall or impact (14 or higher) takes half damage but full penalties.

Sorcerous Fury

Range: Self

Damage: 2D4×10 M.D. or by spell.

Duration: One minute **per** level of experience,

Saving **Throw:** Not applicable.

P.P.E.: 70

This dangerous spell unleashes the fury and power of the spell caster in what can only be called a sorcerer’s “berserker” rage! Fueled by the character’s unbridled rage and uncontrolled magical energy, the mage turns into a living storm of power and destruction. To many, he or she appears as an angry god, larger than life (1D4 feet taller) and electrified with blue energy and rippling bolts of lightning. The spell caster’s body is transformed, turned into a mega-damage structure with 50 M.D.C. per level of experience (deduct damage from this before deducting it from the character’s hit points or even his body armor) and 1-4 feet larger, with the mass and muscle to match. The mage walks 1-4 feet above the ground and can unleash his rage as magical lightning bolts at will (at no P.P.E. cost) and use them to strike down his enemies. Each bolt inflicts 2D4×10 M.D., 300 foot range per level, and is +4 to strike (in addition to possible P.P. and targeting skill bonuses). Each blast counts as one of the mage’s melee attack/actions, but while berserk, the mage gets *two extra attacks* per melee round. Anybody even touching the mage suffers 2D6 M.D. from the energy rippling around him and his fearsome countenance gives the berserk sorcerer a Horror Factor of 16!

As if this were not enough, the practitioner of magic is +4 on initiative, +3 to save vs magic and poison, impervious to mind control, possession and Horror Factor, has an extra 40 P.P.E. to draw up (pulled from ambient energy and the life force of all living things around him) and bio-regenerates 1D4×10 M.D.C. per melee round.

On the down side, the mage is consumed by anger, revenge and/or frustration or sorrow, giving in completely to the overwhelming emotions. This means he or she is beyond reasoning and savagely lashes out at those who have invoked his rage and anybody else who gets in his way — including lawmen, friends, loved ones and innocent bystanders. While enraged, the character only wants to hurt and destroy, thus, the only spells he can cast are offensive spells such as Energy Bolt, Fire Ball, Electrical Arc, Call Lightning, Energy Disruption, Wind Rush, Agony, Life Drain, Annihilate, and similar spells of destruction. Magic involving strategy, deception and cunning are out the window, as the berserk sorcerer is very direct and brutal in his attacks. Likewise, the performance of all skills, other than combat ones, are impossible. While berserk, the character has no regard for his friends or their common goals, nor the code of ethics and conduct of his alignment. Fortunately, a mage of good alignment is likely to stop just short of killing a friend or innocent.

When the rage is over, the sorcerer returns to normal and feels exhausted and sad. For the next hour, the number of his attacks, combat bonuses and speed are reduced by half. Worse, P.P.E. is recovered at half the usual rate for the next 24 hours, and the actions (deaths?) of the mage while berserk may haunt him forever. Note: The potential destruction and grim consequences of this spell are such that it is seldom used by practitioners of magic of a good alignment, and even evil ones

tend to use it as a last resort or in terrible anger or lust for revenge. The feeling that comes from the loss of control is repugnant to all but the most chaotic (anarchist and miscreant alignments). This spell cannot be made to affect Automatons.

Wall of Wind

Range: Can be cast up to 100 feet (30.5 m) away.

Duration: 5 minutes per level of experience.

Saving Throw: Special

P.P.E.: 40

Wall of Wind creates a barrier of rolling air currents intended to stop others from passing through it. The wall is 10 feet (3 m) long and six feet (1.8 m) high per level of the spell caster — actual size can be adjusted by the mage. The wall has an equivalent *supernatural strength of 32* +1 per level of the spell caster. Only characters with a higher P.S. or that weigh over two tons can move through its fierce winds, but even then only at 20% their normal speed. Items not securely fastened or held tight will be pulled off the body and hurled the length of the wall plus 2D6×10 yards/meters. Furthermore, the character is unable to hear anything while inside the roaring wind tunnel, is relentlessly buffeted by the rolling winds and *may* be struck by flying debris and/or people who could not withstand the winds. **Roll** to maintain balance each time the character is struck by an object (percentile if the character has a skill with “balance” or the equivalent of a party to hold one’s balance: in the latter case a 12 or higher is needed). Failure to keep one’s balance will send him flying down the length of the wall plus 1D6×10 yards/meters! Should the character lose balance, the Wall of Wind can pick up and hurl weights of 3000 to 4000 pounds!

Wind Damage is 2D4 M.D.; not severe if a mega-damage being or if protected by M.D.C. armor, vehicle or magic, but deadly to most ordinary mortals. Plus the character is thrown around in the air along the wind wall for one melee round before being thrown clear. During that melee, the character cannot perform any actions of any kind [no spell casting, no skills, no melee attacks, etc.] and is dazed after impact for another melee round (only has one melee action/attack; no combat bonuses).

Note: This “wall” can be cast lengthwise down a corridor to create a wind tunnel.

World Bizarre

Range: Can be cast up to 200 feet (61 m) away; radius affect.

Duration: One melee round per level of experience.

Saving Throws: Special

P.P.E.: 40

World Bizarre is a little known illusionary spell that some consider to be a Spell of Legend. It temporarily transforms a small area (20 foot/6 m radius per level of the spell caster) into a terrifying and hostile domain. World Bizarre causes everything in the area of affect, the ground, trees, people, vehicles, etc., to take on a demonic and monstrous appearance: arms and tree limbs turn into clawed hands or tentacles, mouths are filled with huge fangs, eyes glow, living creatures look like monsters, and various other weirdness. The area radiates fear with a Horror Factor of 17 and everything in this magically transformed world seems hostile and dangerous!

Those outside the World Bizarre, and who fail to save vs H.F. will not enter it. A successful save vs H.F. means the character has the emotional fortitude to endure the World Bizarre, but suffers the following penalties: -1 attack per melee round, -2 on initiative, -2 to strike and parry, and -10% on the performance of all skills.

If caught inside the area of effect and failing to save vs H.F., the character will run to just beyond its borders as they begin to turn into monsters, and may flee the area entirely, depending on the circumstances and mental endurance. Those magically transformed into monsters (need a save vs magic of 17 or higher to remain unchanged) suffer the same feelings of horror and penalties, but instantly return to normal as soon as they flee the area of effect.

Winged Flight

Range: One by touch (cannot be performed on self).

Duration: 20 minutes per level of experience.

Savings Throw: Standard

P.P.E.: 35



This is a sort of metamorphosis spell in which the mage invokes the spell, then touches the recipient. Those who willingly receive the magic will sprout a pair of feathered wings aglow with light blue magic energy. The wings are attached to the back and enables the character to fly. Flying speed depends on the strength of the recipient. For every point of strength, the character gets 5 points of flying speed, so a Vagabond with P.S. 10 gains flying speed 50, while a Titan with P.S. 30 gains a flying speed of 150 (no distinction is made between mortal P.S. and supernatural strength). The wings provide no special bonuses beyond the ability to fly. The wings are magical in nature, and can be formed through body armor without any danger to the armor or the target. As magical constructs, they are vulnerable to Negate Magic and Anti-Magic Cloud spells.

Level Nine

Aura of Doom

Range: The spell can be cast on a person up to 200 feet (61 m) away.

Duration: 2 minutes per level of the spell caster.

Saving Throw: Standard

P.P.E.: 40

Note: May be considered a curse.

Upon completion of this spell, the targeted creature is surrounded by a flickering black aura. The aura inflicts no direct harm, and does not impede vision in any way. However, if the victim fails to save vs magic, he is overwhelmed with a feeling of doom and failure. Penalties: Reduce attacks per melee round by half, skill performance by half, initiative by half and is -4 to strike, parry, and dodge. Furthermore, anyone within a 10 foot (3 m) radius of the victim (friend or foe) also feels the touch of doom upon them if they stay near the character — they can also see the black aura and will consider the victim marked for death (by death?) and will usually avoid his company, and may even chase him away, lest they all perish. If those around the character fail a save vs magic, they suffer the penalties noted above, but at half strength. This spell cannot affect adult dragons, greater demons, high level sorcerers (8th level or higher) or people in power armor, robots, or large vehicles.

Beat Insurmountable Odds

Range: Self or one other. Can be cast up to 1000 feet (305 m) away; line of sight.

Duration: One specific action; a few seconds.

Limitation Note: This spell cannot be used in combination with other magic spells.

Saving Throw: Not applicable

P.P.E.: 70

The Beat Insurmountable Odds incantation warps the probability of one specific event/transaction in favor of the spell caster or one individual who has been enchanted by this magic. The action of which the probability is being "tweaked" must have some *real* chance of success, even if it's a one in a million chance (ideally, one in a thousand or less).

One in a thousand (or less) odds: Example: If the character (such as a superhuman, D-bee, Juicer, etc.) or his riding animal can leap approximately 15-20 feet high or lengthwise, using this spell will guarantee success. If the leaping distance is longer, but, if lucky, the character or his animal "might" be able to do it (say leaping across a 22 to 25 foot/6.7 to 7.6 m length), this spell will make the attempt a success if the character rolls an 8 or higher to strike on an *unmodified* roll of 1D20. Any roll under 8 means it was close but fails; appropriate consequences for his action should follow (falls to his doom, injured, attacked, etc.).

The same procedure applies to rolls involving lunging and grabbing hold of an object, person or vehicle, maintaining balance, swing or dodging out of harm's way, leaping through a door/hatch before it

closes, making a diving catch, hiding unseen, rolling to save vs impact/fall, using a skill successfully and quickly (**50%-100%** faster than usual; applies to one skill action or deed such as picking one lock, palming one object, swinging from one point to another, climbing to one particular point, prowling past one heavily patrolled area, etc.). This roll can also be used to save against mind control, illusions, possession, poison and disease (but not to save vs magic or magic potions).

Coma & Death: The Beat Insurmountable Odds spell can be cast upon a character who has collapsed from serious injuries and needs to make a save vs coma and death. In this case, the character rolls to save as usual, but is +40% to save. Failure to save vs coma and death means he dies.

Combat Note: Except for dodging, leaps and actions to grab, this roll does not apply to combat actions. To strike, parry, disarm, get initiative, or to make an aimed shot, the character rolls as normal, but gets a bonus of +4 applied to half his total melee attack/dodges for **one** melee round. dodges are automatic (function like a parry and do not use up a melee attack/action) and he can engage as many as three opponents simultaneously. Long-range attacks can be done at **50%** greater distance than is typically considered maximum effective range.

One in a million odds: If the character is attempting something outlandish, but still within the realm of probability, he must roll a 15 or higher to strike on an **unmodified roll of 1D20**. Any roll under 15 means it was close but fails; appropriate consequences for his action should follow.

A roll of a *natural 20* means not only is the deed a success, but perfect and spectacular in its performance/execution. Witnesses will be stunned with amazement (lose initiative and one melee action) and may be intimidated, impressed or frightened by the character.

Coma & Death: This spell enables a character, near death, to make a conventional attempt to save vs coma and death when he is as much as 20 points below the number usually necessary to save. For example, a character with a P.E. of 12 can see his hit points (or physical M.D.C., as the case may be) reduced to as much as 12 below zero and still have a chance to save vs coma, survive and recover (with treatment and rest). The Insurmountable Odds spell adds 20 points to that number, so the character in the example can now attempt to survive injury as severe as 32 below zero. Failure to save vs coma & death means death.

