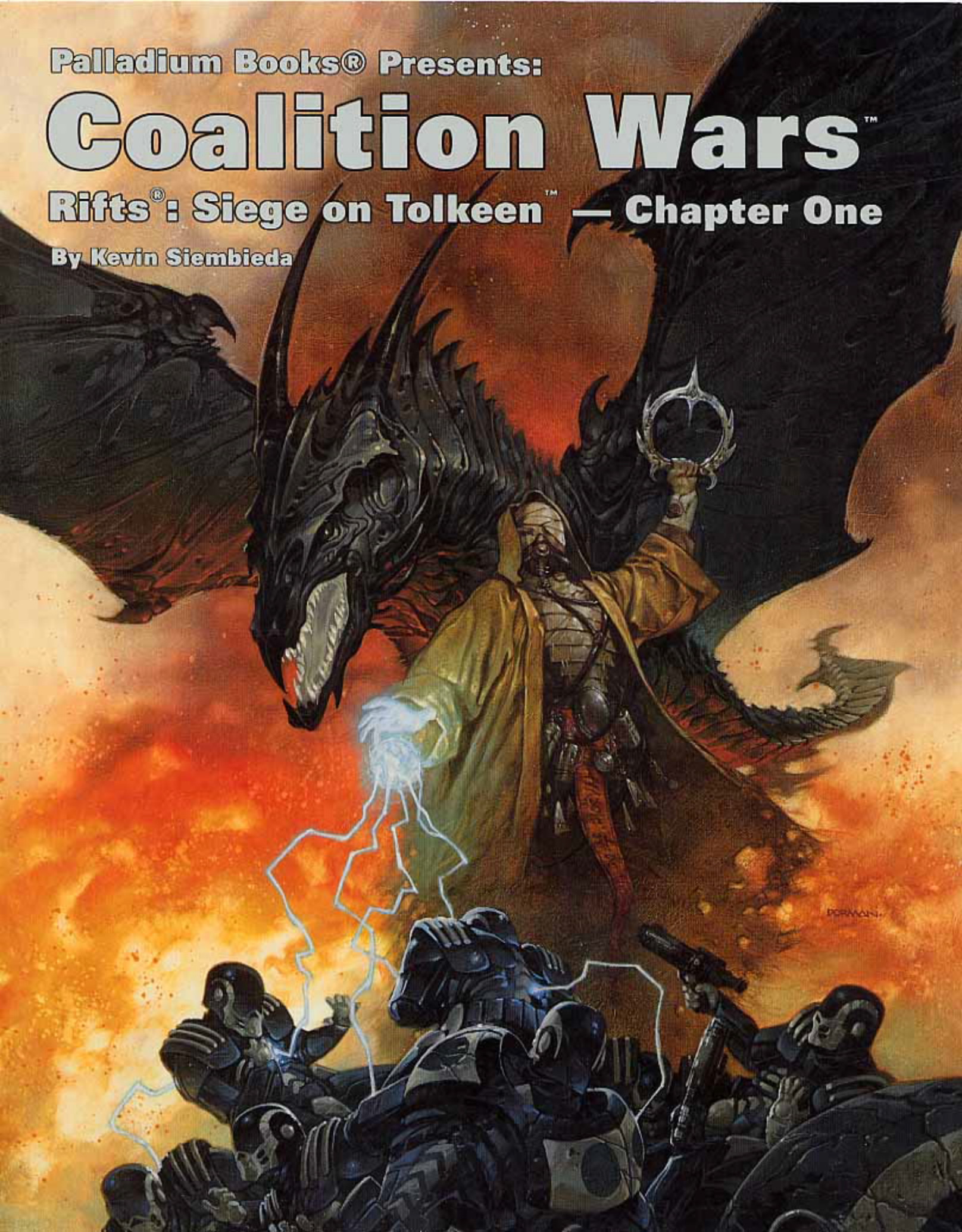


Palladium Books® Presents:

Coalition Wars™

Rifts®: Siege on Tolkeen™ — Chapter One

By Kevin Siembieda



Warning!

Violence, War, Magic & the Supernatural

The fictional world of **Rifts®** is violent, deadly and filled with supernatural monsters. Otherdimensional beings often referred to as "demons," torment, stalk and prey on humans. Other alien life forms, monsters, gods and demigods, as well as magic, insanity, and war are all elements in this book.

Some parents may find the violence, magic and supernatural elements of the game inappropriate for young readers/players. We suggest parental discretion.

Please note that none of us at Palladium Books® condone or encourage the occult, the practice of magic, the use of drugs, or violence.



Siege on Tolkeen™: Chapter One — Sedition

An epic adventure sourcebook for the **Rifts®** series.

Compatible with the entire **Palladium Books® Megaverse®**!

Dedication

To my wife, **Maryann**, and her love and devotion that helps to keep Palladium and, especially, me going. We've endured our share of hardship and battle and have come out stronger and closer for it.

—Kevin **Siembieda**, 2000

Rifts Sourcebooks for 2000 Release

Rifts® Australia Two

Rifts® Australia Three

Rifts® Anvil Galaxy™ (a Phase World® sourcebook)

Rifts® Coalition Wars™ — Siege on Tolkeen™ series

The continuing Rifter™ Sourcebook series

... and more

Available at stores everywhere

On the cover, artistic wizard Dave **Dorman** delivers a powerful scene depicting the last moment in a larger battle between Coalition soldiers and Tolkeen Defenders. A Ley Line Walker and dragon **hatchling** stand triumphant over a mound of fallen enemies, explosions and fire still raging around them.

First Printing — June, 2000

Copyright 2000 Palladium Books Inc. & Kevin Siembieda

All rights **reserved**, worldwide, under the Universal Copyright Convention. No part of this book may be reproduced in part or whole, in any form or by any means, without permission from the publisher, except for brief quotes for use in reviews. All incidents, situations, institutions, governments and people are fictional and any similarity, without satiric intent, of characters or persons living or **dead**, is strictly coincidental.

Palladium Books®, Rifts®, The Rifter®, RECON®, Phase World®, The **Mechanoid**Invasion® and **Megaverse**® are registered trademarks owned and licensed by Kevin Siembieda and Palladium Books Inc.

Coalition States, Coalition War Campaign, Coalition Navy, **Chi-Town**, Free Quebec, Old Bones, **Lazlo**, Tolkeen, **Freehold**, Northern Gun, **Manistique Imperium**, Iron Heart, **Triax** & The NGR, Lone Star, Psyscape, Federation of Magic, Glitter Boy, Glitter Girl, **Skelebots**, Xiticix, Dog Boy, Dog Pack, **Techno-Wizard**, Temporal Raider, Ley Line Walker, Shifter, **Headhunter**, **Cyber-Knight**, **Psi-Stalker**, **Simvan**, Mind Melter, Burster, Zapper, Juicer, Crazy, **'Borg**, **'Bot**, **'Burb**, D-Bee, Cyber-Doc, Dragon Kings, Emperor **Prosek**, Joseph **Prosek** the **First**, Joseph **Prosek** II, Erin Tarn, Robert **Creed**, **Corin Scard**, **Splugorth**, **Splynn** Dimensional Market, Tundra Ranger, Iron Juggernauts, **Daemonix**, Black Faerie, **Brodkil**, Neuron Beast, **Thornhead**, Witchling and other names, titles, character names and character likenesses are trademarks owned by Kevin Siembieda and Palladium Books Inc.

Palladium On-Line: www.palladiumbooks.com

Rifts® Coalition Wars™: Siege on Tolkeen™ — Chapter One™ is published by Palladium Books Inc., 12455 Universal Drive, Taylor, MI 48180. Printed in the USA.

PALLADIUM BOOKS® PRESENTS

GUANTANAMO WARS

THE FIRST 100 DAYS ON TOLLETT - CHAPTER ONE



Written by: **Kevin Siembieda**

Additional Text & Ideas: **Bill Coffin**

Editors: **Alex Marciniszyn**

Wayne Smith

Proofreader: **Julius Rosenstein**

Cover Painting: **Dave Dorman**

Interior Artists: **Ryan Beres**

Kent Buries

Wayne Breaux Jr.

Scott Johnson

Ramon Perez Jr.

Freddie Williams

Michael Wilson

Art Direction, Keylining & Maps: **Kevin Siembieda**

Typography: **Maryann Siembieda**

Based on the **RPG** rules, text, characters,
concepts and Megaverse® created by **Kevin Siembieda**.

Palladium Books On-Line: www.palladiumbooks.com

Special Thanks to Bill Coffin for his efforts to the cause and to all my great artists who used their special brand of magic to breathe life into my world and enchant my imagination. Last but not least, to Maryann for her support and hard work, Alex, Steve and the rest of the Palladium Conjurers.

— **Kevin Siembieda**, 2000

Contents

Foundations for War	7
Design Notes	7
Erin Tarn's Warning	8
Magic vs Technology	9
Letters from the Tolkeen Front	9
A Video Letter	10
Magic vs Technology	11
Perception & Degree	11
Magic — The Great Equalizer	13
Fear	14
Suspicion (who is the enemy?)	14
Technology is good	15
Bionics & Cybernetic Implants	16
Mages Wearing Body Armor	16
Strategic uses of Ley Lines	16
Line Walkers & Shifters	17
Rift & Ley Line Magic	18
Summon Ley Line Storm	23
CS Countermeasures to Magic	25
Skill: Knowledge of Magic	25
Dog Boys	26
Identifying the enemy	27
Psi-Stalkers	28
CS Psychics	29
Skelebots	29
Anti-Magic Tactics	30
Containment & Restraints	30
Cybernetic Measures	31
Bionic Hands	32
Prisoner I.D. Chip	33
White Noise Generator	33
CS Psionic Devices and Defenses	35
CS Psi-Scanner	36
The Magic Weapons of Tolkeen	36
Legendary Artifacts	37
The Book of Ten	37
Spells of Legend	37
Poor Yorick	43
The Thirteen Mysteries	44
Ironbane	45
The Founder's Stone	46
The Nine Rings of Elder	47
The Mobius	48
Mobius HLST [™] Adventures	49
Techno-Wizard Weapons	51
TW Melee Weapons	52
New TW Melee Weapons	54
TW Demon Claws	54
TW Knucklebusters	55
TW Spin-Disk Shooters	55
TW Sawstaff	56
TW Chainsaw	56
TW Throwing Irons	57
Techno-Wizard Small Arms/Guns	57
Listed Prices (and Discounts)	58
Summary of TW weapons from other books	58
Anti-Vampire Weapons	60
New Techno-Wizard Guns	60

TW Rocket Staff	60
TW Plasma Rifle	61
TW Shard Rifle	61
TW Starfire Rifle	62
TW Telekinetic Rifle	62
TK-60 Light Machinegun	63
TK-80 Heavy Machinegun	63
TW Arrows (see Goblin Bombs)	63
TW Goblin Bombs	63
Additional TW Explosives & Misc	64
TW Animal Repellent Flare	64
TW Dragonfire Flamethrower	64
TW Flash Freeze Grenades	65
TW Storm Flare	65
Other Techno-Wizard Devices	66
TW Silencers	66
TW Psi-Blocker Helmet	66
TW Psi-Tracker	66
TW S.C.U.B.A. Gear	67
Techno-Wizardry Vehicles	68
TW Converted Vehicles	68
Standard Conversions & Features	68
Chameleon Cloaking System	69
Cleansing System	69
De-icer	69
Energy Disrupter Mechanism	69
Environmental Hazard System	70
Float System	70
Flight System	70
Ley Line Booster	70
Impervious to Energy	71
Mystic Alarm	71
Protective Energy Field	71
Shadow Cloaking System	71
Sound Cloaking System	71
Super-Stealth Mode	72
TW Weapon Systems	72
Notable Techno-Wizard Vehicles	72
Water Vehicles	72
TW (Air) Floaters	73
Simple Air Chariots & Skiffs	73
Air Boats & Large Floaters	74
Self-Propelled Air Boats	74
Motorized Floaters & Skiffs	75
Floater Platforms & Hover Chairs	75
Turbo-Wing Boards	76
Crescent Wing Boards	78
Tolkeen's Machines of Destruction	80
The Iron Juggernauts	80
Blazing Iron Juggernaut	80
Thundering Iron Juggernaut	83
Fury Iron Juggernaut	86
Ram Rocket Wagon	88
Tolkeen	90
A Calm Before the Storm	90
A behind the scenes quiet moment	90
A brief overview of Tolkeen	93
The King	93
The Circle of Twelve	93
Freehold, City of Dragons	95

Crisis Timeline	96
20 P.A.: Election of Joseph Prosek I	97
33 P.A.: Coalition States are formed	98
44 P.A.: The Battle of Red Wing	99
70 P.A.: Joseph Prosek I assassinated	100
71 P.A.: Karl Prosek elected Chairman	101
78 P.A.: Emperor for Life	102
101 P.A.: The Tolkeen Agenda	104
104 P.A.: Chalk's Folly	105
105 P.A.: Tolkeen must fall	107
Call to Arms — Emperor Prosek Wants You	109
CS War Plans	111
The Fringes of Tolkeen (adventure settings)	112
Wisconsin	112
The Borders of Tolkeen	112
Coalition Sympathizers	113
Map of the Kingdom of Tolkeen	114
Hogswaller	115
Map of the Town	116
Northfields, Iowa Border Town	116
The Ruins of Borderline	118
The Great Skelebot Graveyard	118
Other Skelebot Graveyards	120
Hill Crest	120
The Great Purple Mage	120
The Hamlet of Vosberg	122
Game Master Notes	123
Map of Town	124
Vampire Stats	126
Camp Fatale : Nomads	127
The Town of Solomon	128
The Orb of Solomon	129
The Key of Solomon	129
The Plot	130
An unlikely outcome	131
There is another	133
How Player Characters Fit In	135
A brief overview of Tolkeen's Allies	136
A Gathering Evil	139
Tolkeen's Dark Allies	140
The Black Faerie	140
The Brodkil	141
Neuron Beasts	143
Thornhead Demon	145
The Witchling	146
Notable Tolkeen Combat Formations	148
Maps	150
Rifts® Spell List	152

Quick Find

Adventure ideas around Artifacts	37
Adventure ideas/HLSTM : Mobius	49
Adventure ideas at Places	112
Adventure: Solomon	128
CS Anti-Magic Cybernetics	31
CS Countermeasures , to Magic	25
CS Countermeasures , using armor	30
CS Countermeasures, using bionics	31
CS I.D. the Enemy (skill)	25
CS I.D. the Enemy (Dog Boys)	26

CS I.D. the Enemy (Psi-Stalkers)	28
CS Knowledge of Magic (skill)	25
CS Missile Attack	9
CS Psychics (breakdown by type)	29
CS Skelebot Trap (graveyards)	118
Dragon Kings	95
Erin Tarn: Warning	8
Erin Tarn: King Creed Meeting	90
Freehold, City of Dragons	95
Great Purple Mage	120
Ley Line: Strategies & Tactics	16
Ley Line: Magic	18
Prophecy (see Poor Yorick)	43
Skelebots	29 & 118
Skelebot Clean-Up Crews	30
Skelebot Graveyards	118
Techno-Wizard Weapons	51
Tolkeen: Overview	90
Tolkeen: Places & Adventure	112
TW Discounts at Tolkeen	58

Rift & Ley Line Magic

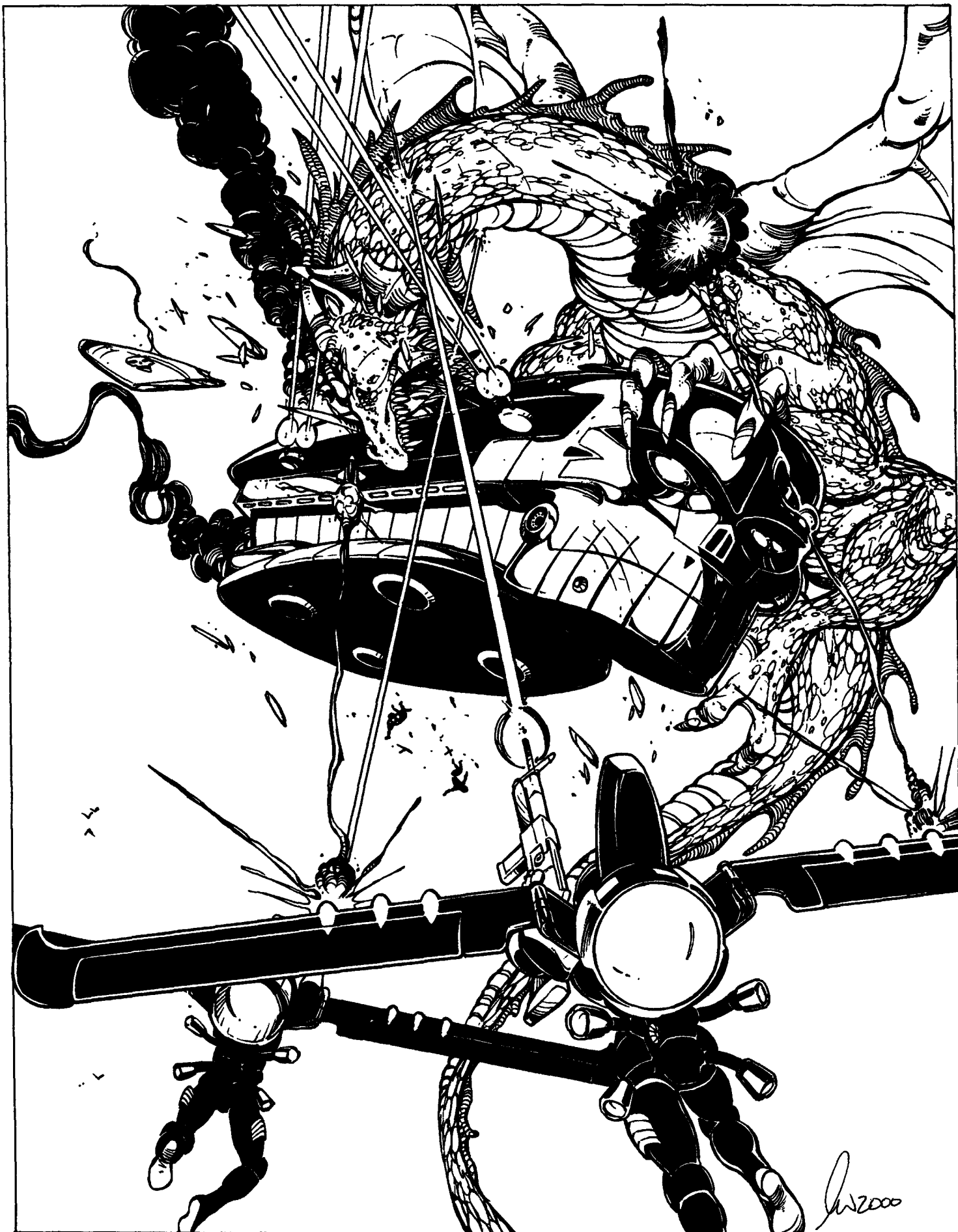
Ley Line Fade (20)	18
Ley Line Ghost (80 or 240)	18
Ley Line Phantom (40)	19
Ley Line Restoration (Special)	19
Ley Line Resurrection (2000)	20
Ley Line Shutdown (3000)	20
Ley Line Storm Defense (180)	20
Ley Line Tendril Bolts (26)	20
Ley Line Time Capsule (30)	21
Ley Line Time Flux (80)	21
Rift to Limbo (160)	22
Rift Teleportation (200)	22
Rift Triangular Defense System (840)	23
Summon Ley Line Storm (500)	23
Swallowing Rift (300)	23

Spells of Legend

Books of Ten	37
Blight of Ages (600)	37
Blood and Thunder (770)	38
Hivemind (350)	38
Metropolis (1600)	39
Mystic Quake (420)	39
Sanctuary (1500)	40
The Slowness (1300)	40
Steel Rain (360)	41
Vicious Circle (350)	42
Warrior Horde (1100)	42

Maps

CS positions	150
Hogswaller	116
Tolkeen, Kingdom of	114
Tolkeen: Notable Ley Lines	151
Tolkeen Region	112
Vosberg	124



Foundations for War

A war between Tolkeen and the Coalition States was inevitable from the start. Ironically, it is not born so much out of philosophical and social differences as from *geography*. The CS and Tolkeen are simply too close for one another to ignore. If Tolkeen or the CS was located in the west, east, Mexico or Canada, this war might never take place — or at least not for another century or two. Ironically, when one sees through the philosophical smoke screen and sociological propaganda, it is geography that's the real villain. Geography and **stubborn** pride, because all the leaders of Tolkeen have to do to avert war is relocate. But they won't. Minnesota is their home and they don't see why they should leave at the behest of the tyrannical Coalition States.

On the surface, this seems a fair and reasonable position. When one's home is threatened, I think most people's knee-jerk reaction *is* to defend it. Countless wars throughout the ages have been fought over the possession of land rather than for grand ideals or noble causes, so this is nothing new. However, in the case of Tolkeen, one must ask, is it worth sacrificing hundreds of thousands of lives (maybe millions if one includes the CS) and seeing one's homeland devastated in the process? And we are not just talking about the normal casualties of war, the Coalition Army has made it clear in both words and deeds that this is a war *of genocide*. There will be few, if any prisoners taken or people allowed to live. All practitioners of magic and **nonhumans**, their supporters, sympathizers and defenders shall be exterminated! Despite this, the people of Tolkeen have answered **yes**, and dig in to face their merciless enemy. Tolkeen refuses to cave in to the CS and move. The CS has decided it can no longer allow their inhuman enemies to remain on their doorstep, and plans to eliminate them. Taken at face value, the Kingdom of Tolkeen is painted in a sympathetic light. They weren't looking for trouble and they are the ones being invaded by a ruthless foe. Only things are not so black and white. As our story progresses, the leaders of Tolkeen and the Coalition States will be shown to be more *alike* than different. Both are so blinded by hate and a lust for revenge that they are willing to sacrifice their own people to win at "all costs." **Tolkeen's** leaders betray the trust of their people by creating false hopes, manipulating the truth and placing their own goals for revenge before the welfare of their people. The war will be costly for the Coalition Army too, as casualties skyrocket into the hundreds of thousands, and the CS continues to send thousands upon thousands more to their doom. Both sides, unrelenting, are willing to do whatever it takes to win, and those who follow them will pay the ultimate price.

Design notes from Siembieda

As you may be able to tell, I have put a lot of thought into the Siege on Tolkeen and I'm impassioned about it. One reason is that it has been percolating at the back of my mind for over 13 years. Believe it or not, I have planned to do the Siege on Tolkeen from the very beginning of my work to develop the **Rifts® RPG**. Since the inception of **Rifts®** I have envisioned a massive war between the Coalition States and the Kingdom of Tolkeen. Magic versus technology like never before seen in role-playing or anywhere. And not just a shoot 'em up game, either! Although there is plenty of combat and action-adventure to be had, I want to show the heroism and treachery of war. The sacrifices and good intentions that are often manipulated or wasted. The good and evil, the kindness and injustice that can grow from the blood-soaked earth like a field of flowers and weeds.

I hope to make the backdrop of this RPG adventure **sourcebook** mini-series the BIG war with all its sweeping ramifications and profound results. However, I plan *on focusing* on the smaller incidents and specific people, namely the player characters and select NPCs. This is what will make the war personal. These are the battles, some destined to be famous and **remembered**, others played out in some forgotten corner of the war and known only to the participants of that isolated event. But all are part of the overall tapestry that makes up the greater conflict. All are important to those who participated, from soldier or hero to peasant and D-Bee. Moreover, on a scale large or small, the actions of one individual or group of characters (the player group?) can and do make a difference. Believe it. Know this is true.

The war at Tolkeen is a time and place for heroes and villains. No matter who wins, there will be heroes and there will be at least small victories and triumphs. Such is the nature of war. While we don't want to glorify war or killing, this is a fictitious *game*, and the focus will be on adventure, heroics, and personal challenge while maintaining and preserving some sense of justice and compassion amidst chaos and cruelty.

With 2000 being the ten year anniversary of the **Rifts®** role-playing game, I figured this was the perfect time to finally launch Siege on Tolkeen. Heck, it's been hinted at for 10 years now, ever since the **Rifts®** RPG debut at Gen Con®, August 1990. To help get these books out on time and to add a different perspective to the series, I asked Bill Coffin to join in helping me present my epic saga. Together we hope to weave a complex story that builds with each installment. A story that presents several points of view and which offers twists, turns, surprises and challenges. We hope you will join us in this grand adventure and enjoy the thrills every step of the way.

— Kevin Siembieda, April 2000

Erin Tarn's Warning

Hundreds of thousands of people are about to die, and there is nothing I can do to stop it.

God knows I have tried. But the stage is set.

The funny thing about war is that after all the grand speeches, the lofty ideals, the heartfelt patriotism, it all comes down to killing people. The more you kill — the more you destroy — the more likely you are to come out the **winner**.

I must admit, when the seeds of all this began to sprout, I saw Emperor Prosek and the Coalition States as the root of this evil. Human supremacists and madmen so afraid of a different way of life that they would be willing to risk it all to see it destroyed. Little men led by a lunatic Emperor castigating men of magic whose empire dared to rival their own, and in so doing calling for its demise. That is what I thought, but I was wrong.

I wish I could say that this is all the Coalition States' doing, but it is with a sad heart that I must warn those willing to **listen**, that this is not so.

The powers at Tolkeen are as extreme as any in the vaulted halls of **Chi-Town**. They are as overcome with hatred and a desire for power as Emperor **Prosek**. Plato of **Lazlo** says it is human nature. Sadly, I fear I must agree. Yet somehow my own idealism makes me hope upon hope that the people of Tolkeen (if not their leaders) will see the truth, rise to the occasion and prove better. As of yet, they have not. They have let themselves be inspired by the anger and hatred of their leaders. They soak in words from speeches that talk of "glory" and "**vengeance**," but war is never glorious and vengeance is always bittersweet. I look into the eyes of people and see they have been blinded by these honey coated words **and** I weep.

I blame the destruction to come on the leaders of **Tolkeen**. Beings who are showing themselves to be every bit as self-serving and ruthless as the Coalition States. Beings willing to manipulate and sacrifice their own people rather than back **down** from the Coalition States. They have spent years building machines of destruction the likes of which this world has never seen, and dismiss the **pyroclastic** storm clouds that are soon to roar down upon the innocent as one of the misfortunes that come with war.

I will never understand how such leaders can dismiss the untold thousands (I pray not millions) who are about to be consumed in waves of hate and destructive energy. I speak not only of the soldiers on both sides, but those caught in the middle. The young and idealistic who have joined one side or the other to **champion** misplaced dreams or some sense of justice, and the people **who** just happen to find themselves in the way. They will be struck down without a prayer, and forgotten. Nothing more than a statistic (if that) of war.

I **beg** you, people of Tolkeen, do not get caught in the melee. Flee now and let both sides destroy each other with as little innocent blood on their hands as possible. Do not succumb to lies, empty promises and petitions to patriotism. This war is not for peace or freedom, but power and revenge. One angry enemy staring down the gun barrel of the other, hate and death in their eyes, and callous indifference for anyone not on their side. Please, do **not** fool yourselves into thinking otherwise.

I know that when the **Council at Lazlo** turned down **Tolkeen's** bid for an alliance, its leaders were shocked. At the moment, I was among those who foolishly believed Lazlo should have supported Tolkeen. I even spoke passionately on **Lazlo's** behalf, so when the final ruling was otherwise, I too was a bit surprised and disheartened. Little **did** I know that mere moments later I would see how wise that decision had **been**. Before I could offer a kind **word**, **Tolkeen's** leaders flew into a tirade. They spat forth words of such venom that it took me **aback**. They called us cowards and traitors. I assumed it was their **disappointment** that gave voice to such harsh words. I looked in their eyes and pleaded for calm and further discussion, but received only dagger-filled stares. I was brushed aside so violently that I fell to the floor, as a cascade of lies, accusations and threats continued to pour from their mouths. The leaders of Tolkeen, Robert **Everheart** among them, condemned and threatened us. They warned that if Lazlo was not an ally, it must be an enemy. An enemy who would someday pay the price for its betrayal. They would have no part of reason and left swearing retribution against the Kingdom **of Lazlo**.

At first, I still tried to convince myself that their words were born from desperation and **emotion**. I couldn't believe they could hate us so vehemently and honestly mean the threats simply because we could not agree. I had known many of these **people** for years. Until now, relations between Tolkeen and Lazlo had always been strong. Friendly. How could we have become enemies in a heartbeat? Yet even while my mind **swirled** in denial, I couldn't get the angry, hate-filled faces out of my **mind**. **I'm** no school child, these were genuine emotions and **threats**.

Over the months, the leaders of Tolkeen have made good on some of their threats. Lazlo and New Lazlo have been branded as traitors and cowards to be pitied and **hated**. Rumors that seem to originate in Tolkeen suggest that Lazlo is jealous of the kingdom and waits to see it destroyed. And there are worse and other lies that I will not dignify by mentioning them here. Please know nothing could be further from the truth, and we welcome any refugees, now and in the future, who seek asylum at Lazlo.

I still have many friends in the great City of Tolkeen, half of whom will still speak to me, but I can not visit. I am a well known personality in Tolkeen and recognized by the well read people who **call** the city home. It has been made clear to me that neither I nor anybody who supports the Council of Learning's decision is welcomed. I have been pushed by angry crowds, pelted with mud and had my life **threatened**. I have seen and heard many things that confirm my fears. I have spoken in private with many of **Tolkeen's** leaders and I have only been met with hostility and veiled threats.

For the longest time, I could not understand how so many people could be made to hate us so quickly. One day, it suddenly dawned on me; the powers at Tolkeen are nothing more than the other edge of the same blade that is Emperor Prosek and the Coalition States. Although they claim to trumpet the truth and seek only freedom and peace, the Tolkeen propaganda machine spews forth only lies and venom. It successfully strives to win the hearts and minds of its people. To blind them with self-righteous indignation, hate, fear and obsessive retribution. Friends are easy to find, for one is either with them, or against them. There is no **in-between**, because hatred and dreams of power and revenge have no room for reason, truth or **compas-**

*sion. While **Tolkeen's** leaders speak of living free and saving their people — all people who desire to live out from under the yoke of the CS — they only encourage brutality, murder and war against their hated enemies. An enemy, much like with the Coalition States, is anybody who disagrees with their unique world view.*

*I have since been made privy to secrets and plans that have made my blood run cold. Tolkeen will stand its ground at all costs. One must think hard about what that means especially with a nation such as this one, which possesses magic and secrets of **Techno-Wizardry** that rival the technological power of the CS, and is unafraid to use them.*

*Personally, I fear the war. I am afraid of the forces that may be unleashed in the name of self-defense. I believe **Tolkeen's** leaders are willing to make a deal with the devil if necessary, and may take steps that even Emperor Prosek would never consider.*

*I pray that this war does not sow the seeds of destruction for us all. **And I pray** for the multitudes who will soon perish.*

— Erin Tarn, Fall 105 P.A., in an open letter to the people of Tolkeen, **Lazlo**, New **Lazlo** and other communities regarding her fears about the escalating war.

MAGIC

VS TECHNOLOGY

By Kevin Siembieda

Letters from the Tolkeen Front

Tactical Report 00132

Major Jan **Yoblonksy**
Intel Division,
Squad Leader Observation Team Three
Operation First Strike
Video report 00132 — October 11, 105 P.A.

"I regret to say, there's not much to report. At 0500 hours, CS forces unleashed a volley of low yield nuclear missiles at the enemy as a preemptive strike.

"Approximately five minutes before zero hour, the ley lines around the city exhibited increased activity, seeming to pulse and throb with light.

"Moments before the strike, an electrical discharge began to crackle in arcs that created a massive spherical shape around both the City of Tolkeen and the City of Dragons across the river. A moment later, three flares of blue and white light burst upward like a pillar of energy shooting maybe a mile into the sky.

"We could see a massive Rift open up at each of the three locations, all places where two or more ley lines intersected. The one viewed from our vantage point swallowed what we estimate to have been 30 missiles. They simply rocketed into the maw of energy and vanished.

"I assume the other two Rifts similarly disposed of our missile assault. Team **IDO-3** reported from their observation point

what may have been as many as a dozen missiles missing the Rifts, but they appeared to have been intercepted and neutralized or contained by unidentified energies and forces. At least two impacted on the energy field that encircled the twin cities but with no tangible effect.

"Approximately 72 seconds later, the turbulence of crackling energy was gone and the ley lines assumed their normal appearance. One would never suspect an event had occurred.

"Corresponding video confirmation will substantiate this report.

"Assessment.

"Point: Further missile bombardment was ineffective, with less than 10% percent of missile yield reaching target and less than 1% seeming to penetrate the enemy defensive field. Regrettably, while some explosions seemed to be identified under the defense field, it was impossible to determine damage. If any it was minimal.

"Point: Enemy defense system unknown, although it clearly utilizes magic and some previously unseen dimensional, portal defense system.

"Point: Enemy may have some sort of early warning system of unknown origin. How else could they have anticipated and countered our attack? The only alternative is a Tolkeen mole or other leak within the Coalition Army. Suggest investigation.

"Point: Enemy continues to display resources beyond our understanding.

"Suggestion: Conduct advanced ground invasion primarily using **Skelebots**, Dog Packs, and Mercenaries with mounting intensity to test the enemy and assess their strength and resources.

"Evaluation: Enemy is highly unpredictable and dangerous despite their small numbers and seemingly low level of technology compared to CS forces. Any offensive assault will be hard

fought and met with great resistance. Anticipate high CS casualties.

"An all-out ground and air offensive that contains and slowly whittles down the enemy is the only viable option that I see. Said recommendation means a war that could last 3-5 years; two years minimum. However, CS forces should win from weight of sheer numbers, technological superiority and purity of purpose.

"Major Jan **Yoblonksy**, Intel Division, reporting."

A video-letter from Corporal Deon Canton

"Hi Jason. Hi Michelle. Daddy misses you both very much. You better be good for your Mommy while I'm away. You don't want me to spank you with a Xiticix war club the next time I'm home, do you? **Yeah**, that's right, your Daddy and his squad had a run-in with a couple of them **bugs**, but we did fine. Nobody got **hurt**, 'cept for the bugs. I love you both and I think about you all the time. Be good now. Mommy has to send you out of the room, 'cuz I want to talk to her in private. You know, mushy stuff. Okay? Be good.

"Sweetheart, you need to pause this vid, and send the kids out of the room. I don't want to scare them or nothing.

"**God**, I miss you, Yvon. **I've** only been in the field for a month now, but it seems more like four months. I think about you and the kids all the time, which is good and bad. It's good 'cuz it helps keep me grounded and reminds me of **what ...** who ... I'm fighting for. It's bad, 'cuz I miss you all the more and it makes my time here seem to drag. Part of that is a sense of mortality. I don't want to leave you, Baby. I want to grow old with you. I want to see our kids grow up. I hope I'm not scaring you, Yvon. I don't mean to scare you. It's **just ...** I just want you to know if anything should happen, that I love you. Love you all. Don't never doubt that for a minute.

"I have no doubt our boys will be triumphant against the monsters and mages of **Tolkeen** — we have to be — but it ain't gonna be easy. I've only been here in the field for a month, and I've already seen stuff I never imagined. Things nobody would ever believe. Things I can't really talk about much. You know, for security reasons.

"I can tell you this, fighting the Tolkeen defenders ain't like fighting regular bad guys. Me and the boys, we could handle a stand-up fight and even guerilla warfare. Hell, **that's ...**"

— CENSORED by the CS Military for security reasons —

"You know? I ran into my share of freaks and spell casters during my tour of duty at Lone Star. But we ain't fighting **Simvan** or wild, gun-toting bandits with the occasional magic creature or wizard among their ranks. **God**, Baby, we're fighting damn swarms of D-Bees, aliens and demons led by gangs and clans of sorcerers. Some wizards I ain't never seen or heard of before. A fire-fight with **Brodkil** and a wizard or two is a good day. On patrol two weeks ago it started raining hail the size of golf balls and we took four or five lightning hits. It came out of nowhere. Clear, beautiful skies, everything was quiet, and the next thing all hell's **breakin'** loose. A minute later it stops. We never did see who did it. Had to be magic, that much we know, but the **perp** responsible stayed hidden someplace or invisible.

We figure that it was some weakling Warlock or wimp mage who just thought he'd shake us up and then hightail it out '**fore** we could make him pay. Or we might have startled a wizard or elemental demon, or some damn thing, and he whipped up a storm to cover his getaway. And that's the scary part, you know. You just don't know what you're gonna face. Could be lightning and wind or a walking mound of **stone**, to flesh and blood D-Bees with a gun or magic weapon, or a **frickin'** dragon or demon, or ... God only knows what. From the stories I've been told from the vets on containment and border patrols the past five years before war was declared, our squad ain't seen nothin' yet. Last **week**, Bravo Alpha ran **into ...**"



— CENSORED by the CS Military for security reasons —

"Them Dog Boys and **Psi-Stalkers** are life savers. I had worked with them before, down at Lone Star, but for a lot of the lads, working with mutants and mutts is a new experience. Some of the grunts were **kinda**, you know, cold to them or **kinda** afraid and kept their distance. But that changed quick. Baby, those Dog Boys and '**Stalkers** can sense magic right out of the air and track it down to the source. They help alert us to danger and sniff out trouble that we **can't** see **an'** that our sensors can't detect. And **loyal**, them Dog Boys are like your best friend, and we all feel the same about them. Psi-Stalkers are a little wild and strange, so they're more like a trusted teammate, but you don't necessarily want to be their drinking buddy, you know. The Dog Boys are something special.

"I don't know what they are telling you at home, but the mounting Tolkeen offensive is quickly turning into a full scale war. We don't know what to expect next, but we're gonna send these D-Bees, freaks and wizards to whatever dimension they

crawled **outta**, or plant **'em** in a grave. If I've learned anything, it's that the use of magic is unpredictable and unnatural. It's capable of damn near anything. Too much power to be in the hands of humans, let alone D-Bees and monsters. We'll never be safe while **Tolkeen** is so close. It's gotta go, and I'm proud to be part of this war.

"**Anyway**, enough with the gloom and doom. Pray for me, Yvon. Pray that me and the boys stay strong and alert, and that I come home to you whole. I love you, girl. Don't never doubt that."

— Corporal Deon Canton, November 6, 105 P.A.

Magic vs Technology

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

This fundamental conceptual difference is at the root of the Coalition's (and others') fear. Science and technology is very physical, requiring the building of tangible parts and materials into a *machine* powered by some sort of understandable and recognized form of energy. Magic, on the other hand, defies scientific explanation and is seen by many to challenge convention. After all, creations of magic, whether momentary or permanent, are created through force of will and mental visualization rather than the building of physical components. The human (and for the CS, the all too often **nonhuman**) mind somehow draws upon this inexplicable "magic" energy and molds it to create a magical effect or object out of thin **air**. Of course, **Techno-Wizardry** and a few other mystic arts require the use of *physical components* and "making" something, but magic still plays a fundamental role in its creation, source of power and operation. Without it, the "device" does not work.

At the root, magic and science draw upon the same ideas, needs and dreams to create a particular device or effect, or to

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

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

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

Everything is a matter of perception and degree

One of the problems preventing people from understanding magic is that its current users don't need a scientific explanation or rationale. They accept it on a personal level, embracing its mysteries and viewing magic on a cerebral and philosophical,



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

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

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

That's exactly how the CS sees magic, and it is a belief powered by an entrenched fear that permeates every level of society. This is not the result of a carefully executed propaganda campaign **either**, for while Emperor **Prosek**, his son and other CS leaders have used the fear of magic and monsters to motivate and galvanize their people, the vast majority of Coalition citizens have felt the painful scorch of magic first-hand. The Great Cataclysm was caused by the unwitting release of magic energy. Since that day **forward**, humans have suffered from magic wielding monsters, gods, demons, dragons, and aliens as well as their fellow humans. Virtually every citizen of the Coalition States has lost a loved one or suffered in some way by magic, or knows someone who has. Ever since the Dark Ages, people have suffered at the hands of practitioners of magic — some inhuman monsters, others mortal men and women who dared to call upon elemental forces and supernatural beings they could not control or who used the power of magic to become conquerors, invaders, criminals, avengers and madmen.

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

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

Decades before Emperor **Prosek's** declaration of **war**, the region between these two nations and around Tolkeen was a hot zone of conflict. Skirmishes, retaliatory strikes and unprovoked incursions against one another were frequent **and**, in recent years, the level of bloodshed has increased dramatically. The CS was often the aggressor and the most brutal. The forces at Tolkeen now use these actions excuses for their own atrocities against the Coalition. In the **end**, just knowing the other exists has become a nagging thorn in their respective sides. This has culminated into a "**this** town ain't big enough for the both of us" situation, and one must go. It is the Coalition States who has decided it is time for the eradication of Tolkeen once and for all, but they are not the only villains afoot in this tragedy.

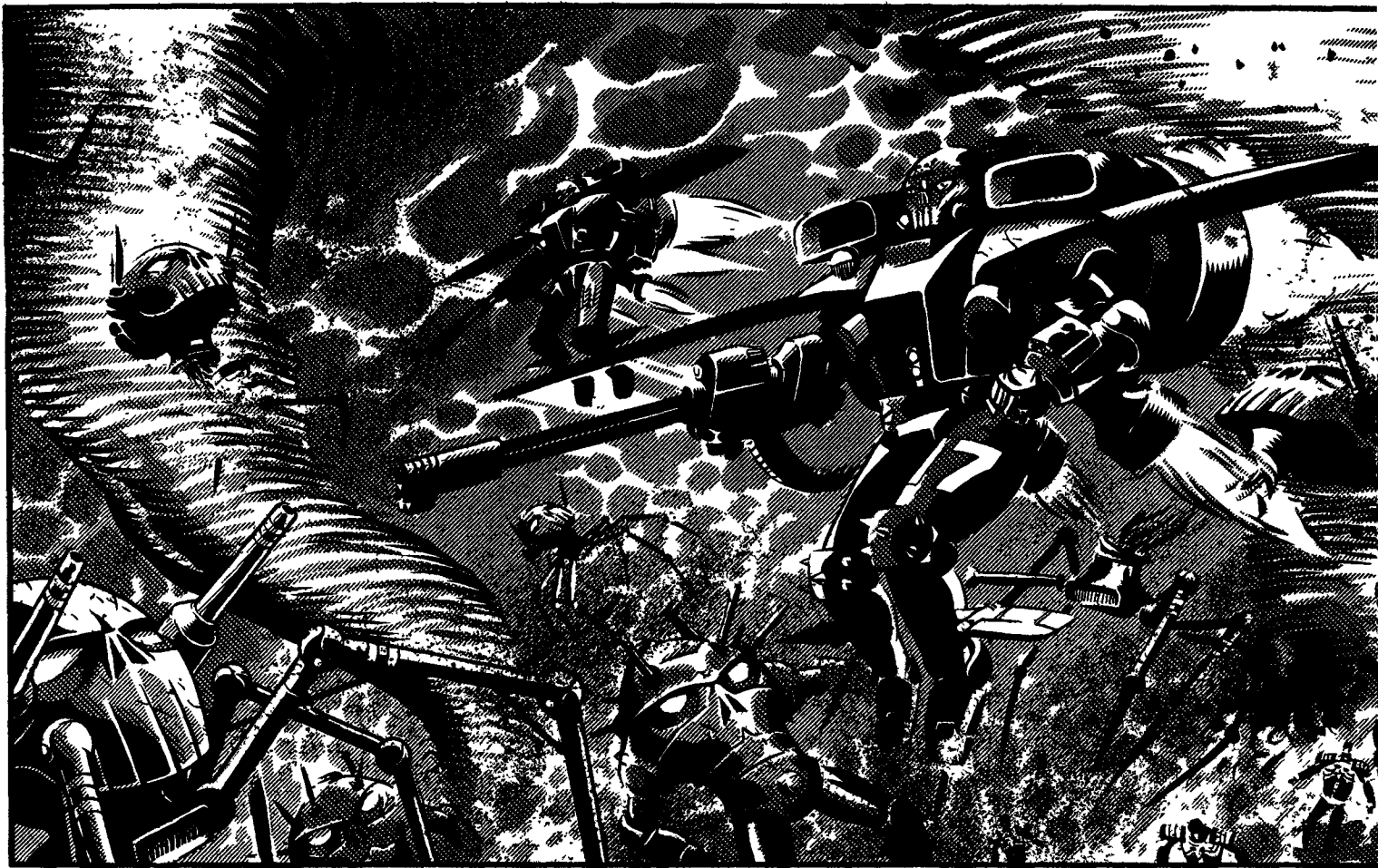
Magic — The Great Equalizer

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

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

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

Fear and suspicion become omnipresent for the men and women of the Coalition Army.



ramon p*rez - m m

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

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

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

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

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

In addition, magic energy can be drawn from other sources to enhance or supplement the mage's or monster's own energy reserves. The mage can supplement his own energy by borrowing or stealing it from other living beings! Willing contributors — fellow sorcerers, allies, soldiers and minions — can willingly let half to three quarters of their P.P.E. be siphoned away and used by their spell casting compatriot. Even people unwilling to participate in the war or magic can have bits of P.P.E. torn from



them and used against their friends and rescuers. The least fortunate may fall prey to human sacrifice enabling a craven practitioner of magic to steal their life's energy and use in it magic at the cost of their victim's life. (Note: Remember that P.P.E. is doubled at the moment of death and blood sacrifice is, indeed, used by evil mages and monsters.) The CS propaganda machine makes human sacrifice sound like a daily occurrence, but at the onset of the war it is fairly rare and typically part of a magic ritual. **However**, as the war progresses blood sacrifice will become increasingly common, particularly among desperate and evil sorcerers as well as the many evil and monstrous beings the Kingdom of **Tolkeen** will ally themselves with. In fact, toward the end of the war CS troops will be "executed" in public, ritual ceremonies as both a display of vengeance and to use the life force for magic.

Then there is the matter of **ley lines**. Most mages and creatures of magic can use these lines of mystic energy in numerous ways. The most basic and damaging to human troops is that the mage can continuously draw upon a ley line up to a mile (1.6 km) away to increase the potency of his spells or to draw on ambient P.P.E. The amount of available P.P.E. is even greater when on the line itself (30 points per level of his experience per every six hours; see the **Rifts® RPG** page 163 for details). In addition, Ley Line Walkers, **Techno-Wizards** and other practitioners of magic, human and inhuman, can use ley lines to heal themselves, communicate and travel, including opening portals to other worlds to escape or unleash demon hordes or secret armies against their enemies. Consequently, the blue shimmering lines are avoided by CS troops whenever possible. Of course,

avoiding them completely is impossible. The Wisconsin-Minnesota region has many ley lines and the twin cities of Tolkeen and Freehold are surrounded by them.

This is one reason the Coalition Army is working their way from the outside in, destroying border towns and outlying villages and farms. Their goal is to establish military lines that effectively encircle the Kingdom of Tolkeen, leaving the cities of Tolkeen and Freehold in the center. Then, CS troops will slowly constrict the circle to eliminate most perimeter threats outside the twin cities. Once this outer network of allied communities is **vanquished**, the Coalition Army can concentrate all its efforts on the heart and soul of the kingdom, Tolkeen and **Freehold**, without fear of getting surrounded and overrun themselves. There is no doubt that the Siege on Tolkeen and Freehold will be the most difficult and costly part of the battle plan. All military operations prior to the siege will attempt to weaken, diminish, contain and demoralize the enemy — a strategy that is underway and seems to be working well. However, that will still leave the bulk of the Tolkeen forces (an estimated 40-50%) dug in for the final battle. A battle that will take place within the triangular pattern of ley lines.

Technology is good

It is important to point out that unlike the CS who completely rejects magic in all its forms, few practitioners of magic dismiss technology out of hand. While it is true most rely heavily on their magic powers and natural abilities, most human and D-Bee sorcerers also use technology. Energy weapons, **Vibro-Blades**, portable computers, recorders, cameras, robot medical systems,

language translators, radio communicators, optic systems (binoculars, etc.), partial M.D.C. body armor, light vehicles, air filters, and goggles are all commonly part of the magic characters' gear and equipment.

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

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

Wearing body armor, from a full suit of medieval chain or plate armor to modern day environmental armor, blocks and interferes with the use of magic. A sorcerer can not wear more than partial armor, ideally covering no more than a third of his body, never more than half. Covering oneself in metal or man-made materials, including plastic and ceramic plates, has the strange effect of hampering the *channeling* of magic energy. If more than 50% of the body is covered in artificial material the mage must spend 20% more P.P.E. to cast a spell, and the player must roll once on the following table to see if this interference has an impact on the spell.

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

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

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

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

81-00 Lucked out, no additional problems.

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

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

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

Strategic uses of Ley Lines

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

To add to the enemy's confusion and plight, other magic wielding assailants and fighters may emerge from the shadows. A Shifter may open up a Rift (if a nexus is present) to call forth



demons or monsters to join the fray, and a Warlock may cause a Wind Rush or Earthquake, animate a tree or call forth a Minor or Major Elemental to accost the CS troops (Warlocks do not require a ley line, but they are often counted among ley line raiders and attackers).

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

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

Ley Line Walkers and the often forgotten Shifter are the masters of these lines of energy. Line Walkers can use ley lines to communicate and travel, rejuvenate themselves, supplement their P.P.E. reserves, and gather intelligence via Read Ley Lines and the use of Observation Balls (see the *Rifts® RPG*, pages 83-85, for complete details). Ley Line Observation Balls are globes of light that can fly along a ley line like an extra pair of eyes to scout ahead and spy on the enemy. Of course these special powers are limited exclusively to ley line locations, but that's why Line Walkers, Shifters and others try to make their camps, bases, and battles along **them**, or nearby.

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

Rift & Ley Line Magic

Below are uncommon spells that use or manipulate ley lines. All are known to select members of the **Tolkeen** defenders (the Dragon Kings and powerful Ley Line Walkers, Shifters and Temporal Raiders, in particular).