Combat Note: Except for dodging, leaps and actions to grab, this roll does not apply to combat actions. To strike, parry, disarm, get initiative, or to make an aimed shot, the character rolls as normal, but gets a bonus of +1 applied to half of his attacks/actions that **one** melee round. Long-range attacks can be done at **50%** greater distance than is typically considered maximum effective range. This spell cannot be cast upon Automatons, robots or the non-living.

Create Steel

Range: Can be cast up to 10 feet (3 m) away.

Duration: Permanent

Saving Throw: Not applicable

P.P.E.: 68

The name of this powerful spell is a bit of a misnomer, and might more appropriately be entitled "recycle metal." The spell caster can take metal **scraps**, even those corroded with rust, and magically turn them into sheets, bars, poles or beams of good, useable metal. The advantage of this magical "recycled" metal is that industrial recycling sees a certain amount of loss through the recycling process (not to mention the cost, equipment and manpower necessary). The spell not only transforms the metal but there is no loss of the material and, in fact, there is **5%** more metal (per level of experience) created from the initial scrap. In addition, there is no need for a smelting facility, machines or workmen, other than those needed to haul and store the finished product.

Limitations:

S.D.C. Materials: Effective only on the following metal ores and alloys: Iron, steel, tungsten, cobalt, manganese, chromium, molybdenum, zinc, nickel, copper, bronze, bauxite, and aluminum (the spell adds the tiny amount of carbon and other trace elements to make steel and other alloys). The spell can be worked on a pile of unseparated scrap metal and magically separate metals and alloys to create individual piles of pure metals, or put them back together as the desired alloy(s).

100 pounds of raw material per level of experience, with roughly 200 S.D.C. (Conjurers and Earth Warlocks can create twice as much at half the P.P.E. cost).

The final product is high quality metal ready for industrial use — construction, smelting, etc. It cannot be used to magically repair finished products such as power and body armor, robots, vehicles, etc., except as raw materials that are taken, retooled and used by manufacturers, operators, builders, etc., to make conventional repairs (soldering, welding, casting, etc.).

Mega-Damage Steel can be "recycled" provided M.D.C. metal scraps are available, but at the pitiful rate of 10 pounds (**4.5 kg**) per spell (not per level!), with approximately 15 M.D.C.

Note: This spell cannot be used to turn perfectly good metals/materials, machinery, vehicles, or devices connected to a power source into raw materials, nor turn metal material worn, used or connected to a living being; it must be scrap or raw ore.

D-Step

Range: Three feet (0.9 m).

Duration: One melee round per level of experience.

Savings Throw: None

P.P.E.: 50

D-Step allows the mage to create a rip in reality through which he may then step through and seem to vanish. For a few seconds the character seems to cease to exist; undetectable by sensors, psionics, or magic! Furthermore, to most everyone else, the dimensional rip doesn't seem to exist, only Shifters and those versed in dimensional/Temporal magic can see the rip and follow the mage. Although he cannot be seen, he can see (not hear, smell, etc.) those in the dimension he just left, as if standing right where he was. Because he has "stepped" into another dimension, he is impervious to anything that occurs in that place, including random dimensional shifts. If two dimensions are linked in such a way that they co-exist (like the Yucatan), he can see and be seen in both worlds, but can choose to completely enter one or the other. **Note:** This spell costs half and lasts twice as long for Temporal Raiders and Temporal Wizards.

Desiccate the Supernatural

Range: One up to **50 feet (15.2 m)** away per level of experience, or two by touch.

Damage: 2D4x10 M.D. (or hit points, whichever is appropriate).

Duration: Instant

Saving Throw: -1 to save

P.P.E.: 50

Desiccate is a vicious spell designed for use against **supernatural** monsters. It will not work against any opponent in full environmental armor (body armor or power armor), or safely locked in an armored M.D.C. vehicle or room. Likewise, it will **not** work against ordinary mortals, human or D-bee, only **supernatural beings**, good or evil, including spirits in physical form, sub-demons (Gargoyles, Brodskil, etc.), demons, devils, elementals, Spirits of Light (elementals), demigods, gods, avatars (the life essences of alien intelligences, including vampires), angels, and others. It is important to note that the sphinx, dragons, unicorns, faerie folk and a handful of other superhuman beings possessing supernatural strength and abilities, but **known as** "Creatures of Magic," are **not** true supernatural creatures (they are more magical than supernatural, or at least not in the same way as demons and gods) and are immune to this magic.

The spell works by drawing moisture out of the target, killing it in a matter of 2D4 seconds, and hopefully reducing it to a withered husk. Regenerating creatures will be unable to Bio-regenerate damage caused by this spell until they replenish their body's water supply. Creatures that do not incorporate water in their bodies (i.e. pure energy) will not be harmed by this spell. Water Elementals suffer double damage. A successful save vs magic means the creature suffers half damage.

Dragon Fire

Range: 100 feet (30.5 m)

Duration: One melee round per level of experience.

Damage: 1D4×10 M.D.

Saving Throw: None except dodge, but the victim must know the attack is coming and must roll a 16 or higher.

P.P.E.: 40

This spell allows the caster to temporarily breathe fire just like an adult Fire Dragon. Every melee round that the spell is in effect, the mage is able to breathe as many as two searing blasts of fire that each inflict 1D4×10 M.D. The dragonfire blasts are magically directed and seldom misses. For the spell to work there can be nothing blocking the caster's mouth, no helmet, gas mask, etc.

Illusion Manipulation

Range: Can be cast up to 500 feet (152 m) away per level of the spell caster and affect up to 300 square feet (91.5 m) per level of experience; area affect.

Duration: 30 minutes per level of the spell caster.

Saving Throw: -1 to save against a simple illusion, -4 to save vs an elaborate one.

P.P.E.: 25 for a simple "visual" illusion.

60 for an elaborate illusion.

This spell is another one of those "piggyback" incantations that rides on and affects a different spell. Normally, once an illusion is cast, it cannot be changed. So, for example, if a character shoots a blaster at an illusionary wall, the blast goes right through it, indicating it is an illusion. However, if the mage is within range of one of his illusions and casts the Illusion Manipulation spell, he can *adjust* the illusion to "seem" to respond to events happening around or to it. Staying with the example above, the mage can make a hole or blast mark appear on the wall where the blast hit. Likewise, trees or branches can appear to break, catch fire, be brushed out of the way, etc. The point of this spell is to make the illusion seem all the more real.

The spell caster who created the illusion is the only one who can cast and manipulate his creation. To do so, the mage must concentrate on the images and illusion he's trying to maintain as well as events happening around him and/or those he's trying to fool. All melee actions of the mage are spent on this endeavor, but even so, he cannot possibly respond to more than 12 different actions per melee round or several things being done simultaneously; roll initiative (+4) to see if the mage can respond fast enough that nobody notices a slight delay in the event and the reaction to it.

Phantom Mount

Range: 40 feet (12.2 m)

Duration: 10 minutes per level of experience.

Saving Throw: Not applicable.

P.P.E.: 45

This spell creates a translucent, specter-like horse composed of faint blue and white magical energy. This magical riding animal can be ridden by the spell caster only, and/or commanded to fight; it is typically used like a warhorse. As long as the spell caster stays within 40 feet (12.2 m) of the Phantom Mount, the magical energy construct remains in this world and obeys its creator's every command — simple commands identical to those one might use on a normal horse or riding ani-

mal. However, if the two are separated by a distance greater than 40 feet (12.2 m) and not reunited within 30 seconds (two melee rounds), the mount vanishes.

Phantom Mount Stats

M.D.C.: 30 +5 per level of the spell caster's experience.

Size: Varies as is appropriate for the spell caster.

Attributes: I.Q. 7, P.S. 25, P.P. 20, P.E. 22, Spd 66 (45 mph/72 km); all physical skills are supernatural and the magical essence is impervious to pain, poison, cold, heat, and fear. Horror Factor: 9.

Combat: Three physical attacks per melee, does 1D6 M.D. with kick from the front legs, or 3D6 M.D. from kick with rear legs (*cannot* use weapons). The rider can also use the magical mount for charging attacks that add 1D6 M.D. to damage with a melee weapon, but uses 2 attacks.

Bonuses: +1 initiative, +2 to strike, +3 to dodge, +3 to roll with impact or fall; no parry.

Purge Self

Range: Self

Duration: Instant

Saving Throw: None

P.P.E.: 70

Purge Self is a powerful spell that enables the caster to remove all foreign substances from his body. The spell will instantly destroy any diseases (bacteria and viruses), and parasites (worms, etc.). Unless the character wishes to keep them, this spell will even magically purge — force out and off, not kill — Bio-Wizard symbiotes and cybernetic implants (*not* bio-systems or partial bionic reconstruction or full conversion). This is one of the only ways to remove Bio-Wizard parasites and symbiotes, which cannot normally be removed except by a Bio-Wizard or Rune Master. The mage can even exorcise possessing forces (provided the creature doesn't have enough control over its host body to prevent the mage from performing a self purge).

Unfortunately, any physical damage, scarring, deformity, or mutation that may have occurred while being ravaged by the foreign agents up till the time they were purged, remains — of course. All symptoms, effects, penalties and potential future damage is instantly stopped and the cause is eliminated. It *may* be possible to cure, heal and repair (via plastic surgery, bionics, etc.) any lasting damage that might remain by other magical means or medical treatment. After the energy finishes cascading through the character's body, the mage will feel fully rested, refreshed, and totally clean.

Realm of Chaos

Range: Up to a 100 foot (30.5 m) radius around the spell caster.

Duration: One minute per level of experience.

Saving Throw: -3 to save.

P.P.E.: 70

The spell caster can magically plunge himself and his enemies or *all* people within a 100 foot (30.5 m) radius (with the mage at the center) into a strange dimension known as the Realm of Chaos. Practitioners of magic believe this nightmarish realm is a frightful kingdom someplace in the Astral Plane. The general surroundings mimic the appearance of those in which the people just left, only they will seem somehow unnatural and empty (no strangers, animals, insects, etc.); clearly a copy. Only the spell caster is unaffected by what happens next.

Each character taken to the realm will experience his or her most hated and/or feared enemy or rival. In some cases, where a group of people are highly motivated or afraid of the same thing, one major villain/foe will confront all or most of the group (including at least one henchman per character). This deadly foe can be an antagonist the character(s) faced in the past or plan (or fear) to face in the present or future (except the spell caster). Additionally, it can be a foe they have slain in the past. In such a case, he/she will claim to have returned to crave their revenge. These fearsome opponents all have revenge and murder on their minds and attack immediately. All these villains and monsters

appear to have their normal powers, skills and weaponry. They are not illusions (presumably mental creations of the Astral Plane —unwittingly magically created and fueled by the very people who fear or hate them). Thus, they can be destroyed through combat.

Since the spell caster who brought everybody to the Realm of Chaos is not affected, he can step back and enjoy the show or join in the battle to destroy his enemies.

The only way to escape the Realm of Chaos is to wait for the spell duration to elapse, to kill the mage who cast the spell or to force him to take them back, the natural world. Note: The spell caster is central to this dimensional spell. He cannot leave the Realm on his own. When he leaves, everybody he brought with him in the first place comes with him. The magical enemies and fears are not the genuine article and cannot be carried back to the real world.

Tame Beast

Range: Can be cast up to 10 feet (3 m) away.

Duration: Takes 1D4 hours of attention, touch commands and training, with permanent results.

Saving Throw: Standard

P.P.E.: 60

Tame Beast can only be used on creatures with a good to high animal I.Q. (nothing lower than 4), but can be used on any type of animal, from a dog to a monstrous predator, but not creatures of magic or supernatural beings. The creature is allowed a saving throw as the mage chants the spell in a soothing tone. If successful, nothing happens and the animal remains wild. If the beast fails its save, it will feel a strange kinship toward the mage, accept his company and accept him as its superior and potential friend. Over the next hour or so, the spell caster must spend the majority of his time and attention (60% minimum) on the creature. During this period, the two get to know each other and build a relationship that would normally take months. During this period, the mage can also teach the creature tricks and commands. When the period of togetherness and training is over, the creature is completely tame and will loyally serve a kind master (friend really) as a watch/guard animal, mount, and companion. The beast will always try to follow the spell caster's directions to the best of its ability, just as any trained animal, and all animals will retain their basic instincts, quirks, behavior and personality. It is not magically controlled or enslaved, so the beast will abandon or attack any master who treats it cruelly or coldly. To keep its companionship, the mage must maintain a strong, close and friendly relationship with the animal, otherwise it will desert him, and no amount of pleading or magic will bring it back.

This spell can only be used on the same animal once. Whatever happens afterward builds a permanent relationship, good, bad or indifferent. The animal may come to accept the friends and associates of the spell caster, but it regards the mage as its one, true master. Consequently, the mage's commands and needs supersede all others. Furthermore, if the animal was kept away from other people during the initial period of its magical training, it will be leery of all others and tend to remain wild, untamed, intolerant and aggressive toward others, and is easily provoked to attack them when the mage is not present.

Limitations: Only the spell caster can tame and keep the animal. The mage can have one such animal per every two levels of experience, starting at level two (one animal at 2nd level, two at 4th, three at 6th, and so on). This spell bonds the animal to the spell caster and nobody else. Thus, if it is abandoned, sold or given away, the animal is likely (01-90%) to revert to its wild nature. Note: The *Shifter* (and *Summoner*) can have one animal per level of experience and the spell costs half the P.P.E.

Wall of Defense

Range: Can be cast up to 100 feet (30.5m) away.

Duration: One melee round per level of experience.

Saving Throw: None

P.P.E.: 55

By casting this spell, the mage summons into being a small, shimmering wall of magical energy (semi-opaque; only shadowy forms can be seen moving behind the wall). The wall is so thin as to be nearly two dimensional (the thickness of a sheet of paper), stands 10 feet (3 m) tall, and six feet (1.8 m) long, plus six feet (1.8 m) in length per level of the spell caster. The magical Wall will stop all incoming "attacks," including thrown rocks, arrows, bullets, missiles, energy blasts and spells! All projectiles are stopped in their tracks, suspended in midair. When the spell ends, they fall harmlessly to the ground. Explosives (grenades, missiles, etc.) are stopped and held by the wall and will not explode until the wall vanishes and even then, most, 01-65%, will simply fall harmlessly to the ground without detonation (roll percentile dice; a roll of 66-00 means it will explode when the magic ends). Energy blasts are dispelled completely, as are magic forces meant to pass through the wall. Living beings who touch or try to pass through the magic wall will be held frozen in mid-step (leap, flight, whatever) until the magic ends. Note: The magical defenses work the same on both sides of the wall, so even the mage who created it cannot send magic or weapons through it. He must move around the wall to launch additional attacks. Also note that airborne enemies can easily fly above and over the wall to attack, but this magical defense is excellent in confined areas and against ground troops.

Level Ten

Armorbane

Range: 300 feet (91.5 m); line of vision. One target per spell.

Duration: Instant

Saving Throw: None, because it attacks an inanimate object.

P.P.E.: 100

This anti-armor magic impairs and degrades conventional S.D.C. and M.D.C. body armor, cyborg body armor and power armor; not applicable against giant-sized (15 feet/4.6 m or larger) armor.

S.D.C. is reduced by 25%. A.R. by one point, and the armor creaks. Mega-damage armor sees its M.D.C. reduced by 10% and minor, non-life threatening, internal systems cease to function properly: The clock is off by 6D6 minutes, the calendar by 1D4 days, and communication systems are useable and understandable but cluttered with the annoying crackle of interference. The Armorbane spell can only be cast on the same armor once. After that, it becomes resistant to this particular spell. Note: Has no effect on automatons.

Deathword

Range: 30 feet (9 m); clear sound.

Duration: Instant effect.

Damage: 2D6 + 1D6 points of damage per level of the spell caster.

Saving Throw: Standard. To save vs death, roll to save vs coma, when applicable. Greater supernatural beings and gods are +3 to save, in addition to likely natural bonuses to save vs magic.

P.P.E.: 70

Upon casting this spell, the mage selects a target and speaks the word of death to him — a single word. As long as the target is within range and can clearly hear the word (although none can ever seem to remember it), there is no save, and damage is inflicted regardless of magical defenses, body armor, or immunities. If the mage can whisper the Deathword into the ear of his intended victim, the damage inflicted is doubled!

Against S.D.C. creatures, the spell damage goes direct to hit points. Against mega-damage creatures, it inflicts mega-damage.

In both cases, the magical nature of the attack and the shock to the body causes the character to lapse into a death-like coma for 1D4 hours unless the victim saves vs magic (a successful save means he only suffered damage; no coma). A failed roll means coma. The coma-state is so "death-like" that only the most sophisticated medical equipment or a high level psychic healer can determine that the character isn't actually

dead! After the coma period elapses, the victim must successfully save vs coma or die!

Enemy Mind

Range: 100 feet (30.5 m).

Duration: One minute per level of the spell caster.

Saving Throw: -1 to save.

P.P.E.: 100

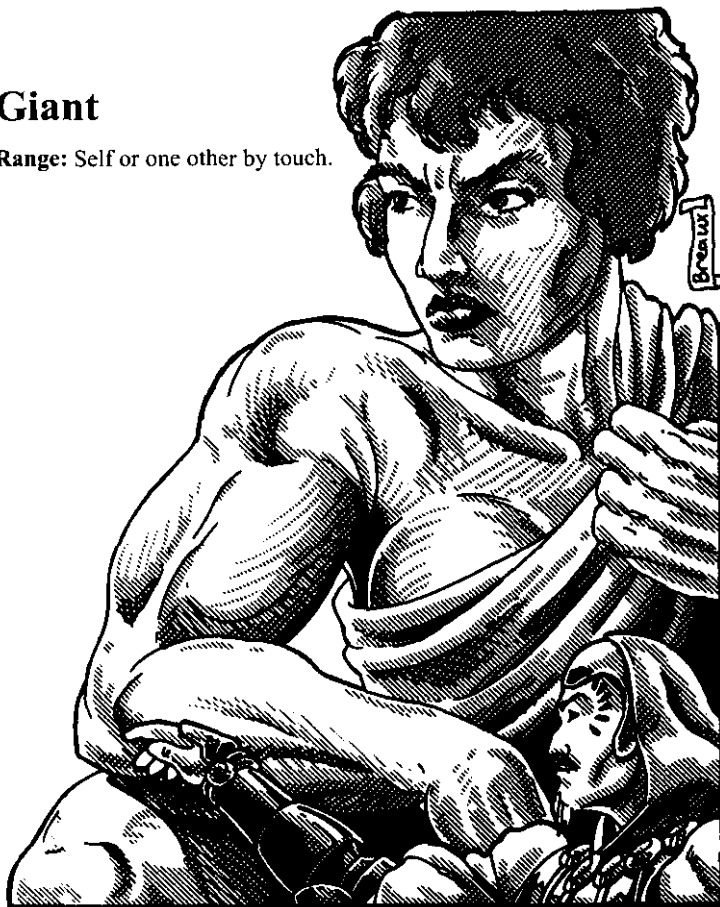
Enemy Mind is a powerful mind control spell that affects a single enemy. The intended victim is allowed a standard save vs magic, with any M.E. bonuses added in as well as normal magical saving throw bonuses. If the save is successful, the target feels nothing more than a moment of tingling and slight dizziness. If the save fails, the victim falls under the influence of the spell caster.

For the duration of the spell, the enemies of the spell caster become the enemies of the victim (including the friends and allies of the mind controlled character)! Thus, the spell caster and victim temporarily see each other as "one" — allies fighting a common enemy. The enchanted character does not question his feelings or intentions, and will stand at the side of the spell caster and fight to help the sorcerer escape, and hold at bay, defeat or kill his (the sorcerer's) enemies. In other words, Enemy Mind could be used to make a Coalition Grunt attack his/her own platoon, or a fellow party member turn on other members of the group.

The victim does not undergo an alignment change and is likely to stop short of actually killing a friend, ally or innocent. However, he will attack and hurl former allies, friends, and loved ones. Whether or not the mind-controlled character fights dirty *or* honorably, or shows mercy, will depend on the victim's alignment and orientation. When the spell wears off, the victim doesn't remember anything, but does realize that the spell caster temporarily took control of him and made him tight against the people (and beliefs?) he holds dear. Note: This is a combat oriented spell and cannot be used to make the victim do anything other than tight the sorcerer's enemies for him.

Giant

Range: Self or one other by touch.



Duration: One melee round per level of experience.

Saving Throw: None

P.P.E.: 80

This spell transforms the spell caster or one person into a powerful giant. The character will grow an additional ten feet (3 m) tall and rippled with muscle. Any armor or clothing worn will be shredded by this transformation, but is hardly necessary. While the enchanted character gains great physical power, he or she loses the ability to draw on P.P.E. for the duration of the spell. Thus, the character must rely purely on physical power to defeat his or her enemies. Any protective spells that create form fitting armor or similar effects are negated at the time of transformation, but another mage could cast such a spell upon him afterwards. When the spell wears off, the character is returned to his or her normal state. Note: Cannot be used on Automaton or any non-organic construct.

Bonuses:

Add H.P. and S.D.C. and multiply by three to determine M.D.C.!

P.S. is increased by 50% and considered to be supernatural!

Bio-regenerates 2D6 M.D.C. per melee round!

+1 attack per melee round.

+1 to strike and parry

Add 1000 pounds (450 kg) to weight.

Reduce speed by 20%.

-3 to dodge.

Illusory Forest

Range: Can be cast up to 500 feet (152 m) away and affects 3000 square feet (910 m) per level of the spell caster; area affect.

Duration: 30 minutes per level of the spell caster.

Saving Throw: -1 to save against a simple illusion, -4 to save vs an elaborate one (only -3 if an alien looking forest).

P.P.E.: 45 for a simple "visual" illusory (no sound, smells, rustling in the wind, etc.) forest with few details.

90 for an elaborate illusion, i.e. a forest that seems alive and real in every way — the sound of scurrying animals, chirping birds, the smell of flowers and plants, etc.

Note: Only vegetation can be created with this illusion, not buildings, caves, rivers, hills, and other land features.