Note: All these spells must be performed while standing directly *on* a ley line, not just near it. Spells and rituals that require tremendous amounts of P.P.E. may require waiting till a ley line is at heightened strength such as during a solstice, eclipse, or planetary alignment, or involve the use of a blood sacrifice or ceremony that draws P.P.E. from willing participants.

Player Note: If the Game Master allows it, we can presume that select magic using player characters have always known a few of these spells, but never really had the opportunity or inclination to use them in the past. A Ley Line Walker and Temporal Raider or Wizard will know **1D4** of choice; a Shifter **1D4+2**. Other Practitioner of Magic O.C.C.s get none, although they may be able to learn a couple in the future. **However**, those magic O.C.C.s who possess the knowledge of *Rift and Ley Line Magic* do NOT usually share it with mages outside their O.C.C.

Ley Line Fade

Range: Self and as many as two others by touch.

Duration: 10 minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: 20 (half for Ley Line Walkers and Shifters); considered a 7th level spell.

The spell caster seems to disappear, completely melding with the faint blue energy of the ley line. While in this state of invisibility, the character is completely **undetected** by sensors, optics and all forms of magic and psionic sensing. He is gone! This spell is used for reconnaissance, to spy upon others undetected and to hide.

While in this state the Ley Line Faded **character(s)** can not move. He is planted where he once stood, although he can turn his head and see what is transpiring in front of him (normal line of vision). The senses of the "faded" character are distorted, he hears only bits and pieces of conversations, can not smell odors, speak, cast spells, use psionics, heal, recover P.P.E., I.S.P., Hit Points or S.D.C. This limbo state can be cancelled whenever the mage desires, and those affected instantly reappear. While "one with the ley line" the character can sense if a Rift is opening or about to be opened or closed anywhere on the line and any connecting lines, as well as sense the presence of a ley line storm (exactly where it is, how far it is, and what direction it is traveling), and sense the presence of entities and alien intelligences on the ley line.

Danger: If caught in a ley line storm while faded, the character will be unable to become corporeal again until the storm ends, is carried away by the storm, loses half his Hit Points (or M.D.C. if a Mega-Damage being), and there is a 01-50% chance of suffering from amnesia (has no idea who he is or what his abilities are) for 1D4 days. If a dimensional Rift opens up there is a good chance the character **will** be thrown into it and Rifted to another place, time, world or dimension. Getting back home may be a difficult task.

Also this spell should be used before the enemy notices the character, otherwise, those who have seen a Ley Line Fade used

before will know that sooner or later, the spell caster will **reappear** right where he vanished.

Ley Line Ghost

Range: Self or one other by touch at the moment of death.

Duration: 24 hours per level of the deceased.

Saving Throw: Standard, but only if the dying character resists the magic, none if cast upon oneself or a willing participant.

P.P.E.: 80 self or 240 P.P.E. to preserve another (in both cases, half for Ley Line Walkers, Shifters and Necromancers); considered a 10th level spell.

This is an eerie spell that can keep the life essence and mind of a dying practitioner or creature of magic alive on earth as a ghostly energy being. The "ghost" is basically a faint, pale white semi-transparent image of the deceased. The character is completely intangible and glides along the ley line rather than walk. The ghost can speak, but only in a soft-spoken voice. He can not speak loudly or shout, but can howl and shriek, only no words can be spoken. This "spirit" essence is intangible and can not be hurt by physical attacks, energy blasts or weather conditions — they all pass harmlessly through it. Likewise, magic swords, TW weapons and most types of magic have no effect on the ghost. Only magic and psionics that affect the mind or emotions can have an impact on the ghost. Even then, neither magic nor psionics can pull the Ley Line Ghost from the line.



The ghost must use magic **and/or** psionics to touch or affect the physical world, however, total P.P.E. is limited to P.E. attribute +1 point per level of experience, and I.S.P. to M.E. attribute +1 point per level. As a ghost the deceased can not draw upon the ley line energy, but his personal reserve regenerates completely every 24 hours.

The Ley Line Ghost is magically tied to the ley line where the individual died. He can walk along the ley line and any connecting lines, but can not leave that line by any means, not by **teleportation** nor by dimensional Rift. The character will remain linked to the Earth via that specific ley line for one day per level of experience. After that, the ghost vanishes and goes wherever mortal spirits go. During his time on Earth the ghost can talk, offer advice, give instructions, make warnings, say good-bye to those he cares about, or scare and trouble those he dislikes.

This spell is typically performed when the dying character's work is not yet finished or he needs to tell somebody something. Since the spirit is rooted to the ley line, the ghost usually seeks to enlist the aid of sympathetic strangers (like the player characters) to finish what must be done or to deliver a message. The spell may also be used as a way for the character to linger on Earth in order to say good-bye to loved ones or to extract revenge or to plague enemies for a few days more (again, probably by enlisting the aid of strangers through a stirring appeal or trickery). Practitioners of magic who are of good or aberrant alignment will not use this spell on others unless they are asked to do so by the dying individual, or the situation is so dire that it is a necessity (i.e. "Only Bob has the information we need. If he dies, that information dies with him. Sorry, my **friend** ...").

Note: The Ley Line Ghost can not *possess* another living being nor inhabit an inanimate object. An exorcism will send it to the other end of the ley line. Also note that this spell does NOT kill. It is performed in the last moments of life (within 30 minutes of expiring), and when the individual dies, he becomes a Ley Line Ghost.

Ley Line Phantom

Range: Self only.

Duration: Five minutes per level of the spell caster.

Saving Throw: None.

P.P.E.: 40 (half for Ley Line Walkers and Shifters). Considered a 9th level spell.

The spell caster turns into a faint, blue, transparent ghost-image of himself and is intangible to **boot**, but he is not **dead**, only magically transformed. Physical attacks and the elements can not hurt the Phantom and the character is free to move **about**, but only within the energy of the ley line. As a Ley Line Phantom, the character can not leave the ley line, and any magic that he casts is limited to the normal range but can not go beyond the length and width of the line; those outside the direct area of the ley line energy can not be touched even if they are within the normal range of a spell.

As a phantom the character can only use magical and psionic attacks, and can only be hurt or influenced by magic and psionics in return. Additionally, the Ley Line Phantom can float on the waves of mystic energy to fly at speeds double his running speed without fatigue, and fly as high as the ley line energy rises (rarely higher than 6000 **feet/1828 m**). The phantom can also use Ley Line Transmission at will, and for the cost of two

P.P.E., make whatever he says (up to **100 words**) heard by everybody on the ley **line**. This is usually reserved for threats, **warnings**, cries for help and to intimidate those unfamiliar with magic.

Remember, the Ley Line Phantom, while impervious to physical attacks, remains vulnerable to magic and psychic attacks, including magic weapons. The phantom also suffers the same consequences as the Ley Line Faded character if caught in a Ley Line Storm. Note: Intangible Phantoms are sometimes confused with Ley Line Ghosts.



Ley Line Restoration

Range: One individual via ritual, within 10 feet (3 m). Can not be performed on oneself.

Duration: The ritual takes 20 minutes, the restoration is permanent.

Saving Throw: None.

Limitations: Only restores one designated individual and requires a permanent loss of P.P.E. by the performer of the ritual and the individual restored.

P.P.E.: 800 (half for Ley Line Walkers and Shifters). Considered a 15th level ritual.

This is like a deluxe version of the *Restoration* spell (see the **Rifts® RPG**, page 190, for details), only in addition to everything that spell can do, this one can completely restore missing limbs and internal organs (harmlessly expelling any bionic limbs and implants), provided the participants are willing to pay the price.

This is a ritual that must be performed at a ley line nexus and requires a blood sacrifice (a small animal like a chicken will suffice). When the ritual is finished the individual is completely **restored**, but it will also permanently drain 6D6 P.P.E. from the base P.P.E. of the spell caster performing the ritual (double if a supernatural being or creature of magic), and he can NOT be the recipient of the magical restoration. This means to be restored, one must find a practitioner or creature of magic willing to have his base P.P.E. permanently reduced! In addition, the recipient of the healing restoration sees his own P.P.E. base permanently reduced by **4D6%**. While this is not so bad for ordinary people, it can have a huge impact on practitioners of magic.

Ley Line Resurrection

Range: One designated individual within 10 feet (3 m). Can not be performed on oneself.

Duration: The ritual takes 15 minutes, the resurrection is permanent.

Saving Throw: None.

Limitations: Only restores one designated individual, must be performed on a ley line or ley line nexus, and requires a permanent loss of 2D6 P.P.E. by the performer of the ritual (double if a creature of magic). Of course sufficient P.P.E. (1000-2000 points) is needed and may require blood sacrifice.

P.P.E.: 2000 (half for Shifters and Necromancers); considered a 15th level ritual, some regard it as a Spell of Legend.

This awesome spell will restore life into the recently deceased. The resurrected person will come to life, healed, with all **his/her/its** normal Hit Points, memories, abilities, and skills before he/she/it died. Limbs lost in the past will remain missing, but the character is otherwise healed and alive (this is not a regeneration process but a revitalization).

This spell works only on creatures (including humans and creatures of magic) that have died in the last 24 hours.

Success factor: Regardless of the spell caster's level of experience, the chance of success is **1-40% (+10%** if done at a nexus point). The spell can be attempted on the same corpse no more than three times by the same spell caster (the permanent loss of P.P.E. only occurring when successful). If unsuccessful after three tries another magic weaver may make try. A total of five failed attempts means the person is beyond the help of magic. Note: Necromancers are +5% to resurrect.

Ley Line Shutdown

Range: Length of the ley line; does not affect connecting lines unless performed at a nexus, then all connecting lines are shutdown but for half the usual duration.

Duration: One melee round (15 seconds) per every three levels of experience.

Saving Throw: None.

P.P.E.: 3000; considered to be a 15th level spell. Very rare, but known to Plato and the Dragon Kings of Freehold.

This amazing spell momentarily short circuits a ley line. For one melee round or so (seldom more than a minute), the ley line energy completely disappears as if a power switch has suddenly been turned off! Those drawing P.P.E. from the line are suddenly without power. Ley Line Phantoms and Faded individuals are instantly revealed. Ley Line Ghosts momentarily vanish

with the ley line. **Techno-Wizards** or any practitioners of magic "riding" or using the line are deprived of the power to continue to do so. Spells relying on the energy line fail or stop as a result of the disruption of power, meanwhile ley line transmissions end abruptly, Observation Balls disappear, and no ley line ability can be performed! Any Wing Boards and other **Techno-Wizard** vehicles completely reliant on the energy lines fall out of the sky, plunging to earth like lead balloons. When the ley line reappears, new spells can be cast, and TW items that draw on the line energy will buzz back to life.

Ley Line Storm Defense

Range: 10 foot (3 m) diameter per level of the spell caster, **x10** if performed at a ley line nexus. **x100** if a triangle of connecting ley lines is involved, purging the storm from the area along, within and around the triangle.

Duration: 10 minutes per level of the spell caster, **x10** if performed at a ley line nexus, **x100** if done at a nexus that is part of a triangular conjunction of ley lines.

Saving Throw: Not applicable.

Limitations: Requires one or more ley lines and knowledge that a Ley Line Storm is coming (Line Walkers and Shifters can sense a coming Storm at least **1D4x10** minutes before it arrives).

P.P.E.: 180 (half for Ley Line Walkers and Shifters).

This spell creates an invisible barrier over the defended area that causes natural and magically created Ley Line Storms to skip over it to continue down the line. If the area of protection is at the end of a line it will either send it back in the direction it came or down a different, intersecting line. **Note:** The cities of Tolkeen and Freehold use this spell whenever a storm is on the horizon to protect most of their respective communities.

Ley Line Tendril Bolts

Range: 10 feet (3 m) per level of experience.

Duration: One melee round. Each four tier blast counts as one melee attack.

Damage: 2D6 M.D. at level one, +1D6 M.D. per every two additional levels of experience (i.e. 2D6 at level one, 3D6 at level three, 4D6 at level five, 5D6 at level seven, and so on).

The level of damage inflicted *can* be regulated by the spell caster in increments of 1D6 M.D., so as little as 1D6 M.D. to full damage (depending on the level of the mage) or anything in between can be inflicted. Each blast counts as one melee attack. The casting of the spell to create this attack uses at least up one melee **attack/action** to begin with.

Saving Throw: -2; a successful save means the victim **suffers** only half damage.

Limitation: This spell can only be cast when on a ley line.

P.P.E.: 26 (half for Ley Line Walkers and Shifters). Doubling the amount of P.P.E. (26 points for Ley Line Walkers and Shifters) adds +20 M.D. to each of the bolts. Considered an **8th** level spell.

This spell creates a sphere of energy that either encircles the hand or appears floating in the palm of the character's hand (as depicted on the cover of this book). Four bolts of mystic energy emit from the energy sphere simultaneously to strike four different targets, each suffering the same amount of damage. Each energy bolt appears to shoot out like miniature arcs of lightning to strike the four nearest enemies/opponents to the spell caster (never an ally).

When used against one opponent, only two energy tendrils strike him, each doing damage. The other two don't even appear. If there are two opponents, two energy tendrils will strike each. If there are three opponents, two energy tendrils will strike either the nearest opponent or a supernatural opponent (if present), and one will strike each of the other two antagonists.

Ley Line Time Capsule

Range: Touch.

Duration: Up to 50 years per level of experience.

Saving Throw: Not applicable.

Limitations: Can encapsule 50 **lbs** (22.5 kg) per level of experience. Effective only on picked fruits and plants, and non-living materials, including herbs, fruit, vegetables, grains, other foods, water, alcohol, potions, books, clothing, weapons, machines, etc. **Humanoids**, animals, and insects cannot be placed in a time capsule.

P.P.E.: 15 when performed on a ley line (8 P.P.E. for a Line Walker or Shifter). However, this spell can also be cast away from a ley line for the cost of 30 P.P.E. Considered an 8th level spell.

Everything placed in the time capsule is preserved and ages at the rate of one minute for every year inside the capsule. To create a time capsule, the spell caster must place the items to be preserved into a container of some kind. The container can be a wooden crate, plastic box, cardboard box, knapsack, bag, or just about anything as long as it can be completely closed. When the container is closed the spell is cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened, the magic remains in effect. The instant it is opened the time capsule spell ends. The time capsule can be hidden, **buried**, or just placed on a shelf. How easy it is to open the time capsule depends entirely on the strength of, and locks on, the container. Furthermore, while sealed, food and water inside can not be spoiled or polluted via spoiling magic.

Ley Line Time Flux

Range: Self and one other per level of experience.

Duration: To slow or increase the seeming passage of time: Five minutes per level of the spell caster.

To leap ahead in time, the effect takes only 15 seconds (one melee round), but the **character(s)** can leap forward up to 12 hours per level of experience (double for Temporal Raiders and Temporal Wizards). Time travel must go forward in nothing less than increments of one minute (60 seconds).

Saving Throw: Standard for those who do not wish to be affected by this spell.

Limitation: Only works on a ley line.

P.P.E. Cost: 80 (half for Ley Line Walkers, Shifters, Temporal Raiders and Temporal Wizards). Considered a 9th level spell.

This spell has a few different possible applications.

1. Speed up or slow down time. The spell caster can create one of the following time altering effects (pick one). This magic only works on those on one specific ley line, or the connecting lines joined at a specific nexus junction. Everybody on the ley line, including friends and foes, feel the same affect. Only the spell caster is immune. **Note:** Percentile numbers are provided

for random determination of a Time Flux as a random dimensional anomaly. This often occurs during ley line surges (i.e. solstices, planetary alignments, etc.) and after Ley Line Storms (01-33% chance).

01-50 Time seems to be moving too quickly while the **character(s)** seems to be moving in slow motion. What seems to be five minutes is really 10 or 15. Skill performance, duties, travel time/distance covered, and similar takes twice as long to do than it should. The **character(s)** affected will feel frustrated and behind schedule.

51-00 Time seems to be moving slowly while the **character(s)** seem to be moving quickly. What seems to be 10 or 15 minutes is really only five. Skill performance, duties and travel time/distance travelled takes half the time they would normally. The **character(s)** affected will feel like a dynamo who is ahead of schedule.

2. This spell can *negate* random Time Flux events as well as a Time Flux spell and its effects cast by a different mage.

3. An alternative use of the Time Flux spell is "Time Leap." The spell caster can use this incantation to leap forward (never backward) in time. The use of the Time Flux in this capacity will make the mage and one additional individual, animal or vehicle (no larger than a van; each person inside counts as one individual) per level of the spell caster's experience **teleport** into the future. The mage and his companions disappear from the here and now, to reappear several hours or days into the future (which becomes their here and **now**)! They always reappear at the same point where they leapt forward in time, and the entire process for the time travelers seems to take only a few seconds even if days have passed.

Unfortunately, by leapfrogging ahead in time, the time travelers have no knowledge of what has transpired while they were gone. Although only seconds have passed for them, the rest of the world continued to proceed as usual, with the natural passage of time and chain of events going forward. During this period, the time travelers seem to disappear from the face of the planet.

Time leaping can be dangerous, because the future is a fluid and ever changing thing. Schedules may be altered and unexpected events can change plans and projections. Consequently, jumping ahead in time could mean missing a battle or event where the **character(s)** were desperately needed, or appearing in the middle of a conflict that they *thought* would have ended hours or days earlier. Similarly, events that the characters miss or avoid by Time Leaping may have a different outcome than expected because he (or they) were not present to make a difference.

Note: Leaping forward in time involves skipping time, not space, so this spell can not be used to teleport *someplace* else. The time travelers reappear at the same place on the ley line where they leapt forward in time to reappear there "later." This spell only works when performed on a ley line, but once a Time Leap is completed the participants are free to physically leave the line and travel anywhere. If there is an obstruction at the exact location of departure, the time **traveler(s)** will appear at the nearest point to it (they do not materialize inside or under the obstruction).



Rift To Limbo

Note: Also known as the "Ambush Rift."

Range: Must be performed at a nexus point.

Duration: Limbo: One hour per level of the spell caster. May be set to automatically reopen at a specific, predetermined time, or upon the command of its creator. Otherwise, it opens at the end of the maximum duration period.

Saving Throw: None.

Limitation: Fixed position at a specific location on a ley line connected to the nexus point. Once that location is established, it can not be moved. Reopens at that precise location. If not reopened before the duration time elapses the dimensional portal will automatically open to disgorge those waiting inside at the end of that period.

P.P.E. Cost: 160 (half for Shifters and Temporal Raiders). Considered an 11th level spell.

This spell is rather like a giant version of the Temporal Raider's *Pocket Dimension* and is used to conceal troops and/or large vehicles or creatures. In this case, 50 man-sized people (or equivalently fewer, large objects, vehicles or creatures) per level of the spell caster can enter a small Rift to a limbo realm of white mist and clouds. Once all have entered, the portal closes and those who entered seem to disappear. There is no trace of these troops or objects and no sensors can detect them because they no longer exist in our world. The creation and entry to the Rift must be done at a ley line nexus, but once all have entered

and the portal is **closed**, it can be placed to reopen anywhere along any ley line connected to the nexus.

The passage of time for those in limbo is warped, so for every one hour that passes in the real world outside, it only seems like 1D4 minutes to those waiting in limbo.

This spell is ideal for setting up ambushes and surprise attacks. Spell casters love to lead an enemy into a seemingly innocent and unoccupied location and then reopen the Rift to Limbo with a verbal command to spring the trap and release the troops waiting inside. Likewise, a character may trick an enemy into pitching their camp, searching for treasure, or lingering nearby long enough for some pre-set time in which the Rift will open and the enemy will be overwhelmed. When the Rift does reopen, it is the cue for all those within the limbo realm to exit. Slowpokes and those reluctant or unable to leave under their own power are magically deposited from limbo at the nexus point. Unsuspecting troops and travelers can suddenly face a small army of dozens to hundreds where none had stood just a moment before (several Rifts to Limbo can be strategically placed on the same ley line). This is yet another reason CS troops have learned to steer clear of ley lines and nexus points.

Note that when the Rift is first **opened**, it is comparatively small. However, even unwitting troops will see and recognize it for what it is and avoid it. The point is, enemy troops can not be tricked into entering the Rift and being held captive inside for hours. Nor can the portal be cast on top of somebody or something already occupying the precise nexus point. Remember, the location where the portal is supposed to reopen is designated at the moment of its creation and can not be changed or moved.

Rift Teleportation

Range: Up to 100 miles (160km) per level of the spell caster.

Duration: Roughly 1D4+4 seconds/half a melee round.

Saving Throw: +3 to save if an unwilling participant of this magic. A successful save means the character is not **teleported** with the others and remains at the nexus location where the Rift was opened. **Limitation:** Requires a ley line nexus and can only **teleport** to another ley line nexus point within the range of the spell caster.

P.P.E. Cost: 200 (half for Shifters and Temporal Raiders/Wizards). Considered an 11th level spell.

As many as 20 human-sized people per level of the spell caster can be teleported from one ley line nexus to another, allowing for entire platoons and companies of soldiers to be magically whisked from one location to another. In all cases, the spell caster must be familiar with the arrival point (nexus point).

A Rift appears at the departure point and closes in six seconds (roughly equal to two or three melee actions). A moment later (1D6 seconds), a Rift opens up at a different nexus location and those who entered are teleported to that point. A second later, the Rift closes as if it never existed. This is a *one-way* method of travel, requiring the spell to be cast coming and going. Teleportation is done without risk because the exact location is a known and fixed point at a junction where two or more lines of magic energy converge. The only exception is if the spell is used during a Ley Line Storm, in which case the group will be teleported to some random location 3D6x100 miles (480 to 2880 km) away. This spell can not be used to teleport to other worlds, only on the planet where the ley lines are located (in this case, Rifts Earth).

Rift Triangular Defense System

Range: Only where three ley lines crisscross to create a triangle of magic power, and even then only the area within the triangle is protected.

Duration: One minute (four melee rounds) per level of the spell caster.

Saving Throw: None.

P.P.E. Cost: 840 points to activate (half for Shifters), the lines themselves keep it going and the field **resealing** for the duration. Considered a 14th level spell.

The area within a triangle of ley lines can be protected by a barely visible bubble of magic energy that works like a force field. A faint blue energy hue is visible at night or on heavily overcast days, and the occasional stream of magic energy ripples across the dome-shaped surface like an electrical current.

Anything striking the force field is stopped as if hitting an invisible wall. Inflicting approximately 100 M.D. to a ten foot (3 m) diameter of the field will momentarily disrupt that ten foot area for **1D4** seconds, allowing two people or man-sized objects to pass through the field for each second of disruption (or one large vessel if opened for two seconds or longer). After those few seconds the field heals itself and another 100 M.D.C. is necessary to momentarily punch through it. **Note:** One can combine the *Triangular Defense* with the *Swallowing Rift*.

Swallowing Rift

Range: Opens at a ley line nexus, but affects a one mile (1.6 km) radius around the portal, triple if part of a triangular ley line grid.

Duration: One melee round (15 seconds) per level of the spell caster.

Saving Throw: None.

P.P.E. Cost: 300 (half for Shifters). Considered a 13th level spell.

For just a few minutes, a temporary dimensional portal can be opened at a nexus point where two or more ley lines cross. This Rift is enormous, towering one mile (1.6 km) high. This Rift also creates a light windstorm (**2D6+10 mph/19-35 km**) with the wind flowing *into* the Rift. The wind and magical energy in the air inflict a penalty of -2 to strike and -20% to piloting skills for aircraft and other fliers, including power armor and those with wings or empowered by magical flight. Any non-living object carried on the wind is sucked into the Rift, including missiles. Whatever is pulled into the Rift is sent to a different dimension and is forever lost. Most intelligent beings and animals can avoid this fate, but missiles, weapons knocked loose in the air and light objects not touching the ground and weighing under 10 pounds (4.5 kg), and within a one mile radius (1.6 km) of the Rift, are swallowed by it. Where these portals lead is unknown, but is presumed to be a limbo-like or inhospitable environment.

Living beings who get "swallowed" vanish for as long as the Rift is active (lost to a swirl of chaos), but after it closes they reappear 2D6 minutes later somewhere along one of the connecting ley lines. They are dazed for **1D4** melee rounds (reduce combat bonuses by half and speed by 20%) from their dizzying experience, but are none worse for the wear. **Note:** One can combine the *Swallowing Rift* with the *Triangular Defense*, provided the necessary ley lines and nexus points are available.

Summon Ley Line Storm

Range: One mile (1.6 km) per level of experience.

Duration: Five minutes per level of the spell caster.

Saving Throw: Standard per the effects of the storm.

Limitation: Can only be created on a ley line.

P.P.E. Cost: 500 (half for Shifters). Considered a 12th level spell. **Nazcan** Line Magic can also be used to "create" a Ley Line Storm, but requires an hour long ritual and 800 P.P.E.

The spell caster can summon (effectively creating) a Ley Line Storm that causes electromagnetic disturbances, dimensional anomalies and disrupts magic.

The mage can also direct its **movement**, making it pause in one place or travel down a particular portion of the ley line or a connecting line. In addition, the spell caster can direct *bolts of ley line energy* at specific targets of his choosing (each bolt counts as one melee action; see the rather lengthy description for details).

To control the Ley Line Storm, the spell caster is mentally linked to it. This means he sees and senses most everything going on within the storm itself! However, as long as the summoned storm remains, the spell caster is effectively part of it, his physical body entranced and vulnerable while his mind and senses are one with the Ley Line Storm. This means he can not cast other spells or take action (move, run, dodge, talk, etc.) as long as the storm remains in existence. He can be physically moved or protected by others, but can't do so of his own volition. To regain control of his body, the Ley Line Storm must be stopped and the spell cancelled.

Surface Ley Line Storms

Note: Taken from *Rifts® Underseas*. For additional info on these storms, see *Rifts® World Book 2: Atlantis*.

Although Ley Line Storms are compared to conventional rain storms, there is seldom rain during them, and they are anything but conventional. The sky turns a dark green-grey color, with dark grey to black clouds rolling along the ley line, and wind gusts at around 35 mph (56 km), and the air turns cold. Bluish white bolts of electrical energy shoot down from the sky and everything in the area of the storm crackles with a halo of magic energy.

Mystic scholars speculate that the storms recycle ley line energy and help to maintain an even flow of potential psychic energy up and down the line. When there is an overload or surge of energy, a storm occurs, redirecting the excess energy and distributing it elsewhere. Ley Line Storms often precede the opening of a dimensional Rift, particularly random **Rifts**. A Ley Line Storm can occur at any time along any ley line, on land or at sea. They occur more often at *magic sea triangles* than anywhere else because the fluctuation of mystic energy is generally more powerful and less stable than ley lines on dry land.

A natural Ley Line Storm will typically last 3D6x10 minutes, while the worst storms occur at the nexus points and at Ley Line Triangles and last twice as long. The storm always has a strange and often terrible affect on practitioners of magic, creatures of magic and spell casting.

Constant occurrences during a Ley Line Storm:

1. The effect of magic within the storm area is distorted. Roll **percentile** each time magic is used or a spell cast (this includes the use of **Techno-Wizard** devices and magic weapons).

01-20 Magic powers are increased! Double range and damage (duration is not increased). The spell caster cannot regulate damage or range. The magic is more powerful but less controllable.

21-40 Magic powers are decreased! Reduce range and damage by half (duration is not decreased).

41-60 Magic powers are completely **negated!!** The P.P.E. is expended but completely absorbed by the storm! NOTHING magical works (a temporary predicament).

61-80 Magic powers are completely wrong! The G.M. can switch spells at will (anything goes). It is wise not to use magic under these circumstances. Otherwise the range, damage, effects, and duration of the spell are normal.

81-00 Magic discharge. Every time a spell is cast or a magic weapon is used there is the sound of thunder and the magic user is knocked off his feet from a sudden explosion in his face! Loses initiative and one melee attack and suffers 2D6 S.D.C. damage (2D6 M.D. if a Mega-Damage creature).

2. The extra P.P.E. available at ley lines and nexuses cannot be tapped during a storm (it is being burned up by the storm).

3. *Bolts of ley line energy* are attracted to anything magic in the area, including practitioners of magic, creatures of magic, (like dragons and tattooed men), magic talismans, amulets, **Techno-Wizard** devices, and magic weapons. The energy bolt looks like a blue-white bolt of lightning. Humans and D-Bees struck by the bolt suffer the following consequences: 1D4 S.D.C. damage, lose initiative and one melee attack, lose 1D6 P.P.E. points, and is **teleported** 2D6x10 yards/meters down the ley line (instant and disorienting). True creatures of magic, like the dragon, sphinx, faerie folk, elementals, many **demons/godlings**, alien intelligences, etc., lose initiative and two melee attacks, suffer 4D6 Mega-Damage and lose 6D6 P.P.E. as the storm temporarily drains them of energy.

4. Creatures who are disguised by metamorphosis or magic suddenly appear to grow or shrink and their features become distorted. Getting hit by a ley line bolt may (1-44% chance) transform them into their true shape.

Psi-Stalkers, Dog Boys, all psionic characters and similar creatures suffer from headaches (-3 on **initiative**, -1 to strike, parry and dodge) and their psionic/sensing powers are scrambled; reduce by half.

5. Magic illusions disappear.

6. Existing dimensional portals close.

7. All forms of ley line communication during a storm are impossible.

8. Ley line **teleportation** is possible, but risky. Costs twice the normal amount of energy, but there is only a 50% chance that **teleport** will send one to the desired location. Roll percentile dice: 1-50% means arrived at the right location, **51-75%** means the teleport ended halfway, 76-00% means the person appears **2D4x10** miles off course and away from the ley line!

9. Plus random occurrences as listed below.

Tech-Note: These magical maelstroms also play havoc with electronic equipment, inflicting a -20% penalty to accurately read radar and other sensory equipment. It also reduces the range of such sensor systems and radio communications by half. Likewise, bonuses to strike from targeting and computer systems are reduced by half; this includes power armor, robots, and vehicles.

Random events that can happen during a Ley Line Storm:

Roll once for every 30 minutes of the storm when along a ley line or magic triangle. Once every **15** minutes at a nexus. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-15 Air Lift Everybody (vehicles too) crackles with energy and rises **10** feet (3 m) above the ground. They are pushed by the wind along the ley line for 2D6 minutes before dropping to the ground. The power of magic flight will not work under this circumstance. Characters in power armor or vehicles with jet propulsion can fly away and out of the storm area.

16-30 Rolling Thunder! A huge black cloud races low to the ground along the entire width of the ley line. Speed is about 60 mph (96.5 km). Everybody hit by the thunder cloud is drenched with water, temporarily deafened by the sound of the rumbling thunder, loses all attacks/actions for one full melee (**15** seconds), and is swept off their feet with the same consequences as a *wind rush* spell.

31-55 Euphoria. Everybody feels **good**, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 Hit Points restored (2D6 M.D.C. if a Mega-Damage creature), and minor illness will disappear. On the downside, the characters' feel no fear or hostility toward anything, including known enemies. They will not attack unless attacked **first**, at which point all combat bonuses are half and they lose one melee **action/attack**. Euphoria typically lasts 2D4 minutes.

56-64 Alien, slimy things accompany a light rain. Squishy, **icky**, slimy, foul smelling, alien ... things rain from the sky. They could be worms, or larva, or slugs ... god knows what! They are about the size of a man's hand and most are still alive and squiggling around. The slimy things do no physical damage but make the characters stink for 2D6 days.

There is only a 1-20% chance that the things are edible. Eating non-edible "things" will cause the eater to endure 4D6 Hit Point damage from poison and suffer from severe stomach cramps, fever, vomiting, and diarrhea for 1D4+1 days. Penalties from eating "things": Reduces speed and melee attacks by half, -4 to strike, parry, dodge and on initiative, and -20% on all skills.

65-72 Dimensional Flux! One minute the characters are on Earth, the next moment they're in limbo. Everything is white and wispy as if inside a cloud. An occasional distant flash of light can be seen in the sky, but there is no sign of a storm. After what seems to be only **1D4** minutes (**that's** all the fuel that will have been used), they appear back in the exact same spot where they had been when the flux occurred. The storm is over and 2D6 hours have passed. **Note:** May be substituted with a Time Flux (01-33% Time slows, 34-66%, time seems to speed up, 67-00% teleported 2D6 hours into the future).

73-80 Massive ley line energy bolt! Humans and D-Bees struck by the bolt suffer the following consequences: 2D6 S.D.C. damage, lose initiative and three melee attacks, lose 4D6 P.P.E. points, and are teleported 4D6x10 yards/meters down the ley line (instant and disorienting).

True creatures of magic, like dragons, faerie folk, elementals, and alien intelligences, lose initiative and all attacks for one full

melee (15 seconds), suffer 1D4x10 Mega-Damage and lose 1D6x10 P.P.E. as the storm temporarily drains them of energy.

81-00 A dimensional Rift opens! I leave it to the Game Masters as to whether anything bad, troublesome or annoying comes slithering out of the Rift. Don't be too rough on the characters. This can be played for humor as well as drama.

Note: See **Rifts® Underseas** for information on Underwater Ley Lines and Underwater Ley Line Storms.



CS Countermeasures to Magic

"Know the enemy, because it can mean the difference between life and death." This is a credo the Coalition Army takes to heart. Knowing one's enemy enables one to understand his motives, predict his actions, be prepared and deploy countermeasures to restrict, contain, and destroy him. The following are some applications of knowing the enemy at **Tolkeen** (and practitioners of magic throughout North America).

Skill: Knowledge of Magic (for military applications)

Coalition Rangers, Intelligence/Special Forces and Commandos assigned to the *Tolkeen* warfront (or Magic Zone) are trained in rudimentary lore regarding magic, demons and monsters. However, they and all field troops directly involved in combating magic, quickly learn some basic fundamentals about magic and magic users. Knowledge that increases with experience in the field (and enjoys a +10% skill bonus). **Note:** This knowledge counts as a special, *additional* skill to all combat troops (including mercenaries hired by the CS) active on the front-lines of the *Tolkeen* conflict. Player characters of any O.C.C. or R.C.C. who regularly encounter and battle practitioners of magic **and/or** demons, dragons and other creatures of magic can also get this skill with the +10% skill bonus.

Base Skill: 20%/5% +5% per level of experience. The first number is the percentage needed to determine success in most areas of this knowledge. The second number is the ability to identify with absolute certainty, magic items, components, circles and symbols.

Players might best think of this skill as a sort of "Magic Streetwise" that comes **with** first-hand experience. The skill imparts the following knowledge:

Identification of practitioners of magic (limited). Experienced troops can recognize insignias, likely magic symbols, and the style of dress the various Magic O.C.C.s use to distinguish themselves from one another. For **example**, they know **Techno-Wizards** typically wear leather jackets and other types of leather clothing and have gadgets and gizmos; **Mystics** tend to wear hooded cloaks and robes along with colorful, rich and flamboyant clothing, and their faces are seldom covered; **Shifters** tend to wear dark colors, leather, spikes and extravagant jewelry made of **silver**, **gold**, and gems, and are often accompanied by inhuman creatures; **Warlocks** usually wear cloaks, robes **and** jewelry in the color of their Elemental master and discipline; **Necromancers** wear bones and dismembered body parts; **Conjurers** often look more like chiseled fighters and often have minimal weapons because they can create what they need out of thin air; **Tattooed Men** are also muscular and their bodies covered in tattoos, while **Stone Mages** wear silken robes and armlets, bands, mantles and jewelry with a distinctly ancient Egyptian appearance. And then there is the **Ley Line Walker**, the most common and (arguably) powerful of the practitioners of magic. These wizards typically wear loose clothing, hooded capes, almost always cover their mouths or faces to some degree and typically wear ornamental headgear. They also often wear belts of cloth or leather that bear runes or other mystic symbols. The experienced Coalition soldier stationed at the *Tolkeen* front also knows most practitioners of magic can not wear full armor, only bits and pieces that typically protect the chest **and/or** shoulders and forearms. **Note:** The character also knows the main **focus** of each practitioner of magic's power, i.e. Warlocks can call upon one or two elemental forces from earth, air, fire and water, Line Walkers are spell casters with a special affinity for and powers from ley lines, Necromancers can animate the dead, and so on. Of course, when a practitioner of magic wants to be hidden or **disguised**, he can and do so.

The methods and practices common to practitioners of magic are also known. This includes recognizing likely magic symbols and runes (they don't know what they mean and can't read **runes**, but they recognize the genuine article when they seem them), the use of tattoos, the significance of **pyramids**, the fact that many practitioners of magic (at least half) are not as physically strong or well trained in the arts of combat as a soldier. That most are well educated and able to read, write and do mathematical calculations, and are especially knowledgeable in the areas of lore, magic and monsters. Most are open minded and associate freely with D-Bees, demons, dragons and monsters. That being the case, members of their party or the people they associate with may be such a creature and may be disguised as a D-Bee or human (beware).

In **combat**, these spell weavers often hang back from the most intense combat and attack from a distance. Spell casters use hand gestures, drawing mystic symbols in the air, and must verbally speak their incantations. In fact, this is one reason why Ley Line Walkers wear air filters, gas masks or other coverings over their mouths and why many others wear hoods to conceal their faces as well as identity. When these actions are observed, especially if there are other corresponding features like appearance or the presence of the supernatural, it can be surmised that the individual is a wizard of some sort and should be a priority target.

This knowledge helps the CS soldiers to identify, avoid, and prepare for magical combat, as well as enact **countermeasures** to best engage the enemy. For example, when a practitioner of magic is identified, he should be made the *primary target* and immediately neutralized (a euphemism for "killed"), for he is a spell caster **and/or** controller of unnatural forces and monsters. When a Shifter or mage is slain, the monsters and forces he once commanded frequently leave, stop or dissipate. It is also known that if a sorcerer can be kept off balance, dodging and running, or his mouth secured, he can not speak to cast spells and is rendered impotent.

Signs of Magic and **Enchantment**: Vacant eyes, slow or sluggish response, poor or no memory, lack of emotion, **mono-tone**, and similar traits often indicate a trance-state, mind control or mesmerism. Roll on the second skill percentile number to make a positive determination (otherwise it is only a hunch or suspicion).

Signs of Possession: Sudden mood swings, breach of alignment, uncharacteristic speech patterns or behavior, or multiple personalities may indicate mind control or possession. Likewise, the exhibition of arcane or alien knowledge, the manifestation of strange powers and high level of P.P.E. are likely to indicate possession or magical means of impersonation. Roll on the second skill percentile number to make a positive determination (otherwise it is only a hunch or suspicion).

Places of Magic: Pyramids, especially those made of stone, ley lines, drawn circles inscribed with strange symbols, stone circles, circles of flowers, unusual mounds of earth (sometimes in the shape of an animal or demon), locations where ley lines cross, circles made in the grass, strange monoliths, standing stones, altars and similar constructs all indicate the likely presence of magic, practitioners of magic **and/or** the supernatural. CS troops are advised to destroy such markers, altars and circles, and proceed with the utmost caution.

Abominations created by magic: Recognizes Golems, mummies, zombies, animated dead, Observation Balls and other constructs and creatures created by magic. The character also has a basic idea of said creatures' abilities.

Recognize magic items, ceremonial items, components and circles: This includes **Techno-Wizard** and rune weapons, components used in magic, items used in rituals and magic circles. Roll on the second skill percentile number to make a positive determination (otherwise it is only a hunch or fear). A successful skill roll means that while the character can not read any magic symbols that may be present and is not likely to be able to figure out what the magic object does, he or she definitely knows it *is* a magic item.



Dog Boys

Also known as "Dog Pack" and "Psi-Hound"

Coalition Dog Boys and psychics play an increasingly important role in the siege on **Tolkeen** because they can literally "sniff out," sense and (sometimes) see users of magic and the supernatural even when they are invisible or disguised. By comparison, the predominantly human troops must trust their own judgement, gut feelings, hunches and experience, and hope they can react fast enough to a surprise magical attack to survive. Even CS pilots commanding robots that stand two stories tall, and troops clad in power armor feel naked and afraid. Consequently, the bond of friendship and camaraderie between the human troops on the Tolkeen front and mutant Dog Boys, as well

as **Psi-Stalkers** and psychics in general, is stronger than ever before.

Dog Packs are used heavily in this war and welcomed by the human troops they are assigned to or work with. The feeling is mutual, with Dog Boys enjoying the close camaraderie of human troops. Like real, domesticated **canines**, Dog Boys love the company of humans and instinctively regard them as both part of their "pack" and their superiors. Consequently, with rare exception (typically the more aggressive *Kill Hounds*), Dog Boys do not question, defy or challenge orders, and are incredibly loyal, helpful and obedient. Most don't see any inequity between how they are treated and the rights and privileges enjoyed by humans. They accept that humans are superior, more important, and that they live and die to serve them. Consequently, most Dog Boys will not hesitate to help a comrade or to leap in front of a human to take a bullet for him. This loyalty and self-sacrifice have made Dog Boys beloved by the men.

Surprisingly, Dog Boys are rarely abused or mistreated by their human masters, especially on the front-lines at **Tolkeen** where they have proven to be *invaluable*. In fact, the submissive, loyal and trusting disposition of Dog Boys wins over most humans who work closely with them. The Dog Boys' courage and willingness to face creatures of magic as well as their willingness to sacrifice themselves to protect their human allies win over even the most hard-nosed human supremacist at the front.

Every squad has at least two Dog Boys if not more, and usually one or two Psi-Stalkers. The ordinary human soldiers have come to completely trust the senses and hunches of their Dog Boy and **Psi-Stalker** teammates, often deferring to them and following their lead. It is a plan of action that has saved countless Coalition squads, and gives them a real fighting chance against an alien and incomprehensible enemy. This means when a beloved Dog Boy is killed in the line of duty, especially if the mutt died saving the life of a human, the reaction among the troops is intense and palpable. In some cases, it may even illicit feelings of revenge.

The intense loyalty and camaraderie of most Dog Boys has worked to create a strong sense of unity and cooperation throughout the human troops. This is especially true of small groups like squads, platoons and companies. The very presence of a single Dog Boy seems to help keep troops calm and give them confidence. This has a lot to do with the fact that the mutants represent the unit's edge against magic and the supernatural, but that same level of security and confidence is not seen with groups where Psi-Stalkers or human psychics replace Dog Boys entirely. There is just something about the mutant canines and their selflessness and loyalty that has a tremendously positive and unifying **influence** on the rest of the troops. On the Tolkeen Front, Dog Boys have become the glue that binds the **CS army**.

The bonding between human soldiers and canine mutants is an unexpected, but understandable (and helpful) turn of events the Coalition Military High Command is not particularly thrilled about. Despite the benefits this camaraderie creates, they do not want humans to become emotionally attached or close to any **nonhuman**, not even Dog Boys or human mutants like the Psi-Stalkers. However, circumstance has dictated otherwise, and Dog Boys and Psi-Stalkers are part of every squad, platoon, company and division at the Tolkeen Front. **A standard CS re-**

connaisance or patrol squad consists of four human soldiers, a Dog Pack (four Dog Boys) and one Psi-Stalker, plus a squad leader who can be human, a human psychic or a Psi-Stalker.

The Tolkeenforces have also taken notice of the positive influence and advantage Dog Boys, Psi-Stalkers and psychics provide to CS troops, and have taken to targeting them above all others. Eliminate them first, and you effectively blind and demoralize the rest of the team. Plus there's a chance of creating potential panic among the human troops who remain. As the war drags on, this tactic is becoming less effective, with angry Coalition soldiers being motivated to fight and extract bloody revenge for their fallen Dog Boy comrades rather than fall prey to panic. ("God, no! They got Corp. Fang! He was our last Dog Boy. Now what are we going to do! We're in it deep now. Oh God. We gotta get out of **here!**") A third of the time (01-33% chance) the soldiers will seriously *consider* retreat, unless they have already identified the enemy and have an idea where he/they are. However, more often than not, the response to losing their Dog Pack is typically something like this:

"Stay calm, soldier. We're the best of the best. The Dog Boys give us an edge against these wizards, but we aren't exactly helpless. We're the Coalition! And these sorcerers are flesh and blood just like us. Shoot **'em** and they bleed. You all know that. So we're going to press forward. Anybody looks suspicious, and I mean *anybody*, you take **'em** down. Don't hesitate. Don't doubt yourself. Don't let the fact that the individual might be a woman or look innocent cause you to hesitate for a second. Just do it! You here **me?!** Good. Now let's get some payback for Corporal Fang and the rest of the Pack. Somebody is going to bleed for them today. Now move out!"

Identifying the enemy

Dog Boys can sense, locate and pinpoint psionic and magic energy. They can feel — almost taste — magic in the air.

- This means they can recognize practitioners and creatures of magic by the large amount of P.P.E. they possess, regardless of how the enemy may disguise himself. Likewise, they can sense the magical power supply or energy reserve in many magic items, including amulets, talismans and **Techno-Wizard** items.
- Dog Boys can also sense the location of invisible wizards or creatures of magic, as well as tell if they are approaching a ley line.
- Furthermore, Dog Boys can *track* magical and psychic "scents" to their source. This means the mutant canines can follow refugees and enemy attackers on the run, flush them from their hiding places/ambushes and determine whether there is one strong scent or several different ones (suggesting an ambush, encampment or gathering of magical beings).
- The ability to sense psychic energy as well as the supernatural is critical because most practitioners of magic associate with psychics, creatures of magic such as dragons and **Witchlings**, and supernatural beings. This is doubly true at the Tolkeen Front where dragons and many magical creatures and supernatural beings are part of its citizenry and defense force. **Note:** Many supernatural and magical beings also possess psychic powers.
- The mutant canines' ability to sense the supernatural is even sharper than their ability to sense magic and psionic energy,



and they can even tell if somebody is possessed by a supernatural force. More importantly, Dog Boys regard supernatural creatures as their natural enemies, and themselves as the protectors of humanity from the supernatural. It is a role they cherish and take great pride in.

- Being limited psychic sensitives themselves, Dog Boy characters have the psychic powers of *Sense Evil*, *Sense Magic*, *Sixth Sense*, *Empathy*, and *one* sensitive ability of choice.
- Save vs Psionic attacks. Dog Boys need a 10 or higher to save vs psionics, and have a bonus of +1 to save vs psionic attack and all forms of mind control (the +1 bonus also applies to magic induced hallucinations, possession and mind control).
- Dog Boys also have an excellent sense of smell useful in identifying poisons, drugs and explosives, as well as tracking. Hearing is also exceptional.
- Ley lines are a problem for Dog Packs because the steady stream of magic energy completely obliterates their abilities to sense magic, psionics and the supernatural. Thus, any psychic, demon, or practitioner or creature of magic on a ley line is completely **undetectable** by the **Psi-Hounds**. When on a ley line, Dog Boys must rely on their wits and conventional senses of sight, sound and smell.

Dog Boy Note: The information on Dog Boys in the *Rifts® RPG* is adequate, but for in-depth and complete coverage on these unique mutants who figure so prominently in the war of magic vs technology, see *Rifts® World Book 13: Lone Star*, particularly pages 22-53 (powers and abilities on pages 33-36).

Psi-Stalkers

Like the Dog Boys, the human mutants known as *Psi-Stalkers* have also won the growing respect and friendship of the human troops they work with. Humans tend to regard Psi-Stalkers as savages and primitives compared to the "civilized" people of Chi-Town and the Coalition States. Consequently, they are often looked down upon and treated as second-class citizens. However, on the **Tolkeen** Front they have proven themselves to be cunning, wily and courageous warriors who look into the face of the enemy with a smile or snarl and attack. Recognized as skilled wilderness scouts and fearless warriors, Psi-Stalkers have been elevated to the ranks of fellow soldier and equal (or close to it), at least when it comes to fighting. However, Psi-Stalkers are not as well loved as Dog Boys, nor do they elicit the same affection. There is no doubting that they are more (or less, depending on one's point of view) than human. Psi-Stalkers are clearly hairless, human-looking mutants who often paint or tattoo patterns and **insignias** on their face and body, sometimes file their teeth to points, and who possess an innate supernatural ability similar to the Dog Pack, only with them, it seems "spooky." This **spookiness** or uneasiness probably arises from the fact that Psi-Stalkers were once human, but over the centuries have mutated and evolved into humans with unusual powers that have helped them survive in the wilderness and battle the supernatural. In addition, they are at home in the wilderness in ways that ordinary humans can never be. Psi-Stalkers also exhibit a primordial glee in combat and a sort of natural instinct to oppose and battle all things magical and su-

pernatural. This forever removes them, if only by a step or **two**, from being truly "human." A fact that few CS soldiers can ever completely forget. Thus, while they **respect**, admire and trust their **Psi-Stalker** comrades, there remains a barrier between them.

Meanwhile, **Psi-Stalkers** have taken to the challenge of combating magic and monsters with a relish. Many see the Tolkeen War as a means to get in the good graces of the powerful CS, but many others see it as an excuse to fight and kill without causing an uproar, so they sign on for duty with the CS.

All **Psi-Stalkers** instinctively sense magic and the supernatural and regard it as a potential threat. Most survive by attacking those with high levels of P.P.E., and feed on its life giving energies. **Psi-Stalkers** are P.P.E. vampires who sustain themselves on magic energy rather than solid foods. As members of the invading Coalition Army, **Psi-Stalkers** can cut loose, kill and gorge themselves on the P.P.E. of their magical and monstrous opponents.

Psi-Stalker R.C.C. Note: The information on **Psi-Stalkers** in the **Rifts® RPG** or **Rifts® Lone Star** is very good, but for in-depth coverage on these unique mutants, including some notable tribes in the Minnesota and Manitoba area (Xiticix Territory), see **Rifts® World Book 23: Xiticix Invasion**, pages 100-113.

CS Psychics

The Coalition States has its fair share of psychics. Many gravitate to the Army because the military is one of the few occupations where a psychic can use his powers and be regarded with some measure of respect and rank. Psychics in the military (usually with basic, "Grunt" training) may be deployed in the same way as Dog Boys and **Psi-Stalkers** for reconnaissance missions, patrols, security and combat. Many psychics are assigned to or work with Special Forces, Rangers, Commandos and Military Intelligence where missions may involve espionage, infiltration, sabotage, and assassination. Psychic operatives assigned to Intelligence (typically with training as a "Grunt" or "Communications Specialist") are instrumental in the interrogation of prisoners and ferreting out the plans of the enemy, as well as maintaining security by sensing and identifying supernatural, magical and psychic infiltrators.