This spell enables the mage to create an illusion of a forest: the trees and vegetation of a typical woodland or jungle. The exact type of flora and details is up to the imagination of the spell caster and can be made to fit in with the surroundings or look unique, frightening, or downright alien.

A simple forest illusion is ideal for camouflage or making an area seem "spooky" or too dense and treacherous (better to go around), as to hopefully keep would-be pursuers and opponents, or Travelers away. The simple illusion relies entirely on the visual image alone, meaning there are no sounds, smells, or motion (animals, birds, insects ... life!) that a real forest has. Still, this deceptive "image" is effective from a distance and when placed in a real forest to change its appearance (ambient animal sounds and smells often seem to be part of the illusion). Changing the appearance of a forest can be used to conceal landmarks (the giant oak, the dead tree, etc.) or to make false ones, or make them appear in the wrong place. These tactics can confuse and/or misdirect travelers/opponents, or make the area seem menacing or too difficult to traverse.

The elaborate forest illusion will have all the sights, scents, and sounds of the genuine article and seems very real. It can be used for all the purposes noted above as well as to conceal a lair, etc. The lush, illusory canopy of trees will conceal people and places on the ground from aerial observers.

Note: Most people are not likely to look closely at a forest, especially if it is being observed from a vehicle, the air or from a distance, nor is there any reason to suspect that what they see is not real. Also note, that this type of illusion is a sort of magical hologram show, al-

lowing the false image to be captured on film — however, it will not register on most heat sensors.

Should someone penetrate the forest, they will quickly realize that something is not right, because the trees and vegetation are insubstantial, a ghostly apparition of a genuine forest. Hands, energy blasts, and vehicles will pass right through the illusion. This will indicate that the forest is not real, but those who fail to save versus magic will continue to see it clearly and have trouble telling what is real and what is an illusion. This is especially difficult when an illusionary forest is combined with a genuine forest. Many a cocky adventurer has driven his vehicle into a “real” tree concealed within an illusionary forest — rocks, hills, caves and man-made structures will appear as their genuine shape, but can be obscured/covered by illusionary foliage and trees. Likewise, vehicles hidden in the illusion, although visible to those who save against the illusion, will seemingly appear and disappear through solid trees and vegetation to those who fail to save.

Magic Warrior

Range: 100 feet (30.5 m).

Duration: Two melee rounds per level of experience.

Saving Throw: Special “disbelieve” option.

P.P.E.: 60

This spell creates the image of an armored warrior tailored to the caster’s imagination. The magical phantom is slightly translucent, which may cause some to believe it is an illusion. This is only partly true. The Phantom Warrior is constructed of magical energy, and as such, is mostly real. However, if the enemy chooses to “disbelieve” it is real, allow each disbelieving character a normal save vs magic. If successful, the Phantom Warrior only inflicts half its normal damage. The Warrior is completely under the mage’s mental command, but does not require his or her concentration to maintain it, provided it is given a clear and simple command, such as, “Kill anybody who enters the room,” “Stop them,” “Destroy so and so,” or “Protect me (or a particular item),” etc.

Magic Warrior Stats

M.D.C.: 50 +6 per level of the spell caster’s experience.

Size: 4 to 12 feet (1.2 to 3.6 m) tall.

Attributes: I.Q. 9, P.S. 30, P.P. 22, P.E. 30, Spd 20; all physical skills are supernatural and the magical essence is impervious to pain, poison, cold, heat, and fear. Horror Factor 12.

Combat: Five physical attacks per melee, does 2D6 M.D. with fists, 3D6 M.D. kicks or via some particular weapon, modern or ancient and it *can* parry projectiles (bullets, arrows, etc.).

Bonuses: +4 on initiative, +5 to strike, parry, and dodge, Spd. 20; the Phantom Warrior can lift up to 3000 lbs, but will not carry things. It can aid in clearing rubble, move objects, etc., but is not a beast of burden (doesn’t last long enough anyway).

Limitations: If the Warrior moves more than a 100 feet (30.5 m) distance from the spell caster, it instantly fades away. Does half damage if people don’t believe in it.

Meteor

Range: 200 feet (61 m) per level of experience,

Radius of Damage: 40 feet (12.2)

Damage: 1D6×10 M.D. to a 40 foot (12.2 m) radius, +2 M.D. per level of the spell caster’s experience!

Duration: Instant

Saving Throw: Dodge if victims see it coming.

P.P.E.: 75

This powerful spell conjures a large, flaming meteor to come plunging from the sky above. Trailing flame, it thunders to earth and erupts on impact. The meteor is +4 to strike and inflicts 1D6×10 M.D. to everything in a 40 foot (12.2 m) radius! This attack is especially effective against large targets and troops.

Plane Skip

Range: Self and one other by touch.

Duration: Instant

Savings Throw: None

P.P.E.: 65

This is a dangerous spell, because the mage has very limited control over the result. Whenever the mage steps into a dimensional portal/Rift/gateway/circle or is caught in a dimensional disturbance that will send him to another dimension, he can cast the Plane Skip spell to escape and “skip” past the original destination to a *different* dimension. The problem is, the dimension is usually a random, alien place. Roll percentile on the following table:

01-20 To a dimension known by the spell caster; back home, the Astral Plane or any other place known to the mage.

21-25 Astral Plane, but the spell caster may be stuck in limbo for a long time unless the character can astral project.

26-30 The Dimensional Market at Splynn, in Atlantis!

31-00 Another dimension of the G.M.’s choice. Possibilities using Palladium products could include Wormwood, Phase World (or any of the worlds in the Three Galaxies), the Realm of Demons or Gargoyles, the Palladium™ World, Heroes Unlimited™ World, Robotech®, Nightbane™ (Earth after Dark Day or the Nightlands), etc. M.D. characters, spells, powers and weapons who enter an S.D.C. environment turn into S.D.C. equivalents.

Purge Other

Range: One character by touch.

Duration: Instant

Saving Throw: None if the treatment is wanted, but +8 to save if the character (for whatever reason) refuses treatment.

P.P.E.: 100

Purge Other works exactly the same as the 9th level Purge Self spell, except that the mage can perform the cleansing purge on another living being; human, D-hcc or animal — does not work on creatures of magic (dragons, faerie folk, unicorns, etc.) or supernatural beings (demons, angels, elementals, etc.).

Those who are unwilling, such as someone with a symbiote not interested in losing it, or a character under the control of a possessing entity, are allowed to **save** vs magic at +8 to save! If the recipient of the magic is willing, then the spell will automatically work. A successful “purge” cleanses the body of all toxins, drugs (including alcohol), disease, impurities, parasites or possessing force, and the character feels fully rested, refreshed, and totally clean. Whatever physical damage, scarring, deformity or mutation that may have occurred while being ravaged by the foreign agents remain, although all symptoms, effects, penalties and potential future damage instantly stops and the cause is eliminated.

Reality Flux

Range: One weapon up to 60 feet (18.3 m) away, or two by touch.

Duration: One melee round per level of the spell caster.

Saving Throw: Not applicable to most, except for Rune and Bio-Wizard weapons, and any magical device that contains a living being inside it; they get to make a standard save vs magic.

P.P.E.: 75

This spell alters the laws of physics on **one** weapon (**two** by touch), including energy weapons, rail guns, explosives, and even magic items (rune weapon, Techno-Wizard sword, etc.). The enchantment temporarily turns the mega-damage weapon into an S.D.C./Hit Point weapon! Any attack from that weapon does the equivalent in S.D.C. damage! For example, a Vibro-Blade or magic sword that normally does 2D6 M.D. does only 2D6 S.D.C. for the duration of the spell. Likewise, an energy rifle, Boom gun or rail gun that might normally fire 4D6 M.D. energy bolts, rounds or explosive grenades, now shoots 4D6 S.D.C. damage blasts. Changing E-Clips or ammo belts makes no difference.

The weapon returns to normal as soon as the duration of the debilitating magic elapses or is canceled or negated. Note: Not applicable against living beings or magic spells that fire mega-damage blasts or other attacks, **nor** against body armor or walls. Against cyborgs, robots, power armor and vehicles that probably have an arsenal of weapons, only **one** specific weapon (two by touch) will be affected by this spell; the mage picks which one. Note that the weapon itself remains a mega-damage structure even when enchanted, only the measure of damage is temporarily altered.

Restore Limb

Range: Touch
Duration: Permanent
Saving Throw: None
P.P.E.: 80

This powerful healing magic enables the mage to “restore” (i.e. reattach) a single severed limb (hand, arm, leg) or appendage (nose, ear, finger, etc.) on the suffering individual. The reattached limb **or** appendage functions 100% as it did before it was severed and the magic leaves no scar. Only the actual limb can be attached in this fashion, substitutes are not possible. Furthermore, the severed limb cannot have been detached for more than 12 hours per level of the sorcerer (i.e. a 6th level mage can reattach a limb as much as 71 hours and 55 minutes after it was severed). The ritual takes five minutes.

Speed Weapon

Range: Touch
Duration: One melee round per level of the spell caster.
Saving Throw: None
P.P.E.: 100

The Speed Weapon spell infuses a melee weapon (sword, ax, mace, club, etc.) with magical energy that enables the user of the weapon (the mage or anyone) to use it with amazing speed, if not agility (no additional combat bonuses). Thus, when using the enchanted weapon, the character has twice as many attacks per melee round! The additional attacks are possible only with the enchanted weapon, so if a different weapon or action is taken, it uses up the equivalent of two of the magic weapon’s attacks. For example, a character with **six** attacks per melee round now has 12 if he uses **all** of his melee attacks with the enchanted weapon. Each **two** attacks with the enchanted weapon effectively counts as one of the character’s usual attacks. Thus, if he uses the Speed Weapon to strike four times, he uses up two of his usual attacks, but if he decides to use his blaster once or to dodge an incoming attack, that action uses up **two** of the possible attacks with the Speed Weapon (**parry** does not use up an attack action). Note: This spell cannot be **used** on magic weapons, including Bio-Wizard, Rune, and Techno-Wizard weapons or Automotons.

Super-Healing

Range: One character by touch (cannot be used on oneself).
Duration: Instant
Saving Throw: None
P.P.E.: 70

A powerful healing spell that can heal external and internal injuries/wounds of mega-damage creatures (dinosaurs, dragons, supernatural beings, etc.). Super-healing restores 4D6 M.D. to mega-damage creatures — not applicable to S.D.C./Hit Point creatures.

Wall of Not

Range: By touch or up to 100 feet (30.5 m) away.
Duration: Five minutes per level of the spell caster.
Saving Throw: Not applicable.
P.P.E.: 70

This potent spell enables the spell caster to make a 15 foot (4.6 m) length of wall per level of experience invisible (height is limited to 15 ft/4.6 m regardless of level or wall length)! The wall can be made of any material (plastic, wood, stone, metal, etc.) but must be one continu-

ous length (if a second wall joins the first. like in a room, the invisibility stops at that junction; a **second** spell would be needed to turn the other wall invisible, and four spells to turn all four walls invisible). Furthermore, to be made invisible, the structure must specifically be used as a “wall” (i.e. an automobile, robot, fence, door, window, side of a trunk, dresser, or person cannot be turned invisible). The spell is called the Wall of Not, because the invisible wall does “not” appear to be there.