The following is a percentage breakdown of CS psychics found in the Coalition Military. They are listed by type. Minor psychics are not included because they usually hold normal occupations and positions, and only have a handful of **psi-powers**. **Psi-Stalkers** and Dog Packs are not included because they represent an entire force in and of themselves. Roughly 4% of the CS Armed Forces possess psionic abilities, which means psychics number into the tens of thousands.

16% Major Psychic with Physical Powers

20% Major Psychic with Sensitive Powers

8% Major Psychic with Healing Powers

4% Mind Melter

-0- Mind Bleeder

7% Nega-Psychic

-0- **Psi-Druid**

4% **Psi-Ghost**

1% **Psi-Nullifier**

3% **Psi-Slayer**

11% Psi-Tech

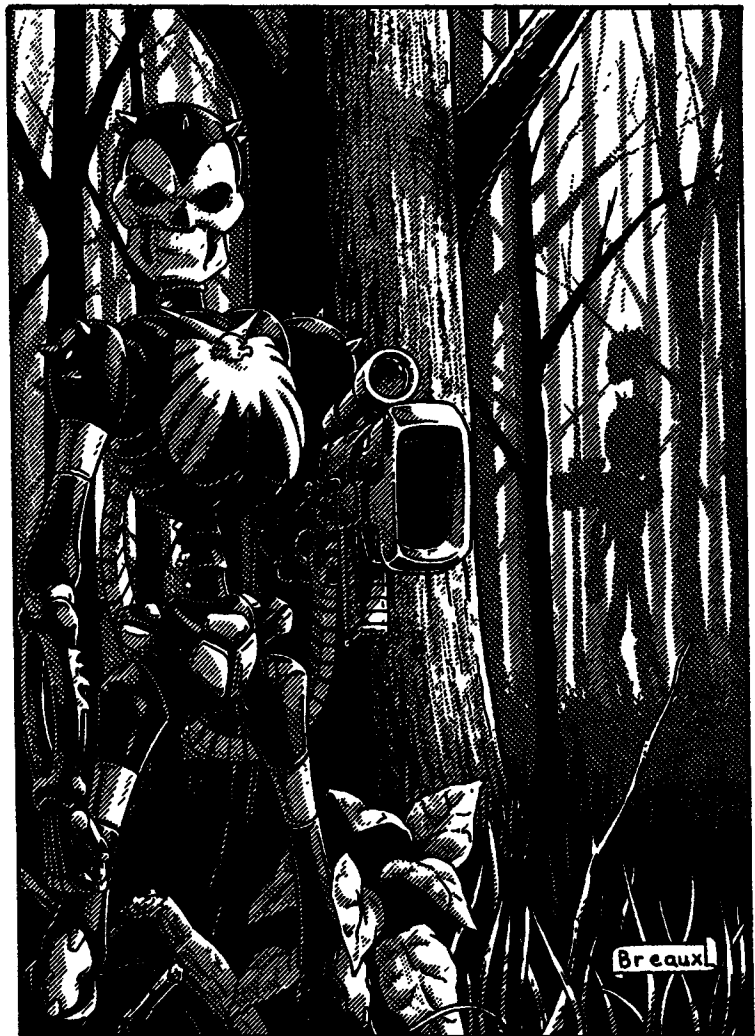
-0- **Psi-Warrior**

16% Burster

10% Zapper

-0- **Cyber-Knight** or others.

Note: For complete information on the different Psychic R.C.C.S and additional or unique psychic powers, see **Rifts® World Book 12: Pyscape™**. The **Rifts® RPG** only includes **Mind Melters**, **Bursters**, **Psi-Stalkers**, and **Minor & Major psychics**.



Skelebots

It was originally thought that unmanned *robots*, like the **Skelebots**, being impervious to mind control, fear and pain, would function as shock-troops to overrun the enemy and give the CS an advantage over practitioners of magic. However, even the most advanced **Skelebot** tends to function in a relatively linear, predictable manner. For example, they tend to attack in massive swarms that are easy to spot, flee from, or counter. Ironically, the fact that **Skelebots** are literally "killing machines" that do **not feel** pain or fear is their greatest weakness. The **robots** often fail to recognize when they are outmatched (i.e. one dragon or 10th level wizard is seen simply as "one" enemy target as opposed to a powerful and dangerous threat equal to a squad or platoon) and tend to fight to the bitter end (until destroyed). Likewise, they fall easy prey to magical traps and ambushes, making **Skelebots** susceptible to being ravaged by cunning, magic wielding forces. This was discovered only after several hundred thousand **Skelebots** were added to the Tolkeen war effort at the onset of the war, and which at least a half million were lost to the enemy without having any **discernable** impact on the **Tolkeenites**. (The Coalition denies these losses, but

it is true. See the *Skelebot Graveyards* in the section on the **Tolkeen** perimeter).

That having been said, the Coalition Army is quickly adjusting their strategies and tactics, using **Skelebots** in different and more efficient ways. For example, Skelebots have proven to be most effective in raiding towns and communities where magic is minimal or to flush out the presence of magic. Once magical defenses **and/or** defenders have been identified by human or Dog Boy spotters among the Skelebot hordes, the robots are called back and "live troops" are sent in, keeping Skelebots in reserve to attack and destroy only after all or most of the magic wielding opponents have been tracked down and eliminated. Skelebots are also good for blitzkrieg-style attacks on strongholds to wear down enemy forces, and against communities that have minimal magical defenses and protectors.

Skelebot "Clean-Up" crews (several hundred to several thousand) are regularly sent in to sweep abandoned or conquered towns, ruins and sectors of woodlands to flush out and destroy any hidden refugees, snipers or saboteurs. They are also used to patrol large tracts of wilderness held by the Coalition Army. Typically these wilderness robot patrols are programmed to survey and hold a specific sector, never leaving that established range or position. The Skelebots will gun down all D-Bees and monsters (including dragons and demons) as well as humans exhibiting characteristics (actions, clothing, insignias, etc.) that I.D. them as practitioners of magic or who attack the robots. It is as simple as that, and amazingly effective. Since Skelebots are dark colored and rather spindly like tree branches, they can easily conceal themselves among forest vegetation, standing completely still and even have birds and animals perched on their heads or shoulders, revealing themselves only when they move to change position, go on patrol or to attack. A daily radio scan is made of the Skelebots assigned to each sector. When one or more of the robots can not be located and fails to respond to the scan, it is presumed they are destroyed, and that the enemy may again be operating in that area. The number of Skelebots that fail to respond indicate how real, immediate and great the threat may be. If 1-12 of, say 288, do not **respond**, it is assumed that the sector is still held and that these Skelebots fell victim to chance violence. If 20% or more fail to **respond**, it is presumed that the enemy presence is growing in that area and "live" troops should investigate. If half or more fail to respond, it is presumed that the sector is engaged in heavy enemy activity that must be investigated immediately, while large numbers of troops are mobilized for what is likely to be serious combat with the enemy.

Typically **1-4** reconnaissance squads are dispatched to quietly investigate (6-10 troops each, half being Dog Boys **and/or Psi-Stalkers**, in many cases the entire squad being 6-8 Dog Boys with one or two Psi-Stalkers or a psychic among them). Depending on their findings, the Coalition Army will formulate a plan and respond accordingly.

Anti-Magic Tactics

Containing & controlling prisoners who are Practitioners of Magic

Containment & Restraints

Containment Body Armor

The CS has learned that suits of armor interferes with the magic and spell casting abilities of most practitioners of magic. Thus, it is common practice to place magic weaving prisoners who are to be held for more than 12 hours, as well as those known or feared to be incredibly powerful **and/or** dangerous, in a suit of armor known as *Containment Body Armor*.

This armor typically covers the upper body, head and arms of the sorcerer. The arms are immobilized and held in a **downward**, locked position. The hands are covered in mitten-like iron or ceramic coverings to prevent use of the fingers, palming, or the performance of skills requiring touch and manual dexterity. A featureless helmet covers the head and face. The eyes and mouth are blocked by the solid face plate to blind and prevent the prisoner from speaking; often fitted over a conventional blindfold and gag. The overall appearance is like that of the *Man In The Iron Mask* minus slits for the eyes and mouth. Heavy boots, chained together, are used to make running away difficult (only one third normal speed is possible). Spikes and straps are often added to the armor for dramatic effect and degrading or mocking words or slogans may be scrolled in paint across the chest or face plate. ("Hocus Pocus, I just got my butt kicked," "I battled the CS and all I got is this lousy armor," "Dead man **walking**," and much less clever things like "Wizards suck," and "kick me," and much more derogatory things may be written.)

The entire **getup** covers three quarters of the body and is made of metal alloys and heavy ceramics to block and interfere with the use of magic. Silver accents are often included for good measure, with the idea in mind to negatively influence those sorcerers and witches bothered by silver.

Spell Casting Penalties: If the practitioner of magic bound in this armored containment suit can manage to speak, he can NOT properly *channel* magic energy, forcing him to spend 20% more P.P.E. to cast a spell (assuming he can get the helmet off and become **ungagged**). Also roll on the following table to see what problem or distortion may occur with the casting of *each* spell as a result of the interference caused by the containment suit.

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

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

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

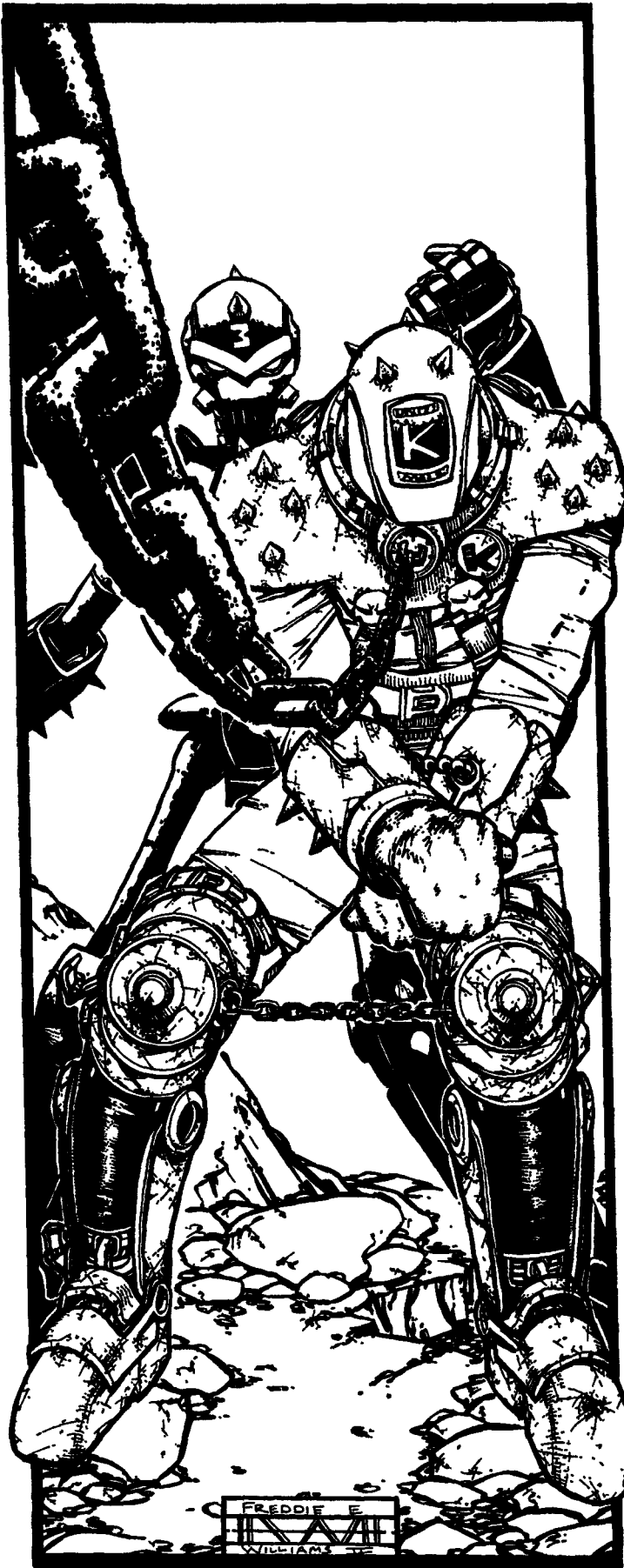
61-80 Reduce both the range and duration of the spell by 20%.

81-00 Lucked out, no additional problem.

M.D.C.: 40; not typically environmental armor.

Weight: 30-40 pounds (13.5 to 18 kg).

Mobility: Extremely poor. The armor plated arms are locked in a downward position like a knight in plate armor with his arms frozen at his sides, unable to move, or folded like a straight-jacket. This further impairs balance and reduces running speed. As noted earlier in this description, running speed is re-



duced to one third of normal. Additionally, swimming, climbing, acrobatics and any skills requiring the use of the hands and arms are impossible.

Mouth wraps, gags & blindfolds

When dealing with prisoners known to be practitioners of magic, it is standard practice to gag them and bind their mouths, tying the jaws shut with bands of material or taping the mouth shut with a gag in place to prevent them from speaking or casting spells. This is much cheaper than using cybernetic implants to prevent **speech**, especially if the prisoner is to be "disposed of as soon as he has outlived his usefulness, or immediately following a thorough interrogation.

Practitioners of magic are also **frequently** blindfolded. Not being able to see helps to keep the prisoner off balance, unsure of his surroundings or the number of **enemies**, and prevents the use of spells requiring "line of sight." Sometimes the entire head is wrapped in bands of cloth or straps, or covered with a cloth or leather sack.

Handcuffs & Restraints

Some strong material is typically used to bind the sorcerer's hands to impair the weaving of magic, prevent the palming of weapons or other items, and to physically restrict the prisoner. Leg chains and a variety of manacles or even rope may also be used.

Cybernetic Measures

Under most circumstances, the CS tries to avoid taking prisoners who are superhuman or possess magical powers. As a rule, demons, **godlings**, and other supernatural beings, as well as creatures of magic, such as dragons, are deemed too dangerous to take chances with. However, sometimes there is the need to capture and interrogate or study such beings. Extreme caution is used in all cases. Drugs, electronic shock **devices**, implements of torture and similar means are all employed to keep such "**monsters**" under control, along with around the clock surveillance and heavy security. If the captured monster shows signs of breaking free, it is typically destroyed. To minimize risk, such "demons and spawn of magic" are seldom taken into custody. If they are interrogated at all, they are tortured, questioned and killed on the battlefield.

If prisoners are taken, the Coalition Army looks for *human and D-Bee practitioners of magic*. The reasons are simple. These *mortal* foes are more easily understood and are less frightening. They are much more easily contained, controlled and imprisoned, and represent considerably less risk. The last decade of skirmishes around Tolkeen and decades of conflict with the diabolical Federation of Magic have taught the Coalition Armed Forces a thing or two about sorcerers and magic. Knowledge they use to their advantage, for prisoners are often needed for interrogation to learn about enemy plans and troop movements, while other times the right **prisoner(s)** can be useful in blackmail or to provide leverage in negotiations and issuing ultimatums.

The use of bionics and metal to impair captives

Years ago, Coalition Military Intelligence discovered the effects cybernetic implants have on practitioners of magic. Consequently, they use simple *implants* to reduce the sorcerer's P.P.E. by half and prevent the mage from drawing upon P.P.E. from other sources, including blood sacrifice and ley lines! Since mechanical implants also reduce all forms of magical healing by

half, they keep the prisoners weakened and are useful for inflicting torture and physical pain as a genuine threat.

Any pair of cybernetic implants or bionic mechanisms will do, but seldom are they **helpful** — most are further debilitating, specifically designed to prevent or impair speech, concentration and movement. They are usually implanted in the head, neck, and chest, but some require specific, localized placement. Typically 3-6 of the following implants are used on magic wielding prisoners the Coalition Army expects to keep for any length of time (over 12 hours). Even as few as two will impair the practitioner of magic's ability to use and cast magic. When combined with the armored containment suit and other strategic restraints such as gags and blindfolds, the power of most spell casters is reduced by **50-70%**!

Most implants used on *prisoners* are NOT under the control of the victim. These implants are turned on and off by an external control mechanism no larger than a pager or remote control for a television. Note: The *Prisoner I.D. Chip* and *Tracer* implants are used on most prisoners (90%).

Bio-Comp Monitor Implant

A half dozen implants that monitor the body of the prisoner and transmit the data to a hand-held computer monitor. The implants show vital physiological statistics, including respiration, heart rate/pulse, blood pressure, stress levels, pain tolerance, and irregularities. This information is especially important to interrogator(s) using drugs **and/or** torture to determine how much punishment their victim can endure without actually killing him. **Note:** Bio-Comp implants are used on soldiers, pilots and other personnel for medical and combat purposes.

Bionic Hands

One or both hands, or a hand and forearm (sometimes the entire arm) *may* be removed and replaced with bionic ones. Although more costly than most simple cybernetic implants, this procedure has been approved by the CS High Command and allowed at the discretion of the Field Commanders or their Chief Cyber-Doc on the field of combat. Likewise, prison Wardens (often deferring to the recommendations of their Chief Cyber-Doc) may choose this option for "Prisoner Pacification." In truth, there is no reason for this extreme and cruel measure to be taken. Yet it is **frighteningly** common, particularly among evil and sadistic CS Cyber-Docs and Commanders.

The bionic **limb(s)** are basic, mechanical devices with a P.S. and P.P. of 6; M.D.C. 10 for hands, **15** for a forearm and 20 M.D.C. for an entire arm and hand. These robotic limbs are ugly and obviously mechanical **prosthetics** with minimal sense of touch (15%). For anybody being deliberately **mutilated**, losing one's natural **limb(s)** and getting a cold steel, mechanical replacement is traumatic. For a practitioner of magic, it is doubly so. Not only is it disfiguring and emotionally scarring, it also brands him as a victim of CS torture and imprisonment, makes him clumsy (most mages have a naturally high P.P.), physically weak, and impairs his magic using abilities (the standard reduction of P.P.E., an inability to draw on ley line energy and so forth). For many it is a fate worse than death.

Note: Victims of this cybernetic butchery usually try to acquire **bio-system** limbs — bionic prosthetics covered in living tissue often grown from one's own skin. However, outside of the Coalition States, such facilities are incredibly rare and diffi-

cult to locate. A half dozen can be found in the **Chi-Town 'Burbs** and **Kingsdale** (in Missouri), and one is *rumored* to exist at Old Bones (Free Quebec) and Tolkeen. (Unbeknownst to most, the governments of Free Quebec, the New German Republic and Japan's high-tech society can also perform this operation. So can Phase World. Of course, most of these foreign facilities are far away, and most who have it are anti-magic and uncooperative.) Unfortunately, the technology is expensive outside of a nation like the CS, so the cost is high on the secondary market: 50,000-65,000 credits for a hand, **100,000-150,000** credits for an arm and hand. Worst, the prosthetic limb is *never* quite as good as the original; sense of touch is only at 50%, maximum P.S. is 8 and P.P. 10, with a -5% skill penalty due to reduced articulation and sense of touch. The limb has 25 S.D.C. (see the *Rifts® RPG*, page 233, for complete details). At least this bio-system will restore the sorcerer's complete use of magic and spell casting abilities.

In the worse case scenario, the mutilated victim can try to live with reduced magical abilities and get his mechanical limb improved. However, most practitioners of magic will *not* do so. Some have even chopped off the bionic limb to restore their magic powers.

A few alternatives: *Necromancers* can remove the bionic hand or arm and replace it with the (human or monstrous) limb of a corpse, however, they can only do this for themselves, not others. *Ley Line Restoration* can magically restore missing limbs, but the cost in P.P.E. is extremely high and may be considered prohibitive (see the *Rift & Ley Line Magic* earlier in this section). In theory, the mysterious and diabolical beings known



as *Gene-Splicers* (see *Rifts® Sourcebook 3: Mindwerks™*) can actually "grow" and attach a completely new, flesh and blood limb to any mortal being. However, even if one could be found and was willing to do so, what he might charge is frightening to consider. Inevitably, the price would be some foul service rather than tangible money or goods. Moreover, once on the **slab**, god only knows how this malevolent being might mutate and transform his "subject." These alien beings regard all life forms as their test subjects! (This might be a cool or fun way to completely transform a character if the player was open to it, perhaps turning him into a *Heroes Unlimited™*-style superhuman of some kind or strange mutant; human-looking or not.) Likewise, the *Bio-Wizards* of the *Splugorth's* Atlantis could restore the character with a flesh and blood replacement limb that's as good as new, but again, the price is likely to be terrible, and one must fear what else the *Bio-Wizards* might do to the character in the process (nothing *good*, that's for *sure*!).

Note: In the aftermath of the Siege on **Tolkeen**, there will be a desperate desire for bio-system technology and the Black Market will begin to include it in at least **10-20%** of its underground Body-Chop-Shops at prices 20% higher than those listed previously. This is something the CS will try to **prevent**, tracking down and destroying places and Cyber-Docs who perform such operations on "Enemies of the States," or any practitioner of magic (the CS regards them all as Enemies of the States).

Language Translator

A micronized language translator placed right inside the body to facilitate easy communication, particularly with D-Bees and foreigners. Note: This cybernetic system may also be placed in soldiers and field agents to help them communicate. If a Headjack is also one of the cybernetic or bionic **systems**, the Translator will be linked to it, as will a Bio-Comp Monitoring system.

Lock Jaw

This is a cybernetic implant that takes control of the jaw muscles to lock them tight and render the victim unable to open his mouth and speak clearly. Prisoners victimized by Lock Jaw implants can grunt, groan and even utter slurred words through clenched teeth, but can not speak clearly, shout or whistle. Simple first and second level spells can be performed, but the character must speak slowly and as clearly as possible, effectively using up four melee actions (takes about 15 seconds). Also see *Vocal Cord Neutralizer*.

Optic Blinder

An implant that scrambles optic signals to the brain and blinds the victim. As with most implants used on prisoners, this implant can be turned on and off by an external control mechanism. It is used to punish, control and manage difficult prisoners such as sorcerers. Note: A blind mage can not use spells that require "line of sight." In addition, the usual -9 to strike, parry and dodge combat penalties for being blind apply. Running means stumbling and falling or running headlong into people or **objects**.

Pain Inflictor

This cybernetic device is typically implanted in the head or spine. With the flick of a switch, the implant causes the prisoner to be racked with pain. It is used to inflict punishment, torture, and to immobilize a prisoner. The pain causes the following

penalties per melee round: Reduce the number of hand to hand attacks and combat bonuses by half, reduce speed by 20%, skills are performed at **-30%**, and the victim suffers 1D4 points of damage from each melee round of pain, first subtracted from S.D.C., but when that is gone, subtract from Hit Points. Note: Practitioners of magic can not cast magic while in such pain. Prolonged use of this implant can kill.

Prisoner I.D. Chip

A simple implant that transmits fundamental data about the prisoner, name, rank, serial number, prisoner I.D. number and date captured. Note: *All prisoners get this implant*. Dog Boys and other CS mutants have a similar identification chip, typically located at the base of the skull or back of the neck.

Tracer Implant

An implant that emits a radio tracking signal. An electronic tracking device can follow the signal up to 60 miles (96 km) in the wilderness, but only 20 miles (32 km) underground or in **urban/city** environments (too much interference). The implant is powered by the body's own electromagnetic energy, so it is effectively perpetual. It can be shut off by removing it. It can be implanted anywhere along the spine, neck or skull. Note: Most (90%) prisoners get one of these.

Vocal Cord Neutralizer

A cybernetic implant that effectively neutralizes the vocal cords to prevent speaking. The character is effectively a mute, able to mouth words but unable to utter a sound other than a few grunts, groans and whistles. Note: This device is extremely common for use on practitioners of magic (80%) to prevent spell casting. It can be activated and deactivated by a hand-held control in the possession of the interrogator or a guard.

White Noise Generator Implant

Typically implanted in the back of the head or ear, this implant generates noise on a level that affects the prisoner but which can not be heard by those around him (other than as a very soft hum or sizzling sound when up close to the prisoner). This implant makes sleep and concentration virtually impossible — like a constant ringing or static sound in the ears that won't go away. Only those highly skilled in meditation, or who have an M.E. of 24 or greater, or are 8th level or higher, can effectively block out the noise to sleep or concentrate for **1D4x10** minutes at a time, plus **1D6** minutes per level of experience.

This terrible instrument of torture has several effects that impair the magic user and give the CS forces an advantage.

One, it prevents the sorcerer from being able to rest and sleep, which leads to physical exhaustion and **weakness**, making the victim more manageable.

Two, it causes mental confusion and the inability to focus and concentrate. The victim just can't think. Even if the device is turned off and there is blessed silence, the victim is so tired and frazzled that concentration is difficult without at least a few hours of sleep. This makes spell casting and the use of other magical powers or attacks difficult to impossible.

Three, it prevents the mage from drawing on P.P.E. from other sources and reduces his own natural reserve. More importantly, this implant makes the victim unable to concentrate, thus he can not (as a rule) *recover* spent P.P.E. through sleep or meditation, rendering the mage powerless or at low ebb.



Four, as with any *cybernetic implant*, magical healing is retarded; healing spells and magic potions only restore half the usual amount of Hit **Points/S.D.C.** points. Another means of keeping the mage weak and underpowered.

Five, it provides a carrot, a reward. ("Tell us what we want to know and we will turn it off. **Look**, I turned it off right now. Feels **good**, doesn't it? Tell us what we want and I'll leave it off and you'll get a good night's sleep. You want to sleep, don't **you?**") Yes, this is cruel and inhumane punishment, but this is the Coalition Military we're talking about, and this is an extremely effective form of disruption and torture.

Six, the implant disrupts psionic powers too. Costs double the I.S.P. to use **psi-abilities**, plus range, duration and damage are reduced by half. Like P.P.E., sleep deprivation and constant noise prevents the recovery of I.S.P. through rest and meditation.

Note: This implant can usually be turned on and off by an external, hand-held control unit.

Penalties & modifiers from constant noise and sleep deprivation:

- After two days of sleep deprivation (and while the noise generator is on) the victim is **-40%** on the performance of any skill, all combat bonuses are reduced by half and one spell incantation requires intense concentration, using up the equivalent of four melee **actions/attacks** — roughly 10 to 15 seconds to perform, ample time for guards or an interrogator to respond to prevent the spell from being finished. Spell casting can be interrupted by something as simple as shoving a gag into the character's mouth, getting punched or **choked**, or stunned with a cattle

prod or neural mace. Note: When a spell incantation is interrupted, the P.P.E. to be used is **NOT** expended (the mage keeps it), but the spell is incomplete and nothing magical occurs.

Three to four days of sleep deprivation causes extreme fatigue, loss of concentration and in the case of sorcerers, dramatically reduced ability to remember, let alone speak, a magical incantation. The victim is **-60%** on the performance of any skill, all combat bonuses are gone, reduce speed and number of attacks per melee by half, and one spell incantation requires intense concentration, using up the equivalent of **1D4+6** melee **actions/attacks** — roughly 20 to 30 seconds to perform. Ample time for guards or an interrogator to respond and prevent the spell from being finished.

After five days, dementia and hallucinations are commonplace; and who knows what might be said under such conditions (and that's the whole **idea**)? Roll to *save vs insanity* to prevent accidentally revealing something under direct interrogation or CS induced (by suggestion or environment) hallucination. At this point, the character has trouble recognizing what's real and what is not. He may fear that rescuers and even long-time friends and allies are not real ("It's a CS trick! I know it! I won't talk ... I won't come with you. Go **awaaayyyy!!**"). Additionally, the character will babble — finding it difficult to put together one coherent thought or sentence, as well as suffer from paranoid delusions, be physically weak, and obsessed with removing the noise generating implant causing his suffering ("**Pluh** ... please make it stop. Please ... oh god, **man** ... make it stop! Make the noise in my head **STOP!!!**) and may even try to do it himself or attempt suicide. At this stage the victim should still be able to painfully and slowly articulate that the CS put an implant in his head and that it is driving him crazy.

Skill performance takes three times as long and is **-85%**, all combat bonuses are gone, attacks per melee round are reduced to two, speed and strength are reduced by 80% and the buzzing noise and lack of sleep is driving the character crazy. Spell casting is virtually impossible. Only 1D4 first and second level spells can be remembered at all, and to cast one takes all the character's melee actions for two rounds. Such spell casting is only possible when the character feels threatened and under intense situations that spark a glimmer of memory or a panic response.

Six days and beyond. If not given some regular breaks from the noise and allowed to sleep, the constant, around the clock bombardment will driven the character insane. How long he or she can last depends on the character's Mental Endurance (M.E.). The character can last one day (24 hours) per M.E. point. This probably is not realistic, but we are talking about heroes and characters who are more than the average Joe. If driven insane, all the *insanities* noted **under five days** become permanent, even if the implant is shut off or removed. In addition, the character is **terrified** (phobic) of Coalition Soldiers and cybernetic implants, and is leery of cyborgs and **Headhunters**. However, he is sympathetic and compassionate toward Crazies with their obvious head implants (sees them as kindred spirits who have probably suffered like him). Combat bonuses, attacks per melee round and skill performance are *permanently* reduced to half, and the character needs twice the normal amount of experience to attain a new level.

Note: If the Coalition interrogators/jail keepers are given orders (or have a need) to keep their prisoner alive and healthy for any length of time, the noise generator will be used in a much more discretionary manner. Probably leaving it off most of the time and using it as a means of punishment and to impair the character whenever they are moving him. Troublesome or frightening prisoners might see the noise generator turned on most of the day, giving the character respite only when he is answering their questions and for six to eight hours for sleep.

CS Psionic Devices & Defenses

See *Psionic Technology*, pages 148-156 in *Rifts® World Book 12: Pyscape™* for a number of Coalition Military experiments with psionic inducing and sensing implants (and their side effects), helmets and other devices. The following four items are reprinted from *Pyscape™* for the reader's convenience. Note: **Techno-Wizard** equivalents also exist. All such items are considered rare and experimental.

CS Psionic Weapon Gauntlet

A glove/gauntlet and armature fits over character's own hand and arm. The device is connected to the nervous system and linked to **brian** waves from an implant in the brain. An **electro-magnetic** battery and mini-nuclear power cell provides much of the actual power to "fire-up" the gauntlet. The link in the brain combined with the character's psionic abilities enables even Minor Psychics to mimic the Super Psionic powers of **Psi-Sword**, **Psi-Shield**, and **Electrokinesis**. Unfortunately, the result is a comparatively weak and limited imitation that has failed to meet expectations.

Status: Experimental

I.S.P. Augmentation: None.

Psionic Abilities: Limited.

Psi-Sword: 2D6 M.D., three foot (0.9 m) length of energy, maximum duration: 10 minutes. Requires a 15 minute break between periods of use that last 5-10 minutes. **I.S.P.** Cost: 10 points, the rest of the energy is drawn from artificial sources. **Vibro-Blades** inflict equivalent damage and are much cheaper to produce.

Psi-Shield: 34+2D6 **M.D.C.**, maximum duration: 10 minutes. Requires a 15 minute break between periods of use that last 5-10 minutes. **I.S.P.** Cost: 10 points, the rest of the energy is drawn from artificial sources. This power is being applied to the development of a psionic induced force **field**, but so far the field generated only has 30 M.D.C. and can not be maintained for more than 30 seconds before shorting out.

Electrokinesis: Damage: 1D6 M.D. from electrified punches, 2D6 M.D. from electrical energy blasts, but blast range is a disappointing 30 feet (9 m). Double damage and range when used by a Mind Melter or **Psi-Slayer**.

Penalties: None per se (at least none yet known).

Note: A CS experimental device being field tested by Special Forces, **Psi-Battalion** and Psi-Net on a limited basis. No "knock offs" are known to be available on the Black Market.

Cost: 1.6 million credits; probably not cost effective even if mass produced. Power armor and **bots** are better and comparatively cheaper.

CS TK Artificial Limbs

A pair of Puppet-like mechanical limbs that channel **telekinetic** energy to make them move and function like real arms at the speed of thought. A possible alternative to bionic augmentation. The limbs are attached to the body with padded harness.

Status: Experimental

I.S.P. Augmentation: None.

Psionic Abilities: Limited. Each limb responds with thought like a normal hand and arms. Maximum number of limbs: Two (more is too difficult to control). Maximum P.S. and P.P. 10. M.D.C. of each arm is 40, each hand 15. Bonuses: Adds one melee **attack/action** per melee round and +1 to strike and parry.

No outside power source, relies on Telekinetic force and I.S.P. to operate. Ten I.S.P. expended as Telekinesis will animate the arms for 20 minutes, but each use of the arms counts as a melee action (and each physical action uses up one psionic attack that could be used in its stead).

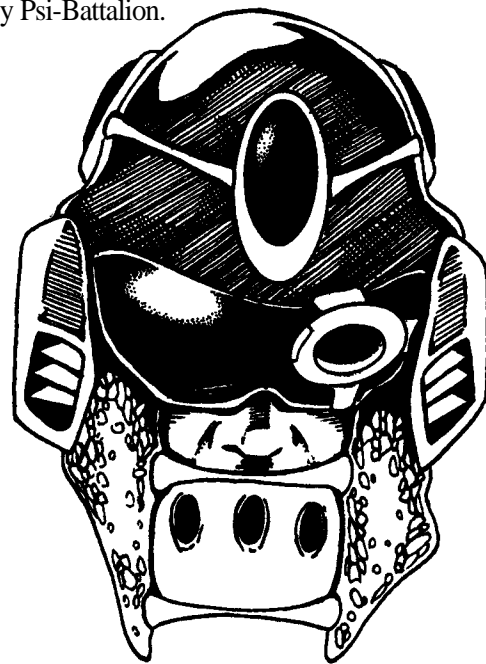
Penalties: Minor and Major Psychics have trouble using the arms and do not get any of the bonuses. Nega-Psychics and **Psi-Nullifiers** can't use them at all. Only most Master Psychics can manipulate the artificial limbs as if they were a natural part of the body.

Note: A CS experimental device being field tested by Special Forces, Psi-Battalion and Psi-Net on a limited basis. No "knock offs" are known to be available on the Black Market. Retractable Vibro-Swords (2D6 M.D.) have been added to recent test versions.

Cost: 50,000 credits for a pair of articulated M.D.C. arms and hands.

75,000 credits for **Vibro-Blade** versions probably.

This experiment is cost effective and effective in the field. It will probably be given official authorization and put into greater use by Psi-Battalion.



CS Psi-Damper Helmet

Buried beneath several layers of mega-damage armor (30 to 50 M.D.C.) is a latticework of quartz crystals, electrodes and electromagnetic disrupter system that creates a psionic damper

that interferes with psionic energy! Comes with an **on-off** switch.

Status: Field tested and approved for field operations.

I.S.P. Augmentation: None.

Psionic Abilities: None. Helps defend wearer from psionic attack. +2 to save vs psionic mind control, +1 to save vs all other types of psionic attacks and the duration of psionic attacks is reduced by 20%. Not effective against most forms of possession.

Penalties: Causes a headache and minor nausea after one hour of continuous or frequent use; -1 on initiative and -5% on skill performance.

If worn by a Psychic the headache and nausea is worse and the penalties are double, plus reduce Speed by **10%**.

Note: Deployed by Special Forces, **Psi-Battalion** and **ISS**, as well as regular army on special assignments.

Cost: 65,000 credits.

CS Psi-Scanner

The Psi-Scanner was developed to help identify human and human-looking D-Bees and **Shapechangers** who possess a measurable amount of psionic energy — more than **20 I.S.P.** or anybody who is a Major or Master Psychic. It was originally

designed to be a tracking device but its range is pitiful, a mere four feet (1.2 m). The reliability of the scanner is also **minimal**, with only a 01-50% chance of detecting the presence of psionic abilities in Major or Master Psychics; +9% if the Tracker is waved up and down the head within one foot (0.3 m). Furthermore, it simply identifies the psionic signature, it does not indicate the power level, so the psionic could be an experienced Minor Psionic to a powerful Mind Melter, **Psi-Nullifier**, or any Master Psionic. Nor does it identify whether the psionic target is supernatural, a creature of magic or **nonhuman**.

It is used close-range, similar to the old metal detectors developed in the 20th Century and used by security forces to locate concealed weapons by waving a scanning wand over the body of a suspect. Although developed by the CS, the Psi-Scanner is seldom used by the CS Military, Psi-Net and the ISS, all preferring to rely on the much more sensitive and accurate abilities of Dog **Boys**, **Psi-Stalkers** and their own Psychic Agents. However, the Scanner enjoys great popularity in the secondary markets.

Range: 4 feet (1.2 m)

Cost: 3,500 credits; good availability through the Black Market and other dealers in technology, including Northern Gun and the **Manistique Imperium**.

The Magic Weapons of Tolkeen

By Bill Coffin & Kevin Siembieda

All of the great magical city-states of Rifts Earth excel in some arcane aspect. Lazlo's spell casters are the undisputed masters of their craft. **Stormspire** reigns supreme as a designer of cutting edge **Techno-Wizardry** devices. Dweomer City is renowned for producing its fearsome Battle Mages.

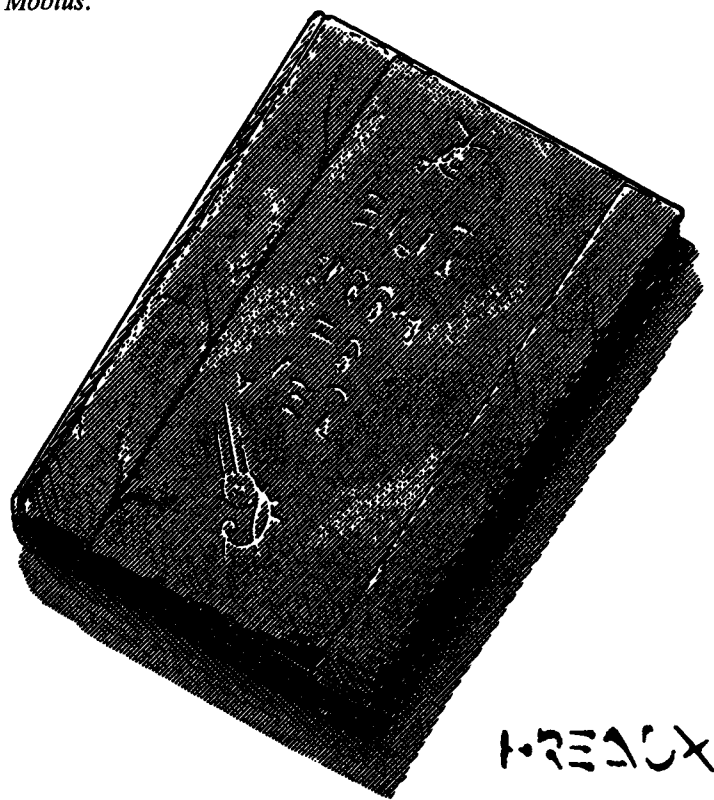
Tolkeen excels at none of these things. The city is powerful indeed, but its spell casters are second to those of **Lazlo**, its **Techno-Wizardry** taken in frightening directions that even Stormspire will not consider. And while increasingly ruthless, its warriors are not nearly as diabolic or bloodthirsty as those of the Federation of Magic. Where Tolkeen does excel, however, is in the diversity and unity of its people. The magic community of Tolkeen includes virtually every type of practitioner of magic, with an abundance of *Ley Line Walkers*, *Mystics*, *Warlocks (elemental magic)*, and **Techno-Wizards**. Counted among them are creatures of magic that include *dragons of every stripe*, the *sphinx*, **Witchlings**, *Black Faeries*, and demons like the *Neuron Beast*, **Thornhead**, *Brodkil*, and many a rare and exotic creature from the Rifts. Humans and a host of D-Bees complete this unlikely gathering of people. The thing that makes this motley group truly unique is the level of unity and camaraderie they

share, and more **importantly**, the "things" they own and **contribute** to the cause — magical creations and **Techno-Wizard** devices made on Rifts Earth (many experimental) to alien items and rare artifacts collected from across the planet and beyond. The people and fighting forces of Tolkeen collectively own more magic items, Techno-Wizard devices and mystic artifacts than any other group of people in North America. Not even the legendary **Black Vault** of **Chi-Town**, a secret storage facility *rumored* to be hidden someplace in the bowels of the great city, where the CS is said to keep a collection of magic items that proved to be indestructible, too dangerous to let out in the **world**, and/or preserved in the interest of science, comes close to the sheer number and power of the magic items held by Tolkeen. The Kingdom of Magic has always been strong in this department, and it was this particular aspect that Robert Creed and the Tolkeen War Council chose to concentrate on most when preparing their nation for war.

Legendary Artifacts

Tolkeen possesses some of the rarest and most unusual magical artifacts on Rifts Earth. They are all considered national treasures of Tolkeen, and if lost or stolen, the rulers of Tolkeen will spare no effort to recover them. Except where noted otherwise, these items are locked away safely in a secret, magic vault known only to *King Robert Creed* and the *Circle of Twelve*. Reportedly, anyone else foolish enough to enter the vault suffers a hideous death. This is not deterring the Coalition, **however**, as it is also reported to have dispatched a veritable legion of CS spies and Special Forces to locate and steal or destroy as many of **Tolkeen's** magic artifacts as possible. So far, none of these agents have succeeded, although one Commando team got close (the team is missing in action).

Some of the most notable artifacts are described in the following pages, and include the *Book of Ten*, *Poor Yorick*, *Ironbane*, the *Founder's Stone*, the *Nine Rings of Elder* and the *Mobius*.



The Book of Ten

Little is known about this impressive spell book, not its history, who wrote it or where it originates. The book itself is an unassuming, leather-bound tome about the thickness of a **pre-Rifts** telephone book. The thousand pages within are the thickness of onion skin, but have been enchanted for indestructibility, as has the rest of the book. (Astute observers will notice the small silver rune on the corner of each page, where page numbers might ordinarily be printed.) Buried amid thousands of pages of otherwise indecipherable text are the incantations for ten Spells of Legend:

Blight of Ages (600)
Blood & Thunder (770)
Hivemind (350)
Metropolis (1,600)
Mystic Quake (420)

Sanctuary (1,500)
The Slowness (1,300)
Steel Rain (360)
Vicious Circle (350)
Warrior Horde (1,100)

The text surrounding these spells appears to cover a range of about a dozen alien languages, none of which are familiar to any of Tolkeen's sages. While teams of scholars work around the clock trying to decipher these presumably "dead languages," most within Tolkeen are grateful just for the ten spells the book has already given up, and consider trying to discover what other secrets the book may provide to be just a greedy waste of time. Others are obsessed with the power that such secret knowledge may offer to those who decipher it entirely. Who knows? Perhaps there are thousands of Spells of Legend described within these covers. Perhaps the secrets to the Universe are contained therein, or the means of destroying the Coalition States once and for all! Seduced by such possibilities, those who have dedicated their life to studying the Book of Ten have no regrets about their decision. Even if their life's work is in vain, it will have been worth it just to have the chance.

In the meantime, Tolkeen has made numerous scroll conversions of the Spells of Legend within the Book of Ten, and have distributed them far and wide to key leaders and trusted sorcerers throughout the Kingdom. Still, only 1% of **Tolkeen's** most notable spell casters know more than two or three Spells of Legend from the Book of Ten; those who do are almost always mystic instructors of the Kingdom and not front-line troops.

G.M. Note: If you have player character spell casters fighting on Tolkeen's behalf, it is *possible* that they will eventually be taught *one* of the Book of Ten's mighty spells. Feel free to dangle this as a potential reward, for Tolkeen is known to "award" its most valiant spell weaving soldiers with the coveted knowledge that a Spell of Legend provides. The following are the Ten spells.

Blight of Ages

Range: 100 foot (30.5 m) radius per level of the spell caster, initially. Once the spell is cast, the radius of effect expands by another 100 feet (30.5) per level of the spell caster, per melee round.

Duration: One minute (four melees) per level of the spell caster.

Damage: All plants within this spell's area of effect will wither and die instantly. Plant-like creatures, or magical plants will take **1D4x10 M.D.** per melee round (15 seconds) of exposure. Especially powerful forms of vegetation are thought to be immune to this spell. Millennium Trees, for example, have been observed to shrug off this spell's effects and protect all plant life up to a 1000 foot (305 m) radius around them.

Saving Throw: None for most lower forms of plant life (i.e. lichen, moss, and fungus) and simple vegetation like grass, flowering plants, crop plants, and similar. Trees get a standard saving throw — those who save are unaffected. This magic does not affect processed foods.

P.P.E.: 600

This spell brings down a magical contagion that destroys plant life in a matter of seconds. It is used most commonly to clear forests for urban development, or to destroy entire fields of

crops in order to starve out the local populace. **Tolkeen** holds this spell in reserve to use on the CS crop fields in Missouri and Iowa as a way of buying negotiating and blackmail leverage, should they need it. It is also used for strategic purposes and to intimidate the enemy. An area of forest wiped out by this magic is grey, brown and black, with leafless branches of trees creating an ominous presence — a frightful display of mystic power and death. The few trees that survive create an eerie oasis effect among the grey desolation. If troops are present when a forest dies, the experience is so impressive and scary, that entire companies should roll (once) to save vs a Horror Factor of 15. If the company fails to save, the soldiers flee the area. They may regroup, but for the next **3D4** minutes they are **scattered**, panicked and unorganized. Player groups should roll once for each individual character in their (comparatively) small group.

Blood and Thunder

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

Duration: One minute (four melees) per level of experience.

Damage: 2D4x10 M.D. or by spell.

Saving Throw: None for willing participants, +2 for those who resist the spell's effects.

Limitations: Only works on intelligent mortal beings, not animals, creatures of magic, supernatural beings, the **undead**, animated **dead**, magical automatons or golems of any kind. Affects up to two practitioners of magic per level of the spell caster — must be within line of sight and within range.

P.P.E.: 770

This spell is very closely related to the old favorite, **Sorcerous Fury** (first introduced in Federation of **Magic™**), except that it bestows the effects of that spell upon a large group of mages, not just the caster. Any mortal *practitioners of magic* within the range of this spell can be targeted and bestowed with a wild and furious magical energy that transforms them into berserk engines of destruction! The caster, however, has the option **of not** being affected by this spell. Those who do not wish to be so transformed may attempt to save vs magic. Those who **successfully** save are unaffected by the spell. In addition, the caster of the spell may choose whether or not he will be transformed by Blood and Thunder. Given that the caster will find himself in the middle of a field of berserk and mega-powered mages, joining them might be the wisest course of action.

This dangerous spell releases the fury and power of those affected by it in what can only be called a sorcerous "berserker" rage! Fueled by their unbridled rage and uncontrolled magical energy, those affected turn into living storms of power and destruction. To many, they appear as angry gods, electrified with blue energy and rippling bolts of lightning. The spell casters' bodies are transformed, turning into Mega-Damage creatures with 50 M.D.C. per level of experience (deduct damage from this before deducting it from the characters' hit points or even their body armor). The mages stand **1D4** feet (.3-1.2 m) taller than usual and sport increased mass and muscle. They also walk one to four feet off the ground and can unleash their rage as magical lightning bolts at will (at no P.P.E. cost) and use them to strike down their enemies. Each bolt inflicts **2D4x10 M.D.**, has a 300 foot (91.5 m) range per level, and is +4 to strike (in addition to possible P.P. and targeting skill bonuses). Each blast counts as one melee **attack/action**, but while berserk, the mages get *two extra attacks* per melee round. Anybody even touching

these mages suffers 2D6 M.D. from the energy rippling around them. In addition, their fearsome countenance gives these berserk sorcerers a Horror Factor of 16.

As if this were not enough, those affected by Blood and Thunder are +4 on initiative, +3 to save vs magic and poison, impervious to mind control, possession and Horror Factor, have an extra 40 P.P.E. to draw upon (pulled from ambient energy and the life force of all living things around them) and bio-regenerate **1D4x10 M.D.C.** per melee round.

On the down side, the mages are consumed by anger, revenge **and/or** frustration or sorrow, giving in completely to their overwhelming emotions. This means they are beyond reasoning and savagely lash out at those who have invoked their rage and anybody else who gets in the way — including lawmen, friends, loved ones and innocent bystanders. (Note: This does not apply to others enchanted by the Blood and Thunder Spell. The berserkers created by this spell disregard each other as if they were not even there.)

While enraged, characters will only want to hurt and destroy. Thus, the only spells they will cast are offensive spells, such as (but not limited to) Energy Bolt, Fire Ball, Electrical Arc, Call Lightning, Energy Disruption, Wind Rush, Agony, Life Drain, Annihilate, and similar spells of destruction. Magic spells involving strategy, deception and cunning are out the window, as the berserk sorcerers have no use for such subtlety. Likewise, the performance of all non-combat skills is impossible for those enchanted by Blood and Thunder.

The enraged characters will have no regard for their friends or common goals, nor the code of ethics and conduct of their alignment. They will only wish to destroy their enemies (which can mean pretty much anybody; first on the list are those threatening or attacking them, next are those closest in front of them). Fortunately, a mage of good alignment is likely to stop just short of killing a friend, loved one or an innocent.

When the rage is over, the sorcerers will return to normal and feel exhausted and sad. For the next hour, the number of their attacks, combat **bonuses**, and speed are reduced by half. **Worse**, they will recover P.P.E. at only half their usual rate for the next 24 hours, and the actions of (killings by) the mages while berserk may very well haunt them forever. Note: The potential destruction and grim consequences of this spell are such that it is seldom used by practitioners of a good alignment, and even evil ones tend to use it as a last resort, in terrible anger, or in lust for revenge. The feeling that comes from the loss of control wrought by this spell is repugnant to all but the most chaotic individuals (those of **Diabolic**, Miscreant and Anarchist alignments). This spell affects only mortal practitioners of magic.

Hivemind

Range: 200 foot (61 m) radius per level of experience.

Duration: 1D4 minutes (four melees per minute) per level of the spell caster.

Damage: None per se; mind control.

Saving Throw: None for willing participants. Standard plus any bonuses to save vs mind control **and/or** psionic (type) attacks. Those who fall victim to this enchantment get a second save if faced with a mental command or situation that is truly **abhorrent** to them. Also see limitations at the end of this description.

A successful saving throw versus magic means the magic has no effect. The character is 100% his normal self! Note: The behavior of the dominating magic of **Hivemind** can not be faked, and the spell caster will automatically know whether a character is under his influence or not.

P.P.E.: 350

When this spell is cast, characters within the radius must make a successful save versus magic mind control or else they will suffer from two effects. The first is they will have an involuntary telepathic link to the spell caster, who can eavesdrop on their surface thoughts and current emotions. The second is that everybody who falls under the affect of the Hivemind acts as a team to achieve the same goal. Unfortunately, that goal is implanted by the spell caster and usually reflects his own bias or personal, self-serving agenda. Thanks to the telepathic link, the spell caster senses what all under his control see and hear, and he can direct them like a Commanding General from a safe distance.

Willing participants act together as a well coordinated team, almost as if they could read each other's minds or anticipate each other's moves. When working toward the same goal (whether to get something or to stop/defeat a common enemy), they are +2 on **initiative**, +1 on all combat moves, and +5% on skill performance.

Unwilling participants can be "forced" to serve the spell caster in a similar way as the mind controlling *Domination* spell (Rifts® **RPG**, page 174). This trance-like enchantment imposes the spell caster's will over his victims, forcing the characters to do his bidding — in this case, accomplishing a particular goal. The enslaved victims of Hivemind will act oddly, dazed, confused, slow and unfriendly (ignoring friends, defying orders, etc.). The enchanted person has one goal, to fulfill the commands of the mage, and all those affected will work together to that end, with the spell caster calling the shots. Under the enchantment of Hivemind, the characters' alignments do *not* apply. Those affected will steal, lie, assist in crimes, kidnap, betray friends, reveal secrets and so on. The victims are under the (almost) complete control of the spell caster. The only things the bewitched characters will *not* do are commit suicide, inflict self-harm, or kill a friend, loved one, or respected leader. A good aligned character, Principled, Scrupulous and even Unprincipled, can not be made to kill anybody if they feel it is wrong, because their moral fiber is too strong.

Penalties: Unwilling victims will not act like themselves and suffer the **following penalties**: Attacks per melee round are half, speed is half, all skills are half their usual proficiency, speech is slow, and the characters seem distracted or a little dazed.

Limitations: This spell can not affect a person inside an M.D.C. power armor, robot or airtight vehicle. It only works on intelligent mortal beings, not animals, creatures of magic, supernatural beings, the **undead**, animated **dead**, magical automatons or golems of any kind. Affects up to five people per level of the spell caster — potential victims do NOT have to be within line of sight, only within range.

Once under the enchantment, the spell can only be broken when the duration runs out, the spell caster is rendered unconscious or slain, or the mage willingly cancels the spell (typically upon the successful accomplishment of his goal).

Metropolis

Range: 200 foot (61 m) radius per level of experience (double at ley lines).

Duration: **One day (24 hours) per level of experience.**

Saving Throw: **None.**

P.P.E.: **1,600 or a total of 7,600 P.P.E. +1 P.E. point to make permanent.**

By casting this spell, all **pre-constructed** buildings within range are immediately transformed into M.D.C. structures. However many S.D.C. points the structures have at the time of enchantment, they suddenly have an equal amount in M.D.C. This affects all buildings in the radius of effect, from grand palaces to lowly shacks. (M.D.C. structures are unaffected by this spell.) Moreover, all enchanted buildings will, during the spell's duration, regenerate lost M.D.C. at a rate of 25 per hour!

This spell alone has forced the Coalition to seriously re-evaluate its strategies in **Tolkeen**. There had been a time when the Coalition planned on simply **pummeling** Tolkeen into submission by bombarding the nation's towns and cities relentlessly with a never-ending barrage of long-range missiles. Once it became obvious that **Tolkeen's** settlements had this magic (and others) as a means of countering missile attacks, the Coalition began green-lighting the invasion currently underway.

This spell can be made permanent for the cost of an extra 6,000 P.P.E. and the permanent sacrifice of one P.E. attribute point by the spell caster. Although this cost is high, Tolkeen has had no shortage of experienced and patriotic mages and dragons willing to give up a bit of their own personal strength to make sure their homeland's buildings are adequately protected from harm.

Mystic Quake

Range: Can be cast up to 1,000 feet (305 m) away, double at ley lines.

Duration: One minute per level of experience, triple at ley lines.

Damage & Penalties: **Special, see below.**

Saving Throw: **None.**

P.P.E.: 420 (half for Ley Line Walkers and Shifters when casting the spell when on a ley line).

This spell will cause a 300 foot (91.5 m) long and 100 foot (30.5 m) wide stretch of land (and air) per level of the spell caster to vibrate and rumble as if experiencing an earthquake, only the "quake" goes beyond convention. (Note: If cast on a ley line, the spell will cause the entire length and width of the line to experience the quake. However, it affects only one line, any connecting ley lines will not quake.) The rumbling and shaking is frightening and disorienting, which contributes to the spell's incapacitating effects.

Those on the ground will be shaken so violently that they fall to their knees. Standing, let alone trying to walk or run, is impossible. The only mode of movement is crawling at 10% the character's normal speed. Furthermore, melee attacks/actions per round are reduced to two, and any attempts to fight are done with a penalty of -12 to *all* combat **moves/attacks**, all gunfire is considered "shooting **wild**." G.M.'s discretion as to whether or not characters are hit by "friendly fire" or stray shots. Quake victims are also -80% to perform any skill while the Mystic Quake is in effect.

Vehicles can continue to move but at half speed and with a -80% to the piloting skill (roll for every 100 **feet/30.5** m of travel). The chance of crashing into other vehicles or obstacles and running over foot soldiers is very high (a failed piloting roll means a crash or hitting somebody) and adds to the chaos and terror of the situation, so it is wise to stay put until the quake ends. A crash does **1D6x10 M.D.**, and hitting a **character(s)** does **6D6 M.D.** to each individual struck by the vehicle (double damage for vehicles going faster than **50 mph/80 km**). Those firing weapons built into the vehicle are -8 to strike as well as being -8 on *all* combat **moves/attacks**; all gunfire is "**shooting wild**." Quake victims inside vehicles are also -65% to perform a skill other than piloting (**that's** -80%) while inside the vehicle.

Those **in** the air: Flying into the air may seem like a good **idea**, but the magical nature of this "quake" also effects the air above the ground. Airborne characters and aircraft are buffeted by vibrations that send them off course to one side or the other by **1D6x10** yards/meters as well as bobbing up and down **1D4x10** yards/meters like a kite caught in a chaotic, changing wind. The air turbulence is not as bad as the ground quake, but it can be troublesome and cause mid-air collisions and crashes into trees or the ground. All melee attacks/actions of flyers are reduced by half, combat moves are -6, all gunfire is considered "**shooting wild**," maximum possible speed is half, and those in power armor or flying a vehicle (including TW vehicles) are -40% on their piloting skills or any other type of skill performance. If flying close to the ground, at tree top level or near another flyer (within 100 **feet/30.5** m), a failed piloting skill roll means a collision or crash doing **6D6 M.D.** to the crasher or both parties in a collision (double damage if going faster than **50 mph/80 km**).

Unlike real earthquakes, the Mystic Quake does not actually cause the earth to split open nor topple buildings or inflict damage in and of itself. Instead, it causes vibrations and earthquake-like shaking to those caught in the area of effect. Damage comes from crashes, collisions and wild shooting.

This is another spell typically used to temporarily slow or stop or divide the advance of enemy troops, as well as create confusion and chaos.

Enemy forces incapacitated by the spell can also be attacked from beyond the range of the Mystic Quake, but such attacks are also affected by the spell. Enemy targets made to fall to the ground or move erratically (including vehicles and flyers) by the Mystic Quake are difficult to hit, so long-range attackers using energy weapons or magic are -6 to strike. Projectiles (i.e. arrows, bullets, rail gun rounds, missiles and similar) are also knocked off course by the vibrations and are -8 to strike. Consequently, additional attacks are usually held off until the spell elapses or is canceled. At that moment, troops allied with the spell caster can immediately launch an attack while those who have just suffered through the Mystic Quake are still wobbly, disoriented and reeling from it. Note: Quake victims have no initiative, are -1 melee attack and **fight** at half their normal combat bonuses for the first two melee rounds/30 seconds after the quake. Anybody, including the spell caster, who enters the area while still under the influence of a Mystic Quake suffers all the same penalties.

Sanctuary

Range: 50 foot (**15.2** m) radius per level of the spell caster.

Duration: 1D6 hours per level of the spell caster.

Saving Throw: None.

P.P.E.: 1,500

This legendary spell prevents all acts of aggression or hostility within its radius of influence. It is so powerful that it can immobilize an entire army. Any creature that attempts to attack or harm another creature within its radius is instantly struck down, becoming temporarily paralyzed or rendered unconscious. The aggressor is not harmed in any way, but is immediately and completely incapacitated. Note: This applies to all forms of war machinery and automatons, as well. Robots, cyborgs, battle vehicles and golems are all affected by the spell. Likewise, missiles or bombs fired or dropped into a sanctuary area will be instantly deactivated and fall harmlessly to the ground. The perpetrator of any action that will harm another, no matter how subtle, will be so paralyzed. Only the spell caster of the Sanctuary is not subject to its effects.

The Slowness

Also known as: The Time Walk

Range: 100 feet (30.5 m) per level of experience (double on ley lines). Affects up to a 30 foot (9 m) diameter per level of experience.

Duration: One melee round (15 seconds) +5 seconds per level of experience (double on ley lines).

Saving Throw: -8 to save. Those who successfully save continue to move and can take action but do so in slow motion.

Normal speed is reduced by **80%**, melee attacks for most mortal beings are reduced to a total of one action per round (**15** seconds), two if a Juicer, creature of magic or supernatural being, and no combat bonuses of any kind apply (unmodified dice rolls) for any character other than the spell caster.

However, even these lucky souls can not follow the seemingly lightning fast actions of the spell caster.

P.P.E.: **1,300** (half for Temporal Raiders).

Perhaps the most visibly dramatic of the Book of Ten's repertoire, The Slowness reduces the passage of time to a virtual standstill within its area of effect. To those outside of the spell's radius, it will appear as if the affected area was put on pause, like on a video game or a movie disc. This spell freezes everything in the area; flying bullets are suspended in mid-air, fires are frozen in place (but will still burn if one puts their hand or equipment in it), etc. Moreover, anybody or anything (other than the spell caster) entering an area affected by The Slowness will similarly freeze. To those within The Slowness, nothing will seem wrong at all until the spell caster begins to move at what seems like hyper-light speed. **And**, to anybody frozen looking beyond the reaches of The Slowness, the world is a blur of incomprehensible speed. The sole exception to this phenomenon is the spell caster himself, who can still move and act as usual, even if entering or exiting The Slowness area. Whatever personal equipment the spell caster has on his person (up to **200 lbs./91 kg** worth) will also work as normal.

This spell is the perfect escape mechanism, allowing the practitioner of magic to leave the scene of battle effortlessly or take minor, non-violent action. It is interesting to note that any act of violence by the spell caster (even those actions with the

intent to do violence or hurt others) upon those frozen in time, including destroying equipment, instantly cancels the magic. However, the mage can **walk/run** among those frozen, change his own position (move, duck, dodge a bullet, hide, etc.), walk around and observe things, remove weapons or objects from the hands of those frozen (usually just dropping them to the ground; each such deed counting as one melee action), write and place a message on an individual, and so on. Note: Flipping a switch or pressing a button that will launch a bomb or fire a weapon is considered an act of violence and the mere gesture to do so will cancel the spell. Shooting into the area out of sync with real time has no **effect**, with bullets and projectiles passing through them harmlessly and explosives and energy blasts bouncing back at the shooter, but doing only 10% the normal damage.

While in The Slowness, the spell caster may not cast any additional spells, nor may he use any mind-altering psionics upon those affected by the magic (their brains are working at a different velocity, thereby fouling any kind of fruitful psionic contact and negating any of the **mage's** abilities).

Not even the **Tolkeen** Council of Twelve or the dragons of Freehold understand how or why the spell works the way it does, consequently, most avoid its deployment unless absolutely necessary. Tolkeen reportedly keeps several scrolls of this spell on hand as a last line of defense for the city against advancing troops and missile attacks.

Steel Rain

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

Area of **Effect**: Small blades instead of water droplets fall from the sky, affecting a 50 foot (15.2 m) diameter area per level of the spell caster's experience.

In the alternative, the mage can direct a "torrent" of narrowly focused Steel Rain to strike one target or narrow area (i.e. a doorway/entrance or exit, etc.). The torrent of Steel Rain lasts for only five seconds (counts as two melee attacks) and inflicts a frightening 3D6x10 M.D. (6D6x10 if at a ley line).

Duration: Steel Rain: One minute (four melees) per level of experience. Torrent of Steel Rain: five seconds.

Damage: Steel Rain: 3D6 M.D. per melee round (15 seconds) to everybody in the affected area. 3D6x10 M.D. from a narrowly focused "torrent" (6D6x10 at a ley line or nexus).

Saving Throw: None; must move out of the area of effect or take cover under M.D.C. protective shielding (i.e. dive inside a vehicle, bunker, force **field**, etc.). A "torrent" can be dodged with a penalty of -2.

P.P.E.: 360 (half for Line Walkers and Shifters when cast on a ley line).

This spell causes sharp magic blades to fall from the sky like rain, piercing everything within the spell's area of effect. These magical teardrop blades will instantly kill any S.D.C. characters or creatures they happen to strike, cutting through the leaves and branches of a forest like a hot knife through butter. M.D.C. creatures and structures suffer 3D6 M.D. per melee round (1D6 M.D. per five seconds). The only way to avoid taking damage is to get out of the **spell's** area of affect or to take cover under M.D.C. protection.

The only person not affected by the raining knives is the spell caster, who can move about freely, doing other tasks and even



casting other spells. Nothing short of rendering the spell caster unconscious (or dead), or convincing him to cancel the magic, will stop the spell before it expires on its own accord. This spell is most commonly used to mow down or scatter advancing enemy infantry foot soldiers and base camps or to block the enemy from breaching a fortification or attaining a strategic position.

Vicious Circle

Range: 300 foot (91.5 m) diameter, plus 100 feet (30.5 m) per level of experience.

Duration: One minute (four melee rounds) per level of experience.

Damage: 1D4x10 M.D. per level of experience of the spell caster per melee, or Agony, as described below.

Saving Throw: -3 to save vs magic.

P.P.E.: 350

The caster of this devious spell creates an invisible circle of magic energy that is, in essence, a giant "bear trap" for those unfortunate enough to enter it. Once cast, the Vicious Circle will remain in place indefinitely until it is set **off/activated**. The spell caster decides at the time of the invocation how the Circle is to be triggered: by crossing the Circle's *bull's eye* (the ten foot (3 m) radius surrounding the dead center of the Circle), by triggering the Circle with a mental **command**, or by setting a time limit for the Circle, after which it will go off automatically. Once the spell caster has determined how the Vicious Circle will be set off, it can not be changed outside of *dispelling it* and creating a new one. Its creator may dispel the Vicious Circle at any time with a mental command.

When a Vicious Circle is cast, the mage himself will be immune to its effects, as will up to five other individuals of his choosing. All others are subject to the Circle's sinister effects. If a Vicious Circle is set to go off when somebody crosses its bull's eye or on a time limit, this magical construct, in essence, becomes a huge magic mine field — an indiscriminate weapon capable of hurting and killing civilians and friendly forces as well as hostile ones.

Those caught within a Vicious Circle roll to save vs magic to avoid its full effects. Those who do not save will immediately take 1D4x10 points of damage — Hit **Points/S.D.C.** damage to mortals, including those in environmental body armor (half damage to those inside vehicles and power armor) and 1D6x10 M.D. to Mega-Damage beings. In addition, these victims are ravaged by mind numbing agony that causes them to drop to their knees. The pain is such that psychics can not use their psionic powers, practitioners of magic can not cast magic, speed is reduced to a crawl (Spd attribute is reduced to 1D4 points), and the performance of skills suffers a -70% penalty. The number of attacks/actions per melee round is cut in half, however, the slightest movement is sheer agony and even raising one's arm to shoot, or trying to crawl away delivers another 2D6 points of damage (S.D.C./H.P. or M.D. as is applicable). Those who remain as still as possible feel pain but it is bearable and they do not suffer any additional damage.

Those who make a successful save vs magic take only 2D6 damage (S.D.C. or M.D. as is appropriate) from the initial pain attack. Furthermore, the skill performance penalty is -35%, speed is reduced only by half, and they lose only one melee **attack/action** per round. HOWEVER, each time they try to move

(stand, dodge, punch, aim and shoot, try to stagger away, etc.) they suffer an additional 2D6 points of damage. If they remain still, no further damage is taken.

The only way to stop the pain completely is to exit the Vicious Circle, an action that is likely to inflict more pain and physical damage. Given how large some of these can be, that may prove impossible before death results.

The damage caused by the Vicious Circle only affects living creatures. Robots, for example, are totally unaffected by this spell, and full conversion cyborgs only take half damage and half the penalties to start with — the same as if a normal character had made a successful save vs magic. If the cyborg character makes a successful save vs magic, he suffers absolutely NO damage, pain or penalties! Partial conversion **cyborgs/Head-hunters** are +2 to save. Plant life is also unaffected by the magic of the Vicious Circle.

This spell is used to stop, slow and kill advancing infantry troops, as well as a perimeter and strategic defense mechanism. Once impaired, the most ruthless of opponents will have his allies fire upon those incapacitated by the circle.

Warrior Horde

Range: 100 feet (30.5 m); triple at ley lines.

Duration: Two melee rounds per level of the spell caster; triple the duration if cast at a ley line or nexus.

Saving Throw: Those under attack by a Warrior Horde can battle them as they would any foe. Those caught off guard by their sudden appearance or heavily outnumbered may be forced to flee or hide.

P.P.E.: 1,100

In some ways, this invocation is a cosmic version of the 10th level *Magic Warrior* spell (see **Federation of Magic™**, page 151), except instead of conjuring forth only one magical warrior, the horde spell creates 20 per level of the spell caster's experience. The exact appearance of these magic warriors is tailored to the spell caster's imagination, so they can be pretty much anything the mage likes, but they will be human-shaped and clad in armor of some ancient design. Although solid, they glow with an eerie blue aura and move in a **herky-jerky** manner.

The multitude of warriors conjured forth are under the spell **caster's** complete mental **command**, but the mage does not need to focus his concentration on them to maintain this control. During the spell's duration, the **incanter** may personally move about, cast other spells, use other weapons and equipment, and may take damage without disrupting the Horde spell. So long as the spell caster is within 100 feet (30.5 m) of just one of the conjured warriors, he can send mental commands to the entire group.

These magical warriors are hardly more intelligent than most **elementals** or animated **automatons**, so their instructions should be short, simple and specific. Commands such as, "Kill anybody who enters this room," "Kill anyone you see wearing this kind of helmet (and showing a Coalition helmet)," "Stop them," "Destroy so and so," "Protect me (or a particular person, place or item)," etc. However, remember that the entire *horde* will follow this command, unless the mage specifies, such as, "40 of you stay here and kill anybody who tries to enter, three of you come with me, the rest of you charge forth to meet the enemy and fight to the death." The magic warriors will even follow or-

ders that are clearly self-destructive. Having no real life to speak of, they have no fear nor sense of self-preservation. They will instinctively protect themselves in combat, but if ordered into certain death, the Warrior Horde will go forth without pause or complaint.

Magic Warrior Stats

M.D.C.: 30 +4 per level of the spell caster's experience.

Size: Four to 10 feet (1.2 to 3 m tall).

Attributes: I.Q.: 7, P.S.: 28, P.P.: 21, P.E.: 28, Spd: 21. All physical attributes are supernatural. The magical warrior is impervious to pain, poison, cold, heat and fear. Horror Factor: 12 (+1 H.F. point for every 150 of them).

Combat: Each Horde Warrior has three physical attacks per melee round, does 2D6 M.D. with fists or claws, and 3D6 M.D. with kicks or some particular weapon (may look modern or ancient). The magic warriors are conjured with some kind of melee weapon in hand (sword, axe, spear, mace, etc.) that inflicts 3D6 M.D. per hit. If the warriors are presented with the option, they will pick up discarded modern weapons and use them as if they are formally trained in their use on a basic level.

Bonuses: +2 to initiative, +3 to strike, parry and dodge with melee weapons, +2 to strike when shooting a gun.

Tactical Weakness: As magical "**warriors**," the Horde fights and kills, consequently, unless ordered to do otherwise, they will not search for opponents who hide from them. However, a Horde ordered to **attack/fight** or kill will strike down even unarmed opponents and those offering to surrender (unless instructed otherwise).

Poor Yorick

Victim of a bad nickname from the wizard who retrieved it, "Poor Yorick" is the skull of a wizard from elsewhere in the Megaverse, who died in times long forgotten. The skull has turned into a gray, granitic stone over the years, and has a circle of small mystic symbols carved into its forehead. The skull itself is nearly **indestructible**, having 500 M.D.C., and regenerates 25 M.D.C. per hour. Apparently, there really is a way to destroy the skull aside from trying to blow it to smithereens, but nobody in **Tolkeen** knows what it is.

When 100 P.P.E. are channeled into Poor Yorick, the skull's eye sockets ignite with a weird eldritch light, and the jawbone begins to move to speak. What Poor Yorick says is different every time, but it is always some kind of warning (often mocking), observation (often condescending) or prophecy (always helpful). Sometimes it foretells events that are relatively minor **and/or** on the verge of happening. Other times it foretells of epic events that *may* occur days, weeks, months, years or even decades in the future. We say *may* because many of the things Poor Yorick foretells can be changed, if those who hear the statement take heed and try to do so. The statements and prophecies always involve the interests of the skull's owner, in this case Tolkeen's leader, Robert **Creed**, and include events of the war, the welfare and survival of Tolkeen and Freehold, and key players in the conflict on both sides (i.e. "The trap at [fill in the blank] will go well if led by your General, most favored," or "Beware the tattered group led by he known as **Sparfeld**, for their hearts are in the right place and seek to lay you low" — the player group, perhaps). If the owner is slain or the skull removed from his

possession for more than 72 hours, it will recognize that individual or group as its new owner. However, sometimes this unpredictable artifact will *choose* to address those who are not its owner. How or why this is possible is unknown and suggests the object may have some measure of intelligence and free will. **Nobody** knows.

The problem with the skull is one can not simply ask it questions. Its owner(s) can ask questions of the skull until he is (or they are) blue in the face without getting a response. Poor Yorick only seems to make cryptic proclamations whenever the mood strikes it, and even then it can not (or will not) engage in conversation. However, once the skull initiates communication, it may answer 1-3 questions put to it **and/or** offer a few choice, unsolicited comments and observations; typically things that are annoying or disturbing to its **owner(s)**. This leaves Poor **Yorick's** owners in a bit of a jam when they receive a cryptic comment, warning or prophecy that they can not understand or which may have several meanings or possibilities.

Most owners of Poor Yorick leave the skull out in the open, displayed in a private study, **library**, conference room or bedroom. Some even carry it **around**, clutched in their arms because the artifact must be kept out in the open so it can see, hear and sense things going on around it — or as the skull is likely to instruct new owners, "I must be part of the **world**, not locked away from it in a sack, box or closet if you wish me to speak of



things to come." If stuffed away and pulled out only in times of need or to ask Poor Yorick questions, the skull never speaks, except to repeat the above instructions.

Poor Yorick is famous for speaking in an ominous way and often (not always) in barely understandable terms, sometimes with precise information, dates and times intermixed with other bits of seemingly pointless, vague, enigmatic, or confusing words and information, or so broad or general as to have numerous (at least four) possible meanings. The language spoken by the skull is magically understood by all who hear its words, although the meaning of those words may be unclear; "**Lo**, for but the blossoming thunder peal, the wind and the mountain thus prevail, for in the land of the twain, the 'tween shall fall, and in their passing the world weep tears of diamond." Huh? Note: The skull can never speak about itself, its powers, its past, or how it became a magic artifact (presumably a curse or punishment). Nor can it read or teach magic incantations, symbols or runes, or engage in casual banter.

In the hands of **Tolkeen's** leader: Poor Yorick has already come in very handy. The skull foretold the exact starting date of the CS Invasion of **Tolkeen**, warned of a particularly dangerous group of spies and foretold, down to the exact day, hour and minute, the CS missile attack (which gave the city the warning it needed to close the Tolkeen Spelldome and open the Rifts to counter the onslaught). Using this information, Tolkeen has been able to establish an incredibly well prepared first line of defense against the Coalition Army and other enemies.

Game Master Note: For any given prophecy, the G.M. is encouraged to decide exactly how clear or obtuse the message may be, how the player characters interpret or manage to decipher it (perhaps an adventure or subplot in its own right), and when the thing speaks at all. Remember, as the G.M., it is *you* who decides if and when Poor Yorick speaks and what he says. This artifact should be regarded as an excellent tool for creating adventures, sending characters on quests, missions and investigations, and dropping clues and hints to create subplots and move the champaign story along. Sometimes, Poor Yorick speaks frequently (i.e. a few times a week or in a single day), other times the mystical skull remains silent for weeks or months on end. Use it with discretion and with the intent of weaving a good story. Check out the *Thirteen Mysteries*, below, for a number of possible adventure ideas.

The Thirteen Mysteries

Although the precise words Poor Yorick says are always different and all too often cloaked in mystery, there are some recurring themes in its prophecies. Themes the Tolkeen scholars have pieced together into what they call the Thirteen Mysteries. Any tune Poor Yorick is used, there is a **01%-07%** chance (or as the G.M. desires) that its prophecy will fall in line with one of the Thirteen Mysteries. To find out which one, roll **percentile** dice and consult the table below. What appears on these tables are the distilled versions of the Mysteries — what comes out of Poor Yorick is often vague and hazy, and only astute observation by sages or other learned folk can make heads or tails of what the skull has to say regarding the Mysteries (and even they aren't sure). All the following prophecies can be modified by the G.M. as he or she deems appropriate to their campaign.

01-07%: "Though the Coalition shall score great victories in Tolkeen, those who rule them shall face a defeat most grave. For before the Walking Dead withdraw from Tolkeen, someone among their highest family shall die by foreign **hand**, marking an end to the days of their dominion, and causing great upheaval within the Lands of the Skull."

08-15%: "Like a heartless doom, the Devouring Horde is coming, though none know why or for what purpose. They come for just one person (or group). The one who holds the key to their success or failure, and the **rulership** of not only this **world**, but all others, as well." Note: The Devouring Horde is typically believed to refer to either The **Mechanoids** or the **Xiticix**; scholars and psychics alike are split on which race of monsters is the **Devourer**.

16-24%: "As fighting rages in the south, the **Hiveworlds** of the north shall pour forth its swarms and send them to the lands of humanity. Beware."

25-32%: "Deep in the eastern ocean there lies a fault along the flesh of the **world**, where for ages, the blood of the planet has bubbled forth into the water, pushing the Great Lands farther and farther apart. There shall come a day when this rift in the world shall become a rift in the Megaverse, and the whole world will be split sunder from the doorway it will bring."

33-40%: "Many worlds are watching this one, for it holds the key to how a great many ongoing crises in the Megaverse will resolve themselves. The Siege on Tolkeen in particular is watched with great interest, for it is like a single grain in an hourglass — by itself, its tumble does little, but it could set off a chain of events that might reshape the face of the planet."

41-49%: "Sedition brews within the Coalition, and its simmering is near over. The people of the Coalition seek a voice of truth, and whosoever gives it to them will die, but his spirit will live on in the rebellion borne in his name." (Note: Could this be Erin Tarn? Or someone not yet known? For that matter, will this event come soon, or is it decades away?)

50-57%: "A strange new people shall come to this world and establish a bold new empire based on slavery, fear and pain. They are not the **Splugorth**, but the **Splugorth** know of them, and are afraid."

58-65%: "There shall come a day when the dead will rise and walk again. And woe be to the world when this day comes, for the land of the living shall no longer be. There shall only be the quick and the dead, and the former shall be damned to eternal battle against the latter." (Note: A reference to the Vampire Kingdoms, or something else? Something worse?)

66-74%: "There exists in this world a great army of demons massing for an assault upon a far-off kingdom. If that Kingdom falls, the world entire will feel the consequences. If the kingdom does not fall, then the ripples of that event shall ultimately give way to prosperity and security." Poor Yorick sometimes includes, "Only a fool calls upon the demonic, and Tolkeen is proving to be such a fool." (Note: It is unknown if this prophecy speaks about the New German Republic and its war against the Gargoyle Empire, or **China, Japan**, the demons of the Calgary Rift, or someplace else entirely.)

75-82%: "Celestial Fire shall threaten the Kingdom of Magic, tearing it asunder unless it is countered with the Waters of Eternity, from the land of the Mortal Coil. Only those Waters can save the kingdom and its people, and return the Fire from

On High back to its source." (Note: Is this a reference to **Tolkeen**? Or perhaps the Federation of Magic, or **Lazlo**, or Atlantis, or ...?)

83-88%: "During the Great Siege upon Tolkeen, there shall be a great betrayal, a hero slain, a villain triumphant, a promise broken, a secret uncovered, and vow upheld. All these things shall result in the ending of the war. The order in which they are achieved shall determine the outcome of the war, if Tolkeen lives or dies, if the Coalition reigns triumphant or not."

89-95%: "A great plague prepares to sweep the **land**, destroying indiscriminately but without pattern, killing **Tolkeenite** and Coalition soldier, felling a child then a robust adult. None shall notice the plague's arrival, for it shall alight upon the land like Death on Silent Wings, but as it leaves, there shall only be mountains of the dead left in its wake." (Note: The "plague" may be a figurative reference for an army, invading aliens or **social** purge rather than a disease. Then **again** ...)

96-100%: "There will come a time when a prophecy will not come true because interlopers from afar will enter events foretold and break their connection with the Future That Might Be. The changes they shall make from the Future That Might Be will be great, and those who had been destined to triumph shall be the losers, and those destined for defeat shall find themselves victorious."

Note: Only a few dozen people know Poor Yorick exists and fewer still know who the skull's current owner is. However, many of those who learn of the artifact covet it for themselves or for a greater purpose. Such individuals, from the noble and heroic to nefarious villains, may take action to "acquire it," some by any means possible. Should Tolkeen fall, it will be a **fire-for-all** as to who gets and manages to keep possession of Poor Yorick next (dozens will try); More material for adventure.

Ironbane

Discovered on the distant world of *Sicerzee Prime*, Ironbane is exactly the kind of magical weapon Tolkeen wishes it could produce, or at least have more of. The weapon is a grand **flamberge**, a two-handed sword of simple, elegant construction. The metal that composes it is unknown to Rifts Earth, as are the numerous magical symbols inscribed inside the blood groove along the middle of the blade. It is the combination of these two things that gives Ironbane its powers, though **Tolkeen's** finest scholars and sages suspect it has much more to do with the sword's enchantment than the metal of which it is made.

Although covered in magical runes, Ironbane is not a "rune weapon" in the traditional sense of the title. There is no intelligence or life force within Ironbane, nor does it command any of

the "**typical**" powers found in rune blades. It also has no alignment, so anybody can use it. The sword *is* invulnerable to damage, however, and its strengths certainly place it on par with greater rune weapons.

Combat Bonuses: In combat, Ironbane handles supremely well, giving its owner +1 on **initiative**, +3 to strike, parry, and disarm, as well as +1 attack per melee round. It can also store up to 250 P.P.E., if the owner decides to charge it. The sword does not command any magical spells.

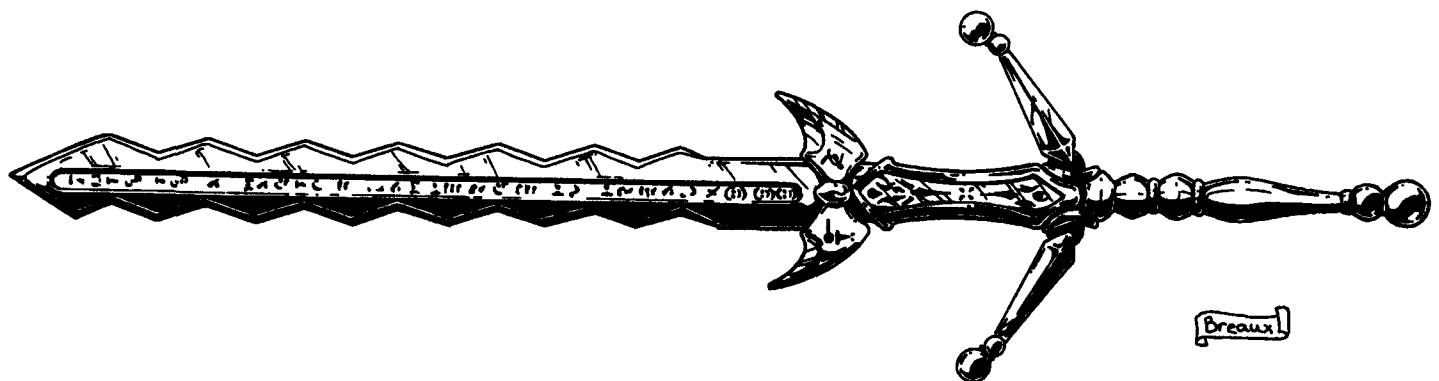
Damage: How Ironbane inflicts damage is the real source of its power. When hitting a living being, be it a person, plant, animal, or supernatural creature, the sword inflicts **1D6x10S.D.C.**, even against the **undead**.

When used against non-living materials such as rock, metal, plastic, high-density ceramic, metal and metal alloys, the sword inflicts **2D6x10** points of damage. If an S.D.C. structure, the sword does S.D.C. damage, if an Mega-Damage structure, the damage is **2D6x10 M.D.**! **However**, if the used against "living" creatures made of stone, **wood**, metal, etc., such as elementals, the damage is back to **1D6x10**.

Against Dead Boys or power armor, Ironbane can slice through armor as if it were some kind of "**super-Vibro-Blade**," and doles out enough damage, first to the M.D.C. armor and then to the S.D.C. and Hit Points of the soldiers within it, to lay them low after only **2-4** good hits. Against cyborgs, robots and vehicles, however, Ironbane is an unholy terror, the damage that it does is so great that a single warrior with Ironbane could bring down a huge combat robot with just a few well-placed strikes to a leg or power conduits. Tanks can be disarmed by chopping apart the barrels of their guns and turrets, or immobilized by slashing their treads. 'Borgs, robots and vehicles can find themselves lying in pieces very quickly.

Notes: Ironbane has seen extensive action since its arrival on Rifts Earth. Left to the capable hands of a ring of warrior mages who use the sword on a rotating **basis**, Ironbane was directly responsible for the Rout of Borderline, one of the first open engagements of the war, and the Coalition's first defeat.

In the battle, a capable strike force of wizards and fighters **teleported** to the Coalition's rear and attacked with Ironbane in hand. Between the might of their magic and the power of **Ironbane**, a third of the Coalition armor and vehicles were **crippled** in a matter of minutes! Panic ensued and the CS troops fled. By the time the Coalition soldiers knew what was going on and began to regroup, the Tolkeen strike force teleported out of there, and their main force, armed with the **Founder's Stone** (see the description in this section), moved in and decimated the Coalition infantry with tornadoes, lightning and earthquakes.



Ever since, the Coalition has placed a hefty, but curiously unspecified reward on this weapon (rumored to be at least a half million credits). They realize what kind of danger this thing presents and why it must be removed from the hands of **Tolkeen's** defenders at all costs. For not only is the sword a fearsome weapon in its own right, but it makes the enemy bold and instills confidence. Remove it and one diminishes the **Tolkeenites'** morale.

The Coalition has a large network of spies and Special Forces prowling **Tolkeen** in search of any kind of information that will lead them to Ironbane's whereabouts or at least to where it will be used next in battle. From there, they will try to swoop in, spirit the blade away, and deliver it to Chi-Town. Once in **Chi-Town's** hands, the sword will probably be locked away in the often-spoken of but never confirmed *Black Vault*, where Emperor Prosek supposedly keeps thousands upon thousands of magic items, weapons and artifacts of every kind locked away from the world. Surely whoever finds the Black Vault and penetrates it would find greater treasures than just a captured sword. They would have access to the Coalition's accumulated magical plunder for the last twenty or thirty years! For such a lucky group, the immediate problem would not be what the Coalition will do to them if captured, but figuring out a way of transporting as much as possible to **safety!** Perhaps the Reflecting Pool of Tolkeen could be used for such a purpose. Note: Nobody knows if the Black Vault even exists let alone its location. Moreover, if there are thousands of items locked away it would take hours locating any specific artifact unless an inventory storage report could be found (if such a report exists).

The Founder's Stone

This item looks like a simple piece of polished, cream-colored marble with purple veins. However, when held by any man of magic, the Founder's Stone can be used to cast the Warlock spells *Tornado*, *Earthquake*, *River of Lava*, and *Tidal Wave*, even if the holder of the stone does not personally know those spells. The Founder's Stone has an internal reserve of 200 P.P.E. which can be tapped for casting the four spells. The P.P.E. regenerates at a rate of 10 per hour. Once the stone's P.P.E. is **depleted**, the user can still make it cast any of the four spells by using his own personal P.P.E. channeled through the enchanted stone, however when used this way, the spells themselves will cost twice their usual P.P.E. to cast. All spells cast through the Founder's Stone function at the level of experience of whoever is using the Stone.

For true Warlocks, the Founder's Stone is even more powerful. It can be used to cast the four previously mentioned elemental spells, but at only *one-half* of their usual P.P.E. cost! This rule applies even when the Stone's P.P.E. runs out; Warlocks can still make it cast the four spells using their own personal P.P.E. at no additional cost. Thus, if a Warlock uses the **Founder's** Stone to cast an Earthquake spell, it will only cost the usual 50 P.P.E.

The Founder's Stone is the *de facto* property of Mida **Elektis**, a 12th level Earth & Fire Warlock and one of the Circle of Twelve who lead Tolkeen. Since Mida obtained the Founder's Stone (from who or where she will not **say**, only that the deed nearly cost her life) and since she is arguably one of



Tolkeen's strongest Warlocks, the Circle has no problem letting her control it. The stone remains the property of the Kingdom of Tolkeen, however, and Robert Creed retains the right to take the stone whenever he wishes and give it to another person. How difficult such a task might prove to be remains to be seen, as Mida has grown very protective and possessive of the item and will not give it up easily. For the time being, she enjoys using it to wreak havoc upon Coalition troops, but should she begin to defy orders or jeopardize the troops under her charge, her possession of the Founder's Stone will become a problem.

According to legend and rumor, it is believed there are at least three more Founder's Stones somewhere in the **Megaverse**. The prevailing theory/story is that there are three other elemental stones, each with four different spells, one for each of the four elements. In addition, many believe there is a massive Founder's Keystone somewhere, and that the smaller stones were made from it. Legend suggests the stone is a link to the elemental **planes**, and that whomever controls this Founder's Keystone can cast all Elemental Magic spells, summon and command a legion of Minor to Greater **Elementals**, perhaps even Spirits of Light, as well as use the Keystone to travel to the elemental planes. Thankfully, no one knows where the Founder's Keystone might exist (if it exists at all), though many have spent their lives in search of it.

The Four Warlock Spells

For the sake of convenience, the four Warlock spells this stone commands are reprinted below from Rifts® Conversion Book One.

Tornado

Range: Affects a 100 foot (30.5 m) area and can be cast up to **600 feet (183 m) away**.

Duration: One minute (four melees) per level of the Warlock.

Saving Throw: None.

P.P.E.: 60

The Warlock creates the most severe storm possible, a tornado, accompanied by heavy rain, hail, thunder, lightning, and roaring winds. Anything within 100 feet (30.5 m) of the funnel cloud will take 2D6 M.D. each melee from **flying** debris.

The awesome, black funnel cloud is the center of the storm, with winds of 120 to 180 mph (192 to 288 km). The **funnel** sucks in everything within its 100 foot (30.5 m) area of swirling wind, destroying all **wood**, clay, stone and other S.D.C. structures and uprooting trees in one melee. Anything actually caught in the funnel suffers **4D6x10** M.D. per melee. After 1D6 melees, the object will be hurled from the funnel, enduring another **3D6x10** M.D. If the object was a robot or living creature, the being will be stunned and immobile while in the funnel cloud as well as for 2D6 minutes after being ejected from it.

The Warlock can maneuver the tornado as he desires, in any direction. This requires the full attention of the Warlock, so he may not cast any other spells for the duration of the tornado. Should the Warlock be knocked unconscious or **killed**, there is a **01%-64%** chance the tornado will run wild and **uncontrolled**, disappearing only after the full spell duration has elapsed.

Earthquake

Range: 120 feet (36.6 m) plus 20 feet (6 m) per level of experience.

Duration: One melee per level of the Warlock.

Saving Throw: None, but a Dispel Magic **arrier** spell will dispel the earthquake in 1D4 melees.

P.P.E.: 50

A devastating invocation that sends terrible shock waves through the ground, causing it to rumble, undulate and tear open. The quake will ripple down the center of an **area**, shaking apart everything in its path. Each melee, anything on the ground and in the path of the quake will suffer a whopping **2D6x100** M.D. The fissure will run 60 feet (18.3 m) long per level of the Warlock, inflicting the incredible destruction to everything within 40 feet (12.2 m) per level of experience on both sides of the fissure/quake line. The Warlock can control the exact length and width of the quake.

River of Lava

Range: 120 feet (36.6 m).

Duration: One minute (four melees) per level of the caster.

Saving Throw: None.

P.P.E.: 50

An impressive and deadly spell, the Warlock can create a boiling river of lava that is 30 feet (9 m) long, five feet (1.5 m) wide, and five feet (1.5 m) deep per level of experience. Creating the lava directly underneath a group of troops is a vicious but terribly effective ploy, killing S.D.C. Creatures and barring the path for others. Mega-Damage creatures will suffer **2D6x10** M.D. each melee in the lava. They will find the **thick**, sticky flowing river difficult to cross, requiring one melee per every **five** feet (1.5 m). Victims can be pulled out by cables, lifted out by hover **craft**, or levitation and telekinesis can also be used.

Tidal Wave

Range: 200 foot (61 m) **long/wide** wave per level of the Warlock.

Duration: One melee per level of the Warlock.

Saving Throw: None.

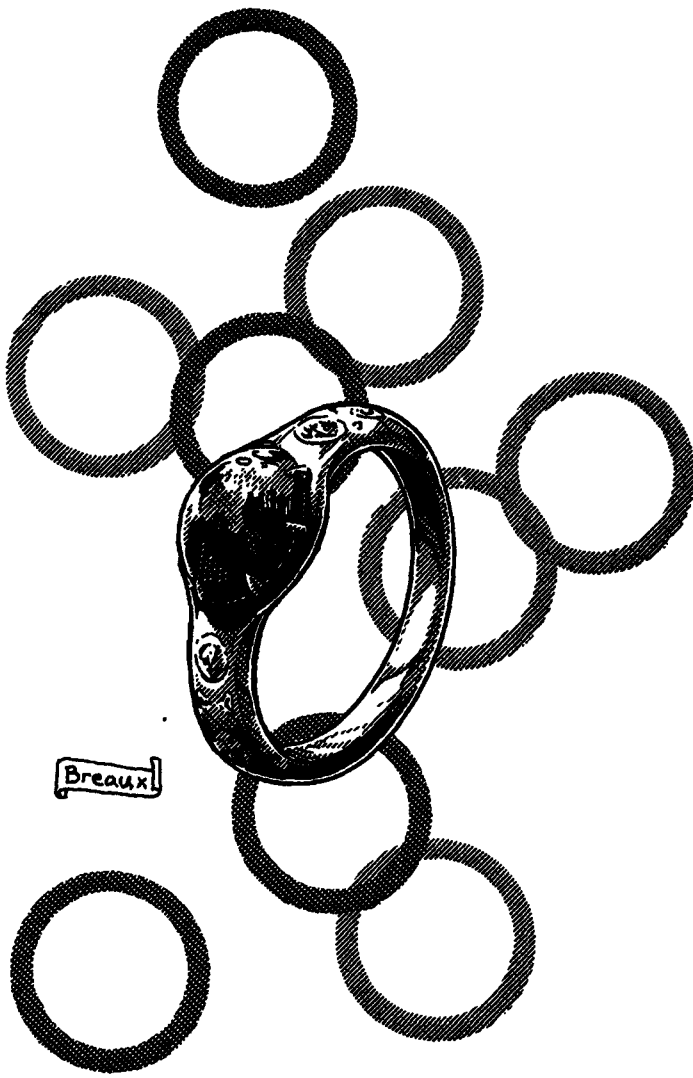
P.P.E.: 80

The Warlock is able to create a towering wall of water that smashes into buildings, vehicles, people on the coastline, or vessels at sea. The wave is ten feet (3 m) tall per level of the Warlock and possesses devastating power, inflicting **4D6x10** to whatever it hits. While the spell is in effect, the Warlock may create and strike with one wave per melee. The chance of **capsizing** a ship with a tidal wave is 5% per level of the Warlock; roll separately for each wave. The reach of the wave on shore is 30 feet (9 m) per level of the Warlock. The spell can be cast from a distance of 200 feet (**61** m) per level of the Warlock. The spell must also be cast upon a large body of water, such as a large river, lake or ocean to work; a tidal wave can not be conjured out of thin air if the spell is cast in a **desert**, for example.

The Nine Rings of Elder

These ancient artifacts were some of the first to have been brought to **Tolkeen**. Though these items are notably powerful, there is no historical story or legend about them, so very few people on Rifts Earth know about them. Conn Scar wears one of these rings himself, as does each of the five commanders of the Tolkeen military (the Western Army **Commander**, the Eastern Army Commander, the Armor Corps Commander, the Air Corps Commander, and the Engineering Corps Commander). A seventh ring has been hidden away in a secret alchemical workshop somewhere in the City of Tolkeen. There, a team of **Techno-Wizards** and Alchemists works around the clock trying to figure out the exact properties of the mysterious alloy and gemstone in the ring so they may create more. So far, they are at a complete loss. The last two of the Nine are missing, their whereabouts unknown, and could be anywhere on Earth or the **Megaverse**.

The silvery-gold colored alloy that makes up each ring's band is known as **gantrium**, a metal native only to a few worlds throughout the Megaverse. Gantrium is known for two properties — becoming magically indestructible after being forged in magical fire, and acting as a superb conduit for mystical energy. Although the element is virtually unheard of on Rifts Earth, there are places in the Megaverse where gantrium can be found in abundance, and in such places it often is made into rings, bangles, necklaces, and even gantrium weapons and armor for use by warriors and mages alike. The problem is locating such a world and acquiring the metal. Unfortunately, the **Splugorth** control two such rare planets and they prefer to keep gantrium to themselves for the creation of their own arsenal of magic items. Although the raw material is not sold on the open market in Atlantis, not even in **Splynn** or Phase **World**, finished products are, and smugglers sometimes offer it through dangerous underground channels. The **cost**, however, is out of this world at one million credits an ounce! Worse, anybody caught by the Splugorth, or their Minions, selling, smuggling, buying or transporting the raw metal are interrogated and tortured to determine what their source is and who else is involved in the gantrium



trade (and the Minions of **Splugorth** are masters at extracting information). The prisoner is then enslaved and experimented upon in the most horrible ways imaginable; a fate worse than death. Once the information is extracted, the Minions of Splugorth track down the perpetrator's associates, suppliers and known **clients/buyers**, all of whom can expect a similar fate.

The gemstone set into each **gantrium** Ring of Elder is known as **xanthine**. It looks like a strange cross of an impossible deep blue sapphire and amber. Each Ring of Elder has set on it a polished oblong xanthine stone about the circumference of a robin's egg, worth 500,000 to one million credits. The strange gemstone like the metal gantrium, is an extraordinarily rare and efficient transmitter and magnifier of magical energy. This makes the stone highly desirable among all men of magic as a spell casting talisman.

Aside from their metallurgical and gemological value, the Nine Rings of Elder are worthless to those who can not work magic. To those who can, however, they become priceless, for they provide three critical powers.

First, the Rings reduce by half the amount of P.P.E. required by their wearers to perform a magical feat, ability or spell.

Second, the Rings double the duration of any magic feat, ability or spell invoked by their wearers.

Third, the Rings double the range of any magic **feat**, ability or spell invoked by their wearers.

The Nine Rings of Elder are especially **helpful** for casting Spells of Legend and other high-powered **magicks** that require a great amount of P.P.E. They also can provide massive battlefield **firepower**; a Shifter wearing one of these Rings, for example, can cast an Annihilate spell at a mere **150 P.P.E.** (the spell usually costs 600 P.P.E., Shifters can cast it at only 300 P.P.E., and the Ring of Elder reduces that to only **150 P.P.E.**).

The leaders of Tolkeen have big plans for the seven of the Nine Rings of Elder in their possession. Considering how many Spells of Legend and other high-level magicks are known by the bulk of **Tolkeen's** spell casters, having even seven of these legendary rings (not to mention the potential of a small arsenal of these rings if they can unravel the secrets of their creation) provides the users with immense power on and off the battlefield. If Tolkeen should manage to mass produce these magical rings (an unlikely turn of events) they could represent a shift in power that might defeat the Coalition Army and perhaps even change the balance of power on the continent. Ironically, it is just this sort of fearful turn of events involving magic that has made the CS fear practitioners of magic and prompted the Coalition's war on Tolkeen.

Note: The CS knows about the Rings of Elder and Tolkeen's hopes of creating more. Consequently, the rings are targeted for "acquisition" by any means necessary. The first target: the Alchemical research facility — two experienced and powerful strike teams are in place and waiting for the order to move. One team will create a diversion and liquidate as many of the enemy as possible; theirs is a suicide mission. The other team is to "acquire" the **ring**, torch the place, kill anybody who gets in their way, and escape into the night as quickly and silently as possible, making a bee-line to Chi-Town.