Warped Space

Range: Can be cast a distance of 150 feet (45.7 m) away.
Radius of Affect: 10 foot (3 m) radius per level of experience.
Damage: None per se; varies.
Duration: One melee round (15 seconds).
Saving Throw: None
P.P.E.: 90

Casting this spell causes reality in the area of affect to twist, bubble, and essentially distort. For a full fifteen seconds, all creatures, vehicles, and objects are wildly distorted and resemble something in a carnival house of mirrors. During this time, everyone **in** the area of affect is fairly helpless; reduce the normal number of melee actions and usual combat bonuses by half, and speed by 75%.

Anyone trying to shoot into the area from a safe distance will suffer a -9 to strike **as** the shot/attack is **also** warped or completely dispelled.

Anyone (including the spell caster) entering the area while Warped Space is in effect will be struck by the spell. While uncomfortable and disorienting, Warped Space does not physically damage living creatures.

Notable, Random Warp Effects: G.M., either **pick** three or **four** or roll three times on the following table for warped effects.

- 01-10 Energy weapons and magical energy blasts will not work.
 - 11-20 M.D.C. material turns into S.D.C.
 - 21-30 M.D. attacks inflict S.D.C. damage.
 - 31-40 Supernatural beings shrink to half their size and attributes become the same as mere mortals.
 - 41-50 Mortal beings turn into M.D.C. creatures.
 - 51-60 Time warp! Although only 15 seconds pass for the characters, 1D6x10 minutes pass outside the area of the warp.
 - 61-70 The use of magic sends shock waves throughout the warped area, knocking everybody off their feet — no magical effect occurs
 - 71-80 No gravity. People and objects become weightless and float in the air up to 100 feet (30.5 m) high.
 - 81-85 Psionics do not work.
 - 86-90 Metal turns to glass (with 10 S.D.C. for each object).
 - 91-00 The warp affect lasts an extra 15 seconds.
- Note: Everything returns to normal when the spell elapses.

Level Eleven

Astral Hole

Range: Self
Duration: One melee round per level of experience.
Saving Throw: Not applicable.
P.P.E.: 120

Astral Hole creates an invisible (only the caster and those who can see spirits or the Astral Plane can see it), mobile, mentally controlled extra-dimensional portal that effectively follows the spell caster wherever he goes. This portal can be used by the spell caster (and only the spell caster) in a number of ways. Ultimately, the Astral Hole makes the mage almost impossible to pin down.

1. The mage can use the Astral Hole to “jump” or teleport a short distance by stepping in and willing him/herself to another location that is visible from his current one. Each such teleport counts as two melee actions. This use is limited by line of sight (2000 feet/610 m maximum,

double at sea or on open plains). The mage cannot teleport to someplace he cannot see clearly.

2. Another use involves avoiding enemy fire. When attacked, the spell caster simply sidesteps, into the hole, and disappears, then steps back out. Because of the speed and ease with which this is done, it only uses up one melee action. Furthermore, the caster gets a bonus of +2 to dodge when doing this. He or she can dodge and teleport out of harm's way almost endlessly. The mage cannot stay inside the Astral Hole for more than a few seconds. It is a passageway, not a pocket dimension.

3. When an Astral Hole is opened and the spell caster also uses Astral Projection to travel the Astral Plane, he can automatically find his way back to the physical world, using the Astral Hole as a beacon and doorway home. Note that every melee round (15 seconds) in the physical world is the equivalent of five minutes in the Astral Plane.

Bottomless Pit

Range: 50 feet (15.2 m). The portal/hole appears to be about four feet (1.2 m) in diameter.

Duration: Two minutes per level of experience.

Saving Throw: Dodge

P.P.E.: 100

This devious spell uses a minor dimensional portal to temporarily remove an enemy from the situation. The portal appears on the ground (cannot be made to appear in mid-air or on walls, etc.), under the feet of the intended victim. As a trap, the hole can be created and left in one spot, concealed by darkness or covered with twigs or camouflage like a real pit. At the moment the pit opens up beneath one's feet, or a character falls into a concealed pit, that character may roll to dodge — in this case, attempt to avoid and/or grab a handhold to avoid falling into the pit (needs a 17 or better to do so). If a dodge is successful and the mage has visual contact, he can move the Bottomless Pit beneath the target's feet again; such an action counts as one of his melee attacks.

When a victim has fallen in, he hurtles through an other-dimensional void (utter blackness). There is no way to escape until the spell wears off — except by Dimensional Portal, Dimensional Teleportation (a power common to most greater demons, dragons and gods) or a similar spell. The ability to fly cannot help the character escape because he is actually inside a different dimension with no apparent exit. However, those who can fly may feel more comfortable and can glide and move around the empty void, rather than fall downward for long minutes.

If others are foolish enough to go into the pit, they suffer the same fate as the first victim — once somebody has fallen in, the Bottomless Pit cannot be moved by the spell caster. When the spell duration runs out, any victims are spit out, unharmed, right where they started. The portal is not very large, but anything that comes into contact with it will be pulled through (even tanks or dragons), except for buildings and other parts of the landscape.

The advantage of this spell is that an opponent is temporarily, but completely, removed from the environment. He has no ability to attack or influence events (except by his absence) and is completely unaware of the events that transpire while he is gone (cannot hear, see, smell, or sense anything in the "real" world).

Curse of the World Bizarre

Range: 50 feet (line of sight) or by touch.

Duration: 1D4 days per level of the spell caster.

Saving Throw: -1 to save.

P.P.E.: 100

This is a powerful, and in many ways, a very cruel curse. The chosen target gets to make a save vs magic, with failure indicating they have been cursed. The cursed individual sees everything in the manner of the World Bizarre spell. Everything in sight, including themselves, is seen as something monstrous with writhing tentacles, slobbering mouths, glaring eyes, etc. These things are a mental delusion, but to the victim they seem very real. Sleep is almost impossible, and the victim

of this curse lives in a constant state of fear, agitation and uncertainty. Worse, it is impossible for him to discern "real" monsters from those he imagines to be monsters.

Characters with an M.E. of 10 or higher will be able to understand that this is an illusion, but are still paranoid, jumpy, and easily startled and confused (can't tell real monsters apart from the imagined). Penalties (from mental and physical exhaustion and disorientation): -20% on skill performance, -3 on initiative, reduce speed by 25%, reduce attacks per melee round by one, and cannot recognize real monsters.

Characters with an M.E. of 9 or less, suffer double the penalties noted above, and may come to believe their delusion is **real!** Roll once on the following table to determine permanent insanity:

01-30 Lucked out! No permanent insanity.

31-40 Phobia: Monstrous looking demons.

41-50 Phobia of the spell caster who gave him the curse.

51-60 Obsession: Monsters and demons; hates 'em and likes to see them suffer and be destroyed.

61-70 Delusion: Even after returning to normal, the character believes he is really a superhuman monster banished from his demonic homeworld and forced to walk among humans as a punishment for some crime or act of betrayal (helped humans, stood against his master, etc.). The delusional character may even fabricate stories of his past life as a demon and an imaginary crime for this punishment of being made "mortal."

71-80 Affective Disorder: Disgusted by anything with tentacles or slime, and will go to **any** lengths to avoid them.

81-90 Intimidated by Monsters and Demons: The first set of penalties above occur whenever threatened by a monster. Tries to avoid them.

91-00 Invasion of the Body Snatchers Syndrome: Acute paranoia toward all nonhumans, especially shapechangers "They're out there, you know. Monsters hiding in human form. I know! I've seen it! I am one!!"

Note: Curse of the World Bizarre is commonly used in *Dweomer City* as a punishment for criminals. They are inflicted with the curse, then exiled.

Disharmonize

Range: The spell can be cast up to 1000 feet (305 m) away.

Radius of Affect: 50 feet (15.2 m) per level of experience.

Duration: Five minutes per level of experience.

Saving Throw: Standard

P.P.E.: 150

This spell is designed to disrupt and confuse organized units of the enemy (large groups — 20 or more people). Upon casting the spell, the mage is surrounded by an aura of hazy light that expands in all directions. Each enemy (known allies are unaffected) must save vs magic. Success indicates that the spell has no effect. Failure means the mind of the enemy has been clouded by the spell. Those who fail to disharmony will be unable to act quickly, make decisions or properly follow orders, and are incapable of working in concert with their fellows. Essentially, those affected cease to become a cohesive group, and degrade into confused individuals.

In addition, all those affected lose half their attacks per melee round, lose initiative, and perform skills at -20% (due to hesitation and uncertainty).

Energy Sphere

Range: 100 feet (30.5 m)

Duration: Two days per level of experience, or until used up.

Saving Throw: None

P.P.E.: 120

Energy Sphere creates a globe of blue energy similar to that seen along ley lines. The mage can create this sphere through the expenditure of 120 P.P.E. but then must pump additional P.P.E. into it within the next 10 minutes or it fades away. This additional energy (up to 100 P.P.E. per level of the spell caster) must come from the mage, another

sorcerer, dragon, god, blood sacrifice or drawn from a ley line nexus when energy is high (eclipse, solstice, etc.). The magic energy contained in the basketball-sized energy sphere will follow the mage wherever he goes (floating in mid-air above his right or left shoulder), and holds the energy until he needs it. This storage of potentially large amounts of energy can either be drawn upon by the mage who created it or one specific person whom the mage has given the sphere to as a gift or reward (in the latter case, only that person can draw upon the energy). The sphere is typically created when a practitioner of magic knows that he will need a large amount of P.P.E. to cast a high level spell, ritual or a number of spells beyond his normal limit (i.e. combat, construction, dimensional travel, etc.). This spell, said to have been created by Thoth or the legendary Old Ones, is sometimes used by gods and demon lords to give their mortal minions and/or champions additional power to accomplish great feats.

The energy reserve in the sphere must be used within a limited period (typically within a matter of days) or the sphere and the P.P.E. will be wasted — fades away. The person to whom the Energy Sphere belongs can draw on the P.P.E. reserve in any increments from a few points at a time to whatever its total power reserve may be in a single spell. The sphere is impervious to most attacks but can be destroyed by 500 M.D. points of damage or lose 2D6×10 P.P.E. per minute in an anti-magic Cloud. A successful negate magic will drain it of 6D6 P.P.E. each time a negation is cast on it, but Dispel Magic Barrier has no effect on it. Psi-Stalkers and most other P.P.E. vampires cannot draw upon this concentrated and protected energy source.

Firequake

Range: Up to 500 feet (152 m) away.

Radius of Affect: To a 100 foot (30.5 m) radius, enough to engulf 4-6 average houses and their backyards.

Damage: Varies, see description.

Duration: One melee round per level of experience.

Saving Throw: None

P.P.E.: 160

This spell causes an area of the ground to rumble, tremble, and crack, as well as spew forth clouds of sulfur and gout of fire. All beings in the area of affect will find it difficult to move atop the moving earth any faster than 10% their normal speed (crawling may be better), eyes will hum and tear from the sulfuric gas, and it is difficult to breathe (roughly same as tear gas; -9 to strike, parry, and dodge, -5 on initiative, lose one melee action per round). In addition, those caught in the erupting turmoil must dodge jets of flame shooting up from the ground (roll once per person, per melee round). A failed dodge means getting hit by the shooting flame for 5D6 M.D. Large vehicles and giant hots (20 feet/6 m or bigger) take triple damage — it should take most people 4-8 melee rounds to escape. When the magic is over, the area will look unscathed, as if nothing happened, except for the burnt and injured people, animals and property.