The Mobius

The Mobius is one of those items that appears all over the place in lore throughout the **Megaverse**, but nobody ever seems to know what it really is or what it can really do. Men have chased it for eons, always on the verge of capturing it, but somehow destined to let it slip from their fingers at the moment of truth.

So it is with the Kingdom of **Tolkeen**. No sooner had one of its treasure hunters retrieved the item and brought it to Rifts Earth, did he fall under ambush by a CS scouting party and was slain. The mage's body was recovered, but The Mobius was not. Reliable Tolkeen intelligence reports that the Coalition does not have it, either. It is lost somewhere in Minnesota, an artifact of unspeakable power, free for the taking by whoever finds it first, and is able to keep it.

Legend (and Poor **Yorick**) says that The Mobius is destined to be owned by a particular individual, and whoever that person is will be given the power to change the face of the world forever, for good or **ill**. As the Siege on Tolkeen heats up and as word of the lost artifact spreads across the **warzone**, treasure seekers, mercenaries, bounty hunters, would-be conquerors and practitioners of magic (including **blackhearts** from the Federation of Magic) are braving any danger in the relentless pursuit of The Mobius. Coalition troops are eager to collect the reported five million credit bounty Emperor **Prosek** has placed on the mysterious object. **Tolkeenite** patriots wish to find the item and

smite their Coalition foes with it. Power-hungry mages covet the item so they may forge their own kingdom and impose their will over the rest of the world.

The actual powers of The **Mobius** are unknown. Rumors about it conflict, and its abilities are said to include limitless **teleportation**, the ability to annihilate enemies at will, and the ability to alter reality to suit the whim of its user. The Mobius is also said to be a repository of lost souls, their spiritual energy acting as some kind of power source to be used in an engine of immense design for which the mighty Mobius is but a single component. The Mobius is also said to bring true immortality to whoever holds it — agelessness, invincibility, no weakness of any kind.

Perhaps it can really do any or all of these things. Or perhaps it can do none. The use of this ancient device may be beyond current understanding or require other, unknown, components to make it work. Or maybe it is entirely a piece of fiction, a story so seductive that it has driven both beggars and kings to risk everything they have to acquire it. Until someone lays claim to the elusive magic device and bears it openly, however, the Megaverse shall never know. Until then, the slightest chance that this item exists is reason enough for people to hunt for it. From the **Tolkeen** (and other sorcerer's) point of view, The Mobius represents salvation and power, for he who commands the power of such a device can surely defeat the Coalition Army.

Adventure **catalyst**. In the context of the game and Siege on Tolkeen setting, The Mobius is an adventure catalyst. For example, it brings in third parties such as **Cyber-Knights**, heroes and well intentioned adventurers as well as desperate **Tolkeenites** and bounty hunters, cutthroats and villains from the Federation of Magic — **maybe** even blackguards and demons from the Calgary Rifts, Atlantis and around the world or from across the Megaverse — in search of this legendary artifact! This creates a wonderful, **reoccurring** subplot and opportunities for adventures with characters and dire consequences that may involve the Tolkeen War or not. Here are just a handful of adventure ideas presented in a Hook, Line & Sinker™ format. The catalyst for the adventures are The Mobius itself and rumor, hearsay and leads that elicit an extreme response.

Search, Recover & Destroy

Hook: Several CS squads have been dispatched on a mission to search for and recover the elusive Mobius before it falls into the wrong hands. As soon as it is recovered they are to bring it to Chi-Town.

Line: The CS squads are also instructed to liquidate anybody else they suspect is searching for The Mobius (like the player group, perhaps). However, they are not likely to attack other **ob-**vious practitioners of magic or D-Bees without provocation for fear they might jeopardize their mission. However, if the opportunity presents itself, and they are confident they can win, they will strike down the enemy whenever they can. Interrogation and torture may be used on captives to get information.

Sinker: Half are clad in CS armor and gear, the other half are undercover and mercenaries, adventurers and freedom fighters. The latter are likely to **cozy-up** with other adventurers and travelers (the player group?) to ferret out information and to learn if they are also looking for the artifact. Typically, 1-3 scouts or

spies will approach strangers, with the rest of the team observing or laying in wait a safe distance away to avoid blowing their comrades' cover.

Note: This same basic scenario *may* apply to mercenaries, bandits, monsters and evil practitioners of magic seeking The Mobius and eliminating "competition" along the way.

Give it to us

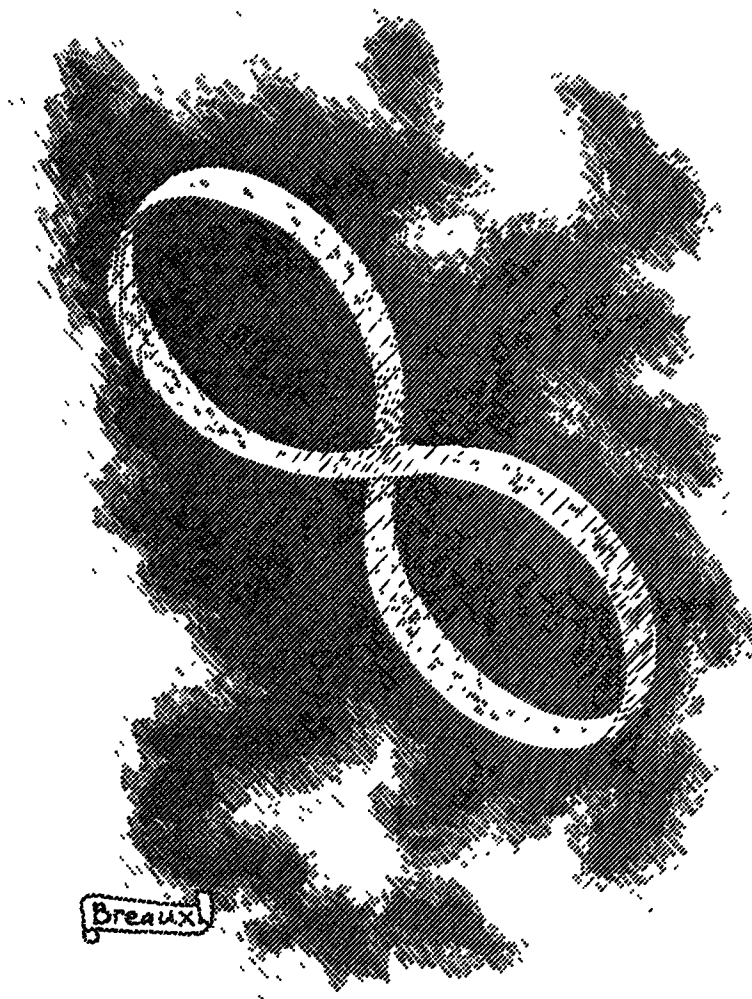
Hook: A second or first level practitioner of magic (Anarchist alignment) claims to have The Mobius and has even been seen with it!

Line: Despite the power The Mobius is said to provide, the poor fellow is running for his life from **1D4+6** different groups of brigands, with the CS, Federation of Magic, an evil adult Thunder Lizard dragon and murderous band of bounty hunters among them.

The player group gets caught in the middle when this character tags along with them without warning them about the situation or his pursuers.

Or he begs them to save him (or her) from the foul cretins hot on his heels. They appear on the scene a few minutes after the mage meets the group, with guns or magic spells a **blazin'**.

Or they may need to defend a community from the villains that threaten **and/or** are attacking it because "they" harbor The Mobius or the mage who has it. Only "they" have no idea what these attackers are talking about and don't know the mage. He is secretly hiding someplace in town, or maybe only passed



through and has already slipped out of town. Unfortunately, the brigands don't believe it and are torturing innocent people while they literally tear the town apart in search of their quarry.

Sinker: This idiot never had the real Mobius. He created a **mobius-loop** shaped talisman made of wood and coated in silver, and then flashed it around to be a big-shot. He just wanted to be important, respected and famous — sometimes one should be careful of what they wish for, because this is not the kind of importance and fame he wanted, and as for **respect** ... well, he got two out of three. Too bad it may all cost him his life. Of course those after the character don't believe it, will kill and destroy to get this character and will torture him to get "the truth" about the location of The Mobius. Unless he can escape his pursuers long enough to get out of Minnesota and change his identity, he is doomed. Of course, one might ask, is the jerk worth saving?

Pillage

Hook: A powerful, evil mage and his minions or teammates (or a CS squad or two of **10-20** mixed troops, or a mercenary band, or bandits, or demons) are pillaging the countryside in search of the item because they heard some town in the east (west, north or south) has The Mobius.

Line: Unless these maniacs are stopped, they will hurt hundreds and kill dozens.

Sinker: The player characters are enlisted to save the day. These obsessed brigands are likely to fight to the death to win their prize. Any who escape or are allowed to live, will harbor a lasting hate for the player group and cause serious trouble should their paths ever cross again.

Coalition Siege

Hook: The Coalition Army has heard rumors that a particular enemy community, fortification or even a Tolkeen brigade or army division has recovered The Mobius.

Line: The only way to find out if the rumor is true is to lay siege to the place and search the dead and ruins, and interrogate the handful of survivors "allowed" to live. If it turns out they never actually had it, all the better, and one less enemy stronghold to worry about later.

Sinker: The characters have caught wind of the impending invasion and can either join the fight, try to help civilians to escape, **and/or** help rescue those who fall or get pinned down in combat. Did these people ever have The Mobius:

01-25% No, not that it matters to the CS.

26-50% Yes, but it was smuggled out days ago and is en route to Tolkeen (not that it will ever make it there).

51-75% Yes, but before they could figure out how it worked it was stolen. Faced with the CS assault and evacuation, they can't try to retrieve it themselves, but beg the player group to do so for them and take the item to Tolkeen! See *The Search* for ideas in tracking the artifact down.

76-00% Yes, **it's** in their possession right now! However, they can not figure out how it works and ask the player characters to deliver it to Tolkeen for them. If they are successful, they can expect a huge (unspecified) reward. If the group is successful in delivering it to Tolkeen (they can not get it to work either), it will take time for the **powers-that-be** to determine how the magic artifact works. Before they do, it is likely to be stolen

or lost again. As for the **reward**, the group should get 240,000 Universal Credits and for each character who can use them, one or two minor magic items, as well as free food, room and board for as long as they would like to stay (very nice accommodations). Unfortunately, the Tolkeen treasury is tapped and they can not spare to give any more than that (or so they insist); all other moneys and resources have already been allocated.

The Search

Hook: One way or another (make it dramatic and convincing), the player group has what appears to be a solid and real lead to the location of The **Mobius!** Perhaps an acquaintance, hero or stranger dies in their arms (or is too old or infirm to get it himself) and he/she/it entrusts them to get it and use it for some purpose — it's too powerful and must be destroyed or hidden better so nobody can ever use it, or to destroy the Coalition, or to Destroy Tolkeen or the **Xiticix** or ...

Line: Any investigation by the characters will support the fact that so and so had some great secret and spoke of becoming powerful or changing the course of the war, one way or the other. Clues may also point them in the same direction this character told them. They might even find a map.

Sinker: The quest to get The Mobius will carry them **into** the war zone and perhaps beyond (**teleported** to Xiticix territory or someplace else, even another dimension).

For a longer adventure and suitable ending, The Mobius has recently (no more than **12** hours) been discovered and taken, but by whom? There are numerous clues that can lead the group on a merry chase and numerous adventurers. Ideally, when they catch up to their quarry they discover he/she/it (the CS is the first logical choice) have lost it or have been slain and the artifact taken from them. More clues point to the identity of this individual, which could be somebody or something powerful (demon, dragon, monster, high level mage, etc.) or weak but elusive like a thief, mercenary, or even an unwitting traveler or child. The Mobius could be lost and recovered this way several times, perhaps each time the player group getting closer and closer before the group gives up, the trail runs cold, the object appears to be lost for **good**, or it never really existed or it was not The Mobius at all but some other (considerably less powerful) magic item or a worthless object wrongly believed to be The Mobius. The player group's "reward" for this type of adventure may be all the people they helped along the way and some bits of money or valuables **and/or** information and friends acquired along the way that will help them in the **adventure(s)** that lie before them.

Note: Nobody, particularly player characters, should ever find and keep The Mobius for more than a short period.

Mobius?

Hook: The player group (and some bad guys?) learn that a couple of scholars are said to have an entire "collection" of Mobius. That's right, not one (like the legends tell about) but an entire collection! Dozens, perhaps hundreds!

Line: As unlikely as this seems, one can't pass this opportunity by, so the group should want to track these people down to see what the real story is. Apparently these two are a husband and wife team of rogue scholars retired from active adventuring and teaching. They live quiet lives in seclusion away from the

CS who consider them small-time criminals. Any location that works for the G.M. is fine, but I suggest their modest home is near a tiny village or farm community somewhere in the wilderness; perhaps outside of Minnesota, maybe in the New West or Canada. Finding them, the trek to their home and any encounters that occur en route are all part of the adventure. After all, what brigands may also hear this story and come to investigate? Maybe none, maybe a few.

The visit to the scholars' home: If the player group seems friendly and polite the couple will respond in kind. If the visitors seem threatening and demanding, the pair will lock the door and grab up weapons to protect themselves. The man, Kenneth, has an NG-57 heavy ion pistol (does 2D4 or 3D6 M.D.) and an NG-P7 particle beam rifle (does 1D4x10 M.D.). The woman, Linda, is armed with a **Wilk's** 320 laser pistol (1D6 damage, +2 to strike) and is also a minor psychic with 64 **I.S.P.** and the **psi-powers** of *Intuitive Combat* and *Object Read*. Both are of scrupulous alignment, 9th level and around 65 years old.

If asked if they have "The" Mobius the couple will look puzzled and respond something like, "I'm not sure. Exactly what are you looking for?"

If asked whether they have a "Mobius Collection" the elderly man **and/or** woman say, "yes." All the more startling, they will

ask polite, friendly characters if they would like to come in and take a look at it. The two don't get many visitors these days and certainly not fans of Mobius.

Sinker: Gamers who also collect comic books may have already guessed where this is going. The scholars have a wonderful collection **of Moebius**— as in **pre-Rifts** books and prints by the French comic book illustrator who signed his work as "**Moebius**." Perhaps needless to say, the two have absolutely no knowledge about the magical artifact known as "The Mobius."

Visitors (D-Bees and sorcerers included) are welcome to stay for dinner and sleep on the porch or out back; the house is too small to accommodate more than one or two people to sleep inside. Besides, as nice and respectable as the group may seem, they are strangers after all, and hospitality only goes so far. The two will be fascinated by news of the Coalition's all-out war on Tolkeen and Free Quebec, and *may* (Game Master's discretion) know a thing or two, or have old documents, notes, books or computer files that might help the group in some way (forgotten knowledge, background on somebody or someplace, a clue, a map, etc.).

Author's Note: I hope nobody finds this adventure too off the wall. As a long-time fan of comic books and *Moebius* I just couldn't resist. — *Kevin*.

Techno-Wizard Weapons

The forces at Tolkeen have amassed an arsenal of **Techno-Wizard** devices and other "weapons of magic" that exceed any other magic based nation in North America, including **Lazlo** and **Stormspire** (a member of the Federation of Magic, located in the Magic Zone). Only the *Federation of Magic* as a whole runs a close second, and the people of Tolkeen are considerably more organized and united, making them all the more dangerous. The leaders of Tolkeen are entirely responsible for this arsenal and the Kingdom's readiness for war. They saw battle with the Coalition States on the horizon for at least a decade, and have spent the last six or seven years, in particular, building themselves a powerful army and strong defenses. An army complete with creations of magic, new weapons and powerful war machines the likes of which have never been seen before, at least not on the North American Continent. Fantastic devices that defy the imagination of the Coalition Army **and**, with any luck, will catch them off guard and destroy them. The leadership astutely realized that the last six years of the CS build-up along the borders, accompanied by ever increasing and far reaching military incursions, raids, and purges into their kingdom, were a prelude to an all-out war that would come within the next decade. Time has proven them correct.

Truth be told, the Tolkeen defenders wish they had another few years to prepare, but they stand entrenched and ready to defend their homeland to the end.

Most magic weapons and machines of destruction fall into one of four primary categories:

- Ancient-style Melee Weapons: Swords, knives, maces, spears, whips, bows and arrows, and similar close-combat weaponry.

- Small Arms: Handguns, rifles and similar **light**, portable, hand-held weapons.
- Heavy Weapons: **Machineguns**, **cannons**, fire generators, explosives and other weapons that inflict tremendous damage **and/or** have long range. Many require superhuman strength or "weapon teams" to operate them.
- War Machines: Combat vehicles — including the magical equivalents of tanks, APCs, siege weapons, aircraft, power armor and giant robots! Many of which may incorporate demonic or elemental forces to power them or unleash these forces upon the enemy.

For the **reader's** convenience, this book summarizes many of the ancient-style and small arms **Techno-Wizard** weapons that have appeared in other Rifts® World Books, along with a number of notable new ones. We have tried to refrain from collecting and reprinting all Techno-Wizard weapons in their entirety since items in books such as the Federation of Magic™ are likely to be used in any Siege on Tolkeen™ campaign, and would only *repeat* material already on hand. Of course, there is something to be said about having everything in one book, but that would have meant 30-50 pages of reprint (with artwork).

New **Techno-Wizard** weapons, devices and vehicles presented in Chapter One are the most common among the Tolkeen defenders and those items most likely to be encountered in the battles around the actual cities of *Tolkeen* and *Freehold*. The initial fighting of the war will start in the less **heavily** populated outskirts of the kingdom as the Coalition Army slowly marches inward toward Tolkeen, destroying all in their path or forcing them to retreat to the heart of the kingdom.

TW Melee Weapons

Techno-Wizard melee weapons are used as hand-held cutting and bashing weapons, bayonets, **sidearms**, and close combat weapons. Most inflict Mega-Damage **and/or** possess some special, magical property (i.e. a Flaming Sword that inflicts M.D. or which might also fire M.D. fire balls, a Lightning Rod that shoots bolts of electricity and so on). Consequently, these swords, knives, whips, axes, spears and clubs have more in common with **Vibro-Blades** than their S.D.C. medieval ancestors and equivalents.

In general, the Coalition soldiers realize that mages are much more deadly up close than far away, so commanders discourage their troops from closing quarters with the enemy unless it is **absolutely** necessary. However, this happens more often than the troops would like, as the **Tolkeen** defenders use the vast woodlands of Minnesota and the surrounding regions to hide and spring ambushes. The dense forested areas are perfect for guerrilla warfare, hit and run tactics, ambush, sniping, tricks and traps. **Likewise**, pacifying an “urban” hot zone is another situation where CS troops must often face their Tolkeen enemies at point-blank range or within a few hundred **yards/meters**.

Thanks to their proven usefulness, Tolkeen fighters often carry some kind of hand to hand backup hardware, from magic items and **Techno-Wizard** devices to conventional firearms (**Wilk's**, Black Market **items**, Northern Gun and stolen CS weapons are among the most common).

TW Weapons from The Rifter® #2

The Rifter® #2, Palladium's quarterly sourcebook series, featured a **Techno-Wizard** extravaganza by *Mark Sumimoto* and *Jason Richards* in which many interesting TW melee weapons were detailed. Although this material is “unofficial” material, players and G.M.s *may* wish to include it in their Siege on Tolkeen campaign as purely optional material. All items should be considered rare **and/or** possibly experimental. For handy reference, the following items from that article are the most plausible to be manufactured or procured in earnest by Tolkeen:

TW Storm Staff (page 93)

Ice Sword (page 93)

TW **Firedemon** (page 94)

TW **Earthshaker** (page 94)

TW **Mirrorshield** (page 94)

TW Enforcer Gauntlet (page 94-95)

TWW-1300 Lightning Mace (page 95)

TWW-500 Power Glove (page 96)

TWW-950 Fire Dagger (page 96)

Other types of magic weapons and devices: See **Rifts® World Book 2: Atlantis** and **Rifts® World Book 21: Splynn Dimensional Market™** for a variety of rare rune, Bio-Wizard and other rare magic items of the **Splugorth** and their minions.

The following ancient-style melee weapons are reprinted from **Rifts® World Book 16: Federation of Magic™**, for the convenience of the player and G.M. Also see *Federation of Magic™* and *New West™* for a handful of TW vehicles. Written by Peter Murphy and Kevin **Siembieda**.

Battle Fury Blade

Battle Fury blades are usually Claymore swords, but on occasion a weapon of this type is made as a **Flamberge**, pole arm or large battle axe. Regardless of its form, the **weapon's** abilities are the same, it 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 Magus, 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 **2D4x10** 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).

Cost: 10-13 million credits; takes 2-3 months to make.

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 Magus 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 spells 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.

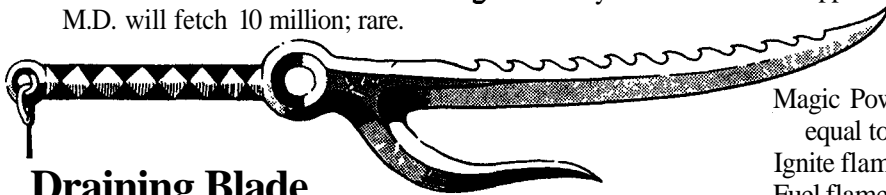
Sub-Particle Acceleration (20 P.P.E.), 500 feet (152 m) **range**, 1D6x10+5 M.D.

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.
Cost: **12-15** million credits. A **Deathbringer** that only does 5D6 M.D. will fetch 10 million; rare.



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 foes, 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 skills 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; paralysis effect lasts 30 minutes per each activation. **Cost:** 2-3 million credits; rare.

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 head 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 burn when they strike and burn 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.) **Fire Ball** (10 P.P.E.)

Fuel flame (5 P.P.E.) **Fire Blossom** (20 P.P.E.)

Fireblast (8 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 **Ensorcel** (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.

Cost: 2-3 million credits; rare.

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 and 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 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. **Cost:** 500,000-600,000 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.

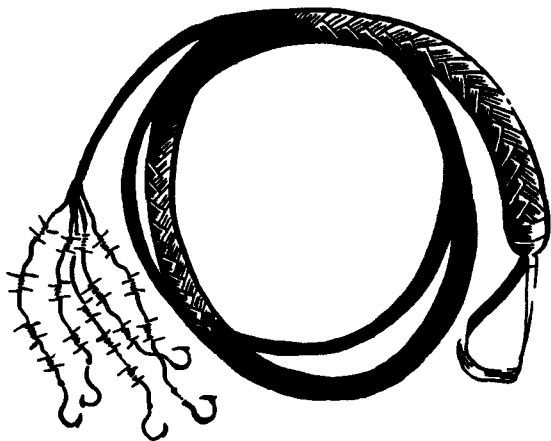
Magical Powers:

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.

Cost: 700,000 to one million credits.



Whip of Pain

The Whip of Pain is a black, 8 foot (2.4 m) long bull whip with small, razor sharp barbs on the end. This specially enchanted weapon is designed to immobilize the enemy with pain (*Agony* spell, **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.

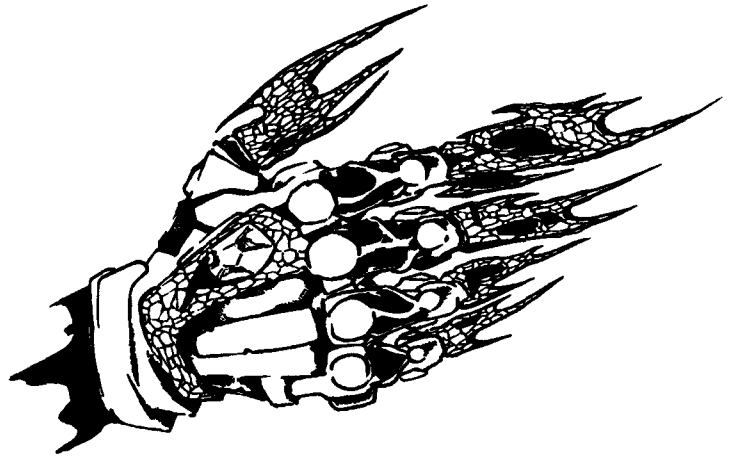
Cost: 200,000 credits.

New TW Melee Weapons

By Bill Coffin & Kevin Siembieda

In addition to those reprinted on the previous pages and summarized in the pages to follow, Tolkeen has developed a number of new and exciting **Techno-Wizard** creations, from hand-held melee weapons and guns to body armor, robot-like behemoths and combat vehicles.

The following *new melee weapons* are comparatively inexpensive to mass-produce and are fairly common among **Tolkeen's** magical and **nonmagical** defenders alike. Remember, double the P.P.E. activation amount in **I.S.P.** will also power most TW weapons. **Note:** Unless noted otherwise, these **weapons** can be made by most **Techno-Wizards**. However, a few are exclusive to Tolkeen or other manufacturers.



TW Demon Claws

These are mechanical-looking, armor plated gauntlets with both a robotic or bionic and demonic claw-like appearance, complete with vicious talons made of metal or bone. Either a large crystal is built into the top of the gauntlet or four small ones are at the knuckles.

Manufacturer: Exclusive to Tolkeen!

Weight: 2 lbs (0.9 kg).

Mega-Damage: 1D4 M.D. without being magically energized.

Upon activation (25 P.P.E.), these mechanical gauntlets turn into Mega-Damage weapons that turns the wearer's P.S. into an equivalent *Supernatural P.S.* (see supernatural damage table for the range of M.D. inflicted from the brute strength). If the character already has *Supernatural P.S.* it increase his strength by 1D6+8 points. Plus the M.D. claws inflict and additional 2D6 M.D. when used to **cut/rake** or stab an **opponent**.

As magical Mega-Damage weapons, they have 400 M.D.C. and when activated can be used to parry other Mega-Damage blades, magic swords and other melee **weapons** (not energy blasts) without damage to the Demon Claws. While a flaming sword and other magical energy weapons can be **parried/knocked** away, the Claws can not grab and hold energy weapons without taking triple damage to the Demon Claws' M.D.C., plus the wearer will suffer 2D6 M.D. per melee round (15 seconds) that the weapon is held. Can not be used to parry arrows, bullets or energy blasts, but can be used to try to parry thrown weapons/objects such as spears, rocks, and throwing irons at -3.

P.P.E. Cost: 250 points to create, but only 25 P.P.E. (or 50 I.S.P.) to activate.

Duration: 15 minutes per 25 P.P.E. pumped into them.

Bonus: +1 to strike, +2 to parry, +2 to disarm, +2 to pull punch.

Penalties: -2 to strike when using a gun, and -30% to any skill requiring manual dexterity, from picking pockets and doing artwork to computer operation and piloting. Both gauntlets are required for the magic to work.

Cost: One to two million credits. Rare in most places in North **America**, but there are at least 1000 pair distributed among the leaders of **Tolkeen's** defense force (typically military officers and extraordinary warriors). **Brodkil** and Gargoyles adore them (as do many of the more savage D-Bees and warrior types) and will do almost anything to win a pair as a reward for their valor. Remember, the user must have sufficient P.P.E. or I.S.P. to activate and use the claws.

Mega-Damage by Supernatural Strength: Those with a P.S. of 18 to 23 can *lift and carry 50 times* their P.S. attribute number. This means a creature with a P.S. of 24 can actually carry 1200 pounds (540 **kg**)! Creatures with a strength of 17 or less are equal to humans: P.S. **x10** in pounds (x4.5 in **kilo**-grams).

P.S. 15 or less: Only inflicts 1D6 S.D.C. on a restrained punch, 4D6 S.D.C. on a full strength punch or 1D4 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks.

P.S. 16 to 20: Inflicts 3D6 S.D.C. on a restrained punch, 1D6 M.D. on a full strength punch, or 2D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. **P.S. 21 to 25:** Inflicts 4D6 S.D.C. on a restrained punch, 2D6 M.D. on a full strength punch, or 4D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. **P.S. 26 to 30:** Inflicts 5D6 S.D.C. on a restrained punch, 3D6 M.D. on a full strength punch, or 6D6 M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added to S.D.C. attacks. **P.S. 31 to 35:** Inflicts 5D6 S.D.C. on a restrained punch, 4D6 M.D. on a full strength punch, or **1D4x10** M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 36 to 40: Inflicts 6D6 S.D.C. on a restrained punch, 5D6 M.D. on a full strength punch, or **1D6x10** M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 41 to 50: Inflicts **1D6x10** S.D.C. on a restrained **punch**, 6D6 M.D. on a full strength punch, or **2D4x10** M.D. on a power punch (counts as two melee attacks). P.S. bonuses are added only to S.D.C. attacks.

P.S. 51 to 60: Inflicts 1D6 M.D. on a restrained punch, **1D6x10** on a full strength punch, or **2D6x10** on a power punch (counts as two melee attacks). P.S. bonuses not applicable.

Note: Some supernatural creatures will have a greater or weaker damage than the above table provides. These are **exceptions** to the general rule and will be evident in the descriptions of **specific** creatures. **Biting attacks, tails and tentacles** typically inflict half the M.D. of a punch unless the maw is especially large or powerful, then a bite could inflict the same damage or more.

TW Knucklebusters

These simple and comparatively low profile weapons are used to give ordinary humans and D-Bees Mega-Damage punching power, as well for sucker punching **one's** opponent. They are ideal for undercover operatives, spies, assassins, thieves, practitioners of magic and physically **weak/mortal** characters because they are small, easy to conceal, easy to use, and turn an ordinary Joe into a Mega-Damage **weapon/puncher**. Of course they are most effective in the hands of a trained warrior.

Knucklebusters resemble traditional brass knuckles or a heavy, studded plate affixed to the back of one's glove or gauntlet, across the knuckles or base of the fingers. Activate and punch to do damage; only inflicts M.D. when used to punch, striking with the knuckles.

Manufacturer: Exclusive to **Tolkeen!**

Weight: One pound (0.45 kg) each.

Mega-Damage: 1D6 M.D. per hit.

P.P.E. Cost: 85 P.P.E. to create, 12 P.P.E. (or 24 I.S.P.) to activate.

Penalties: The weight and **rigidness** of the Knucklebusters inflicts a -10% penalty on all skills requiring manual dexterity; **-1** to strike when using a gun. One **Knucklebuster** or two (one on each hand) can be used in combat; one for each hand is recommended (true warriors wouldn't have it any other way).

Duration: Five minutes (20 melees) per 12 P.P.E.

Cost: 250,000 credits for one, 450,000 for a pair. They are incredibly popular so they are hard to find. An estimated 5,000 are distributed among the Tolkeen freedom fighters.

TW Spin-Disks Shooters

Spin-Disks look like the circular, toothy blade of a hand-held buzz saw. Most are roughly the size of a **Frisbee** or paper plate and fired either from a crossbow-looking weapon or heavy forearm guards. The disks are launched from the bow or forearm housings to become lethal spinning disks like an M.D. flying buzz saw blade. If there is a drawback to the use of Spin-Disks, it is that they can only be fired one at a time, must be manually reloaded after each shot (like a crossbow bolt) and make a loud buzz saw noise once launched so they are not particularly well suited for stealth (but then most conventional "guns" aren't).

Weight: 2 **lbs** (0.9 kg) for forearm mounted weapon guards and 5 **lbs** (2.25 kg) for a crossbow-styled shooter.

Mega-Damage: 3D6 M.D. each. Can be used as a paired **weapons** when mounted on both forearms, **inflicting** 6D6 M.D. per simultaneous dual shot at the *same* target or 3D6 M.D. at two different targets. However, when shooting at two different targets, NO bonuses to strike apply to hitting either one (the equivalent of shooting wild; natural dice rolls only, roll for each target).

Rate of Fire: Same as W.P. Archery if that skill is known, otherwise each shot and each act of reloading counts as a melee **attack/action** (i.e. four attacks per round means two shots with this weapon).

Effective Range: Crossbow: 700 feet (**213 m**; the disk is not as aerodynamic as an **arrow/bolt**), forearm launcher: 400 feet (122 m).

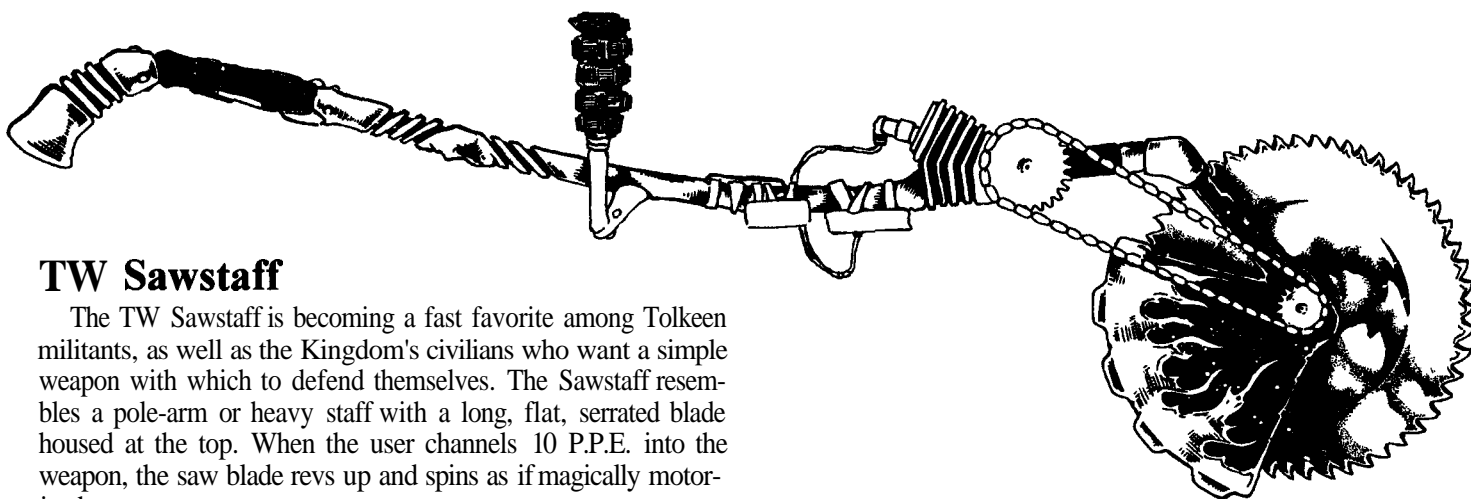
P.P.E. Cost: 143 to create either type. Five points to charge each disk to make it a magical M.D. attack (otherwise it does 3D6 **S.D.C./Hit** Point damage; silver edged blades will do 6D6 damage to the **undead** and other creatures vulnerable to silver).

Bonus: +1 to strike.

Duration: Becomes a normal S.D.C. weapon after it is thrown and hits something. May be charged in advance with the TW **weapon**, retaining its charge for 15 minutes per level of the user.

Cost: 65,000 credits for the crossbow-style gun (has 25 M.D.C.), 95,000 for one forearm launcher that comes as a

vambrace that attaches to the arm or armor (has 12 M.D.C. as a protective covering).



TW Sawstaff

The TW Sawstaff is becoming a fast favorite among Tolkeen militants, as well as the Kingdom's civilians who want a simple weapon with which to defend themselves. The Sawstaff resembles a pole-arm or heavy staff with a long, flat, serrated blade housed at the top. When the user channels 10 P.P.E. into the weapon, the saw blade revs up and spins as if magically motorized.

While active, the saw blade produces an **unnervingly** loud buzzing sound that makes the weapon wholly unsuitable for stealth, but also produces a Horror Factor of 10. Any enemy who meets a Sawstaff wielder at 10 feet (3 m) or less must save vs that Horror Factor or be momentarily paralyzed with fear. Likewise, the first time one is hit by a TW Sawstaff, the wounds produced are so gruesome that the victim must save against a Horror Factor of 12 or again be stunned by shock. (Note: Tolkeen and CS soldiers who have been assigned to the front for

more than six months are typically familiar with this weapon and are *immune* to its Horror Factor effects. However, "green" CS troops, mercenaries and adventurers might not be so accustomed to it.)

Weight: 6 lbs (2.7 kg).

Mega-Damage: 3D6+2 M.D. per strike.

P.P.E. Cost: 88 points to create, 15 to activate.

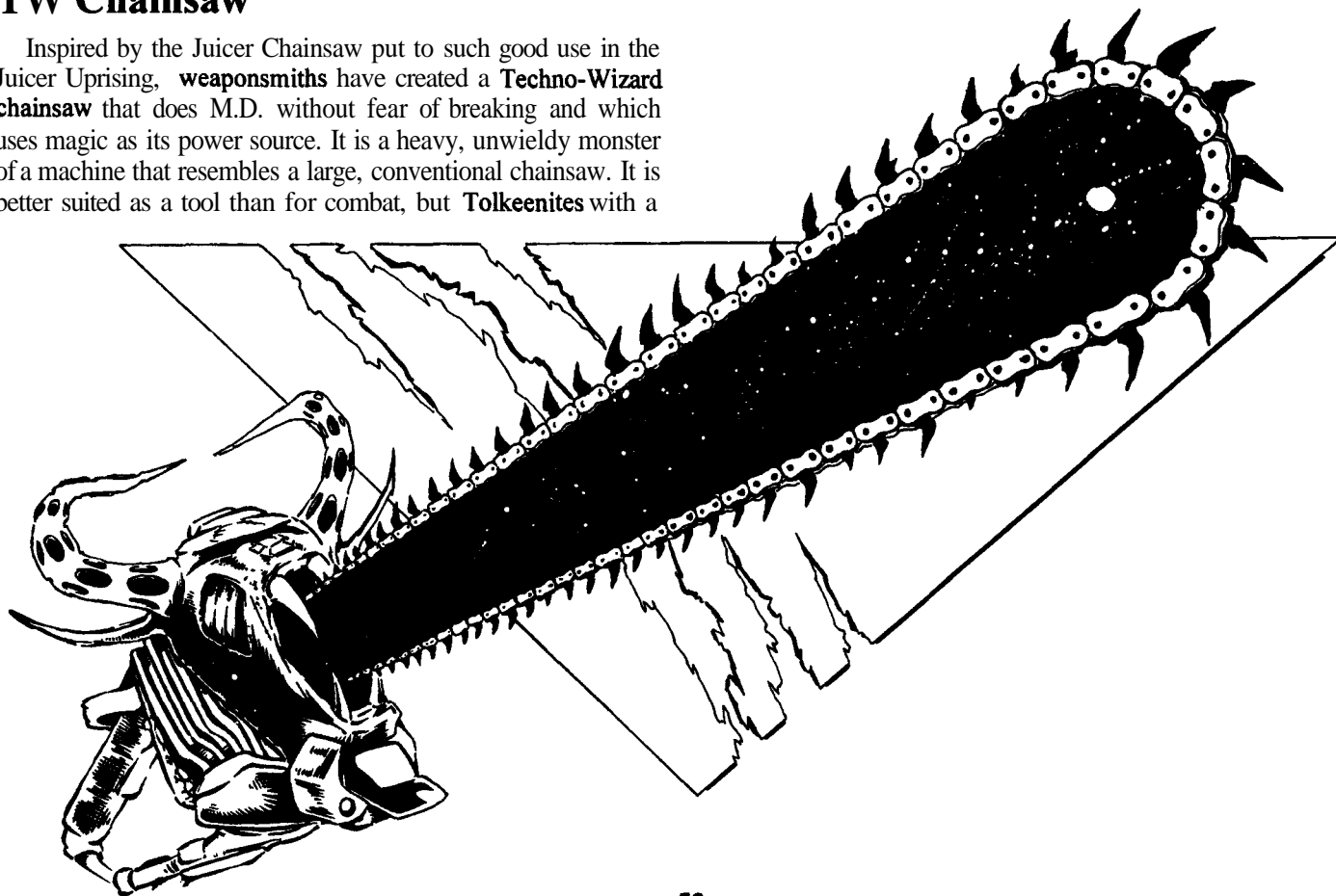
Duration: Six minutes (24 melees) per 15P.P.E. (or 30 I.S.P.).

Bonus: +1 to strike and +2 to parry.

Cost: 110,000 credits.

TW Chainsaw

Inspired by the Juicer Chainsaw put to such good use in the Juicer Uprising, **weaponsmiths** have created a **Techno-Wizard chainsaw** that does M.D. without fear of breaking and which uses magic as its power source. It is a heavy, unwieldy monster of a machine that resembles a large, conventional chainsaw. It is better suited as a tool than for combat, but **Tolkeenites** with a



P.S. of 30 or higher (including **Brodkil**, **Gurgoyles** and other beings with supernatural or great strength) find the device to be worth the weight and clumsiness. Those with a P.S. below 30 are -4 to strike and -6 to parry with this weapon. Moreover, any missed roll "to hit" has a **01-25%** chance of accidentally hitting the user or someone or something nearby with the blade! More than one foolish user has sawed himself to death this way. While active, the TW **Chainsaw** has the same Horror Factor effects as the TW **Sawstaff**. In addition to use as a cutting "weapon," it is ideal for cutting through Mega-Damage chains, doors, and fortifications.

Manufacturer: Exclusive to Tolkeen and Colorado Baronies.

Weight: **30 lbs** (13.6 kg).

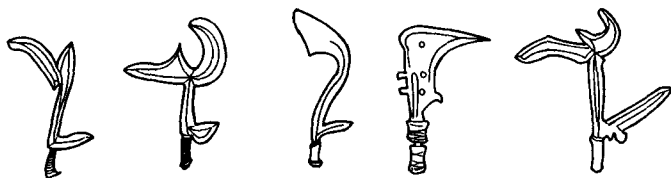
Mega-Damage: **1D4x10** M.D. per strike.

P.P.E. Cost: **132** to create, 20 P.P.E. (or **40 I.S.P.**) to activate.

Duration: Three minutes (**12** melee rounds) per 20 P.P.E.

Penalties: The weight, bulk and shape of the "chain saw" makes it a poor combat weapon. -4 to strike and -6 parry if P.S. is 22-29 or not a Supernatural P.S. of 18 or better. Those with a P.S. below 22 are -8 to strike and unable to parry with it at all.

Cost: **160,000** credits.



TW Throwing Irons

Techno-Wizard Throwing Irons are small throwing disks like **Shurikens** or African style blades that fly in a rotating motion when thrown. They look like traditional versions except for a small clear or light blue crystal in the center of the disks or the hilt of the blades. By temporarily charging the crystal with P.P.E., the weapon becomes a light Mega-Damage weapon. They also are comparatively **silent**, except for the swooshing sound as they cut through the air, which makes them a favorite weapon of assassins, thieves, spies and Special Forces.

Weight: Half to one pound (0.23 to 0.45 kg) each.

Mega-Damage: **1D6** M.D. each for **shuriken** to saucer plate-sized disks, **2D4** for large paper-plate or **Frisbee-sized** throwing disks (never bigger, usually **shuriken-sized**), and **2D6** M.D. for African throwing irons or Australian boomerang style throwing irons. If made of, or lined in, silver the weapon does double damage to creatures vulnerable to the metal (damage is Hit Point equivalent damage to vampires).

Rate of Fire: Equal to number of hand to hand attacks per melee.

As many as two small, shuriken type and sized weapons can be thrown simultaneously, one-handed. Likewise, *one* (large or small) throwing iron in each hand can be thrown simultaneously to count as **ONE** melee attack, but only if the character has either the Paired Weapons or Targeting skill. Otherwise, the two-fisted attack counts as two melee actions. A simultaneous dual toss at the *same* target requires one roll to strike; either both hit or both miss, normal bonuses apply. If throwing at two different targets **NO** bonuses to strike apply to hitting either one; natural dice rolls only, and roll to hit for each target.

Effective Range: 200 feet (61 m); farther than a **nonmagical** throw.

P.P.E. Cost: 45 to create the weapon — two to activate and turn into an M.D. weapon.

Bonus: Normal P.P., combat and skill bonuses.

Duration: Becomes a normal S.D.C. weapon after it is thrown and hits something. May be charged in advance, with the TW weapon retaining its charge for 15 minutes per level of the user.

Cost: 25,000 credits each.

Techno-Wizard Small Arms/Guns

Shortly before the Coalition began besieging Tolkeen, the city went on an unprecedented weapons spree, buying, building and stealing whatever they could find to arm both its military defenders and its populace. Most prominent among these efforts was a drive to mass produce as many hand-held TW weapons as possible. For the most part, **Tolkeen's** weapons engineers relied on designs invented by the **Techno-Wizards** of the past, **Stormspire** or the "New West." The reason, simply because it was quicker and easier to buy from Stormspire or the Colorado Baronies and build lots of **knock-offs** than to design and create entirely new weapons from the ground up. The leaders at Tolkeen knew the mounting CS troops and growing military aggression meant all-out war was quickly coming upon them, so they had to act quickly and decisively. Note: Buying in bulk, Tolkeen paid as little as one third the list prices.

TW Weapon Notes

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.

Cost: 40,000 credits each; it is basically a limited, energy storage talisman. This cost is half for recognized citizens and citizen-defenders of Tolkeen; 32,000 credits for mercenaries and allies.

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, but at Tolkeen and Freehold the cost is as low as 6,000 credit for

those fighting against the Coalition; free to officially recognized **Tolkeen** defenders and militia.

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, or 20 P.P.E. per blast for most rifles.

Listed Prices: These are the **standard**, average prices. The cost will vary up or down (usually up) by **10-40%** depending on availability, who is selling it and who is buying it (desperation and prejudice may have an influence on the price). In and around Tolkeen, the common **Techno-Wizard** weapons, armor and items currently sell for **20-40%** below list price. However, truly powerful and rare items command prices at **200-500%** above the usual list price. This is true of most weapons.

TW Small Arms Summary from other Rifts® Books

See the respective title for a complete description and illustration. Also see the Rifts® **RPG** for more info on the **Techno-Wizard** O.C.C. and making TW devices.

TW Pistol & Revolvers

TW Firebolt Pistol: **Manufacturer:** Stormspire. Weight: 3 **lbs** (1.4 kg), M.D.: 4D6 per blast of magic fire, Rate of Fire (RoF): Single shot, each blast counts as one melee attack. Range: 450 ft (137 m), Payload: 10 shots, Cost: Gun: 80,000 credits, P.P.E. clip: 40,000 cr. Publication: *Federation of Magic™*, page 113.

TW Jammer Pistol: **Manufacturer:** Stormspire. Weight: 1.2 **lbs** (0.54 kg), M.D.: None, disrupts other machines and weapons. Whatever weapon or machine is hit by the blast is temporarily "jammed" (won't shoot or do what it is supposed to do) for one melee round (15 seconds). Effectively the same effect as the 7th level *Negate Mechanics* spell at 3rd level power (see *Federation of Magic*, page 142). RoF: Single shot, each blast counts as one melee attack. Range: 600 ft (183 m), Payload: 10 shots, Cost: Gun: 75,000 credits, P.P.E. clip: 40,000 cr. Publication: *Federation of Magic™*, page 113.

TW (standard) Laser Pistol: **Manufacturer:** Tolkeen, Stormspire and others; common. Weight: 2 **lbs** (0.9 kg), M.D.: 2D6 per blast of magic fire, Rate of Fire (RoF): Single shot, each blast counts as one melee attack. Range: 800 ft (224 m), Payload: 10 shots (costs 7 P.P.E. to **reload/recharge** completely). The Stormspire version with a P.P.E. clip has 24 shots. Cost: Gun: 50,000 credits, Stormspire versions cost 90,000 with a P.P.E. clip. Publication: *Federation of Magic™*, page 113.

TW Shard Pistol: **Manufacturer:** Stormspire. Weight: 2.5 **lbs** (1.1 kg), M.D.: 3D4 per single shot (fires ice fragments like a sub-machinegun) or 4D6 M.D. per short burst (uses up three shots). RoF: Single shot or short burst only; each shot or burst counts as one melee attack. Range: 700 ft (213 m), Payload: 12 shots, Cost: Gun: 72,000 credits, P.P.E. clip: 40,000 cr. Publication: *Federation of Magic™*, page 113.

TW Shock Pistol: **Manufacturer:** Stormspire. Weight: 2 **lbs** (0.9 kg), M.D.: 2D6 per single bolt of electricity. RoF: Single shot only; each shot counts as one melee attack. Range: 330 ft (100.6 m), Payload: 10 shots, Cost: Gun: 52,000 credits, P.P.E. clip: 40,000 cr. Publication: *Federation of Magic™*, page 113. Note: Popular for its reasonable fire-power and comparatively

low cost. Common among the ordinary citizens of Tolkeen (sells at Tolkeen for around 30,000 **cr.**).

TW **Starfire** Pistol: **Manufacturer:** Stormspire. Weight: 2 **lbs** (0.9 kg), M.D.: 3D6 per single shot of blue-white energy bolt. RoF: Single shot only; each shot counts as one melee attack. Range: 1000 ft (305 m), Payload: 12 **shots**, Cost: Gun: 80,000 credits, P.P.E. clip: 40,000 cr. Publication: *Federation of Magic™*, page 113.

TW Telekinetic (TK) Pistol: **Manufacturer:** Stormspire, Colorado Baronies, Tolkeen & others, Weight: 2-3 **lbs** (0.9 to 1.4 kg), M.D.: 2D4 per single bolt of **telekinetic** force (3D6 M.D. at a ley line). RoF: Single shot only; each shot counts as one melee attack. Range: 600 ft (183 m), Payload: 15 shots for a standard TK pistol, 30 for a Stormspire weapon with a P.P.E. clip. The Tolkeen and most other versions of this weapon does not use a P.P.E. clip and requires one P.P.E. (or 2 I.S.P.) to **reload/recharge** the weapon with one TK round. Cost: Gun: 65,000 credits, P.P.E. clip: 40,000 cr. Publication: *Psyscape™*, page 155. Note: Telekinetic firearms have been one of the oldest and easiest TW weapons to manufacture. By amplifying and directing telekinetic energy, TK firearms hit their targets with bullet-hard bolts **of force**. Many of the New West revolvers fire TK bolts.

TW-38 Endless Revolver: **Manufacturer:** Colorado Baronies & Tolkeen. Weight: 2.5 **lbs** (1.12 kg), Damage: 4D6 S.D.C. per single bolt (can not inflict M.D.), RoF: Single shot only; each shot counts as one melee attack. Range: 500 ft (152 m), Payload: 38, Cost: Gun: 30,000 credits — 6 P.P.E. or 12 I.S.P. to reload. Publication: *New West™*, page 214.

TW-45 Revolver ("Six **Shooter**"): **Manufacturer:** Colorado Baronies, Tolkeen & others, Weight: 2.5-3 **lbs** (1.1 to 1.4 kg), M.D.: 1D6 per single bolt, RoF: Single shot only; each shot counts as one melee attack. Range: 500 ft (152 m), Payload: Six **shots**, Cost: Gun: 45,000 credits — 6 P.P.E. or 12 I.S.P. to **reload/recharge**. Publication: *New West™*, page 214.

TW Spitfire Revolver: **Manufacturer:** Colorado Baronies, Tolkeen, Stormspire & others, Weight: 3 **lbs** (1.4 kg), M.D.: 3D6 per single mini-fireball. RoF: Single shot only; each shot counts as one melee attack. Range: 500 ft (152 m), Payload: Six shots, Cost: Gun: 65,000 credits — 10 P.P.E. or 20 I.S.P. to **reload/recharge**. Publication: *New West™*, page 215.

TW **Thundergun** Revolver: **Manufacturer:** Colorado Baronies & Tolkeen, Weight: 3 **lbs** (1.4 kg), Damage: 3D6 S.D.C. damage to mortal beings like humans, but 5D6 M.D. to practitioners and creatures of magic, and 1D6x10 to supernatural beings per single magical bolt of energy. RoF: Single shot only; each shot counts as one melee attack. Range: 200 ft (61 m), Payload: Six shots, Cost: Gun: 70,000 credits — 10 P.P.E. or 20 I.S.P. to **reload/recharge**. Publication: *New West™*, page 215.

TW Rifles & Shotguns

TW **Disrupter Gun:** **Manufacturer:** Stormspire. Weight: 8 **lbs** (3.6 kg), M.D.: The effect is the same as if an *Energy Disruption* spell has been cast. Affects one specific target per shot. RoF: Single shot only; each shot or burst counts as one melee attack. Range: 500 ft (152 m), Payload: Five **shots**, Cost: Gun: 150,000 credits, P.P.E. clip: 40,000 cr. Publication: *Federation of Magic™*, page 114.

TW Fireburst Rifle: **Manufacturer:** Stormspire, Tolkeen, Colorado Baronies & others. **Weight:** 10 **lbs** (4.5 kg), **M.D.:** 3D6+6 per single shot or 3D6+6x2 for a three round burst of mini-fireballs, or x3 for a five round burst. A spray or shooting wild uses up 10 blasts and does 3D6+6 M.D. to 1D6 different targets. **RoF:** Single shot or burst. **Range:** 1200 ft (366 m), **Payload:** 20 single fireballs, **Cost:** Gun: **150,000 credits**, **P.P.E. clip:** 40,000 cr. **Note:** The Tolkeen and other manufacturers' versions of this weapon do not use a P.P.E. clip and requires **18P.P.E.** or 36 I.S.P. to **reload/recharge** the weapon with 10 fireballs. **Publication:** *Federation of Magic™*, page 115.

TW Eagle Eye Marksman Rifle: **Manufacturer:** Colorado Baronies & Tolkeen. **Weight:** 6 **lbs** (2.7 kg), **M.D.:** 2D6 per single laser-like blast. **RoF:** Single shot only; each shot counts as one melee attack. **Range:** 1800 ft (548 m), **Bonuses:** See the invisible, **nightvision**, and telescopic enhancement, +1 to strike. **Payload:** Six laser blasts. Requires 15 P.P.E. or 30 I.S.P. to **reload/recharge** the weapon with six more shots. **Cost:** Gun: 80,000 credits. **Publication:** *New West™*, page 216.

TW Force Cannon (heavy rifle/bazooka type weapon): Two-man heavy weapon or can be used by those with a P.S. 24 or higher. **Manufacturer:** Stormspire & Tolkeen. **Weight:** 42 **lbs** (18.5 to 1.4 kg), **M.D.:** 1D6x10 per single bolt of telekinetic force (3D6 M.D. at a ley line). **RoF:** Single shot only, each shot as one melee attack. **Range:** 2000 ft (610 m), **Payload:** Six shots. **Note:** The Tolkeen version of this weapon does not use a P.P.E. clip and requires 32 P.P.E. or 64 I.S.P. to **reload/recharge** the weapon with two force blasts. **Publication:** *Federation of Magic™*, page 115. **Cost:** Gun: 300,000 credits, **P.P.E. clip:** 40,000 cr; rare. **Publication:** *Federation of Magic™*, page 115.

TW Hellfire Shotgun: **Manufacturer:** Colorado Baronies & Tolkeen. **Weight:** 6 **lbs** (2.7 kg), **M.D.:** 6D6 per single fire ball. **RoF:** Single shot only; each shot counts as one melee attack. **Range:** 300 ft (91.5 m), **Payload:** Two fire balls. Requires 16 P.P.E. or 32 I.S.P. to **reload/recharge** the weapon with two fire balls. **Cost:** Gun: 60,000 credits. **Publication:** *New West™*, page 217.

TW Nova Rifle: **Manufacturer:** Stormspire & Tolkeen. **Weight:** 10 **lbs** (4.5 kg), **M.D.:** 1D4x10 per single bolt of red, swirling energy. **RoF:** Single shot only; each shot counts as one melee attack. **Range:** 1200 ft (366 m), **Payload:** Eight shots. **Note:** The Tolkeen version of this weapon does not use a P.P.E. clip and requires 25 P.P.E. or 50 I.S.P. to **reload/recharge** the weapon with two energy blasts. **Cost:** Gun: **130,000 credits**, **P.P.E. clip:** 40,000 cr.; rare. **Publication:** *Federation of Magic™*, page 114.

TW Old Lightning Rifle: **Manufacturer:** Colorado Baronies & Tolkeen. **Weight:** 7 **lbs** (3.1 kg), **M.D.:** 5D6 per single lightning bolt. **RoF:** Single shot only; each shot counts as one melee attack. **Range:** 1200 ft (366 m), **Payload:** Six bolts. Requires 15 P.P.E. or 30 I.S.P. to **reload/recharge** the weapon with one bolt. **Cost:** Gun: 80,000 credits. **Publication:** *New West™*, page 216.

TW Sapper Sawed-Off Shotgun: **Manufacturer:** Colorado Baronies, Tolkeen, Stormspire & others. **Weight:** 6 **lbs** (2.7 kg), **M.D.:** 4D6 to magic barriers, including force fields and armor. Against living opponents it drains its victims of **P.P.E.:** Mortal beings lose 1D6 P.P.E. points, practitioners of magic 3D6, and the supernatural or creatures of magic 4D6 points. **RoF:** Single shot only. **Range:** 600 ft (183 m), **Payload:** Stormspire clip holds

12 shots, but most other types can store up to 24. **Cost:** Gun: 175,000 credits, **P.P.E. clip:** 40,000 cr (12 shots). **Costs** 10 P.P.E. or 20 I.S.P. to **load/store** one "sapping" energy bolt. **Publication:** *New West™*, page 217.

T.W. Snare Gun: **Manufacturer:** Colorado Baronies, Tolkeen, Stormspire & others. **Weight:** 4 **lbs** (1.8 kg), **M.D.:** Creates/fires a Magic Net as per the spell of the same name at 5th level spell strength. **RoF:** Single shot only. **Range:** 600 ft (183 m), **Payload:** Stormspire: 8 nets per clip, other types of Snare Guns can store only two at a time. **Cost:** Gun: 175,000 credits, **P.P.E. clip:** 40,000 cr. **Costs** 12 P.P.E. or 24 I.S.P. to **load/store** two Magic Nets into the gun. **Publication:** *New West™*, page 217.

TW Sonic Rifle: **Manufacturer:** Stormspire. **Weight:** 8 **lbs** (3.6 kg), **M.D.:** Unleashes a modified version of the Shockwave spell. Damage is as per the spell to all around the target, but the primary target is struck with double damage. **RoF:** Single shot only. **Range:** 600 ft (183 m), but the shockwave affects everything within a 30 foot (9 m) radius around it. **Payload:** Five per clip. **Cost:** Gun: 320,000 credits, **P.P.E. clip:** 40,000 cr (five shots); rare. **Publication:** *Federation of Magic™*, page 116.

TW Storm Rifle: **Manufacturer:** Stormspire & Tolkeen. **Weight:** 8 **lbs** (3.6 kg), **M.D.:** 5D6 per single bolt of lightning or the equivalent of a 3rd level Wind Rush spell. **RoF:** Single shot only, each shot counts as one melee attack. **Range:** Lightning: 2000 ft (610 m), Wind Rush: 1000 ft (305 m). **Payload:** Six shots. **Note:** The Tolkeen version of this weapon does not use a P.P.E. clip and requires 20 P.P.E. or 40 I.S.P. to **reload/recharge** the weapon with one energy or wind blast. **Cost:** Gun: 280,000 credits, **P.P.E. clip:** 40,000 cr. (six blasts). **Publication:** *Federation of Magic™*, page 115.

TW Starfire Pulse Cannon: **Manufacturer:** Stormspire & Tolkeen. **Weight:** 124 **lbs** (55.8 kg), **M.D.:** 2D6x10 per single bolt of energy. **RoF:** Single shot only, each shot counts as one melee attack. **Range:** 2000 ft (610 m). **Payload:** Two shots per P.P.E. clip. **Note:** The Tolkeen version of this weapon does not use a P.P.E. clip and requires 50 P.P.E. or 100 I.S.P. to **reload/recharge** the weapon with one energy blast. **Cost:** Cannon: 520,000 credits, **P.P.E. clip:** 40,000 cr. (Stormspire cannons hold eight clips for 16 shots). Very rare outside of Stormspire in the Magic Zone. **Publication:** *Federation of Magic™*, page 116.

TW Super-Six Carbine Rifle: **Manufacturer:** Colorado Baronies & Tolkeen. **Weight:** 5-8 **lbs** (2.3 to 3.6 kg), **M.D.:** 2D6 per single bolt of energy. **RoF:** Single shot only, each shot counts as one melee attack. **Range:** 1500 ft (457 m), **Payload:** Six shots, **Cost:** Gun: 80,000 credits — 15P.P.E. points to **reload/recharge** or 30 I.S.P. **Publication:** *New West™*, page 215.

TW Telekinetic Assault Rifle: **Manufacturer:** Stormspire, Colorado Baronies, Tolkeen & others, **Weight:** 7 **lbs** (3.1 kg), **M.D.:** 2D4 per single bolt of telekinetic force (3D6 M.D. at a ley line) or 3D6 M.D. per burst (5D6 M.D. at ley lines). **RoF:** Single shot or three round burst; each counts as one melee attack. **Range:** 1500ft (457.2 m), **Payload:** 15 shots for a standard **TK Rifle**, 30 for a Stormspire rifle with a P.P.E. clip. The Tolkeen and most other versions of this weapon does not use a P.P.E. clip and requires One P.P.E. (or 2 I.S.P.) to **reload/recharge** the weapon with one TK round. **Cost:** Gun: 90,000 credits, **P.P.E. clip:** 40,000 cr. **Publication:** *Psyscape™*, page 155.

TW Windblaster Rifle (a.k.a. "Wind-Chester"): Manufacturer: **Stormspire**, Colorado Baronies & **Tolkeen**. Weight: **7 lbs** (3.1 kg), M.D.: The equivalent of a 5th level Wind Rush spell. RoF: Single shot only, each shot counts as one melee attack. Range: 300 ft (91.5 m). Payload: Two wind blasts. Note: The Tolkeen version of this weapon does not use a P.P.E. clip and requires 25 P.P.E. or 50 I.S.P. to **reload/recharge** the weapon with two wind blasts. Cost: Gun: 90,000 credits, P.P.E. clip: 40,000 credits (holds eight blasts). Publication: *New West™*, page 216.

Anti-Vampire Weapons

Techno-Wizard Water Blasters

Note: See *Rifts® World Book One: VampireKingdoms™* for other weapons and means of combating the **undead**. Manufacturers: Tolkeen, Colorado **Baronies**, Stormspire & others.

These weapons are typical looking squirt guns or real looking automatic weapons (can not fire bullets) that appear to be empty. However, when 10 P.P.E. or 20 I.S.P. are pumped into the blaster, it will fire a high-powered jet of water. **Payload and Rate of Fire:** The typical weapon can fire 40 bursts before requiring a recharge of 10 P.P.E. or 20 I.S.P. The rate of fire is identical to automatic and energy weapons, generally meaning as often as one can pull the trigger. However, the conditions for *aimed shots*, *bursts*, and *wild shooting* also applies (as do **auto-**matic weapon W.P. bonuses and skills). Thus rapid-fire is less aimed and less likely to strike than a careful aimed shot.

The great thing about Techno-Wizard water blasters is that they do not require a reservoir of water, the water just magically appears, which makes them more durable, light weight (no water weight!) and easy to use. The range is also significantly greater than conventional toy-like water guns.

TW Plastic Water Pistol: Range: 150 feet (46 m). Weight: 6 ounces (170 grams). Damage to Vampires: 2D6 Hit Points. Payload: 40 blasts. Cost: 6000 credits.

TW Metal Water Pistol: Range: 200 feet (61 m). Weight: 2 lbs (0.9 kg). Damage to Vampires: 2D6 hit points. Payload: 40 blasts. Cost: 10,000 credits. Greater durability. Any existing automatic pistol can be converted.

TW Pump Style Water Pistol or Sawed-off Shotgun: Range: 200 feet (61 m). Weight: 1 lb (.45 kg) for plastic or 5 lbs (2.3 kg) for metal. Damage to Vampires: 4D6 Hit Points; wider concentrated blast (more water). Payload: 40 blasts. Cost: 20,000 credits. Greater damage.

TW Full Size Water Shotgun: Range: 300 feet (91 m). Weight: 3 lbs (1.35 kg) for plastic or 7 lbs (3.2 kg) for metal. Damage to Vampires: 5D6 Hit Points. Payload: 40 blasts. Cost: 25,000 credits. Greater damage.

TW Full Size Water Rifle: Range: 600 feet (182 m). Weight: 1 lb (.45 kg) for plastic or 6 lbs (2.7 kg) for metal. Damage to Vampires: 4D6 Hit Points. Payload: 40 blasts. Cost: 40,000 credits. Greater range. Any existing rifle can be converted into a water rifle.

TW Rifle and Water Grenade Launcher: Range: 600 feet (182 m). Weight: 5 lbs (2.3 kg) for plastic or 11 lbs (5 kg) for metal. Damage to Vampires: Rifle blast: 4D6 Hit Points; the grenade is a concentrated ball of water that erupts on impact covering its target in water (approx. 15 gallons of water to a 10

ft/3 m area) inflicting **1D4x10** Hit Point damage. Payload: 20 blasts. Cost: 60,000 credits. Limited Rate of Fire: Can fire grenade only two times per melee and each grenade counts as two rifle blasts. Not available as hand thrown grenades.

TW Water Cannon Bazooka: Range: 600 feet (182 m). Weight: 5 lbs (2.3 kg) for plastic or 11 lbs (5 kg) for metal. Damage to Vampires: **2D4x10** Hit Points; fires a concentrated ball of water that erupts on impact covering its target in water (approx. 30 gallons of water to a 10 ft/3 m area). Payload: 20 blasts. Cost: 70,000 credits. Limited Rate of Fire: Can shoot only three times per melee.

TW Water Cannon: This weapon looks like a two-handed flame thrower with hose and small, one gallon hip or back tank. Range: 300 feet (91 m). Weight: 5 lbs (2.3 kg) for plastic or 11 lbs (5 kg) for metal. Damage to Vampires: 3D6x10 Hit Points; fires a high pressure stream of water the full 300 foot length, covering its target in water (approx. 50 gallons of water to a 10 ft/3 m impact area). Payload: 20 blasts. Cost: 150,000 credits. Limited Rate of Fire: Can shoot only six times per melee.

TW Vampire Water Field: The TW water field is a silly, but amazingly popular device with people in the vampire plagued west. The basic device is a compact backpack that weighs five pounds (2.3 kg). When activated by 10 P.P.E. or 20 I.S.P., an umbrella-like tube framework (no protective membrane) sprouts up and sprays water all around the individual wearing the pack (some of the water hits the wearer too, especially if moving or on a windy day). Despite the ridiculousness of the "portable shower," as it is frequently **called**, the device does keep vampires away. A vampire will suffer 3D6 H.P. damage every time he steps into the shower of water. Duration: Five minutes. Range: 2 feet (.6 m) around the wearer. Cost: 50,000 credits.

TW Modified Wood Firing Rail Gun: This is a very rare and expensive weapon said to have been developed by a Techno-Wizard at **Lazlo** with the help of a wizard from another dimension (Palladium). Any rail gun can be magically converted, but the lighter models are preferred because they can be used by more people. Like the TW water weapons, no external ammunition drum is **required**, only the rail gun itself; the rapid fired wood shards magically appear. Normal rail gun rounds can not be fired from these weapons.

Damage A burst inflicts **1D4** M.D. or **3D6x10** H.P. to vampires. Range: **4000 ft (1219 m)**.

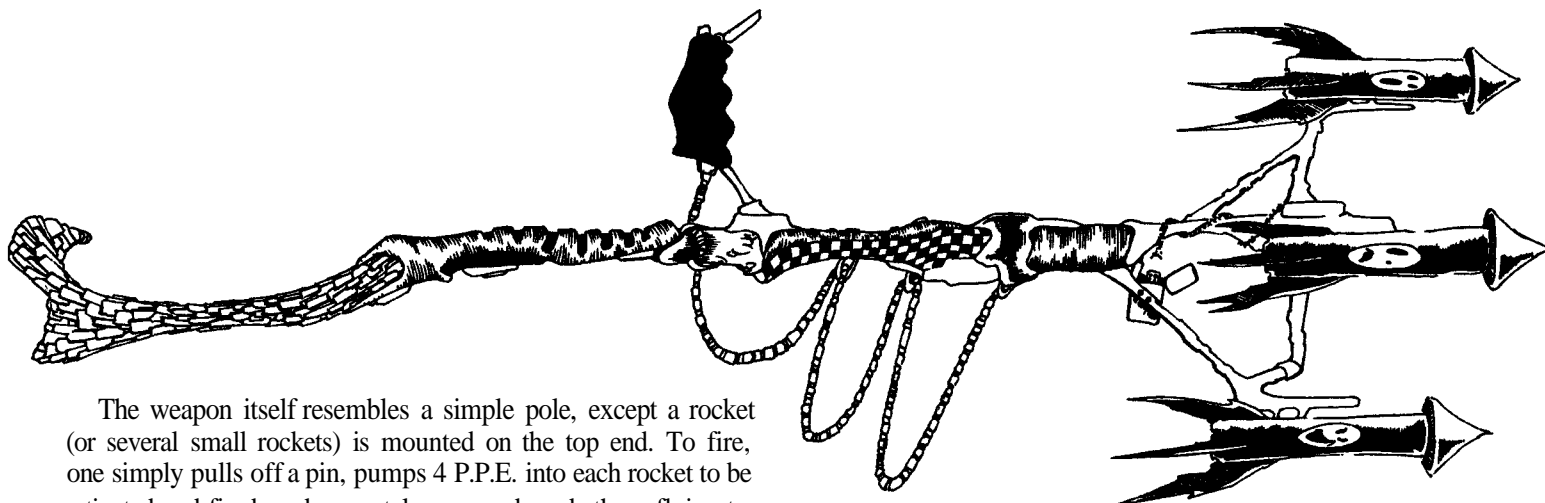
Payload: 40 bursts per every 20 P.P.E. or **40 I.S.P.**

Cost: 500,000, very rare, but becoming more common as other **Techno-Wizards** learn the magic.

TW Rocket Staff

The Rocket Staff is roughly the equivalent of a LAW rocket launcher. Actually, this TW device resembles an old Chinese fireworks rocket on a long launch **shaft/stick/staff**. In terms of **firepower**, one might be better off using a conventional plasma ejector or a more powerful TW small arm, but as fans of the rocket staff like to point out, this weapon has **style!**

The Rocket Staff can hold one large rocket, or six "mini-rockets" (reminiscent of Roman Candles) bundled together and fired in pairs or volleys at Coalition vehicles, power armor, robots and long-range targets.



The weapon itself resembles a simple pole, except a rocket (or several small rockets) is mounted on the top end. To fire, one simply pulls off a pin, pumps 4 P.P.E. into each rocket to be activated and fired, and a mental command sends them flying to their target (must have visual contact; optical augmentation can be used to view long-range targets).

Weight: Varies with rocket type and size. 2-10 **lbs** (0.9 to 4.5 kg).

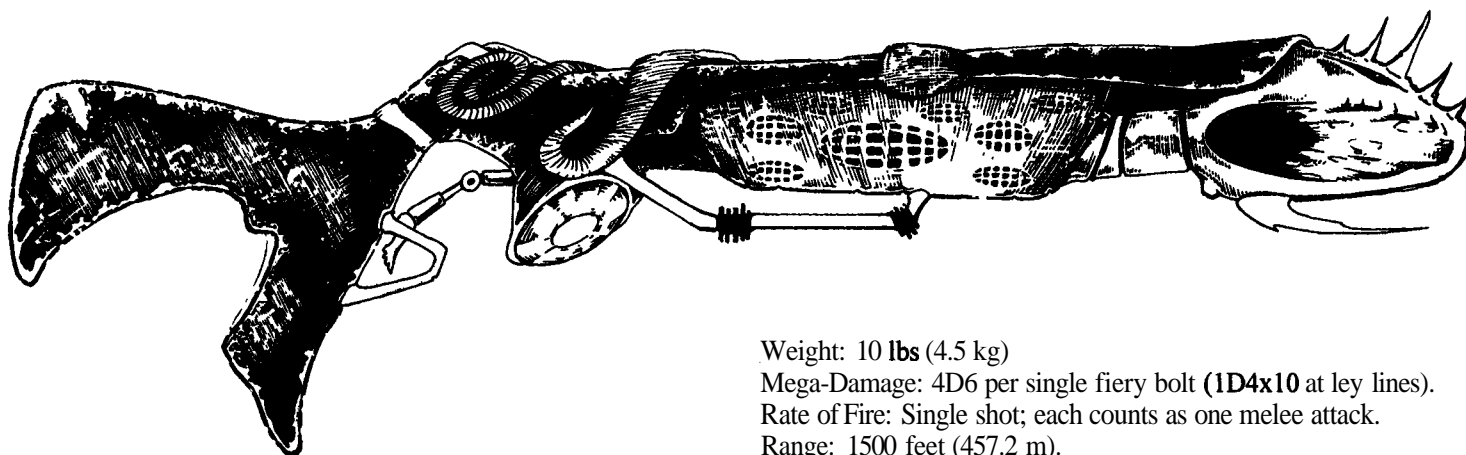
Mega-Damage: Large rocket: **2D4x10** to everything in a 30 foot (9.1 m) radius. Mini-Rockets: 4D6 per rocket fired.

Effective Range: Large rocket: up to three miles (4.8 km); Mini-Rockets: up to 4000 feet (1219 m), but can be fired in volleys.

Payload: One large rocket or 2-6 small rockets.

P.P.E. Cost: 140 to create the staff; 4 P.P.E. to activate and launch a single missile.

Cost: 65,000 credits for the staff. 10,000 credits for each mini-rocket and 30,000 for one large rocket.



TW Plasma Rifle

A large, heavy weapon that fires bolts of M.D. fire with devastating effect. A favorite of heavy infantry troops, **Brodkil**, Gargoyles and strong D-Bees.

Manufacturer: **Stormspire**, Colorado Baronies, Tolkeen & others.

Weight: 10 **lbs** (4.5 kg)

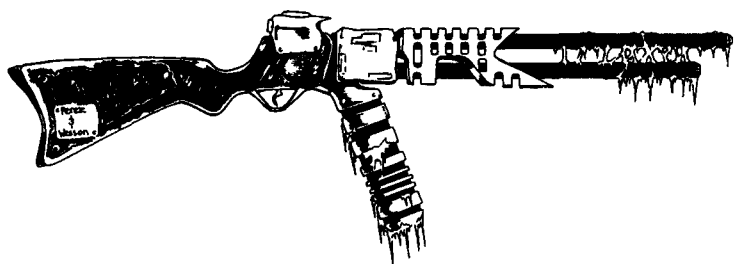
Mega-Damage: 4D6 per single fiery bolt (**1D4x10** at ley lines).

Rate of Fire: Single shot; each counts as one melee attack.

Range: 1500 feet (457.2 m).

Payload: 10 shots for a standard plasma weapon, but 15 for a Stormspire weapon with a P.P.E. clip. The Tolkeen version and most other versions of this weapon do not use a P.P.E. clip and require 12 P.P.E. (or **24 I.S.P.**) to **reload/recharge** the weapon with five blasts.

Cost: Standard Rifle: 80,000; Stormspire Gun: 95,000 credits plus 40,000 for the P.P.E. Clip.



TW Shard Rifle

An upgrade of the TW Shard Pistol, this **sleek**, automatic weapon is a certified troop-killer, able to pin down entire columns of the enemy with lethal burst and spray firing. It fires magically created ice fragments rather than metal projectiles. Range is still a problem, but this assault weapon is lightweight and reliable.

Manufacturers: Stormspire, exclusively.

Weight: 7 **lbs** (3.2 kg).

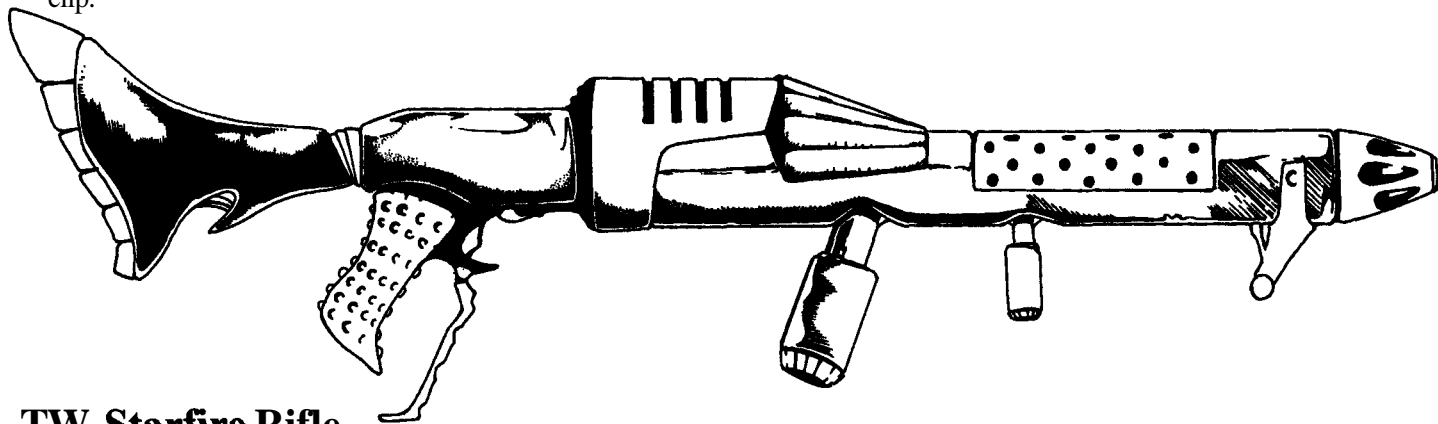
Mega-Damage: 2D6+1 per single shot. 4D6 M.D. per short burst. 6D6 M.D. per long burst. **1D6x10** per entire magazine burst.

Rate of Fire: Single-shot or burst firing. A short burst fires 5 shots, a long burst fires **13** shots, and a full melee burst fires 24 shots.

Effective Range: 1,200 feet (366 m).

Payload: 24 shots per P.P.E. clip.

Cost: 140,000 credits for the rifle. 40,000 credits for each P.P.E. clip.



TW Starfire Rifle

While pricey and bulky, **Tolkeen** militants enjoy this weapon for its pure stopping power. Unlike the Starfire pistol, this heavy weapon is a **spartan** and cold looking gun, meant for mass **production** not for aesthetic quality. The weapon fires bolts of bluish white energy.

Manufacturers: **Stormspire** and Tolkeen.

Weight: 10 **lbs** (4.5 kg).

Mega-Damage: 6D6+6 M.D. per shot (**1D6x10+6** at ley lines).

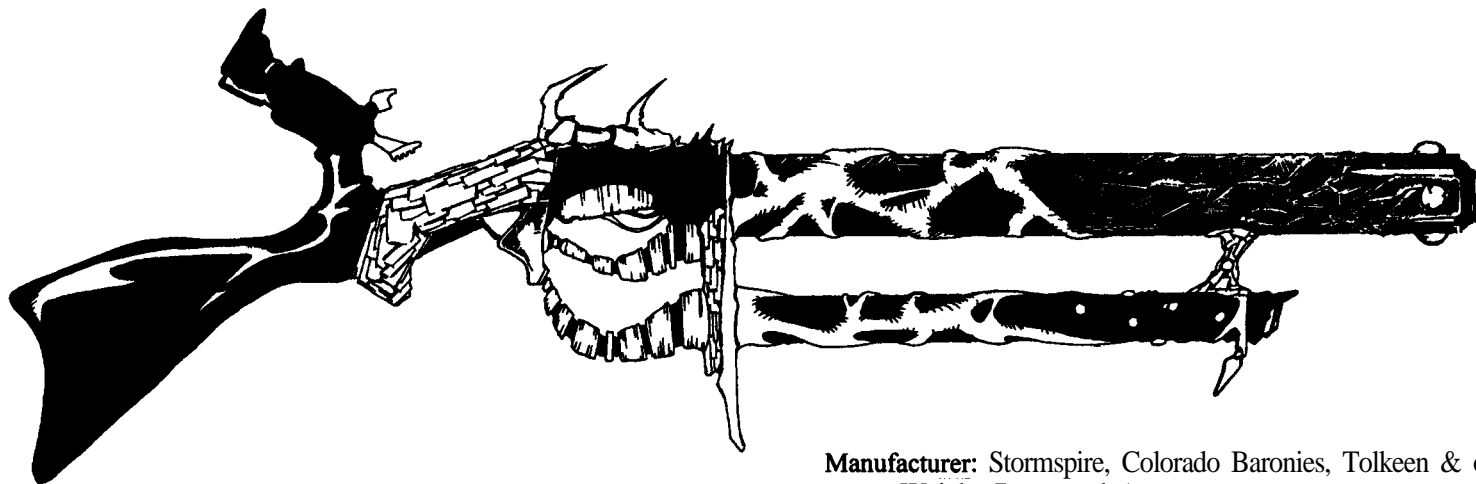
Rate of Fire: Single shots only, each counts as one melee attack.

Effective Range: **1,500** feet (457.2 m).

Payload: 6 shots per P.P.E. clip, but the Stormspire version can accommodate two clips at a time (12 shots). The Tolkeen version of this weapon does not use a P.P.E. clip and requires 20 P.P.E. (or 40 **I.S.P.**) to **reload/recharge** the weapon with three blasts.

Bonus: +1 to strike.

Cost: Tolkeen version: 250,000 credits; Stormspire version: 225,000 credits for the rifle and 40,000 credits per each P.P.E. clip.



TW Telekinetic (TK) Rifle

Telekinetic firearms have been one of the oldest and easiest TW weapons to manufacture. By amplifying and directing **telekinetic** energy, TK firearms hit their targets with bullet-hard bolts of force. Range and **firepower** is limited, but the weapon is usually lightweight, durable, and *inexpensive* to use in way of P.P.E. cost (making it extremely popular). It leaves no physical "shell" or spent bullets, and the absence of physical evidence can confuse those not familiar with **Techno-Wizardry**.

Manufacturer: Stormspire, Colorado Baronies, Tolkeen & others. Weight: 7 **lbs** (3.1 kg)

Mega-Damage: 2D4 per single bolt of telekinetic force (3D6 M.D. at a ley line) or 3D6 M.D. per burst (5D6 M.D. at ley lines).

Rate of Fire: Single shot or burst; each counts as one melee attack.

Range: 1500 feet (457.2 m); double at ley lines.

Bonus: +1 to strike.

Payload: 15 shots for a standard TK weapon, but 30 for a Stormspire weapon with a P.P.E. clip. The Tolkeen version and most other versions of this weapon do not use a P.P.E.

clip and require one P.P.E. (or 2 I.S.P.) to **reload/recharge** the weapon with one TK round.

Cost: Standard Rifle: **75,000**; Stormspire Gun: 65,000 credits plus 40,000 for a P.P.E. Clip.

Telekinetic (TK-60) Light Machinegun

The TK-60 is a popular squad support weapon used by warriors who like heavy, powerful weapons; **Brodkil**, Gargoyles, **Gurgolyes**, and Juicers love all types of TK **machineguns**. It is also sometimes mounted on combat vehicles as well as vehicles not necessarily built for combat, such as sidecar motorcycles, dune buggies and light trucks. Unlike many conventional **weapons** of this caliber, the TK-60 is light and portable, suitable for use by one ordinary human as a two-handed assault weapon, making it very popular. The weapon also breaks down easily into several components, making it easy to carry and smuggle past checkpoints or hidden among other cargo. This makes it a highly sought after weapon by guerrillas and other militants who would oppose the Coalition States behind enemy lines (i.e. CS territory). It is also a "must-have" for ambush units seeking to hit Coalition patrols from a distance, be they infantry, light vehicles, or even low-flying patrol **SAMAS** or aircraft.

Manufacturer: Stormspire, Colorado Baronies, **Tolkeen** & others.

Weight: **13 lbs (5.9 kg)**.

Mega-Damage: **2D4** M.D. per single shot, 4D4 per short burst, 4D6 per long burst and **2D4x10** M.D. from a full melee burst of 30 shots.

Rate of Fire: Standard **machinegun** burst firing only. A short burst fires 3 shots. A long burst fires 6 shots. And a full melee burst fires 30 shots.

Effective Range: 2,000 feet (**610** m); double at ley lines.

Bonus: +1 to strike when supported against a solid base, or if the shooter has a P.S. of 20 or greater.

Payload: 30 shots per the "standard" Tolkeen version and most other manufacturers. The Stormspire version comes with two P.P.E clips for a payload of 60 TK rounds. The Tolkeen version and most other versions of **this** weapon do not use a P.P.E. clip and require one P.P.E. (or 2 I.S.P.) to **reload/recharge** the weapon with one TK round.

Cost: 100,000 for the "standard" light TK machinegun; Stormspire Gun: 90,000 credits plus 40,000 for each P.P.E. Clip.

TK-80 Heavy Machinegun

The TK-80 heavy machinegun is a powerhouse weapon that offers increased range and rail gun-like fire power. It is often mounted on vehicles or used with a bipod or tripod. Brodkil love this weapon and are strong enough to use it as a two-handed assault rifle. Characters with a P.S. of less than 24 are **-4** to strike even when using it with both hands.

Weight: **35 lbs (16 kg)**.

Mega-Damage: 2D4 M.D. per single shot, 3D6 per short burst, 5D6 per long burst and **2D6x10** M.D. from a full melee burst of 50 shots.

Rate of Fire: Standard machinegun burst firing only. A short burst fires 5 shots. A long burst fires 10 shots. And a full melee burst fires 50 shots.

Effective **Range**: 4000 feet (1219 m); double at ley lines. However, without a spotter near the target site or some kind of enhanced vision, the gunner will be at -3 to strike any target beyond 3,000 feet (914 m).

Bonus: +1 to strike.

Cost: 500,000 credits for the machinegun. 100,000 credits for each P.P.E. power pack.

Payload: 200 TK rounds per the "standard" Tolkeen version and most other manufacturers. The Stormspire version comes with two P.P.E clips in addition to the standard payload for 260 TK rounds fully charged. All versions of the TK-80 machinegun can be **recharged/reloaded** for the cost of one P.P.E. (or 2 I.S.P.) per one TK round.

Cost: 160,000 for the "standard" TK-80 heavy machinegun; Stormspire version: 140,000 credits plus 40,000 for each P.P.E. Clip.

Magic TW Arrows

See Goblin Bombs (effectively the same).



TW Goblin Bombs

These are a variety of **Techno-Wizard hand grenades** the size of a **softball** but with the face of a goblin. The following are the types of magic hand grenades available.

Note: The creation cost in P.P.E. and time outweighs the cost of materials. Although excellent for special situations and surprise attacks, it is much more cost effective to make or buy conventional explosive and smoke grenades and bombs.

Weight: Half to one pound (0.22 to 0.45 kg).

Mega-Damage: Varies depending on the "spell effect" of the bomb. All unleash the effect of an equivalent spell at roughly third level spell strength. Thus, these magic "bombs" (or arrows) are basically an alternative "spell delivery system." For reasons not fully understood even by **Techno-Wizards**, most spells can *not* be placed into a hand **grenade/bomb** or other weaponry (at least not by known TW means). Low level spells are most easily turned into a Goblin Bomb; the higher the level the less likely it can be a grenade. So far, "magic bombs" are limited to those listed below.

- **Blinding Flash**: Great indoors and in the dark to momentarily blind one's opponent. The grenade has the face of a goblin wearing sunglasses. See **Rifts® RPG**, page 168, for complete description.

- **Carpet of Adhesion:** Whoever or whatever is struck by this bomb will suddenly **find himself/itself** stuck to a Carpet of Adhesion for up to 30 melee rounds (roughly 7 1/2 minutes); 2D6 rounds if the victim makes a successful save vs magic. The goblin's face of this bomb is covered in goo and **dripping** from the eye brows and nose. See **Rifts® RPG**, page 172, for complete description.
 - **Extinguish Fire:** This grenade with the face of a smiling goblin, instantly and completely puts out fire within a 20 foot (6 m) radius from the impact point of the grenade. See **Rifts® RPG**, page 169, for complete description.
 - **Fear Grenade:** Creates an aura of fear that affects everybody within a 20 foot (6 m) radius from the impact point of the grenade. The grenade has the face of a screaming goblin. See **Rifts® RPG** page 169 for complete description.
 - **Fire Bomb:** Does 4D6 M.D. to a six foot (1.8 m) diameter by fire. Combustibles have a 01-80% likelihood of bursting into S.D.C. flame. No spell description necessary (draws on the Fire Bolt spell). If nothing catches fire, the flames created by the grenade burn out in four seconds. This grenade shows the face of a goblin with **fire** for hair (including flaming eyebrows).
 - **Fuel Flame:** Causes any fire to double in size, and affects up to a 10 foot (3 m) diameter. Shows the face of a goblin breathing fire. No spell description necessary.
 - **Lightning Bomb:** An electrical blast bursts forth from the grenade inflicting 2D6+2 M.D. to everybody in a three foot (0.9 m) radius from the impact point. Typically affects only one individual, but as many as three or four characters may be affected if clustered close together. Shows the face of a goblin with eyes wide open, teeth gritted and hair (including eyebrows) standing on end. No spell description necessary (based on Electric Arc).
 - **Orb of Cold:** Does 3D6 M.D. plus cold penalties to a three foot (0.9 m) radius from the impact point. Typically affects only one individual, but as many as three or four characters may be affected if clustered close together. Shows the face of a **goblin** with closed eyes and icicles from its eyebrows and nose. See **Federation of Magic™**, page 132, for complete spell description.
 - **Smoke:** A grenade with the face of a goblin with lips pursed as if to blow smoke rings. Creates a 30x30x30 foot (9.1 m) cloud of smoke that lasts for **45** seconds (3 melee rounds). Excellent for creating cover, distractions and impairing vision. See **Rifts® RPG**, page 168, for complete description.
- P.P.E.: 130 P.P.E. to create, plus the normal P.P.E. cost of the spell effect being evoked.
- To activate a Goblin Bomb/Grenade a pin is pulled and 2 P.P.E. (or 4 I.S.P.) must be pumped into it. The user then has five seconds to throw it before it detonates.
- Duration and Effect: Most are instant, otherwise equal to a spell cast by a 3rd level mage.
- Effective Range: These "bombs" can be thrown up to 100 feet (30.5 m) by humans, double for those with a P.S. of 20 or greater, triple for creatures with Supernatural P.S., or dropped by flyers and aircraft, and fired from catapults (up to 1200 **feet/366 m**). These "bombs" can also be made into warheads for *magic arrows* in the shape of large capsules, but

shooting range with them is reduced by half because they are heavier and less aerodynamic.

Payload: Single-use. Once the device goes off, it is destroyed.

Cost: Generally 4,000 credits per level of the spell evoked. A *Carpet of Adhesion* spell bomb evokes a fourth level invocation so it would usually cost 16,000 credits. Higher level magic can not be placed in Goblin Bombs.

TW Explosives, Pyrotechnics & Miscellaneous

TW Animal Repellant Flare

This is a hand-held flare that ignites when a cord is pulled. It doesn't fire anything but releases a **minty** scent and a magic aura that will repel as many as six large animals like wolves, and 20 small animals like rats, mice, and bats.

Manufacturers: Tolkeen, Colorado Baronies, **Stormspire** & others.

Typical Duration: 1D4 minutes. The magic aura covers a tiny area of about five feet (1.5 m), although scattering several around an area will increase the area of effect. Moving the flares will cause them to dissipate twice as quickly. The mint smell is only for effect. When the flare stops burning its magic is ended.

Cost: 6,000 credits per flare.

TW Light Flamethrower

This weapon looks similar to an ordinary flamethrower except for the magic symbols and fire pattern painted on it. It can project a fiery burst (one shot) or a sustained stream (counts as five blasts) for the entire melee round.

P.P.E. Cost to Make: 55

Spells Needed: Ignite fire (6), **Fireblast** (8), and Fire Ball (10).

Physical Requirements: The mechanical weapon complete with fuel canister (holds magical energy and is an integral part of the weapon) and a red or orange sapphire worth 1200+ credits.

Manufacturers: Tolkeen, **Colorado** Baronies and others.

Weight: 8-10 **lbs** (3.6 to 4.5 kg).

Mega-Damage: 3D6 M.D. (or 5D6 M.D. at ley lines) per single shot.

Rate of Fire: Fires single shots or a sustained stream that can be trained on target (**2D4x10 M.D.**) for an entire melee round or used to sweep an area (3D6 M.D. to every six **feet/1.8 m** hit by the flame); counts as five shots.

Effective Range: 300 feet (**91.5 m**).

Payload: 15 shots.

Cost to Charge and Recharge the Weapon: 10 P.P.E. or 20 I.S.P. (10 I.S.P. for seven shots).

Cost: 80,000+ credits; poor availability.

Publication: Reprinted from *Psyscape™*.

TW "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 fire streams of magical flame to incinerate the enemy, often catching multiple targets at once. Unlike a modern flamethrower, the Dragonfire needs no fuel tank — magic provides the flames.

Manufacturers: Stormspire (Federation of Magic).

Weight: 8 lbs (3.6 kg).

Mega-Damage: 1D6x10 M.D. (2D4x10 at a ley line) to everything in its 100 foot (30.5 m) length of fire. Roughly equivalent to a second level *Fire Gout* spell line.

Rate of Fire: Single shots only. However, the flame can be whipped back and forth, striking multiple targets in both directions. Moving it back and forth will hit everything in a corridor 10 feet (3 m) wide and 100 feet (30.5 m) long, but uses three melee **attacks/actions**.

Effective Range: 100 feet (30.5 m).

Payload: 8 blasts per P.P.E. clip.

Cost: 150,000 credits for the thrower. 40,000 credits per clip.

Publication: Reprinted from *Federation of Magic™*.

TW Firebomb

A Firebomb is another type of grenade that creates an **explosion** of magical flame and flying embers. It closely resembles a modern hand **grenade**, and can be easily confused with such. As with any grenade, it is good for only one use. These grenades are painted red.

Manufacturers: Tolkeen, Colorado Baronies, Stormspire & others.

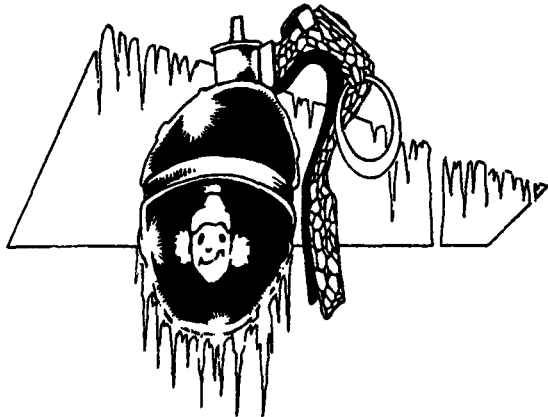
Weight: Half a pound (0.23 kg)

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.

Cost: 25,000 credits each.



TW 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.

Manufacturers: Tolkeen, Colorado Baronies, Stormspire & others.

Weight: Half a pound (0.23 kg)

Mega-Damage: Basically the same as the *Ice* spell in the *Federation of Magic*, page 140).

Rate of Fire: One can be thrown with each attack

Effective Range: 100 feet (30.5 m); affects a 10 foot (3 m) radius.

Cost: 25,000 credits per grenade.

TW Globe of Daylight Flare

Another magic flare that is fired into the air by a flare gun or lit and launched like a rocket. Explodes 200 feet (61 m) in the air to release a magic globe of daylight that slowly drifts down until it stops and hovers, stationary, about 20 feet (6.1 m) above the ground. The flare forces vampires to the edge of its light holding them at bay and preventing them from entering the lighted area (same as spell). Note: Shooting the magic flare into a vampire does NO damage; bounces off and away, but will still burst into a globe of light. Also excellent as a **signal** flare, scaring animals and lighting an area.

Manufacturers: Tolkeen, Colorado Baronies, Stormspire & others.

Typical Duration: 3D4 minutes. The globe is stationary and can't be moved.

Cost: 2,000 credits per flare.

TW Storm Flare

A magic flare that is fired into the air by a flare gun or lit and launched like a rocket. Blows up 2000 feet (610 m) in the air and causes a sudden rain storm. The storm covers a small 100 foot (30.5 m) circle and lasts 1D6 minutes. Storm damage inflicts 4D6x10 Hit Point damage for every HALF melee round (7.5 seconds) a vampire is exposed to the cleansing waters.

Manufacturers: Tolkeen, Colorado Baronies, Stormspire & others.

Cost: 10,000 credits per flare.

Note: Shooting the storm flare into the vampire does NO damage and doesn't create a storm.

TW 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). 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.

Manufacturers: Tolkeen & Stormspire.

Weight: 5 lbs (2.25 kg).

Mega-Damage: 2D6 M.D. to all susceptible targets within its range. Most mortal victims will be knocked off their feet (01-70% likelihood) and lose one melee action and initiative.

Rate of Fire: Special. Can deliver one attack to every target in a 12 foot 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 **liv-**

ing 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.

Cost: **100,000** credits per mine. 20,000 credits to recharge.

Other Techno-Wizard Devices

Manufacturers: Tolkeen, Colorado Baronies, **Stormspire** & others.

TW Silencers

These are nifty little devices that use a variation of the Globe of Silence spell to totally negate all sound from the weapon being fired. They can be used on magic firearms or conventional weapons. TW Silencers look just like ordinary silencers except for a trio of magic symbols, and a black or dark blue crystal.

Creation Stats:

Initial P.P.E. Cost: 45

Spells Needed: Energy Bolt (5) and Globe of Silence (20).

Physical Requirements: A length of tubing that attaches to the muzzle of the weapon (not applicable to shotguns, **machineguns** or rail guns), plus three magic symbols, and a black or dark blue crystal worth 200 credits or more. Takes about **3D4** hours to build.

Physical Stats:

Weight: Typically one pound (0.45 kg).

Damage: None

Rate of Fire: Not applicable.

Effective Range: Reduces the **weapon's** range by 10%, but completely muffles all sounds from the weapon.

P.P.E. Cost to Charge & Recharge the Item: 10 P.P.E. or 20 I.S.P. for 10 silenced blasts.

Payload: A fully charged TW Silencer will obliterate the sound of 10 gun shots. To recharge the silencer to muffle another 10 shots, the shooter must concentrate and pump in the appropriate amount of P.P.E. (or I.S.P.) into the magic silencer; counts as one melee action (takes 2-3 seconds).

Bonus Note: No bonuses apply.

Cost: 15,000 credits; **fair** availability. A favorite of gamblers, highwaymen, bounty hunters and assassins.

TW Night Goggles

The magic goggles that enable a person to see in the dark and see the invisible. Range of vision is 120 feet (36.5 m). Costs 25 P.P.E. or 50 I.S.P. to activate. Duration is 15 minutes. Initial creation cost in P.P.E.: **140**, modified Eyes of the Wolf spell. Market Value: 50,000 credits.

TW Psi-Blocker Helmet

This is an impressive **Techno-Wizard** version of the CS helmet that is considered the ultimate protection against psionic attacks and probes.

P.P.E. Cost to Make: 100

Spells Needed: Mute (50), See Aura (6), Befuddle (3), Energy Disruption (**12**), and Frequency Jamming (15).

Physical Requirements: Tourmaline crystals and an M.D.C. helmet, modified with electrodes and the occasional quartz crystal.

Weight: 3-5 **lbs** (1.4 to 2.3 kg).

Mega-Damage Capacity of Helmet: **35-45** M.D.C.

Publication: Reprinted from **Psyscape™**.

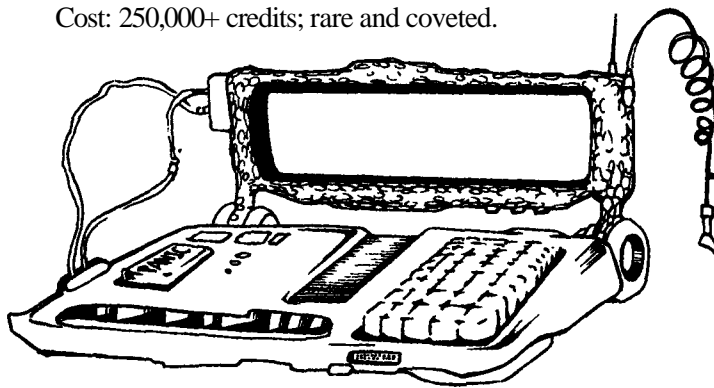
Psionic Abilities: None. Fundamentally the same as a Mind Block, plus the wearer is impervious to See Aura, Sense Evil, and Remote Viewing (the psychic gets no reading) and is +2 to save vs psionic mind control and magic illusions, and +1 to save vs possession.