Note: Available to Earth Warlocks as an 8th level spell at half the P.P.E. (80).

Id Alter Ego

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

Duration: Three minutes per level of the spell caster.

Saving Throw: None

P.P.E.: 130; spending an additional 200 P.P.E. will add one hour to the duration!

Id Alter Ego creates a magical double of the spell's target. The person affected will feel a strange sensation, but is not likely to realize that he or she has been magically molested. Sixty feet (18.3 m) away, an identical copy of the individual takes shape in a matter of seconds. This "doppelganger" looks exactly like the character it mimics, right down

to the clothing and weapons at the moment of enchantment. However, most weapons and gear are fakes. Magical weapons and items cannot be duplicated, nor can alien devices, explosives or complex devices (power armor, cybernetics, energy rifles, computers, etc.). Likewise, the magical doppelganger does not possess any psionic abilities or P.P.E. to cast spells, although if it is the Alter Ego of a sorcerer, the fake will have the knowledge to cast spells and may be able to draw upon other sources of P.P.E. to cast magic (i.e. ley lines, blood sacrifices, etc.).

The impostor has all the physical and mental attributes, hit points and 40 magical M.D.C., plus any armor it may secure, as well as the memories and skills of the person it imitates (memories are limited to those up to the moment of its creation; the two are not linked in any way).

The frightening difference is that the Id Alter Ego has the exact "opposite" alignment and disposition. The Id Alter Ego is also extremely aggressive, hostile toward others, and prone to create conflict. If the mimic is of a good alignment (the original having been evil), it may challenge, fight, cheat or betray fellow scoundrels; if of an evil alignment (the original having been good), the Id Alter Ego may betray, cheat, or fight friends or allies, start brawls, molest women, steal from the clergy, etc. If the original person is a selfish alignment, roll percentile dice: 01-50, the fake is good, 51-00, the fake is evil.

If approached by the "real" character, the Id Alter Ego will treat him with disdain and hostility, like twin brothers who despise each other. Although most of the weapons duplicated by the magic are nothing more than harmless props, the temporary fake possesses the knowledge of the original and can buy, borrow, or steal weapons and equipment it can use to fight or cause trouble. The Id Alter Ego will quickly engage in activity that is detrimental to the "real" character and/or the things he or she loves and believes.

This spell can only target living beings, but can affect any mortal creature, from humans, Elves, Ogres, and Wolves to most D-bees. The spell has no effect on mega-damage or supernatural creatures. Although called the "Id Alter Ego," this magical duplicate is not the dark (or good) side of the character and does not actually reflect any secret emotions or desires of the original. It is purely a temporary magical construct designed to cause trouble and confusion.

Illusory Terrain

Range: Can be cast up to 500 (152 m) away and affects 3000 square feet (910 m) per level of the spell caster; area affect.

Duration: 30 minutes per level of the spell caster.

Saving Throw: -1 to save against a simple illusion, -4 to save vs an elaborate one (only -3 if an alien looking terrains).

P.P.E.: 55 for a simple "visual" illusion (no sound, smells, rustling of the wind, etc.); few details.

120 for an elaborate illusion, i.e. a complete landscape (of whatever) that seems alive and real in every way — scurrying animals, chirping birds, the smell of flowers and plants, moving clouds, etc.

Illusory Terrain is fundamentally the same as the 10th level spell, Illusory Forest, except that virtually any type of terrain and landscape can be created.

Mindshatter

Range: Touch

Duration: Special; 24 hours minimum.

Saving Throw: -2 to save against the initial mental attack, standard every 24 hours thereafter.

P.P.E.: 130

Mindshatter is a crippling spell used when the target is wanted alive (for whatever reason) but incapacitated. The spell caster must touch his or her victim, but any contact will suffice, even through environmental body and power armor. Magical energies then rage through the target's mind. The victim's psyche is (temporarily) shattered, causing the character to lose sight of his self and very existence. For the duration of this

enchantment, the victim has no sense of time or being, and memories, skills, fighting abilities, goals, alignment, and awareness are gone. The victim is effectively magically lobotomized — a walking zombie with only faint glimmers of awareness (may be momentarily fascinated by a butterfly, console a frightened child, giggle, and so on). Every 24 hours, the character gets to make a saving throw vs magic. If the save is a failure, the character remains vegetized for another 24 hours. If the save is successful, the victim shows signs of awareness and self, regaining 10% of his lost memories, self-awareness and abilities every 12 hours, until restored to normal. Thankfully, the character has no recollection of being a vegetable, although he may recall especially vivid things as a feeling or image; i.e. the face of a person who showed him kindness, the face (ring, symbol, etc.) of a tormentor, a place that frightened him or was the scene of an atrocity or happy event, and so on.

Re-Open Gateway

Range: 10 feet (3 m).

Duration: One melee round per level of experience (at most).

Saving Throw: None

P.P.E.: 180

The Re-Open Gateway spell enables the spell caster to “re-open” an already existing and active, or permanent, dimensional portal. This includes the dimensional portals found in stone pyramids, select nexus points, like the *Devil’s Gate* in St. Louis and *The Monster’s Rift* in Calgary, and similar. The portal will automatically open to the last dimension/world/location accessed from that portal. Once opened, anything, friend, foe, or monster, can pass through the gateway from either side, simply by stepping into the mass of swirling blue energy. Thus, it is not wise to open a portal for very long, especially if one does not know exactly where the gateway leads. The spell caster can close the Gateway in an instant, at will, but may need to roll initiative to see whether or not he closed it before “something(s)” nasty comes through (G.M.’s discretion). Note that due to the nature of this spell, those passing through may only go one way.

See in Magic Darkness

Range: Self or two others by touch; line of sight.

Duration: One minute per level of the spell caster.

Saving Throw: Not applicable.

P.P.E.: 125

This rare and powerful (and P.P.E. costly) spell enables the recipient of this enchantment to see in darkness, even magic darkness, as if it were daylight. This spell is even effective in a *Shadow Wall* (no penalties for being blinded by the absolute darkness and can travel through the wall at twice the normal speed), against *Cloak of Darkness* (the character can see into the magical darkness perfectly), and against *Shadow Beast* (can actually see them lurking in the shadows, The Shadow Beasts are not completely invisible to the character who can See in Magic Darkness, but they are semi-invisible — fundamentally functions as a Chameleon spell with shadows being what the Shadow Beasts can hide in if they stay motionless or move slowly). **Note:** Cannot be cast on Automatons, but can be used on its pilot.

Level Twelve

Ensorcel

Range: Touch

Duration: 20 minutes per level of the spell caster (double if 800 P.P.E. is expended).

Saving Throw: -3 to save.

P.P.E.: 400

This powerful magic is typically used by high level Shifters and other powerful beings to control and enslave minions. A character who is Ensorcelled is impervious to mind control, possession (all), illusion

and is +4 to save vs the magic of other sorcerers (all types of magic). However, he is completely vulnerable (no save) against the magic of the spell caster who has him Ensorcelled! Furthermore, the enchanted character is afraid to raise his hand against the mage who has him Ensorcelled; H.F. 16 each melee round he tries to oppose his master. In this case, a failed save means the character loses one melee action and will back down from the spell caster and do nothing to hurt or oppose him for the entire melee round. **Note:** Cannot be used on Automatons.

Heavy Air

Range: Can be cast up to 100 feet (30.5 m) away per level of experience.

Area Affect: Covers a radius of 300 feet (91.4 m) per level of experience.

Duration: 10 minutes per level of the spell caster.

Saving Throw: -1; everybody in the area of affect must roll to save vs magic, including animals.

P.P.E.: 200

This spell makes the air seem muggy, hot, heavy and stifling. Characters will find it difficult to catch a breath and breathe heavily. Most afflicted characters will feel as if they cannot get enough air to breathe. Even environmental body armor seems too hot, restrictive and disturbingly confining. Most victims feel compelled to remove heavy clothing, backpacks and body armor (or at least the helmet) — roll again to save vs magic, a failed roll means the character removes part of such stifling clothing, armor or helmet. In addition, afflicted characters fatigue at twice the normal rate, are -4 on initiative, and are -20% to perform skills (which also take twice as long to do). Heavy exertion (running, lifting, working, fighting, etc.) is a repulsive chore better left for later — no motivation to do anything but sit, sweat, gasp for air and rest. Machines, including robots and androids, are not adversely affected by this magic, nor are animated dead, zombies, golems or other automatons, only living creatures. Likewise, cyborgs and those in power armor suffer half the effects described above, but still feel weighed down and listless. **Note:** Characters who save vs magic feel uncomfortable, but are only -1 on initiative and -5% on skill performance. This spell is ideal against armies and large groups, especially as a delaying tactic.

Ironwood

Range: Touch

Duration: Permanent

Saving Throw: None

P.P.E.: Varies dramatically; 50 P.P.E. minimum.

The magic of this spell transforms regular S.D.C. wood into mega-damage material. S.D.C. is converted into M.D.C. on a point for point basis, thus a wood door with 170 S.D.C. has 170 mega-damage. Likewise, each S.D.C. conversion point counts as one P.P.E. point, so a 170 S.D.C. (now 170 M.D.C.) door costs 170 P.P.E., while an ax handle with 20 S.D.C. costs 50 P.P.E. because a minimum of 50 P.P.E. must be spent to transform even a simple ax handle into a mega-damage structure. The transformation is instantaneous and permanent. Although an M.D.C. structure, the item retains the look, feel, buoyancy and weight of wood. **Note:** Just because a wooden club is now an M.D.C. object, it does not inflict mega-damage (although it does inflict an extra ID6 damage); it’s just very strong — tougher than steel.

The magic works only on simple objects like a wooden handle, board, door, wall, box, trunk, wagon, the hull of a ship, wood armor, and so forth. It is impossible to transform complex S.D.C. machinery and devices, or any other substance, including bone, with this spell.

Null Sphere

Range: 10 feet (3 m) radius per level of experience.

Duration: 5 minutes per level of experience.

Saving Throw: None

P.P.E.: 220

Null Sphere creates a globe of golden magical force centered on the spell caster. The sphere has a whopping 100 M.D.C. per level of the

caster and is difficult to destroy. The Null Sphere is a protection magic that blocks out or negates all harmful forces within its sphere of influence. This means the Null Sphere stops dangerous gases, pollution, noxious fumes, disease, curses (only temporary relief) and magical sickness, summoning and mind control (again, this may only be temporary relief; once the sphere ends, the maladies return). Additionally, attacks of magic and energy from outside the sphere, directed at those inside the sphere, are dispelled the moment they hit the sphere; no damage. However, physical opponents and projectiles can penetrate the magical sphere without resistance — once they enter the sphere, they can attack those within without difficulty. Likewise, greater demons and powerful supernatural beings (including Master and Secondary Vampires) can enter the sphere, but lesser demons and lesser entities cannot. Note: The sphere cannot block psionic attacks (other than mind control), so bio-manipulation, empathic transmission, telekinesis, etc., can be used to attack those inside

Soultwist

Range: 100 feet (30.5 m); line of sight or touch.

Damage: 6D6 M.D. or Hit Points, as is appropriate.