Penalties: None, except the character is closed to dangerous and beneficial probes and communications alike.

If worn by a Psychic he is completely "closed" to psychic impressions/sensitivity and psionic communication, and cannot use psi-sensitive powers.

Cost to Charge and Recharge the Helmet: 10 P.P.E. or 20 I.S.P. per every 30 minutes of protection.

Cost: 250,000+ credits; rare and coveted.



TW "Psi-Bloodhound" Psi-Tracker

This is a **Techno-Wizard** scanner device that resembles a hand-held computer or mini-radar system. It can detect psionic energy within 400 feet (122 m) at 01-89% efficiency, and can pinpoint the source or sources (can identify up to five specific targets, typically zeroing in on the five most powerful). The Bloodhound is not only capable of detecting psionics, but it will indicate the approximate level of power low (Minor), medium (Major), high (Master Psychic) and off the scale (suggesting an experienced Master Psionic or superhuman being). Unfortunately, it cannot discriminate between mortals and supernatural beings or creatures of magic.

Publication: Reprinted from **Psyscape™**.

Maximum Effective Range: 400 feet (122 m) at maximum efficiency (89%). Reduce effectiveness by 15% for each additional 100 feet (30.5 m) or any increment thereof; so at 401 to 500 feet (122 to 152 m) the accuracy of a reading is 74%, at 600 feet (**183** m) it is 59% and so on.

Cost: 80,000 to 100,000 credits; poor availability.

TW Psychic Camera

A regular camera modified with a clear quartz crystal lens. It can store up to **100** images on ordinary film and can photograph the invisible, including entities, **spirits**, Astral **Travelers**, and the magically invisible (the user can also see the invisible through the magic lens). Any psychic with the telepathy power can also leave mental "images" on the crystal **film**, like snapshots, merely by touching the camera and concentrating on the image sent (takes one melee **round/15** seconds). Psychics with the power of Remote Viewing or Machine Ghost can mentally **read/see** the pictures without developing the film, they only need to touch the camera and concentrate (sees 25 per melee round).

P.P.E. Cost to Make: 55

Spells Needed: See the Invisible (4), See Aura (6), Sense Evil (2) and Globe of Daylight (2).

Physical Requirements: The mechanical camera with modified crystal lens and ordinary film.

Camera Stats of note:

Weight: 0.5 to 2 pounds (0.23 to .9 kg).

Rate of Fire: One aimed photo shot counts as one melee action, or three **unaimed**, wild snaps of the shutter count as one melee action.

Effective Range: Varies with lens; standard 3-300 feet (0.9 to 91.5 m). TW Macro and Telescopic lenses add to the range and cost 5000 credits.

Payload: 100 photographs per standard roll or disc of film.

Cost to Charge and Recharge the Camera: 8 P.P.E. or 16 I.S.P. (8 I.S.P. for 50 snapshots).

Cost: 50,000+ credits; poor availability.

Publication: Reprinted from *Psyscape*™.

TW Thought Projector

Light years ahead of any comparable holographic projector that can be made using conventional technology, the TW Thought Projector can be used by psychics to transform their thoughts into moving pictures with sound (magic practitioners can only create **images**, the psychics' mastery of mind over matter gives them the better image and sound). It can be used to entertain, teach, and better communicate by showing visual images; smaller than life-size or life-size. When the psychic is talking the image freezes or goes into slow motion, but when the psychic is silent and **concentrates**, the image moves at real speed and can speak or make sounds (animal growls, machine noises, etc.). This TW device was actually created with psychics in mind.

The projector is a small camera-like device with a wire frame contraption worn on the head of the psychic, transmitting his thoughts into moving, three dimensional images. The wearer of the thought transmitter must be within 60 feet (18.3 m) of the projector.

P.P.E. Cost to Make: 120

Spells Needed: Globe of Daylight (2), Apparition (20), Illusion Manipulation (60) and Distant Voice (10).

Physical Requirements: The mechanical camera with modified crystal lens and transmitter **helmet/cap**.

Projector Stats of note:

Weight: 0.5 pounds (0.23 kg) for the cap and **15 lbs** (6.8 kg) for the portable projector.

Duration: Up to 10 minutes per I.S.P. charge.

Effective Range of the Projection: Up to 100 feet (30.5 m) away (double at ley lines).

Cost to Charge and Recharge the Projector: 20 P.P.E. or 10 I.S.P. (yes, in this case it requires less I.S.P. than P.P.E.)

Cost: 90,000+ credits; poor availability.

Publication: Reprinted from *Psyscape*™.

TW 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 their shadow has come to life, moving and distracting opponents; fundamentally the same as the Shadows of Death Necromancy spell (45 P.P.E. to activate). The wearer gains an 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) (35), Invincible Armor (30) and Energize Spell (12).

Cost: **200,000-300,000** credits.

TW Thieves Gloves

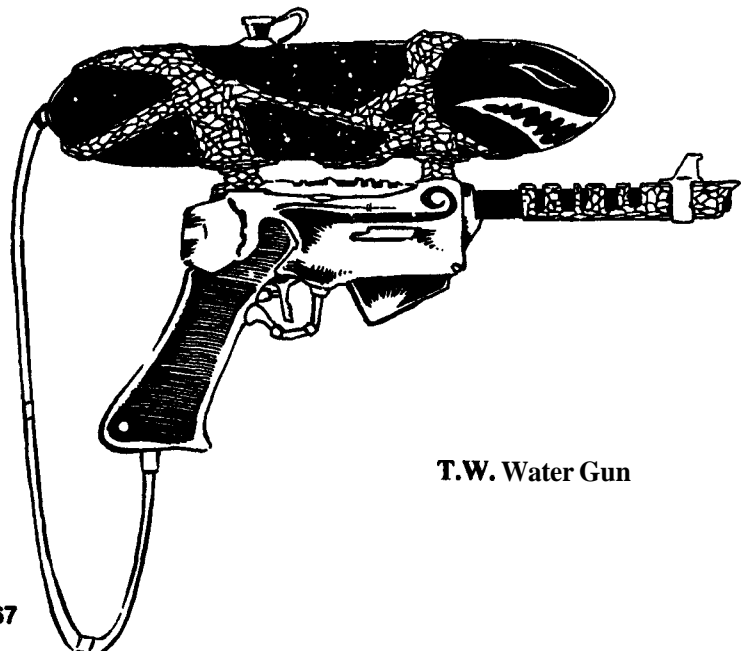
The gloves appear to be normal leather with a metal plate on the top, knuckle part with wires running along the seam of the fingers, with crystal studs on the knuckles. They give the wearer the power of magic concealment (palming) and escape. Requires 16 P.P.E. or 32 I.S.P. to activate. Duration is 15 minutes. Initial creation cost in P.P.E.: 200, plus Concealment and Escape spells. Market Value: 250,000 credits (the gloves sale is prohibited in many towns).

TW S.C.U.B.A

— Wet suit and diving gear

A **special, breathe without air respirator** with a small air tank **attached**, is worn instead of the normal air tanks and hose. Costs 5 P.P.E. to activate. Duration is 20 minutes, but can be instantly **refilled/reactivated** by an additional 5 P.P.E. or 10 I.S.P. Also effective against toxic fumes or in an airless environment. Initial creation cost in P.P.E.: 200; plus Breathe Without Air spell. Market Value: 10,000 credits.

Super Swimmer Diver's Suit: This is a simple air mask and skin-diver's wet suit with a crazy looking contraption built into the belt. The gizmo instills the magic powers of Swim As Fish and Breathe Without Air. Costs 11 P.P.E. or 22 I.S.P. to activate. Duration: 15 minutes. Initial creation cost in P.P.E.: 600. Market Value: 50,000 credits.



T.W. Water Gun

Techno-Wizardry Vehicles

Tolkeen has a large number and a wide variety of TW vehicles at its disposal, in addition to its impressive array of conventional vehicles. A large number of these are "standard" TW vehicles commonly found in other magical cities or within the wild lands of Rifts North America. Such vehicles include:

TK Flyers (Rifts® RPG, page 94)
Wing Boards or TK Gliders (Rifts® RPG, page 94)
Tree Trimmers (Rifts® RPG, page 95)
Sky Boats (Rifts® RPG, page 95)
TW Battle Skimmer (Federation of Magic™, pages 120-121)
TW Ley Streaker (Federation of Magic™, page 122)
TW Zone Ranger ATV (Federation of Magic™, pages 122-124)
TW Trailblazer Assault ATV (Federation of Magic™, pages 124-125)
TW Glittermount (New West™, pages 218-220)
TW Ironhorse (New West™, pages 220-223)

Remember the cost of most items, including most TW weapons, converted Vehicles and conversion features and Wing Boards are typically 10-20% less at Tolkeen than average (it is the average price that is listed).

TW Converted Vehicles

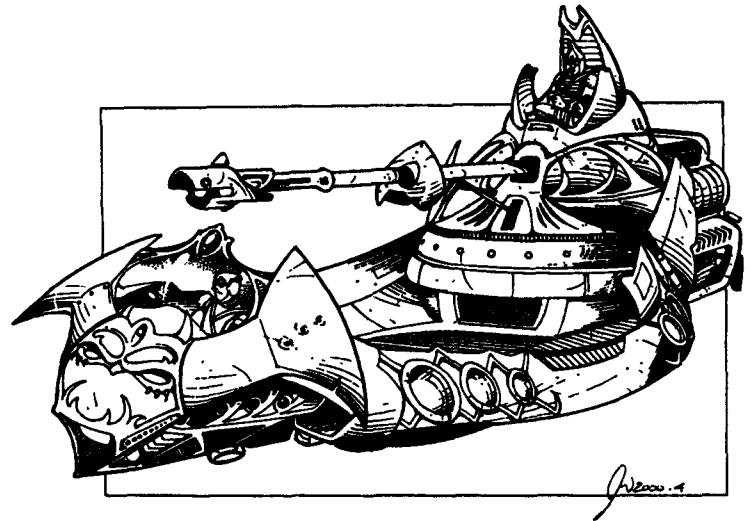
Tolkeen defenders and ordinary citizens utilize a large number of *conventional vehicles* from **hovercycles** and trucks to **robot horses** and power armor. Combat **vehicles**, robots, power armor and heavy weapons are typically reserved for *Men at Arms* and *Adventurer O.C.C.s* (as is normally appropriate for that O.C.C.). Practitioners of magic do not usually have much in the way of combat or piloting skills, so they need to rely on others to fill that role in their defenses. Consequently, it is **Tolkeen's non-magical** and non-psychic citizenry (roughly 60%), supporters, sympathizers, allies and hired mercenaries (all of which may include *Men at Arms* and *Adventurer O.C.C.s* of any kind) who compose the majority of **Tolkeen's humanoid** defenders and warriors. This means the Tolkeen defense force is really a combination of magic *and* technology, with a heaping helping of the supernatural thrown in for good measure.

That having been said, the **Techno-Wizards** of Tolkeen have taken to converting ordinary vehicles into **Techno-Wizard** variations. Such TW conversions are typically made from small, fast, one and two-man vehicles to keep costs in parts and P.P.E. down as low as possible. Note: As a rule, these TW converted vehicles have a **P.P.E. power system/engine** and **1-4** magical features (i.e. chameleon cloaking system, TW weapon mounted or built-in, etc., but the largest may have as many as six. As a result, the city-state of Tolkeen and surrounding communities in the kingdom have a number of retrofitted magical vehicles. Roughly 15-20% of all "conventional" non-military vehicles and 38% of military vehicles have been modified by Techno-Wizardry. (This does not include TW ley line vehicles, weapons or machines of destruction specifically designed for the war.) TW converted conventional vehicles are seldom larger

than a pickup truck or van; the *Rolling Thunder* and *Big Boss* are at the maximum end of the size spectrum.

The most commonly converted vehicles include:

Big Boss A.T.V. (Rifts® RPG, page 227)
Hovercycle Assault Hover Bike (Juicer Uprising™, page 85)
Hovercycle: Speedster (Rifts® RPG, page 226)
Hovercycle: Various (see *Lone Star*™, pages 54-61)
Icarus Flight System (Juicer Uprising™, page 86)
Mountaineer A.T.V. (Rifts® RPG, page 227)
Motorcycle: Highway-Man (Rifts® RPG, page 227)
Motorcycle: Road Boss (Juicer Uprising™, page 82)
Motorcycle: Wastelander (Rifts® RPG, page 227)
Rolling Thunder Transport (Juicer Uprising™, page 84)
Tarantula Combat Jump Bike (Juicer Uprising™, page 81)



Standard Conversions & Features

All **Techno-Wizard** "converted" or "**modified**" vehicles have the following:

1. **P.P.E. power system/engine** that uses magic energy (P.P.E.) as its power source instead of conventional fuels. While 25% of these vehicles have some sort of combustion engine, the use of P.P.E. as a power source often means the conventional engine can be **scrapped**, and replaced by a smaller (often bizarre and improbable looking) TW engine or generator. See page 92 of the Rifts® RPG, numbers **9-12** for information about different types of magic-powered vehicles and devices. Note: A practitioner of magic can NOT draw P.P.E. from his vehicle to cast spells.
2. **Special magical properties:** A small converted vehicle can have as many as four "special magic-based features," large ones can have six. Most have one or two due to cost, typically only vehicles owned by **Techno-Wizards** will be "fully loaded." Note that each "magic weapon" (TW weapon turret, blaster, etc., that is built into the vehicle) counts as one feature — conventional weaponry does not. This means an ordinary laser, ion blaster, or mini-missile launcher, does not count as a TW feature, however, the size and design of the vehicle may preclude a vast number of weapons. **Furthermore**, most mages tend to rely

more on magic than heavy **weapons**, so one or two guns usually suit them **fine**.

Note: Most magical "features" can be activated with a word or thought from the pilot. The P.P.E. or I.S.P. necessary to activate the **TW** feature can come from the pilot or a passenger. Practitioners of magic often own TW modified vehicles.

Common TW Vehicular Features (spell based):

Chameleon Cloaking System

Cleansing System

De-icer

Energy Disrupter Mechanism

Environmental Hazard Defense (Breathe Without Air)

Float System

Flight System

Ley Line Booster

Impervious to Energy

Impervious to Fire

Mystic Alarm

Protective Energy Field

Shadow Cloaking System

Sound Cloaking System

Super-Stealth Mode

TW Weapon System

The following is a dramatically expanded and detailed presentation of TW features for vehicles. All are spell based. High level spells can not be incorporated into **Techno-Wizard** devices or machines. In all cases, these "TW features," although magical in nature, are a physical, mechanical part or device built into the vehicle. The cost listed may vary up or down by 20% and is only the cost of the TW feature, one must first purchase the vehicle to be **modified/converted**.

Chameleon Cloaking System

The ultimate in concealment! When the vehicle is parked with the engine running, or stopped and standing still, it is completely **undetectable** from a distance, blending in completely with the background. When the magic cloaking system is **activated**, the vehicle can not be seen by the human eye nor with special optics, including **thermo-imaging**, infrared or ultraviolet. Ideal for surveillance as well as for smuggling and as a get-away vehicle (unseen until it drives away).

Note: There is a 01-15% chance of seeing the magically cloaked vehicle if one is within 20 feet (6 m) of it, **+10%** for every three feet (0.9 m) closer and **+10%** if one is actively looking for it. The magic is instantly broken the moment the vehicle begins to move.

Duration of Magical Effect: One hour per 5 P.P.E. spent to activate it (120 P.P.E. for 24 hours).

P.P.E. Cost: 300 P.P.E. to install, and 5 P.P.E. (or 10 I.S.P.) to activate. This is the cheapest means of concealment available, and extremely popular.

Market Cost: 220,000 credits for small vehicles up to a mid-sized car, double for large ones.

Cleansing System

This self-cleaning feature will instantly transform a dirt and grime covered vehicle into a sparkling clean one. This magic only cleans, it does not repair paint chips, scratches or dents.

Duration of Magical Effect: Instantly cleans; vehicle remains clean until dirtied through normal use.

P.P.E. Cost: 270 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate.

Market Cost: **160,000** credits for small vehicles, double for large ones.

De-icer

Not only does this feature keep windows from fogging or moisture from freezing on them, but when **activated**, any ice or fogging instantly vanishes. In addition, locks, hinges, doors, hatches, and mountings never freeze, no matter how **cold**, nor will the engine. Seconds after the De-icer spell is activated the engine and other machine parts are thawed out and ready to go. Ideal for use in the tundra and arctic **conditions!**

Duration of Magical **Effect**: Two hours per 5 P.P.E. spent to activate it (60 P.P.E. for 24 hours).

P.P.E. Cost: 190 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate.

Market Cost: 120,000 credits for small vehicles, double for large ones.

Energy Disrupter Mechanism

This feature enables the vehicle to momentarily disrupt energy in order to punch through man-made and magically created *energy barriers* — meaning the vehicle can drive through force fields and magical barriers made of energy or *temporarily created by magic* without damage to the vehicle or its passengers (i.e. circle or wall of fire, wall of force, etc., to a magically created wall of stone, ice, thorns, etc., provided they are not permanent solid structures — i.e. the **"wall"** will disappear at the end of the spell's duration). This is a momentary disruption that lasts only a moment or two, just long enough for the vehicle to pass through it. If the vehicle is stopped in the middle of the energy field, it will become **lodged/stuck** in the **field**, unable to move (the Energy Disrupter System is unable to be any help in dislodging it), making the foolish driver and his vehicle a sitting duck. If damage is normally inflicted by the energy field, those stuck in it will suffer normal damage.

Note: This vehicular disruption system only works on large energy fields, so it has no effect on most "personal" defense systems; i.e. man-sized force fields. However, it will disrupt any energy field around a giant or robot larger than 12 feet (3.6 m) tall. Of course, the only way to disrupt that field is to slam into it, causing a crash and subsequent damage to both the **victim/target** and the TW vehicle and its occupants. This disruption does not work in places magically protected by the Sanctuary spell or barriers created by Spells of Legend, nor does it disrupt or hamper a ley line, nexus, Rift or other type of dimensional portal. (Nor does it work against the **Palladium Fantasy RPG** spell: **Immobilizer**.) Furthermore, it can only be used on *small* vehicles, nothing larger than a mid-sized automobile.

Duration of Magical Effect: One minute per 20 P.P.E. pumped into the vehicle.

P.P.E. Cost: 495 P.P.E. to install and 20 P.P.E. (or 40 I.S.P.) to activate.

Market Cost: 1.2 to 1.5 million credits for small vehicles, not available for large ones.

Environmental Hazard Defense System (Breathe Without Air)

The pilot of a hovercycle, the wearer of power armor, or the driver and passengers inside the vehicle can "breathe without air" as long as they remain on or in the vehicle and this feature has been activated. This protects them against foul smells, man-made gases and lack of oxygen (even enables them to breathe underwater or in a vacuum). However, it does not **protect** against magic gases and airborne toxins; they have full effect.

Duration of Magical Effect: 20 minutes per 5 P.P.E. pumped into the vehicle.

P.P.E. Cost: 300 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate.

Market Cost: 200,000 credits for a small vehicle, double for large ones.

Float System (Aerial)

Conventional vehicles with the TW Float System become lighter than air whenever this feature is **activated**. This will allow them to float up into the air, stopping at 500 to 1000 feet (152 to 305 m; **1D6x100+400** feet) high depending on the strength of the wind and circumstance. If unguided, the floating vehicle is left to the mercy of the wind and carried in whatever direction it blows like a helium-filled balloon adrift. To land, the spell must elapse or be canceled by the pilot. In either case the vehicle suddenly begins to drop vertically at a swift but safe pace and lands with a gentle thud.

However, the lightweight, floating vehicle can be easily pushed, pulled and directed by another flying vehicle, flying individual or flying animal. Under the guidance of another being or aircraft, maximum, flying speed is 20% less than usual for the lead flyer (mainly due to drag and encumbrance) if the vehicle is reasonably aerodynamic and 30% less if not. Maximum height is **10,000** feet (3048 m). The floating vessel can be hauled along a specific course and brought down to an easy landing (once down it must be tethered or the spell cancelled to prevent it from floating away). The Aerial Float System itself usually has the appearance of small to medium-sized hoverjets, exhaust tubes, or disk-like protrusions (at least four).

Characters who possess magical or psionic levitation **and/or** telekinesis can also manipulate a "**floater**" by using those powers to move the vehicle. In this case, maximum speed is 15 mph (24 km) and maximum altitude is 200 feet (**61** m), because the character must keep the vehicle *anchored* to the ground via his **telekinetic** abilities. To let go means to be cast to the wind.

Note: Also see TW Floaters under vehicles.

Speed when carried **by** the wind: Varies with the wind.

No wind, it simply bobs around up in the air, moving only a few feet one way or the other every ten minutes.

A light wind is 1-10 mph (1.6 to 16 km).

A moderate wind is **11-20** mph (17.6 to 32 km).

A strong wind is 21-35 mph (33.6 to 56 km); reaches maximum altitude of **1000** feet (305 m) in a strong wind whether one wants to or not.

Anything stronger is a *storm wind*, 36-75 mph (57.6 to 120 km; rarely higher than that). If caught in a storm wind, the vehicle exceeds its maximum altitude by twofold (2000 **feet/610**m)

and visibility will be poor (**1D6x100 feet/30.5** to 183 m) to terrible (can't see beyond 10 **yards/meters** in front of their faces) due to cloud cover or mist, airborne particles and debris, and probably rain. Those caught in a storm wind are likely to have no idea how far they have travelled (at least 3D6 miles/4.8 to 28.8 km per 20 minutes; probably double), or what direction.

Weight Capacity: Can carry up to 200 **lbs** (90 kg) of weight per square foot of passenger/cargo space (does not include the weight of the vessel itself as it is magically light as a feather). For every 200 **lbs** (90 kg) above and beyond that reduce the altitude by 100 feet (30.5 m). These Floaters can be weighed down so heavy that they hug the ground or **can't** move at all.

Note: Requires the key spells of Levitation, Float in Air, and **Featherlight** in addition to others.

Duration of Magical Effect: One hour per 5 P.P.E. pumped into the vehicle.

P.P.E. Cost: **312** P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate.

Market Cost: 200,000 credits for a small vehicle, double for large ones the size of a truck or van, 600,000-800,000 credits for really big ones up to 50 feet (15 m) long (typically barge or boat).

Flight System

The power of flight can be conveyed to an ordinary ground vehicle, be it a **motorcycle/hovercycle** or a mid-sized passenger vehicle. The magical speed of flight is slow compared to most high-tech wonders, however, the "**flyer**" can maneuver low to the ground or weave through trees with little difficulty, and it makes minimal noise (the normal sound of the engine and rush of air).

Flying Speed: Limited to 50 mph (80 km) for man-sized power armor under 10 feet (3 m) tall, 40 mph (64 km) for small, one- or **two-man motorcycle/hovercycle** type vehicles, and 30 mph (48 km) for larger vehicles (nothing larger than a pickup truck or van). Maximum altitude is 10,000 feet (3048 m). Speed can be increased by 30% if the vehicle also has been designed to "float," however it is a bit less stable and negates the bonuses noted below.

Duration of Magical Effect: 30 minutes per 15 P.P.E. pumped into the vehicle.

Bonuses: +1 to parry and +2 to dodge; applicable only to man-sized and hovercycle sized vehicles.

P.P.E. Cost: 344 P.P.E. to install and 15 P.P.E. (or 30 I.S.P.) to activate.

Market Cost: 500,000-600,000 credits for small vehicles, 700,000 to 900,000 for large.

Ley Line Booster

A relatively small, simple-looking conversion unit that attaches to the engine to enable the vehicle to draw upon ambient P.P.E. whenever riding on a ley line or within 100 feet (30.5 m) of one. This additional magic energy enables the vehicle to attain speeds 50% greater than normal (e.g. if the vehicle can normally go 120 **mph/192** km it can do **180 mph/288** km along a ley line). Furthermore, the "duration" of any magical effects from TW vehicular features is also increased by 50% (e.g. if the normal duration is three minutes, it goes up to four and a half minutes along a ley line), likewise the maximum altitude of **fly-**

ers is also increased 50% higher, and the pilot is +1 to strike and dodge.

Penalties: -10% on piloting skill, particularly when trying stunts and evasive maneuvers.

Duration of Magical Effect: For as long as one is driving along a ley line; all bonuses and "boosts" instantly vanish the moment the vehicle is out of range of the energy line.

P.P.E. Cost: 389 P.P.E. to install. Automatically engages whenever the vehicle is at or along a ley line, but the pilot has complete control as to whether or not he takes advantage of the boost.

Market Cost: 600,000-800,000 credits.

Impervious to Energy

An invisible magic aura surrounds the vehicle to protect it from most forms of energy, including most forms of S.D.C. and M.D.C. energy blasts, weapons, plasma, fire, heat and electricity/lightning (does no damage).

Note: Provides no protection against *projectile weapons* (i.e. arrows, bullets, rail guns, etc., as well as punches and kicks), and particle beam weapons inflict 1D6 M.D. damage (roughly 15% of normal).

Duration of Magical Effect: Five minutes per 20 P.P.E. pumped into the vehicle.

P.P.E. Cost: 750 P.P.E. to install and 20 P.P.E. (or 40 I.S.P.) to activate.

Market Cost: 800,000 credits.

Impervious to Fire

An invisible magic aura surrounds the vehicle to protect it from fire and heat, including M.D.C. fire from magic and energy weapons (does no damage). Not only does this magic protect the vehicle itself, but the passengers also stay cool and comfortable.

Duration of Magical Effect: 10 minutes per 5 P.P.E. pumped into the vehicle for maximum M.D.C. protection, or two hours per 5 P.P.E. to function as a mystical "air-conditioning system." The latter provides no physical protection other than keeping the driver and passengers (including the rider on a cycle-type vehicle) cool.

P.P.E. Cost: 500 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate.

Market Cost: 170,000 credits for small vehicles, double for large.

Mystic Alarm

The owner of the vehicle is mystically connected to his vehicle and, through this magic, he knows when somebody has opened a door, gone inside or is tampering with it as the event is happening. Moreover, the character will have a strong idea of what part of the vehicle has been tampered with, modified or vandalized (this will help him to find tracer bugs and explosive devices, but only if he inspects the vehicle and gives that area a close look).

Unlike the spell version, this "alarm" is a **permanent**, mechanical "feature" of the vehicle just like a real car alarm. However, if the **physical** TW alarm **mechanism** is removed or destroyed, while the owner will know it, this feature is destroyed. The alarm sounds off only inside the head of its owner and lasts for 30 seconds.

Duration of Magical Effect: Automatic and permanent as long as the mechanical alarm is in place and working. Range is thousands of miles, but the owner can not receive the alarm if he and the vehicle are in different dimensions.

P.P.E. Cost: 800 P.P.E. to install and 5 P.P.E. (or 10 I.S.P.) to activate (like a mental command that turns on a car alarm). The alarm is turned off when the owner of the vehicle enters it or he mentally turns it off.

Market Cost: 110,000 credits for small vehicles, double for large.

Protective Energy Field

An energy field surrounds the vehicle to provide 50 M.D.C. per 10 P.P.E. (or 20 I.S.P.) pumped into the vehicle.

Duration of Magical Effect: 10 minutes per 10 P.P.E., or until M.D.C. is depleted.

P.P.E. Cost: 200 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate.

Market Cost: 250,000 credits for small vehicles, double for large.

Shadow Cloaking System

The vehicle is very difficult to see in the dark and at **night**, resembling nothing more than a shadow or fleeting movement in the darkness itself. Even the light emitted by its own headlights (sometimes necessary for the pilot or the passengers) seems diffused. Normally the magic enables the driver (and only the driver) to see in darkness up to 1000 feet (305 m) for good visibility even in the darkest of nights.

Bonuses: Attackers are -6 to strike and -4 to dodge this cloaked vehicle at night or in darkness (i.e. unlit or dimly lit tunnel, parking structure, etc.). When parked or idling still in darkness (including shadows large enough to cover 90% or more of the vehicle), it is effectively invisible, concealed the same as the Chameleon Cloaking System described earlier.

Penalties: The Shadow Cloaking applies only to the vehicle and conceals those inside as long as they are quiet. Opening the car door, talking or playing the radio will break the concealing magic and turns the vehicle visible (can be attacked without penalty).

In the light of day, the vehicle has no special properties other than being able to seemingly disappear when entering deep shadows and darkness.

Duration of Magical Effect: 30 minutes per 10 P.P.E. spent to activate it (240 P.P.E. for 12 hours).

P.P.E. Cost: 800 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate.

Market Cost: 750,000 credits.

Sound Cloaking System

This TW magic requires a special muffler system that completely masks all noise made by the vehicle. And we mean all noise, including the opening and closing of doors (no sound even when slammed), tire squealing, as well as engine noise and the use of any **built-in/on-board** systems (i.e. sound from electric windows, window washers, weapon turrets, etc.).

Penalty: Can not **have** a radio of any kind built in to the vehicle.

Likewise, the use of portable radios and talking between the passengers will be heard and defeat the sound cloaking system.

Duration of Magical Effect: Five minutes per 10 P.P.E. pumped into the cloaking system.

P.P.E. Cost: 390 P.P.E. to install and 10 P.P.E. (or 20 I.S.P.) to activate.

Market Cost: 200,000 credits.

Super-Stealth Mode — Invisibility Superior

The vehicle becomes invisible to all means of detection including radar and most other sensors even when moving (see *Rifts® RPG*, page 178, for the complete spell description). The vehicle doesn't even leave tire marks or an impression in the grass!

Bonuses: +20% to surveillance or tailing skill when following somebody in this invisible vehicle.

Penalties and Limitations: -30% on piloting skill when trying to negotiate through anything other than light to little traffic. Since nobody else can see the invisible vehicle the driver must be ever vigilant of other vehicles to avoid a collision. If more than 90 M.D.C. is inflicted in a collision, the TW vehicle becomes visible (must reactivate to turn invisible again). Of course, one can touch the invisible vehicle at any time.

The instant the vehicle is used in an aggressive way (weapon systems **activated**, trajectory and speed suggests a ram or side-swipe attack, road rage, etc.) or a the window or door is **opened**, the vehicle instantly becomes visible. This is a stealth vehicle only, in fact, most don't even have weapons built into them.

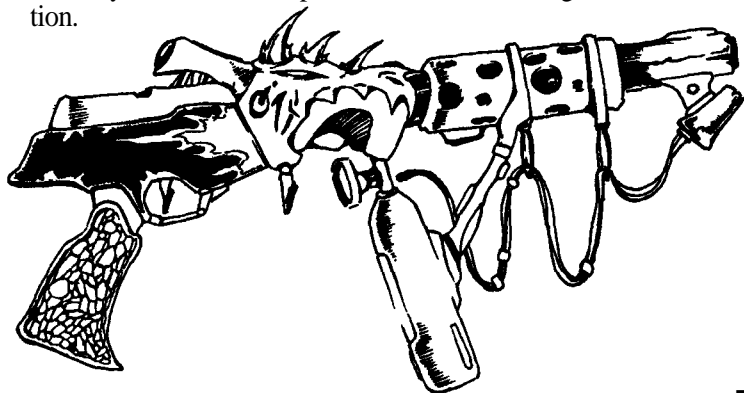
Duration of Magical Effect: Three minutes per 20 P.P.E. pumped into the vehicle.

P.P.E. Cost: 450 P.P.E. to install and 20 P.P.E. (or 40 I.S.P.) to activate.

Market Cost: 1.5 million credits to install in small one- or two-man vehicles, three million in larger ones.

TW Weapon System

Basically the equivalent to one of the TW pistols, rifles or cannons built into or mounted on the vehicle. Integrated systems (built into the vehicle) are usually controlled and operated by the pilot, **co-pilot** or a gunner. "Manned" weapons are typically mounted weapons (near a hatch?) that require a gunner to operate and usually need the gunner to stick his head out from the vehicle to **fire**. Cannons and other heavy weapons count as *two* TW features and can only be built into large vehicles. A one- or two-man **hovercycle**, flyer, body armor or similar small, light vehicle can NOT be equipped with a cannon or heavy weapon. Note: The size, aerodynamics, available space and other design limitations and considerations may limit the number of weapons a vehicle may have, especially if small. Game Masters have the final say on what is acceptable and should use logic and discretion.



Notable Techno-Wizard Vehicles

Water Vehicles

With the number of lakes and rivers throughout the region, the people of **Tolkeen** and the surrounding area use conventional and TW modified boats and **watercraft** for travel, work, recreation, and combat. The following TW vessels are reprinted with additional details from *Rifts® World Book One: Vampire Kingdoms™*. In addition to the abilities noted in the **description**, small vehicles may include *one* of the features described under TW **Conversions/modifications** described previously, while larger boats may have *two*.

TW Water Sled

Most look like conventional jet sleds used by water skiers to skim across the water, but some look like a surfboard with some crazy gizmo built into the back of it. All are TW powered and have great balance and stability (+1 to dodge, +5% to piloting skill, +10% to balance) and excellent speed of up to **100 mph** (160 km or 86 knots). Speed is controlled by the thought or voice command of the rider.

Duration: Five hours.

P.P.E. Cost: Initial creation cost in P.P.E.: 270, and needs the Swim As Fish, Telekinesis, and Energy Field spells. 20 P.P.E. (or **40 I.S.P.**) to activate.

Market Cost: 50,000 credits for a one-man **sled**, 75,000 for a two-man sled or surfboard-style **sled**, plus the cost of the sled itself.

TW Self-Propelled Sail Boat

A sail boat with an oversized fan in the rear facing the sail. When the TW fan is activated it creates its own wind to drive the sail. Can maintain a speed of about 30 mph (48 km or 26 knots).

Duration: Three hours.

P.P.E. Cost: Initial creation cost in P.P.E.: **210**, and requires the Wind Rush and Energy Field spells. 10 P.P.E. (or **20 I.S.P.**) to activate.

Market Cost: **30,000-40,000** credits for a small six-man boat, 50,000-75,000 for a mid-sized fishing boat (holds 20 people), and 125,000 for a larger vessel up to 100 feet (30.5 m) long, *plus* cost of the boat itself.

TW Hover Yacht

A jet-propelled **Techno-Wizard** designed **hover-watercraft** that utilizes magical **wind**, energy and propulsion. It can reach and maintain speeds of about **150 mph** (240 km or 129 knots).

Duration: Two hours per 20 P.P.E. points.

P.P.E. Cost: Initial creation cost in P.P.E. is 350, and requires the spells **Levitation**, Float in Air, Wind Rush and Energy **Field**. Costs 20 P.P.E. or **40 I.S.P.** to activate.

Market Cost: **100,000-160,000** credits for a small six-man yacht, 250,000-600,000 for a 30-60 footer that holds up to 20-40

people, and one million credits for any larger, up to 100 feet (30.5 m); plus cost of the boat itself.

TW Underwater Ley Line Flyer

These are underwater versions of wing boards and are of a very similar design with directional water flaps instead of air flaps. The board rides under the waves along ley lines at a speed of up to 45 mph (72 km or 39 knots); maximum depth 400 feet (122m).

Duration/Limitations: The TW vehicle can be used indefinitely as long as it remains on an underwater ley line; does not work away from ley lines. Range is the length of the line.

P.P.E. Cost: 50 points to create it and requires the Swim as Fish spell. One P.P.E. (or 2 I.S.P.) to activate.

Market Cost: 5,000-20,000 credits for one and **two-man** versions depending on the design and quality.

TW Underwater Scooter

A conventional looking underwater scooter except for the strange crystals and doohickey toward the engine. Speed 60 mph (96 km or 51.6 knots); maximum depth 400 feet (122 m).

Duration: Six hours.

P.P.E. Cost: 250 points and needs the Swim as Fish, Wind Rush, and Energy Field spells. Costs 20 P.P.E. or 40 I.S.P. to activate.

Market Cost: 50,000-75,000 credits for a one-man scooter, 75,000-100,000 for a two-man scooter, plus the cost of the vehicle itself.

Optional Features: Add 25,000 credits for a conventional back-up motor. Add 500,000 to add a Protective Energy Field with a total of 50 M.D.C. (costs 10 P.P.E. or 20 I.S.P. to activate; duration one hour or until M.D.C. is depleted). Add another 200,000 for a Breathe Without Air Bubble (duration one hour, costs 10 P.P.E. or 20 I.S.P. per hour, and adds 100 feet/30.5 m to maximum depth).

TW Floaters

Also known as TW Air Boats & Chariots

"Floaters" are a brilliantly simple **Techno-Wizard** vehicle that can be little more than a platform, **chariot**, sail boat or barge-shaped construct. Many have wings, sails and means of light propulsion. Some are very simple, others very elaborate or exotic with flags, streamers, sails, wings **and/or** unusual designs.

The simplest are drawn through the air by some kind of flying **being(s)** such as a Gargoyle, **Dragon**dactyl, Pegasus, demon, dragon or other winged creature, or pulled along by a flying machine, aircraft or power armor. It is this "simplicity" of magic, form and function that gives the **Tolkeen** forces a seemingly expansive armada of magic-based offensive weaponry and combat vehicles. Not only a melding of magic and technology, but magic with all levels of technology, high and low. A tribute to the inventiveness of Techno-Wizard designers.

Seeing a flying chariot or barge drawn through the heavens by some inhuman creature is always impressive and fantastic, as well as a little unnerving to those who oppose or fear magic. Most TW Floaters, whether they are small 1-4 man Air Chariots, barges or boats, are comparatively simple and inexpensive to make. As a result, they are incredibly common throughout the Kingdom of Tolkeen, and add to the mystique of the place.

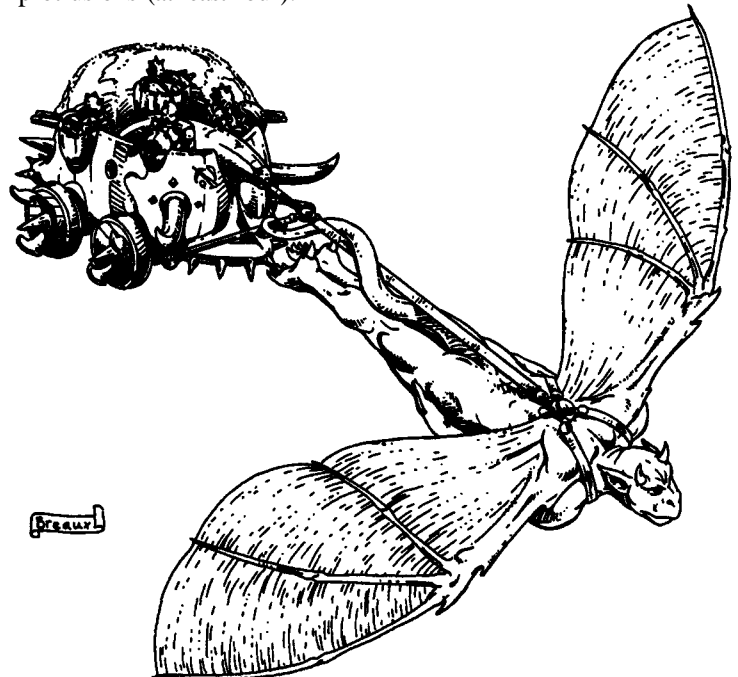
Simple Air Chariots & Skiffs

Air chariots, carriages and small skiffs are Floaters designed to accommodate a single **occupant/driver** to as many as 2-5 riders. The simplest and cheapest have minimal **M.D.C.**, have greater drag (reduce the **flyer's** speed by an additional 30%) and usually look just like the bulky, wingless ground vehicle, or a slight modification. Chariots, carts and carriages usually have wheels and the general appearance of the normal ground **vehicle** traditionally drawn by horses. This actually gives such vehicles dual land and air travel capabilities.

All Skiffs, and some chariots and carriages, have (retractable or not) wings, fins, flags, streamers and other things that make them look more impressive or elegant in flight. Skiff Floaters are always designed with flight and aerodynamics in mind and

are sleek, winged vessels that slow down the flying **being(s)** pulling it by only 10% (chariots and most other Floaters slow the creature pulling it by 20-30%).

In the air, these small Floaters can be pulled by one large (man-sized or larger) flying creature (two or more may be used for dramatic flair, a display of power or wealth or to be able to "unleash" the others to attack an enemy). That "creature" may be an animal such as a Pegasus or Dragondactyl, a slave or servant such as an Air Elemental, Gargoyle, demon, or winged D-Bee, or a teammate, friend or ally such as a flying **wizard**, dragon, sphinx, winged D-Bee, superhuman or other comrade. The "flying creature" is the Floater's only source of locomotion and control. Without **it/them**, the vessel is left to the mercy of the wind. This means animals and slaves must be controlled and directed, typically with both verbal commands and reins like a horse. The Aerial Float System itself usually has the appearance of small to medium-sized hover jets, exhaust tubes, or disk-like protrusions (at least four).



Note: Also see the description for the TW Floater Vehicular feature for more data about Floaters, how they work, stopping and wind speeds.

Duration: Typically one hour per 5 P.P.E. pumped into the vehicle.

Bonuses: Flight is completely silent other than the soft rush of the wind or the flapping wings of the animal or character that pulls it.

P.P.E. Cost: 312 P.P.E. to install, and 5 P.P.E. (or 10 I.S.P.) to activate for one hour.

Market Cost: 220,000 for a simple chariot or skiff (1 or 2 man) with 90-120 M.D.C.; **275,000-400,000** credits for a fancy, winged chariot or skiff (can accommodate 3-5 riders) with landing gear and **110-150**M.D.C. Note: The prices listed include the installation of the TW Float System *and* the basic cost of the vehicle itself. Price will vary depending on the size, styling and ornamentation (i.e. accessories and frills). Those listed do NOT include any other TW features, **weapons** or special gizmos; all that is extra.

Number of Additional TW Features Possible: Only one or two at additional cost, but the simplest and least expensive have none. Air Boats and other large Floaters can have three additional features, and five additional for the largest ones.

Air Boats & Large Floaters

Fundamentally the same as the simple Air Chariots and Skiffs described previously. The main difference is their size and styling, with most resembling an exotic barge, yacht or sail-

ing vessel. Most are reasonably aerodynamic, so the maximum speed of the flyer pulling the Air Boat is reduced by 20%.

Market Cost: 250,000-300,000 credits for a small six-man yacht with **120-160** M.D.C., 400,000-550,000 credits for medium-sized (12-25 **feet/3.6** to 7.6 m; holds 10-12 people and has 200-300 M.D.C.) and 750,000 to **1.1** million for a 26-50 footer (**8-15** m) that holds up to 20-40 people (and has **380** to 600 M.D.C.); larger vessels are not possible. Note: The prices listed include the installation cost of the TW Float System (650,000 credits for the largest vessels) *and* the basic cost of the vehicle itself.

Self-Propelled Sail Floaters/Air Boats

Fundamentally the same as the Air Boats previously described, typically with a barge or boat styling and usually reserved for the medium to large vessels, but may be used in smaller ones as well. The big difference is that this Sail Floater has **1-3** sails like a boat at sea to catch the wind and ride the air currents. In addition, it has two or more fans in the rear of the vessel facing the sail. When the TW fan is activated it creates its own wind to drive the sail.

Air sailing speed: 20 mph (32 km) plus the speed of the wind when sailing *with* the wind and **10**mph (**16**km) when sailing *against* it, and **15**mph (24 km) when there is no wind at all.

Market Cost: 275,000-325,000 credits for a small six-man yacht with 100-160 M.D.C., 500,000-700,000 credits for medium-sized (12-25 **feet/3.6** to 7.6 m; holds 10-12 people and



has 200-300 M.D.C.) and 1 to 1.3 million for a 26-50 footer (8-15 m) that holds up to 20-40 people and has 380 to 600 M.D.C.; larger vessels are not possible. Note: The prices listed include the installation cost of the TW Float System, **Self-Propelled** Sailing mechanism *and* the cost of the vehicle itself. Many owners who use the Self-Propelled TW **sail** also keep or use an animal or slave to pull the vessel as an alternative or back-up system



Motorized Floaters & Skiffs

Another Floater variant that is fundamentally the same as the simple Air Chariots and Skiffs described previously. The difference is they use a conventional hover *and/or* jet propulsion system to fly the vehicle. All Motorized Floaters have an aircraft appearance and *must* have wings, and may also have fins or other types of stabilizing mechanisms. Only small 1-6 man Floaters can be successfully "motorized" without completely losing control when flying. The **thrust**er jets are often small (sometimes concealed) and may have one large fan-jet or several small fans or **thrusters**. Large and powerful **thrusters** are incompatible, causing the magically made lightweight Floater to fly erratically (-50% to basic piloting skill, -75% to perform special maneuvers), do mid-air somersaults and crash. While **this** limits the **aircraft's** speed and requires an engine and fuel (or P.P.E. engine), it still makes for a solid, reliable **Techno-Wizard** flyer.

Maximum Speed: 60 mph (96 km); flying against strong winds or through turbulence may reduce speed by 10-20%, but **that's** true of any conventional aircraft. This is no rocket bike or even a hovercycle, but it is good solid transportation.

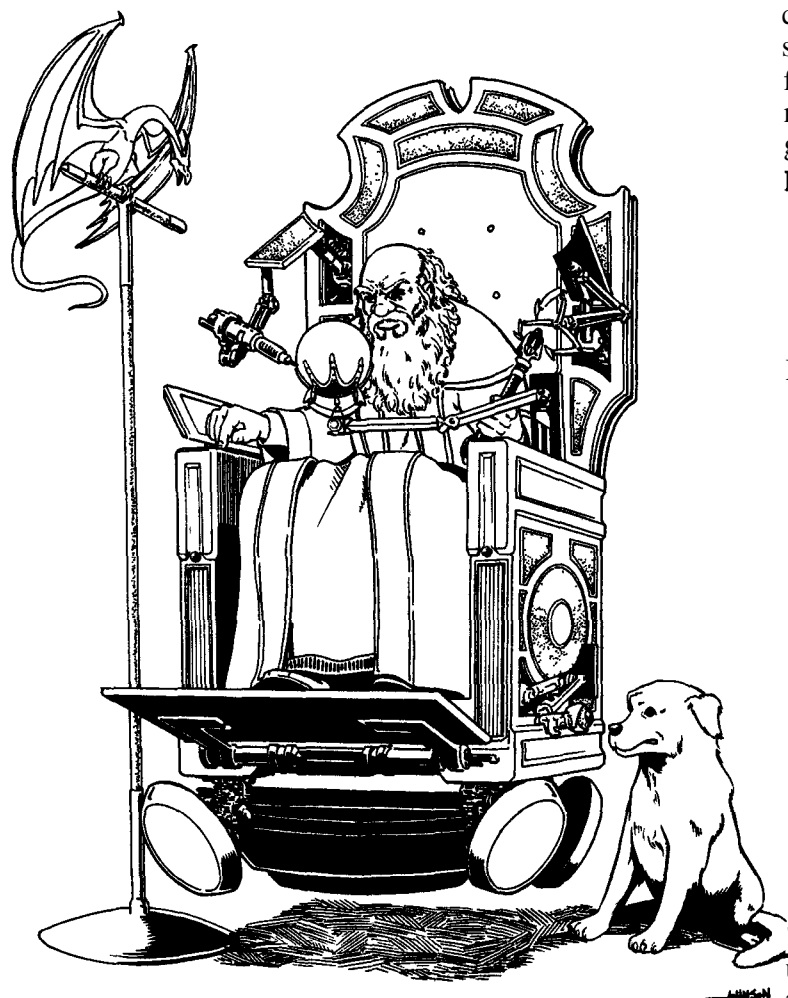
Maximum Altitude: 6000 feet (1828 m).

Market Cost: 275,000-330,000 for a simple chariot or skiff (1 or 2 man) with 90-120 M.D.C.; 380,000-500,000 credits for a fancy, winged chariot or small to medium-sized skiff (can accommodate 3-6 riders) with landing gear and 100-150 M.D.C. Add 100,000 for a Vertical **Take-Off & Landing** (VTOL) system of hover jets. Note: The prices listed include the installation of the TW Float System *and* the special **propulsion** system as well as the basic cost of the vehicle itself.

Floater Platforms & Hover Chairs

Floater technology has also been incorporated into floating platforms and chairs. The former is typically used for labor, cargo transportation, magical elevator systems ("Going up?") and entertainment. Such usage is very much limited to simple platforms and the platforms are often tethered or chained to hold or synch them in place to keep them from rising beyond a certain point or drifting away. The more elaborate platforms may

incorporate light **thrusters** and hover systems for up, down and sideways movement and complete control — however, a conventional hover **platform/jeep** is just as effective, faster and more versatile as an all-purpose transport vehicle.



Floating chairs are used by the physically **impaired**, self-styled nobility and those who just like them. Among certain people, it is said floating chairs makes one look regal and important (they are very popular in the Federation of Magic as well as the City of **Tolkeen**). Characters who possess magical or psionic **Levitation and/or Telekinesis** may use those powers to move and manipulate the chair (or platform) with a maximum speed of 15 mph (24 km) and maximum altitude of 200 feet (61 m); the character must keep the vehicle *anchored* to the ground via his **telekinetic** abilities. To let go means to be cast to the wind. However, most floating chairs have a system of small hover jets or fans that keep them **moving**, change direction or hold them in place while floating. Most also come with a tether or chain to tie the chair down. Of course the magic that causes the floating can be cancelled as the rider desires, but sometimes it is more P.P.E. cost effective to simply tie it down rather than cancel the magic and spend more P.P.E. to start it up again.

Additional TW Features: Simple, basic floating chairs, seats or mini-platforms (can accommodate only one rider standing or sitting) can have one additional TW vehicular feature at additional cost, but the simplest and those used in labor rarely have any.