Duration: Doubt and temptation for a minimum of 3D4 weeks; physical damage is instant.

Saving Throw: -6 to save. **A** successful save means no physical damage and only minor doubt and temptation, reevaluation.

P.P.E.: 170

Soultwist is a spell that rather than just attacking the body, attacks the target's life force and inner spirit, twisting and tearing at them. Due to its insidious nature, the physical aspect of this attack does M.D. to mega-damage creatures or damage direct to Hit Points to mortal, S.D.C. beings. This damage cannot be healed by normal means and can only be restored by a priest, god or supernatural servant/minion of a god (must be of the appropriate faith or ethics sought by the character, good or evil).

More significant is the damage done to the character's spirit. Suddenly, the victim of the Soultwist doubts himself, his goals, life and god(s). He is racked with uncertainty about his views of life and the morals, ethics, beliefs and alignment that once governed his actions and motives. This character will suddenly see (not necessarily accept) the opposite views. Thus, a character of good alignment will recognize and consider evil and spiteful actions. A noble, honest character will consider lies and cheating. A religious character will have doubts about his god and the people who serve him, and so on. Likewise, an evil character will suddenly find a conscience and compassion. He may hesitate at murder and treachery, and find himself open to acts of goodness and kindness.

Whether or not these self-doubts and reevaluation of character have any lasting effect on the character (i.e. change of alignment, rejecting a god or king and taking up a new one, etc.) is left entirely to the player of that character.

Player Note: This can be a wonderful opportunity for role-playing. have fun with it. Please use common sense in playing this "twisted (and tormented) soul." A principled character is not going to become a mad-dog killer overnight, if he changes alignment and character at all — temptation, doubt, recrimination and new emotions are one thing, acting on them is quite another. Furthermore, any good character who suddenly does evil is not going to wake up one day and say, "Oops, I shouldn't have done those bad things. I'm sorry and won't do 'em any more. I'm good again." No way! This magic doesn't *force* the character into any action or change, it only makes him doubt his old ethics and consider alternatives. The character can tight these ideas or not. If he gives in to them during a moment of weakness, his alignment will change appropriately (this aspect may be suggested, determined and/or enforced by the G.M. as is appropriate; G.M.s, be fair and objective). The character may repent and strive to return to his old ways, but this will be a difficult thing that will take months, perhaps years, of conviction and effort to achieve.

Likewise, evil or selfish characters will **not** become saints overnight. Additionally, while such characters may be momentarily touched by friendship, conscience and/or compassion, old ways die hard, and such benevolence or goodness may be nothing more than a moment of weakness or confusion. Or not. It's up to the player.

Wall of the Weird

Range: The wall can be cast **up** to 200 feet (61 m) away.

Damage: 4D6 M.D. or entanglement/capture.

Duration: Five minutes per level **of** experience.

Saving Throw: Dodge or parry.

P.P.E.: 180

This spell causes a soft feeling, spongy wall, covered in slime and tentacles, to rise out of the ground. The wall is 10 feet tall, one foot (0.3 m) thick and 10 feet (3 m) long, +10 feet (3 m) per level of the spell caster. Each 10 foot (3 m) length has 40 M.D.C. per level of the mage! The multitude of tentacles are on *both* sides of the wall, and are constantly lashing about in search of victims. Anyone coming within 15 feet (4.6 m) of the wall will be attacked by 1D4 tentacles per melee round. Characters must roll a parry **or** dodge of 15 or higher to avoid the attack. A failed roll means 1D4 tentacles strike and either hit or ensnare the character: Roll percentile; 01-50 strikes, inflicting 4D6 M.D. per each tentacle, or 51-00 entangles and holds the character in a vice-like grip.

In the case of entanglement, the tentacle grabs and wraps around the victim and begins to slowly constrict. Constriction inflicts a comparatively minor 2D4 M.D. per melee round, but will prevent the character from attacking or moving. Each melee, one additional tentacle will wrap around the character. No additional damage is inflicted by the additional tentacles, but the character is completely immobilized and mouth covered (can't speak or cast spells) within three melee rounds/three tentacles. A combined **P.S. of 40** is needed to pry away each tentacle, and 1D4 other tentacles will lash out every melee round at anybody trying to help free a captive. 12 M.D. will slice a tentacle from the wall, but it will disappear before it hits the ground and reappears to strike again in the next melee round! Note that momentarily severing a tentacle does **not** count as an M.D.C. loss to the wall. If the wall's M.D.C. is completely depleted, it immediately collapses into dust and vanishes. If a 10 foot (3 m) length of a larger wall is destroyed, a massive (10 ft/3 m) opening will appear for 1D4 melee rounds, after which the opening will begin to regrow and close at a rate of three feet (0.9 m) per melee round and one third its M.D.C. Note: As with most spells, the mage can adjust the size **of** the wall to fit his specific needs, so it can be made smaller than his maximum capability to fit the wall into smaller spaces (i.e. in a doorway, the length of a room, etc.).

Level Thirteen

Collapse

Range: 100 feet (30.5 m) +10% per level of experience.

Damage: Special; described below.

Duration: 1D4+1 melee rounds delayed reaction (30-75 seconds).

Saving Throw: Special

P.P.E.: Varies 70-400 points

Collapse is a spell designed exclusively to destroy buildings and similar structures (towers, bridges, etc.), and can never be targeted on anything else. Essentially, by casting Collapse, the mage focuses great magical forces on the support beams of the structure, causing them to break and the building to cave-in. For 1D4+1 melee rounds after the spell is cast, the building will creak and groan ominously. Those inside who suspect danger, know magic is at work or have been warned, have 30-75 seconds to evacuate before the building collapses.

Those caught in the collapsed building suffer 2D4x10+20 S.D.C./Hit Point damage or 1D4 M.D. points of damage, but whether

killed or just bruised by the collapse, all are buried under tons of debris and must be dug out by rescue teams. Characters who survive the initial damage will have 3D4 hours of air or survivable injuries in which to be rescued. After that time has elapsed, they fall into a coma and have an additional 30 minutes per P.E. point in which to be rescued and given medical aid — roll to save vs coma and death! In the high-tech world of Rifts, most Coalition States and similarly advanced communities can locate and rescue 85% of all survivors within 1D4 hours from a collapsed Skyscraper; 2D4x10 minutes from smaller buildings.

The spell either destroys the building or it doesn't. The building **gets** a **save** vs magic, with penalties or bonuses based on its size and structure:

S.D.C. Building (Small; tent to an average house): -10; P.P.E. Cost: **70**

S.D.C. Building (Medium; 3-6 story building): -5 to save. P.P.E. Cost: **120**

S.D.C. Building (Large; 7-14 story building): -1 to save. P.P.E. Cost: **200**

S.D.C. Skyscraper (15-25 stories): +2 to save. P.P.E. Cost: **275**

S.D.C. Skyscraper (25 stories or higher): +4 to save. P.P.E. Cost: **350**

M.D.C. Building (Small): Standard save. P.P.E. Cost: **200**

M.D.C. Building or Bridge (Medium): +2 to save. P.P.E. Cost: **275**

M.D.C. Building, Bridge (Large), or Bunker: +6 to save. P.P.E. Cost: **350**

M.D.C. Skyscraper: +10 to save. P.P.E. Cost: **400**

M.D.C. Mega-Structure (i.e. Chi-Town, etc.): Impervious.

Note: Affects only "standing" structures, and cannot be used against mobile fortresses or underground structures/installations.

In the case of large M.D.C. buildings and M.D.C. skyscrapers, a single Collapse spell will not destroy the entire building. Rather it will cause one floor per level of the **spell** caster to collapse, starting from the top.

Restore Life

Range: Touch

Duration: Permanent

Saving Throw: None

P.P.E.: 275

Restore Life will bring the recently deceased back to life. Any wounds of the victim must be tended to (sewn closed, taped, etc.) before the enchantment is unleashed. The mage must touch the recipient while intoning a brief ritual (8 minutes). Upon completion of the ritual, the dead is infused with a magical life force that will sustain him or her long enough for the body to heal.

Restore Life is always successful, so long as the victim has not been dead for **over four** hours per level of the spell caster, and the body is not so badly torn apart that not enough remains to repair and restore. The body can be cut, battered and damaged but mostly whole. Perhaps needless to say, if the head, brain, heart, or lungs are missing, the character cannot be resurrected! If a limb is missing, the wound must be tended to [sewn, cauterized, bandaged, etc.] before the magic is performed, and when restored to life, the limb will remain missing. If the recipient has been dead longer than the mage's usual capabilities, noted above, the chances for a successful restoration of life drops to a 01-50% chance [roll percentile dice]. This spell can be attempted up to double the mage's normal success rate (i.e. a 3rd level mage has automatic success on dead up to 12 hours old, but only a 50/50 chance on a character who has been dead for 13-24 hours, and so on). Longer than this is beyond the powers of this ritual.

A successful Restore Life brings the victim back to the living with 10 Hit points (or one M.D.C. if a mega-damage creature). Other spells or natural healing must then be used to help the recipient. If the character possesses bio-regeneration, it will not kick in until 1D4 days have passed. Restore Life does **not** replace lost or damaged limbs, nor remove scars. Likewise, the character feels weak and is in pain, requiring weeks (or magic) to heal completely. Note: The deceased will never

quite be himself. Hit Points and S.D.C. **are** permanently reduced by 10% each. This magic only works on mortals and cannot be used to resurrect supernatural beings or creatures of magic (i.e. dragons, etc.).

Shadow Wall

Range: Can be cast 100 feet (30.5 m) away per level of experience.

Duration: Five minutes per level of experience.

Saving Throw: None

P.P.E.: 400

When the mage casts this spell, he or she creates a huge, pitch-black wall. The wall's maximum dimensions are 30 feet (9 m) long, by 10 feet (3 m) high, **by** 3 feet (0.9 m) thick per level of experience. **As** a wall, it must be touching the ground or a floor, and is relatively straight — i.e. a long wall, say 120x40x12 feet (36x12x3.6 m), may curve a bit, but is fundamentally straight. It cannot **be** cast as a slab in the air or made into a circle, square or "V" shape. However, a square, rectangle or "V" could be made by creating several such walls butted within inches of each other (this applies to all magic walls unless stated otherwise).

The Shadow Wall is immaterial, existing only as energy. Nonetheless, it is highly effective at stopping things from passing through. Any living being who attempts to pass through the wall will be able to do so, but at the snail's pace of only two feet (0.6m) per melee round. Since the Shadow Wall **is** magical, characters with nightvision or optic systems that normally enable them to see in the dark are completely blind (-9 to strike, parry, and dodge); they cannot **see** their hand in front of their face.

Each melee round, the victim will suffer a 10% drop in maximum energy, regardless of type. The Shadow Wall will siphon P.P.E., I.S.P., and technological energy (E-clips lose 10% of their charge per round). Living creatures passing through the wall also suffer the "energy drain" as to what amounts to physical damage; life drain. Every melee round, each creature will suffer **1D6** damage direct to Hit Points, or **4D6** M.D. in the case of mega-damage creatures. Armor is **no** protection against this effect. The wall uses this energy drain to maintain itself. If no opponents enter the wall, its duration is reduced by half. The wall is hazardous to everyone, friend and foe alike. The energy drain is such that even lasers and other weapons fired through the wall will be reduced by half. Rail guns and other kinetic weapons can pass through, but also do only half damage. Furthermore, no sensors can penetrate the Shadow Wall, so any shooting is done blind.

Swap Places

Range: 50 feet (15.2 m) per level of experience; line of sight. Self or one other person by touch.

Duration: One minute per level of experience.

Saving Throw: None

P.P.E.: 300

Swap Places is a commander's and security chiefs nightmare. It allows the spell caster to target any one individual within range and swap places with him! The person with whom the swap **is** made must be clearly visible to the spell caster. The "swap" lasts only one minute per level of the **spell** caster, and can be canceled at any time. When the spell duration ends (or is canceled by the spell caster, or one of the people swapped is killed), the swap **is** repeated, with the two characters reversing places again. Instead of sending himself, the mage can swap one willing character with another by touching him and casting the spell.

This spell is ideal for surprise attacks, creating confusion and assaulting or momentarily kidnapping one lone individual (by swapping places in the middle of group who **is** ready to receive and attack the victim of the swap).

Note: This magical swap can only be made with another intelligent, living being of flesh and blood; a swap with energy beings, the dead, or undead is not possible. If either the mage or either of the two who have been swapped **is** slain, the magic instantly ends, causing the two to



swap hack. If the person swapped was somebody other than the mage, and he is killed, the spell caster suffers half of the damage inflicted to the dead man direct to hit points and is stunned and dazed for ID6 melee rounds (if an M.D.C. creature, it loses half of its M.D.C. and is stunned). The initial swap and back again is all this spell provides. multiple swaps are not possible.

Level Fourteen

Annihilate

Range: 500 feet (152 m) +100 feet (30.5 m) per level of experience.

Damage: Special

Duration: Instant

Saving Throw: Dodge

P.P.E.: 600

The spell creates a small black orb the size of a baseball that appears above the open palm. This is antimatter that has been brought through dimensional barriers from another universe. Powerful forces keep the substance sealed in a magical sphere. The caster may hurl this globe at any target within 500 feet (152 m) and is +3 to strike (no bonuses other than the Targeting skill, are applicable). The intended target may attempt to dodge; parry is not possible. giant targets and large immobile structures (buildings, bunkers, the side of a wall or mountain, etc.) cannot be missed at close-range (30 ft/9 m).

When the annihilation sphere hits, two things happen:

First, the actual target (whatever it hits) takes 2D4x100 M.D.! If the damage exceeds the target's M.D.C., it is completely vaporized! Not a trace is left, except for a three foot (0.9m) deep, smoldering crater.

Second, *everything* in a 10 foot (3 m) radius is struck by a contained matter-antimatter explosion that does 4D6x10 M.D. If the "things" within the radius of affect have less M.D.C. than the damage inflicted, they are completely vaporized! Only a circle of barren earth (and those with great M.D.C.) remains.

Any other damaging effect unleashed by the anti-matter is contained by the spell's magic.

Note: The Shifter, Conjurer, Temporal Raider, and Temporal Wizard can cast this spell at half the P.P.E. cost (300 points).

Summon & Control Sea Serpents

Range: 6000 feet (1828 m)

Duration: 12 hours per level of experience.

Saving Throw: Standard

P.P.E.: 350

When this ritual is performed, ID4 sea serpents per level of the spell caster and located within a 10 mile (16 km) radius of the ritual will heed the call and come to the spell caster. Only aquatic monsters commonly regarded as sea serpents, and with an I.Q. of 8 or less (or animal I.Q.), will respond. Foul-hearted beasts, most will gladly follow simple orders to fight and kill. The only things these magically controlled sea serpents won't do is commit suicide, kill a mate or offspring, and may not fight to the death.

Level Fifteen

Circle of Travel (ritual)

Range: 800 miles (1280 km) per level of experience.

Duration: Indefinite — as long as both circles exist undamaged and the user has sufficient P.P.E. to activate it.

Saving Throw: Not applicable

P.P.E.: 600 total (300 per circle) +30 P.P.E. to activate the circle as needed. All Shifters, Temporal Raiders and Ley Line Walkers will recognize the circles and know how to use them. However, they must spend 60 P.P.E. to activate it and only the mage and two others, holding his hands, can pass through the Rift to the "other side."

The Circle of Travel is a ritual that combines dimensional Rift and teleport. The mage must create a magic circle through mystic ritual (one hour and **300 P.P.E.**) inscribed with the location (as is intended) of a second circle. He must then create a second circle at that location, inscribed with the location of the first circle (a repeat of the first ritual that takes one hour and another **300 P.P.E.**). Once both circles are created and activated via the creation ritual and the **300 P.P.E.** (each), they are ready to be used. By spending **30 P.P.E.**, points the circle is activated and creates a small dimensional Rift. Stepping into the portal will enable the mage and any who enter before him (up to two per level of the creator's experience) to skip **across** space and time to appear at the second circle in less than two seconds — the portal closes the instant its creator passes through the Rift. The circle Rifts are stable, two-way dimensional doors to each other and 100% accurate. **As** long as the two circles remain intact, its creator can use them endlessly (**30 P.P.E.** per each activation). However, if one of the circles is destroyed (erased, scarred beyond recognition, painted over, etc.), the spell is broken and travel impossible. Such constructs are usually hidden in a safe and/or secret place. Note: Only two circles can be connected in this way.

Enchant Weapon (minor)

Range: Touch

Duration: One month per level of experience, or permanent.

Saving Throw: None

P.P.E.: 400 or 1,000

This ritual is used to create magic weapons without drawing on the secrets of rune magic. When the ritual is performed, any one melee weapon, **48** bolts/arrows or **72** bullets can be infused with mystical energy. The enchanted weapon(s) becomes a mega-damage **structure** that inflicts mega-damage for the duration of the spell. The duration is temporary (lasting a month) unless the spell caster spends 1000 **potential psychic energy** (P.P.E.) points during the ritual (bullets cannot be enchanted permanently; the magic is depleted once they are fired). Plus, the spell caster permanently loses **2D4 P.P.E.** from his personal reserve every time a weapon is made permanent. Creating a magic weapon is both a physically and mentally exhausting task, and can only be performed once every three months at maximum (or **4** weapons per year).

Enchanted weapons are not indestructible like rune weapons. They have an **M.D.C.** value of from 50 to 500 and an A.R. of **18**. The exact mega-damage capacity depends on the weapon's size: arrows have **50 M.D.C.** and swords typically have an **M.D.C.** of **250-300**, while battle axes, pole arms and other large weapons have **400-500 M.D.C.** **As** a rule, an enchanted weapon inflicts an amount of mega-damage equal to twice its regular damage (i.e. an enchanted dagger inflicts **2D6 M.D.**, an arrow or weapons that once did **2D6 S.D.C.** now do **4D6 M.D.** and so on). Bullets, regardless of caliber, do **2D6 M.D.** each. Tech weapons such as Vibro-Blades, grenades, rail guns, energy rifles, etc., cannot be enchanted.

Summon Ally

Range: 1000 miles (**160 km**)

Duration: Instant teleport, but the ritual takes **20** minutes.

Saving Throw: Special; the ally must be willing or this magic will not work on him.

P.P.E.: 600

Summon Ally is a ritual that requires the making of a magic circle and a large amount of P.P.E. Near the end of the ritual, the ally desired will magically sense the identity of those who seek his aid, whether it be the circle maker or ally/friend(s) involved in the ritual. At the end of the ritual, the ally(s) involved in making the circle speaks, saying the ally's name and these words, "Your aid is most desperately needed. I (or we) beseech you, please come to our aid. Will you come to us this very moment?" If the ally responds, "yes," he is magically teleported that very instant, and appears in the center of the ritual circle. The magic is done. The circle can only be used once and can only bring one specific person. To get others, the entire ceremony must be repeated.



Note: The ally who is summoned must be known to the summoners and a true "ally", **willing** to come, must be genuinely needed (not just wanted for a friendly gathering), and has no time to gather his possessions, weapons or associates. Whatever he has on his person at the time he is summoned is all that comes with him. Animals and people cannot be brought along even if holding tightly onto the summoned "ally." The summoning does not work if the desired individual is in another dimension or out of range. This is a one-way spell that brings one character to the location of the ritual makers.

If the "ally" responds no, the P.P.E. is spent and the ritual is over without results. However, the "ally" will know who it was who had requested his aid, and he **may** elect to try to find them through conventional means. However, this will take time and locating them may be difficult or even impossible, for the magic does **not** convey where they were or why they need him.

Void

Range: **200** feet (61 m) or one person by touch.

Duration: One week per level of experience.

Saving Throw: -2

P.P.E.: 700

As the mage casts this spell, a black mist envelops the target, then disappears, along with all trace of the victim. The mist forces the victim through a dimensional doorway to a pocket dimension between all other dimensions. There is nothing in this pocket dimension. It is completely empty, devoid of light, sound, ambient P.P.E. and even air. The victim is magically sustained, so he need not fear starvation or asphyxiation, but there is absolutely no escape for non-spell casters and the distortion prevents the character from healing or recovering P.P.E. or I.S.P. (a week is equal to **2D6** hours). The target must simply wait until the spell wears off, or the spell caster releases him. Spell casters with some sort of dimensional travel spell, or whom are dragons, gods and other supernatural beings with dimensional teleport, can escape upon successful use of their spell or natural ability. Being trapped in the Void is a rather unsettling experience — thankfully, time is distorted and a week seems like only a few hours to the victim.

Experience Tables

Battle Magus

1	0,000-2,120
2	2,121-4,240
3	4,241-8,480
4	8,481-16,960
5	16,961-24,960
6	24,961-34,960
7	34,961-49,960
8	49,961-69,960
9	69,961-94,960
10	94,961-129,960
11	129,961-179,960
12	179,961-229,960
13	229,961-279,960
14	279,961-329,960
15	329,961-389,960

Conjurer, Controller Magus

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-27,800
6	27,801-37,900
7	37,901-55,100
8	55,101-75,200
9	75,201-100,300
10	100,301-145,500
11	145,501-190,600
12	190,601-245,700
13	245,701-295,800
14	295,801-345,900
15	345,901-415,100

Mystic Knight, Lord Magus

1	0,000-2,300
2	2,301-4,600
3	4,601-9,200
4	9,201-18,400
5	18,401-26,500
6	26,501-36,600
7	36,601-51,700
8	51,701-74,800
9	74,801-100,900
10	100,901-140,000
11	140,001-193,100
12	193,101-235,200
13	235,201-290,400
14	290,401-350,600
15	350,601-425,800

Corrupt, High Magus

1	0,000-2,400
2	2,401-4,800
3	4,801-9,600
4	9,601-19,200
5	19,201-30,000
6	30,001-50,000
7	50,001-80,000
8	80,001-120,000
9	120,001-170,000
10	170,001-230,000
11	230,001-300,000
12	300,001-380,000
13	380,001-470,000
14	470,001-600,000
15	600,001-800,000

Grey Seer

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-17,200
5	17,201-25,400
6	25,401-35,800
7	35,801-51,000
8	51,001-71,200
9	71,201-96,400
10	96,401-131,600
11	131,601-181,800
12	181,801-232,000
13	232,001-282,200
14	282,201-342,400
15	342,401-402,600