Chairs that resemble large, floating **recliners** or medieval-looking thrones can have as many as two or three additional TW vehicular features. However, these "**thrones**" often have 2-8 other conventional mechanical and optical features including visible or concealed **and/or extendible/retractable** arms, computer display and keyboard, language translator, **radio**, sensors, optics, hover system, and weapons! Special conventional features are typically limited by the size of the chair and the money available to the purchaser; some get downright outrageous.

Maximum Speed & Altitude: 15 mph (24 km) and a maximum altitude of 200 feet (**61** m) for those using Telekinesis as a means of control and propulsion; 20 mph for those using a light hover or fan-jet system with an altitude of 600 feet (**183** m). Reduce speed by 10-20% when moving against strong winds.

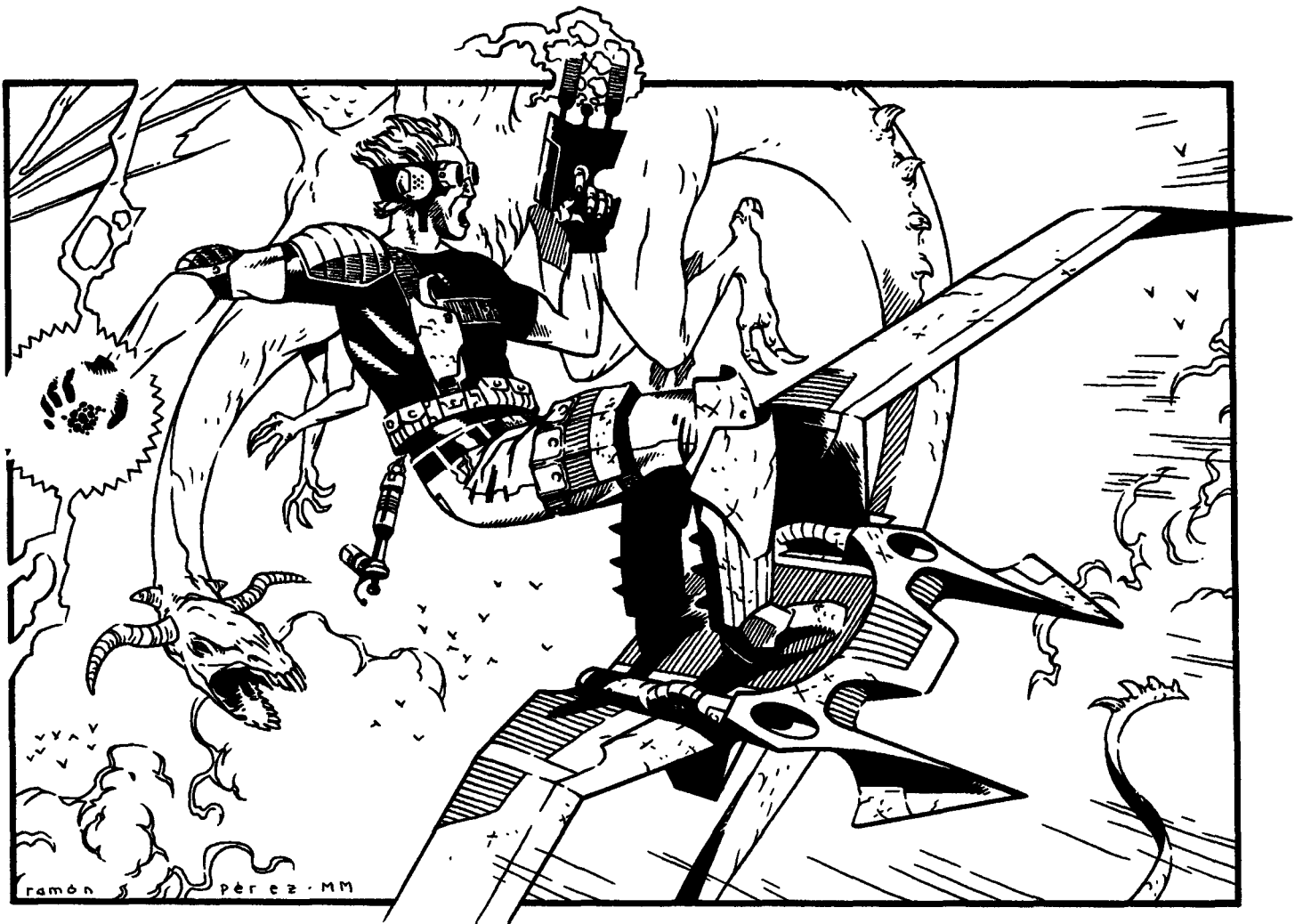
Market Cost: 275,000-320,000 for a simple chair, seat or mini-platform (one-man) with 40-50 M.D.C.; 500,000 for a basic large and fancy or throne-like chair with 100-140 M.D.C., and light hover propulsion system. Add 100,000 for a Vertical **Take-Off & Landing (VTOL)** system of hover jets. **Note:** The prices listed include the installation of the TW Float System, the special propulsion system as well as the cost of a nice, plush, fancy, but comparatively basic chair itself. Those with numerous mechanical, if not **Techno-Wizard**, features can cost into the millions, with some encrusted with gems and trimmed in gold and other precious metals (or skulls and such depending on one's personal tastes and the image they are trying to convey).

Turbo-Wing Boards

Turbo- and Crescent Wing Boards have grown out of the "classic" Wing Board, but are more versatile in that they can fly under their own power away from ley lines as well as along them. Like all Techno-Wizard devices, these flying Boards use magic and technology, only the "Turbo" draws from technology as much as magic.

Technology comes to play in both the overall design and the propulsion system, for the **Turbo-Wing** Board has a built-in hover and **micro-jet** propulsion system that enables it to fly anywhere, even away from ley lines. The design is sleek and bold with air-fed ramjets for propulsion and quick response to body movement.

Magic comes into play in the overall design and key elements that help defy the laws of physics. The **Turbo-Wing** Board, like its predecessor, is a man-sized, flying wing that is ridden very much like a skateboard or **surfboard**, only it rides the air currents rather than ocean waves. Unlike the ley line powered Wing Board which can be piloted and controlled standing up or laying prone, the Turbo is designed to be flown with the rider on his feet in a standing, kneeling or crouched position. Magic adheres the surfer's feet to the mat of the board and also connects him to the board in ways that defy easy explanation. Like a skate or **surfboard**, the **Turbo-Wing** Board responds to the rider's every body motion. A swing of the hips causes it to swerve left or right, swing away, dodge or even perform a horizontal spin. Leaning forward causes it to dive, leaning back to pull up, grabbing and pulling back on the forward nose fins to spin back-



wards, while grabbing them and leaning forward causes a steep dive. Man and machine are one in a symphony of motion. Magic also creates an invisible energy field that keeps flying insects and bits of airborne debris from flying into their eyes, nose and mouth; goggles are still recommended.

The **Turbo-Wing** has no built-in weapons nor additional TW features. The **pilot/rider** is typically armed with a handgun, light rifle and at least a half dozen hand grenades (if not a satchel full of 24-36). With minimal training, most Men of Arms and Practitioner of Magic O.C.C.s can learn to pilot these magic Wing Boards but without benefit of the bonuses listed below. However, **RPA Power Armor Pilots, Aces, Crazies, and Operators** take to them like ducks to water and enjoy the Vehicle Bonuses listed below. Meanwhile, practitioners of magic schooled as a *Conjurer, Battle Magus, or Techno-Wizard* O.C.C. have a natural affinity for all types of Wing Boards and get both sets of bonuses when piloting the **Turbo-Wing** Board; they just love them. They may also cast spells while flying.

Turbo-Wing Board

Model Type: Motorized, hover TW Wing Board; the TW equivalent of an exotic hovercycle. Use the Hovercycle Piloting skill.

Vehicle Bonuses: +1 on initiative, +1 to strike, +2 to dodge, +5% to piloting skill.

O.C.C. Bonuses: +2 on initiative, +2 to dodge, +1 physical attack or action per melee round when riding the board and +10% to piloting skill.

Creation Stats:

Initial P.P.E. Creation Cost: 395 to create; 5 P.P.E. (10 I.S.P.) to activate and fly indefinitely (see Power System for details).

Spells Needed: Fly Like the Eagle, Float in Air, Wind Rush, **Levitation**, Energy Field, Telekinesis, Carpet of Adhesion, Armor of **Ithan**, and a number of secret incantations.

Physical Requirements: The mechanical components, armored plating, hover system, and two large clear and two rose quartz crystals.

Crew: One **humanoid** rider with one additional rider possible in emergencies, but the second character must cling to the main rider to stay on. The increased **weight**, encumbrance and unbalance causes the following penalties: reduce speed by at least 20%, reduce combat bonuses by half, and -1 attack per melee round.

M.D.C. by Location:

- * Forward Nose Fins (2) — 30 each
- * Small Hover Jets (4, undercarriage) — 10 each
- * Rear Hover Jets (3, rear base platform) — 15 each
- Wings (2) — 100 each
- Main Body — 130

* Every item marked by a single asterisk is small and/or difficult to strike. An attacker must make a "called shot" to **hit**, but even then he is -4 to strike.

Complete destruction of the main body will destroy the magical construct and send its rider falling to the earth.

Destroying one of the wings will prevent flight, causing the rider and what's left of the board to spiral down to earth, but landing safely.

Speed

Flying: Hover stationary to rocketing along at a maximum speed of 120 mph (192 km); double when riding on a ley line! Maximum altitude is **10,000** feet (3048 m); double on a ley line. VTOL capable.

Underwater Capabilities: None.

Statistical Data

Height: The gull shaped wings give it a height of two **feet**, five inches (0.78 m)

Width: **15** foot (4.6 m) **wingspan**.

Length: Approximately 6 feet (1.8 m) including the nose fins.

Weight: **50 lbs** (22.5 kg); magically lightweight for a vehicle its size.

Color: Varies with the taste of the builder or owner, typically white, silver, and pale blue.

Power System: Magical. The **Turbo-Wing** Board must be regularly recharged with 90 P.P.E. every four months, plus it needs 5 P.P.E. each time it is activated to float and take wing (will not fly without the 5 P.P.E. points, but floats a few feet above the ground and can be pulled along). Without the P.P.E. recharge, the magical construct slows down; reduce speed and all bonuses by half. If it goes without a recharge for eight months it will lose all of its magical properties, bonuses and is -40% to pilot (can be restored with 90 P.P.E.), and works only as a high-tech hover vehicle (the equivalent of a hovercycle). Any practitioner of magic or superhuman being with sufficient P.P.E. can recharge the **Turbo-Wing** Board. Note that trying to imbue it with less than the 90 P.P.E. at a time is useless, the TW creation is calibrated to accept a **specified** P.P.E. amount, so nothing less works.

Cargo: Can carry one rider and one companion (if both are roughly human-size) with a maximum weight tolerance (in addition to the rider himself) of **300 lbs** (135 kg). Anything heavier will reduce maximum altitude by half, speed by **30%**, and bonuses by half, and inflicts a -15% piloting penalty.

Cost: **160,000-200,000** credits on the open market.

Crescent Wing Boards

The Crescent Wing Board is another variant of the "classic" Wing Board, but like the Turbo it has its own mechanical hover flight system in order to fly anywhere rather than being limited to the length of a ley line. The Crescent Board is more stable, completely silent (other than the rush of wind) and can actually ride the wind currents, however stability and silence means sacrificing speed and maneuverability compared to the Turbo. Tiny air jets are located in the undercarriage and back of the wings toward the main body, but magic does the rest. The lip of the board curls up in the front section to provide some protection for the prone pilot and conceals a pair of joy-stick style controls used to maneuver the Wing Board and fire electric bolts. A clear almond-shaped windshield provides clear line of sight and additional protection.

Magic comes into play in the overall design and key elements that enable the **Techno-Wizard** vehicle to ride the wind and fly. Although one can kneel and stand on the Crescent Wing Board, it is designed for the rider to lay prone. This makes him or her a more difficult target to hit and reduces wind drag. One of its most striking features is the board's ability to generate and fire

electrical bolts from between the two horn-like projections at the head of the board. This is the only Wing Board that has built-in combat capabilities. The **pilot/rider** is typically armed with one or two handguns and at least a half dozen hand grenades (if not a satchel of 24-36). With minimal training, most Men of Arms and Practitioner of Magic O.C.C.s can learn to pilot these magic Wing Boards but without benefit of the bonuses listed below. Only **RPA Power Armor Pilots**, *Aces*, *Crazies*, and *Operators* enjoy the Vehicle Bonuses listed below. Meanwhile **practitioners** of magic schooled as a *Conjurer*, *Battle Magus*, or **Techno-Wizard** O.C.C. have a natural affinity for all types of Wing Boards and get both sets of bonuses when piloting the Crescent Wing Board. They may also cast spells while flying.

Crescent Wing Board

Model Type: **Motorized**, hover TW Wing Board; the TW equivalent of an exotic hovercycle. Use the Hovercycle Piloting skill.

Vehicle Bonuses: +1 on initiative, +1 to strike, +1 to dodge, **+10%** to piloting skill.

O.C.C. Bonuses: **+1** on initiative, +2 to dodge, and **+10%** to piloting skill.

Creation Stats:

Initial P.P.E. Creation Cost: 430 to create; 5 P.P.E. (**10 I.S.P.**) to activate and fly indefinitely (see Power System for details).

Spells Needed: Fly Like the Eagle, Float in Air, Wind Rush, **Levitation**, Energy Field, Call Lightning, Telekinesis, Carpet of Adhesion, Armor of **Ithan**, and a number of secret incantations.

Physical Requirements: The mechanical components, armor plating, silver to plate the exterior armor and mechanical parts, and two large clear and two rose quartz crystals.

Crew: One **humanoid** rider with one additional rider possible in emergencies, but the second character must cling to the main rider to stay on. The increased weight, encumbrance and unbalance causes the following penalties reduce speed by at least 20%, reduce combat bonuses by half, and **-1** attack per melee round.

M.D.C. by Location:

* Small Hover Jets (6, undercarriage) — **10** each

* Rear Hover Jets (2, rear base platform) — **12** each

Wings (**2**) — **130** each

Main Body — **160**

* Every item marked by a single asterisk is small **and/or** difficult to strike. An attacker must make a "called **shot**" to hit, but even then he is **-4** to strike (the pilot is also **-4** to hit when laying flat).

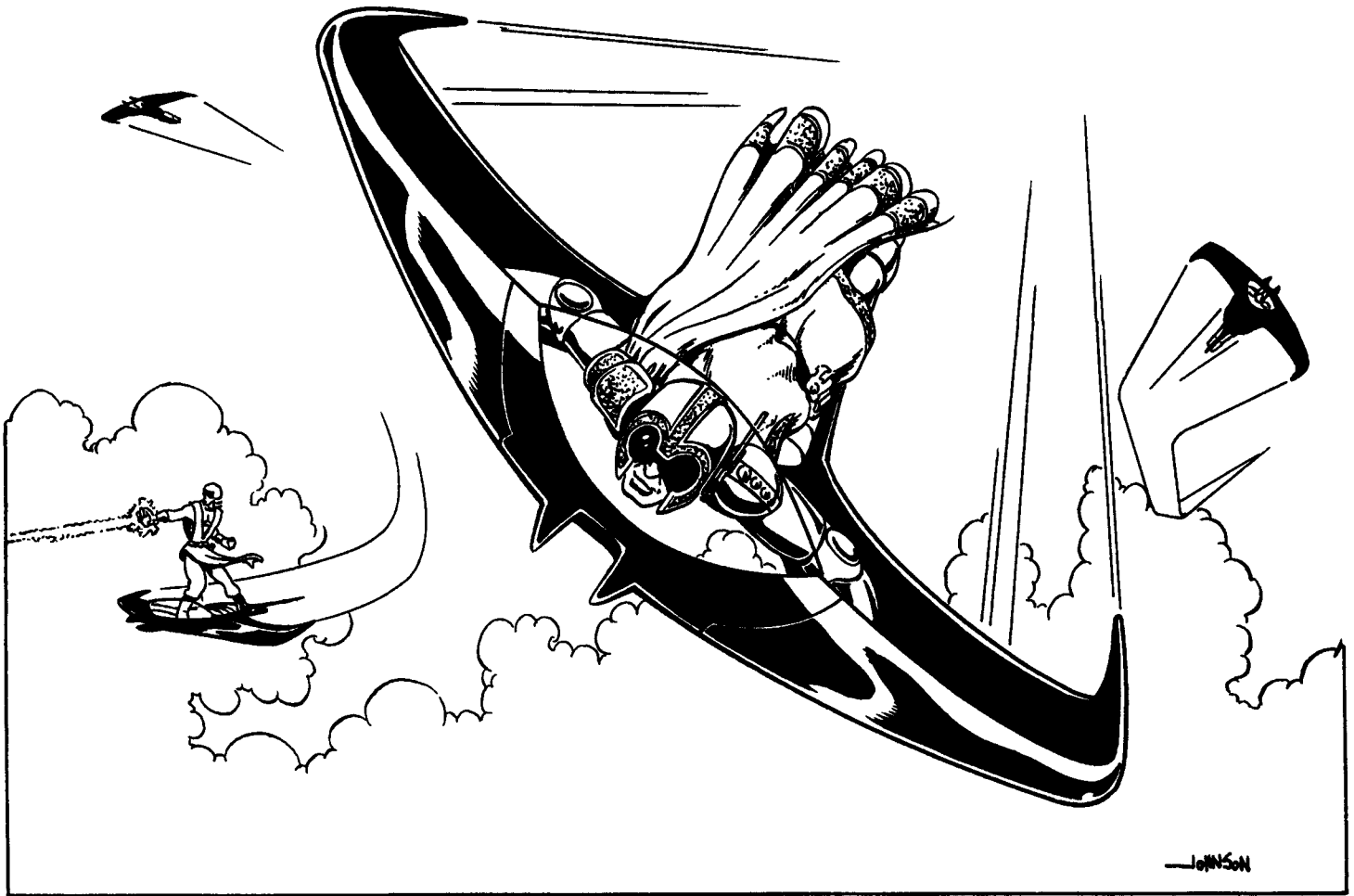
Complete destruction of the main body will destroy the magical construct and send its rider falling to the earth.

Destroying one of the wings will prevent flight, **causing** the rider and what's left of the board to spiral down to earth, but landing safely.

Speed

Flying: Hover stationary to rocketing along at a maximum speed of **60** mph (96 km) under its own power; double when riding on a ley line! Maximum altitude is 10,000 feet (3048 m); double on a ley line. It can also **"ride the wind"** similar to the Techno-Wizard "Float" feature. When riding the wind the Crescent Wing Board flies 50% faster than the speed of the wind itself. VTOL capable.

Underwater Capabilities: None per se, but it can skim across the



surface at half its normal flying speed. It also floats on water so it can make landings at sea and on lakes.

Statistical Data

Height: The Crescent Wing Board has as low a profile as possible; barely six inches thick (.15 m), with the high impact wind-shield accounting for most of its height of 20 inches (0.5 m).

Width: 13 foot (4 m) **wingspan.**

Length: Approximately 7 feet (2.1 m).

Weight: 40 **lbs** (18 kg); magically lightweight.

Color: Glossy black or blue-black with silver, grey or light blue highlights.

Power System: Magical. The Crescent Wing Board must be regularly recharged with 110 P.P.E. every four months, plus it needs 5 P.P.E. each time it is activated to float and take wing (will not fly without the 5 P.P.E. points, but floats a few feet above the ground and can be pulled along). Without the P.P.E. recharge, the magical construct slows down; reduce speed and all bonuses by half, and the damage and range of the electrical blast is also halved. If it goes without a recharge for eight months it will lose all of its magical properties, bonuses, and is

-40% to pilot (can be restored with 110 P.P.E.), and works only as a high-tech hover vehicle (the equivalent of a hovercycle). Any practitioner of magic or superhuman being with sufficient P.P.E. can recharge the Crescent Board. Note that trying to imbue it with less than the 110 P.P.E. at a time is useless, the creation is calibrated to accept a specified P.P.E. amount, so nothing less works.

Cargo: Can carry one rider and one companion (if both are roughly human-size) with a maximum weight tolerance (in addition to the rider himself) of 300 **lbs** (135 kg). Anything heavier will reduce maximum altitude by half, speed by 30%, and bonuses by half, and inflicts a -15% piloting penalty.

Weapon System: Can magically fire an electrical bolt of energy that does 4D6 M.D. and has a range of 2000 feet (610 m; increase range by 50% and M.D. by 1D6 when on a ley line). Payload: Two bolts per hour, but the pilot can fire more by placing more P.P.E. into the board (5 P.P.E. or 10 I.S.P. per each blast). Each shot counts as one melee attack and can be fired either with a hand-held trigger mechanism or mental command.

Cost: 350,000 credits on the open market.

Tolkeen's Machines of Destruction

Machines of Destruction seem to go beyond the capabilities of **Techno-Wizardry**. The exact process involved is a closely guarded secret said to be held by one particular clan or sect within the leadership of **Tolkeen**, but many fear it is a synthesis of **Techno-Wizardry** and some sort of **Bio-Wizardry**. The latter is a rare magic discipline forbidden by some, pushed away by most **others**, and coveted only by the most evil (and desperate). **Bio-Wizardry** in all its forms, including Rune magic, enslaves and condemns the living to eternal imprisonment and suffering. It is one of the few mystic arts known to use living beings as the key power source for its creations. A level of power that is unparalleled because it draws on the life essence and emotions of the mortal or supernatural **being(s)** imprisoned in it.

Bio-Wizardry is a magic long since abandoned by most practitioners of magic with any sense of morality, compassion or aspirations toward goodness. Even many evil mages avoid it. *The Splugorth* are one of a tiny handful of beings throughout the **Megaverse** known to hold and exploit the black arts of this foul magic. The notion that any **Tolkeenite** might have learned its dark secrets and would even consider using it is unthinkable, and yet mounting evidence suggests just that. On the other **hand**, Tolkeen may be utilizing some alien technology, force or method of magic provided by a D-Bee or supernatural being from another **world**, combined with **Techno-Wizardry** to create new, mind-boggling machines that rival or suggest the practice of **Bio-Wizardry** and Rune Magic. There is definitely evidence to support both lines of conjecture.

Whatever the case may be, it has attracted the attention of the *Splugorth*, who like to be the exclusive masters of dark **magicks**, and the *Federation of Magic*, who covet the secrets for themselves. One line of rumors suggest that King Creed or one of the Circle of Twelve have made an unholy allegiance with the *Splugorth* or some other demon **lord**, yet no alien intelligence or Minion of *Splugorth* has been **sighted**, diminishing the credibility of such unsubstantiated speculation. **Frighteningly**, King Creed has neither dismissed or confirmed the rumor, saying only, "The *Splugorth* is no friend of mortal man, but who knows what desperate times may bring upon us?"

The Iron Juggernauts

When people speak about **Bio-Wizardry** and magical **weapons** of unspeakable power, most point a finger at the Iron Juggernauts and whisper about things much worse. The Iron Juggernauts are massive devices that appear to be giant, magically created robot siege machines. Walking tanks more powerful and mysterious than a Golem, and which smack of **Techno-Wizardry** but go beyond the known limits of that unique brand of magic.

Each Iron Juggernaut has a rather "retro-tech" appearance, made from brushed metal, bound together with large bolts and studs, and bearing an archaic medieval look. Each seems to be a magical, M.D.C. suit of armor that contains an Elemental or

some elemental force locked inside as its source of power. **Yet**, unlike the alien and simple-minded **Elementals**, these metal behemoths exhibit all too human intelligence and emotion. This has given rise to stories about practitioners of magic and psychics (always mortal beings) said to be of low level or poor health who allow themselves to be sealed inside the iron giants to serve as the brains of the monstrous creation along with a boiling Elemental force that serves as the muscle. Another story says it is only the life essence of the mortal being that is placed inside the "creation of metal, magic and elemental fury." That same story claims that when an Iron Juggernaut is destroyed, that life essence is released from this mortal coil — a hero's death in a righteous war. Despite **that**, there are stories from **Coalition** soldiers and adventurers not allied to Tolkeen who claim that when an Iron Juggernaut is **destroyed**, a whirlwind of Elemental **fire**, icy wind, grit filled funnel or cloud of steam is released in a torrent of energy, leaving behind the body of a man inside an empty shell of wires and cold steel. Which is closer to the truth is yet to be proven, although it is probably the latter.

Iron Juggernauts are extremely versatile when it comes to military operations. They can be sent out into the field as lone operatives, in pairs, as members of a larger diverse group or as a group composed entirely of Iron Juggernauts. They effectively serve the same strategic and tactical combat functions as the **Coalition's** high-tech power armor and robot troops, providing troop support and armored offensive capabilities. Missions can include rescue, search and destroy, escort duty, perimeter patrols, the guarding or holding of a strategic position, and all-out assaults as a surgical strike team, raiders or part of a larger coordinated attack.

Note: *Elemental spells* are found in *Rifts® Conversion Book One*, all other spells available to Iron Juggernauts are found in the *Rifts® RPG* or *Federation of Magic™*.

Blazing Iron Juggernaut

The Blazing Iron Juggernaut is clearly powered by the Elemental force of fire, or fire and air. Its body is made in the shape of a medieval suit of armor, complete with (welded shut) visor, shoulder guards and spikes. From the slits of its helmet burn a pair of eyes that resemble red-hot coals more than eyes. Licking tongues of flame and white or grey smoke constantly issue forth from vents in the cheeks, shoulders and a pair of small vent tubes in the back. The thick armor is a dark red with parts seemingly red to yellow hot as if the inferno inside is trying to burst through the armor that contains it. The hands are constantly burning, being doused only on those few occasions where the Juggernaut must touch or handle something without setting it ablaze.

The hands of fire inflict Mega-Damage with every blow and set combustibles on fire. **Furthermore**, they can spit forth a gout of fire like a flamethrower up to 100 feet (30.5 m) long and launch balls of flame. Mounted on the right arm is a crescent-shaped black shield covered in wicked spikes. The tail end



of the shield protrudes beyond the elbow and ends in a pair of small hooked blades ideal for elbow jabs and raking strikes.

Blazing Iron Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: **Uncertain**, intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C. by Location:

* Steam Exhaust **Tubes/Vents (2; back)** — 60 each

* Head — **240**

* Flaming Hands (2) — **150** each

Forearm Shield (1; right arm) — 200

Arms (2) — **230** each

Legs (2) — **400** each

**** Main Body** — **910**

* Every item marked by a single asterisk is small **and/or** difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by **1D4x100** points! Destroying one leg will hobble the giant reducing speed, leaping distance and height by 40%.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who was low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life — the stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural creature; presumably this is a creation limitation or requirement.

Speed:

Running: Maximum speed of 50 mph (80 km); double on a ley line!

Leaping: 20 feet (6 m) high and 40 feet (12 m) lengthwise; double when on a ley line.

Flying: Not applicable.

Underwater Capabilities: None; in fact it hates large bodies of water and tries to avoid them.

Statistical Data

Height: 20-30 feet (6-9 m).

Width: 10-12 feet (3 to 3.6 m).

Length: Approximately 6-7 feet (1.8 to **2.1** m).

Weight: 20-30 tons.

Color: Dark red with a black shield. Some areas glow red or yellow from the fire that burns within. Trimmed with black and bright red.

Power System: Magical and undetermined. Suspected to be a Major Fire **and/or** Air Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over two tons.

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a

supernatural being made of iron and elemental fury. Not available for sale, although the **Splugorth** would love to get a few for the Gladiator arena.

Weapon Systems:

1. Laser Beam from the Eyes: The eyes of the Blazing Iron Juggernaut can fire laser-like blasts. The energy is magical in nature.

Primary Purpose: Defense and assault.

Mega-Damage: 3D6 M.D. per blast.

Range: 2000 feet (**610 m**)

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. Flaming Fists (2): Each hand burns with Mega-Damage fire that inflicts terrible damage with every punch or touch.

Primary Purpose: Assault; hand to hand and long-range.

Mega-Damage: **1D4x10** M.D. per flaming punch, plus combustibles burst into flame and burn.

Flamethrower-like gout: Does **1D6x10** M.D. to everything in its path, plus combustibles burst into flame. Counts as two melee attacks/actions.

Fire Balls can be fired from the hands at will. A single one inflicts 4D6 M.D., a pair fired from each hand simultaneously does **1D4x10+4** M.D. (counts as one attack).

Range: Hand to hand melee combat, 100 feet (30.5 m) and 1600 feet (488 m) respectively.

Rate of Fire: See above.

Payload: Effectively unlimited.

3. Spiked Shield (1): A heavy spiked shield with a thick, stubby hooked tail with a pair of small hooked blades at the end. Ideal as both a defensive shield to parry attacks and an offensive weapon to strike and slash.

Mega-Damage: Strikes with the flat part of the "spiked" shield does 4D6 M.D. (1D6 M.D. plus the normal P.S. punch damage).

A strike from the double blade tail also does 4D6 M.D. (1D6 M.D. plus the normal P.S. punch damage).

Bonuses: +1 to parry and +2 to disarm.

4. Steam Attack: A cloud of scalding steam can be created from the vent tubes covering a 40 foot (12 m) diameter. Everyone inside the steam cloud takes 4D6 S.D.C. damage every melee round and those not protected by environmental armor, magic or Mega-Damage hide are temporarily blinded (-9 to strike, parry and dodge). Characters inside M.D.C. structures from armor to vehicles are unhurt, but the steam creates a mist that reduces visibility by half and plays havoc with heat sensors.

5. Physical Combat: Its magical nature and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a supernatural P.S. 29, P.P.

22. I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the crackling of wood burning in a fire.

Attacks per Melee Round: Six physical (hand to hand or energy blasts) or two by magic spell (each spell attack counts as the equivalent of three physical actions).

Bonuses (includes all possible bonuses): +3 on initiative, +6 to strike with punches and kicks, +4 to strike with flame blasts, eye beams and fire **balls**, +3 to parry and dodge, +4 to pull punch, +1 to roll with impact, +10 to save vs Horror Factor, +6

to save vs mind control and it does not seem to breathe or need to eat **food**, drink water or rest; can travel without tiring.

Special Abilities: Keen vision and can see clearly for up to one mile (1.6 km) away, 180 degree peripheral vision, **nightvision** 2000 feet (610 m), see the invisible as well as the infrared and ultraviolet **spectrums** of light, magically understands all languages and regenerates the M.D.C. of its iron hide at a rate of 3D6 every melee round.

Furthermore, the Blazing Iron Juggernaut is impervious to possession, disease, gases, toxins, **cold**, heat, **fire**, **plasma**, lava, magic fires, and nuclear fire. In **fact**, the construct can walk through, hide and swim in boiling lava without damage. Similarly, the Blazing Iron Juggernaut can turn invisible when standing or walking within a raging fire.

Vulnerability: Magic weapons whose magic is **cold/ice** or water based inflict double damage.

Damage: Double damage to creatures vulnerable to fire or magic. Also remember that the flaming hands will set combustible material (rope, clothes, cloth, **wood**, dry grass, etc.) on fire.

- Restrained Punch: 5D6+14 S.D.C.
 - Full Strength Punch: 3D6 M.D.
 - Power Punch: 6D6 M.D., but counts as two melee attacks.
 - Shield strike: 4D6 M.D. including P.S. damage.
 - **Kick: 4D6 M.D.**
 - Stomp: 2D4 M.D.
 - Running Body Block: 2D6 M.D. and a **01-80%** likelihood of knocking any opponent its size or smaller off its feet (victim loses two melee actions and initiative).
 - Head Butt: 2D6 M.D.
6. Magic Spells: Lantern **Light**, **Fireblast**, Fire Whip, and all *Fire Elemental Spells* levels 1-4 all at 6th level spell strength! Available P.P.E. for spell casting is **1D4x100+360**.

Thundering Iron Juggernaut

Steam constantly streams forth from the vent tubes sticking out of the back of the Thundering Iron Juggernaut. This suggests that the elemental force locked within is that of air or air and water. **Indeed**, its movements are as swift as the **wind**, its fist hammering like thunder and its actions in combat as fluid as the raging ocean and as relentless as the pounding rain.

The Thundering Iron Juggernaut is impossibly fast for something so large and heavy. In addition to its hammering fist and slashing blades, the damnable thing can surround itself in scalding steam, has a pair of retractable M.D. blades, a forearm laser blaster, and a half dozen conventional mini-missiles as well as the ability to cast a large number of Air Elemental Spells (levels 1-4). Protruding over the right shoulder is a large drum-shaped **searchlight/spotlight** that unleashes a light beam that is the equivalent of actual daylight for superior illumination and range (great against the **undead**). Connected to the Spotlight is a conventional mini-missile launcher. Size varies from 20 to 30 feet (6 to 9 m), but most average at a height of 20-25 feet (6 to 7.6 m).

Thundering Iron Juggernaut

Classification: Iron Juggernaut TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two **Elementals** or primordial elemental force.

M.D.C. by Location:

* Head — **200**

* Steam Exhaust **Tubes/Vents** (4) — **100** each

* Retractable Forearm Blades (2; right arm) — **100** each

* Recessed Forearm Laser (**1**; left arm) — **25**

Shoulder Spotlight (**1**; real sunlight) — **50**

Mini-Missile Launcher (**1**; right shoulder) — **40**

* Hands (**2**) — **140** each

Arms (**2**) — **280** each

Legs (**2**) — **550** each

**** Main Body — 1130**

* Every item marked by a single asterisk is small **and/or** difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by **1D4x100** points! Destroying one leg will hobble the giant reducing speed, leaping distance and height by 33%.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or fight, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who was low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any **'save** vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life — the stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural creature; presumably this is a creation limitation or requirement.

Speed:

Running: Maximum speed of **100 mph** (160 km); double on a ley line!

Leaping: 60 feet (18.3 m) high and 120 feet (36.6 m) lengthwise; double when on a ley line.

Flying: The Thundering Iron Juggernaut can not normally fly, except when on a ley line where it can fly at 60 mph (96 km), and triple when "riding" a ley line storm.

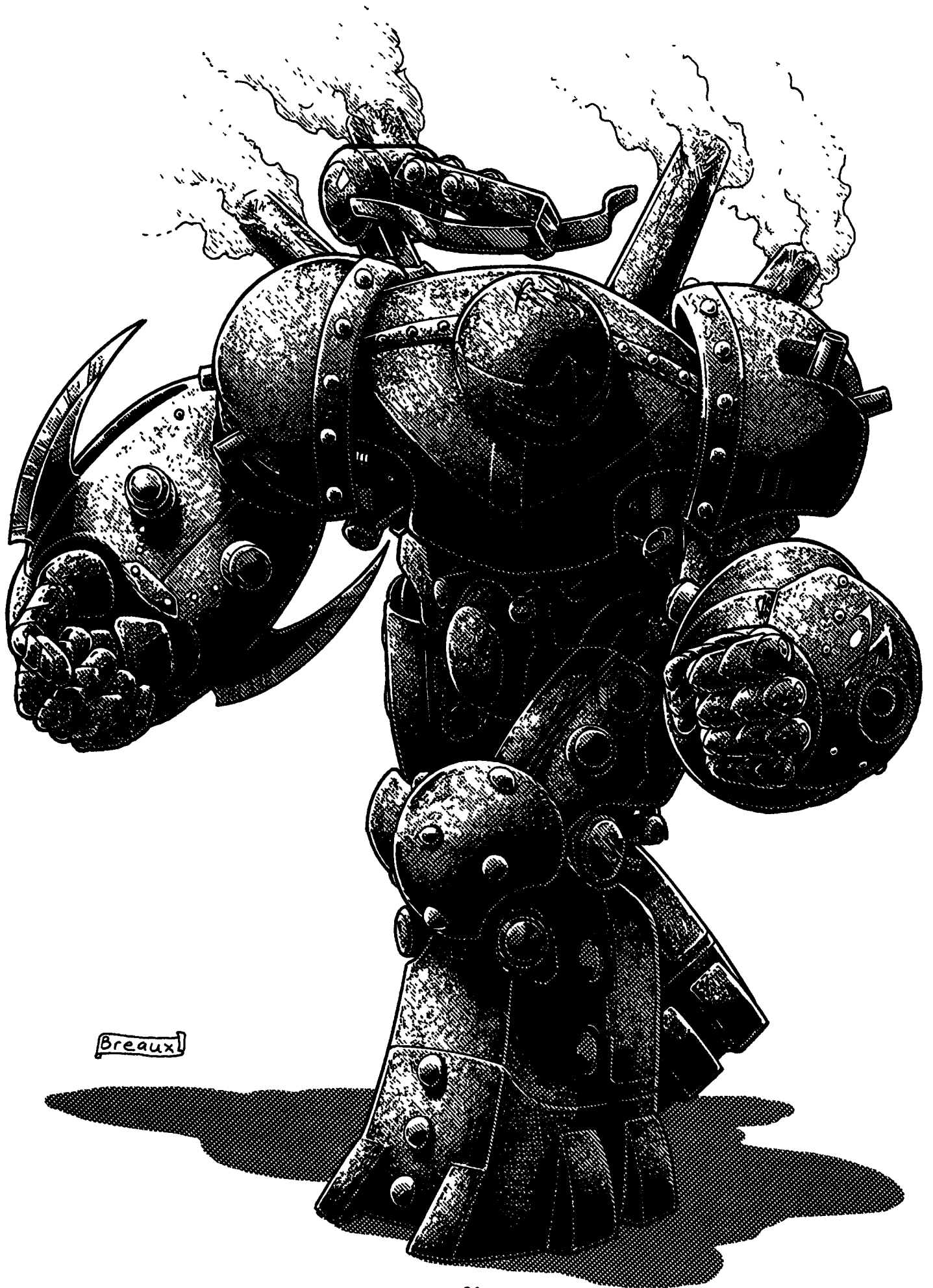
Hover Combat & Levitation: When away from a ley line the Thundering Iron Juggernaut can not fly, however, the incredible thing can leap up to 60 feet (**18.3 m**) into the air where it hangs suspended above the ground to engage low flying power armor and other flyers, or to stand guard hanging in the air (indefinitely) like a silent sentinel waiting to be called to action.

Underwater Capabilities: The magical construct can function in and under water, able to walk along the bottom of the sea at about 30% its normal running speed, or swim at a speed of 45 mph (72 km or 39 knots). Maximum Depth is five miles (**8 km**)!

Statistical Data

Height: 20-30 feet (6-9 m).

Width: 10-12 feet (3 to 3.6 m).



Length: Approximately 6-8 feet (1.8 to 2.4 m).

Weight: 20-30 tons.

Color: Dull, dirty metallic grey, trimmed with silver.

Power System: Magical and undetermined. Suspected to be a Major Air **and/or** Water Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over two tons.

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the **Splugorth** would love to get a few for the Gladiator arena.

Weapon Systems:

1. Electrical Bolts form the Eyes: The eyes of the Thundering Iron Juggernaut can fire electrical blasts. The energy is magical in nature.

Primary Purpose: Defense and assault.

Mega-Damage: 4D6 M.D. per blast.

Range: 1000 feet (305 m)

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. Forearm Laser (1): Recessed on the top of the left forearm is a high-powered laser.

Primary Purpose: Defense and long-range assault.

Mega-Damage: 3D6 M.D. per blast.

Range: 2000 feet (610 m)

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

3. Forearm Blades (2): A pair of giant, scythe-shaped M.D. blades can be extended from the housing of the right forearm. The blade(s) can be made to rest parallel with the forearm for slashing attacks and superior parrying (+2), or flipped to point forward like a forked blade above the hand.

Mega-Damage: A single blade inflicts 6D6 M.D. (2D6 M.D. plus the normal P.S. punch damage); a double blade strike does 1D4x10+4 M.D. and counts as one melee **attack/action**.

4. Mini-Missile Launcher: Behind and above the right shoulder is a conventional mini-missile launcher.

Primary Purpose: Anti-Aircraft and Anti-Missile.

Secondary Purpose: Defense.

Missile Type: Any mini-missile can be used, but standard issue is armor piercing (1D4x10 M.D.) or plasma (1D6x10), or a comparable mini-torpedo.

Mega-Damage: Varies with missile type.

Range: Usually about a mile (1.6 km).

Rate of Fire: One or two at a time.

Payload: Six total.

5. Steam attack: A cloud of steam can be created from the vent tubes covering a 40 foot (12 m) diameter. It is hotter than a sauna and will inflict 3D6 S.D.C. damage every melee round. Those not protected by environmental body armor or helmet will be temporarily blinded (-9 to strike, parry and dodge). Characters inside M.D.C. structures from armor to vehicles are unhurt, but the steam creates a mist that reduces visibility by half and plays havoc with heat sensors.

6. Physical Combat: Its magical nature and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures.

Attributes of Note: Equivalent of a supernatural P.S. 34, P.P. 26. I.Q. varies from 7-14. Can not speak except in single words and short phrases (3-6 words) that sound like the hiss from a steam radiator or the hoarse whisper of a ghost.

Attacks per Melee **Round:** Nine physical (hand to hand or energy blasts) or three by magic spell (each spell attack counts as the equivalent of three physical attacks).

Bonuses (includes all possible bonuses): +6 on initiative, +9 to strike with punches and kicks, +11 to strike with forearm blades, +3 to strike with energy weapons, +7 to parry, +5 to dodge, +6 to pull punch, +2 to roll with impact, +10 to save vs Horror Factor, +6 to save vs mind control and it does not seem to breathe or need to eat food, drink water or rest; can travel without tiring.

Special Abilities: Hawk-like vision up to two miles (3.2 km) away, 180 degree peripheral vision, **nightvision** 6000 feet (1829 m), sees the invisible as well as the light **spectrums** of infrared and ultraviolet, magically understands all languages and regenerates the M.D.C. of its iron hide at a rate of 5D6 every melee round!

Furthermore, the Thundering Iron Juggernaut is impervious to possession, disease, gases, toxins, **cold**, heat, lightning, electricity and storms (including ley line storms, tornados and hurricanes); lasers do half damage.

Vulnerability: Magic weapons that are the creation of **Bio-Wizardry** or Rune Magic inflict double damage.

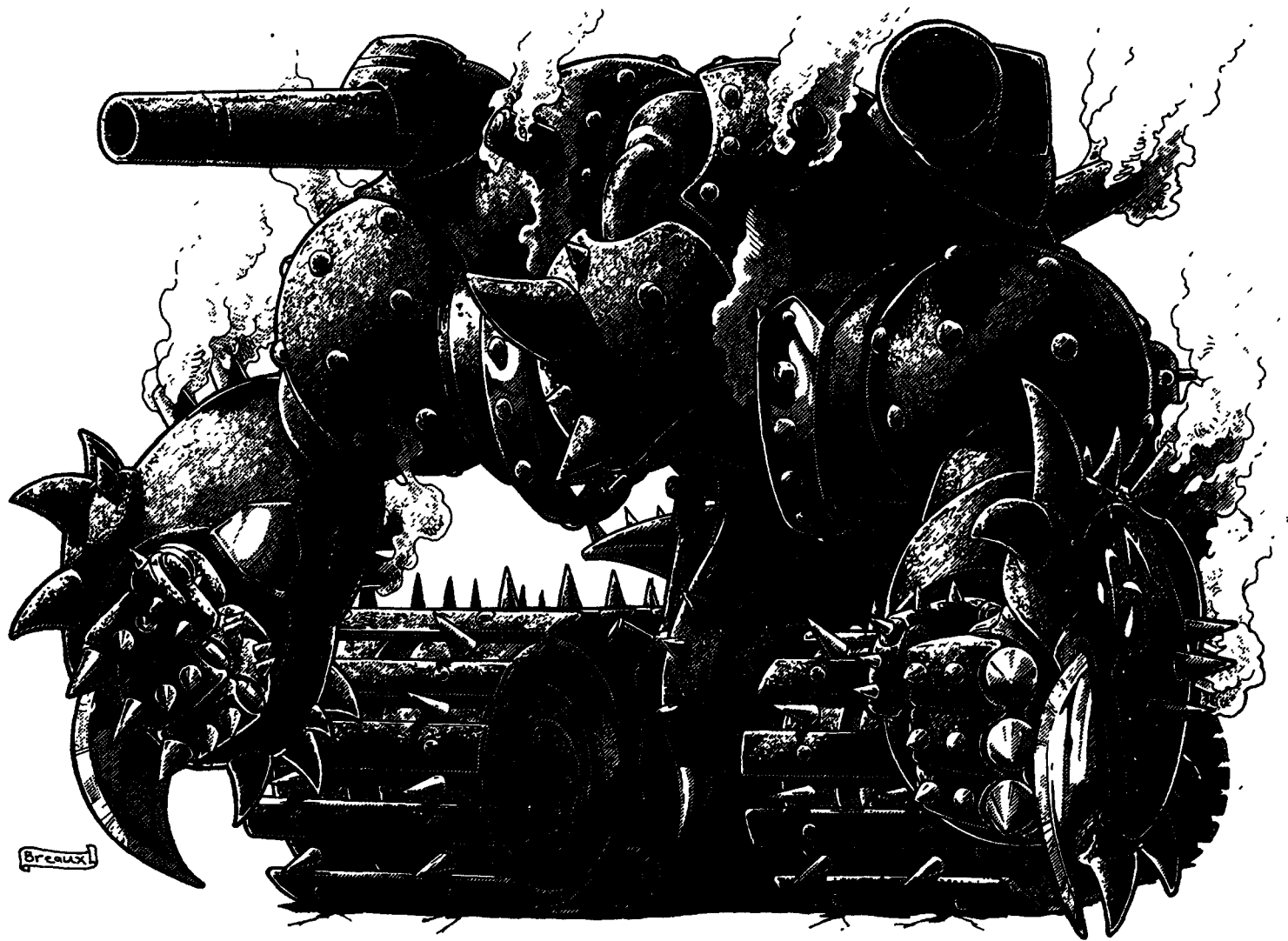
Damage: Double damage to creatures vulnerable to silver or magic.

- Restrained Punch: 5D6+17 S.D.C. or 1D4 M.D. depending on how hard the Juggernaut desires to hit.
- Full Strength Punch: 4D6 M.D.
- Power Punch: 1D4x10+3 M.D., but counts as two melee attacks.
- Single Blade Strike: 6D6 M.D., dual blade strike 1D4x10+4.
- Kick: 5D6 M.D.
- Leaping Kick: 2D4x10 M.D.; counts as two melee attacks.
- Stomp: 2D6 M.D.
- Running Body Block: 2D6 M.D. and a 01-80% likelihood of knocking any opponent its size or smaller off its feet (victim loses two melee actions and initiative).
- Head Butt: 2D4 M.D.

7. Magic Spells: Light Target, Wind Rush, Electric Arc, Wave of Frost and all *Air Elemental Spells* levels 1-4, all at 6th level spell strength! Available P.P.E. for spell casting is 1D4x100+300.



WILSON 3-00



Fury Iron Juggernaut

The Fury is the most frightening and powerful of the Iron Juggernauts the Coalition Forces have had to face. What other Juggernauts and magic-based machines of destruction may await them as they work their way closer to the City of **Tolkeen** itself are yet to be seen. And their anticipation is not a welcomed one. In fact, the Military High Command has aptly surmised that **Tolkeen's** slow release of new and different war machines is calculated to keep Coalition troops on edge, worried and wondering what "new" horrible creation of magic or monster they might face next. Despite the High Command's efforts to warn and prepare its forces for this "psychological warfare," **Tolkeen's** plans are working well. Monstrous creations like the *Fury* and the *Daemonix*, along with "glimpses" of other ominous and frightening "things," keep the CS troops **unnerved**, distracted and stressed out to the max — all of which reduces their performance and slows their advance.

The Fury is the latest of the Iron Juggernauts to make its appearance, mercifully there seems to be only a third as many of them as there are Blazing and Thundering Iron Juggernauts. This behemoth is the color of cold blue-grey iron, trimmed with bronze and silver. Unlike the other two Juggernauts, the Fury is a hulking, studded mass of arms, blades, spikes and horns that

rides atop a pair of large tank-like treads. Spikes line the three fingers and thumb, ending in three large knuckle spikes made of pure silver. The forearm has an extra plate that serves as a narrow shield, the edges of which are lined with large horn-like spikes used for slashing and impaling opponents as well as parrying attacks. The back of the forearm plate has three spikes for backhand strikes and a wicked, curved blade made of silver that can be slid out of its forearm housing on both arms to inflict even greater damage. Columns of steam rise from vents near the elbow as well as the shoulders and four on the back. The Fury usually takes a crouched position, leaning forward from the treads, its horned head hung low like some mechanical rhinoceros ready to charge any who catch its attention. Above each shoulder is a massive cannon, and the spiked treads tear up the earth as the Iron Juggernaut passes, mulching any fool or unfortunate victim who gets in its way.

In addition to its size, power and formidable array of **weapons**, the Fury can also draw upon the Earth & Air elemental forces that power it to cast magic spells and cover its tracks.

Iron Juggernaut of Fury

Also known as the "Iron Fury," "Iron Rhino," and simply as the "Fury."

Classification: Iron **Juggernaut** TW combat robot.

Crew: Uncertain, intelligence suggests one human or D-Bee and one or two Elementals or primordial elemental force.

M.D.C. by Location:

* Head — **260**

* Arm Steam Exhaust Tubes (8; four each, small) — 25 each

* Shoulder & Back Vent Tubes (6) — 40 each

* Retractable Forearm Blades (2; giant) — 120 each

Hands (2) — **220** each

Forearms (2) — 400 each

Upper Arms (2) — 300 each

Shoulder Cannons (2) — 120 each

Treads (2) — 400 each

** Main Body — **1340**

* Every item marked by a single asterisk is small **and/or** difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

Destruction of the head reduces all optics and senses by half and reduces the amount of P.P.E. available for spell casting by **1D6x100** points! Destroying one tread will reduce speed by 40%. Destroying both treads reduce speed to a comparative crawl using the arms and hands to pull itself across the ground (reduce speed by 80% and dodge bonuses by half).

** Complete destruction of the main body will destroy the magical construct and free whatever elemental forces are locked within. These forces do not linger or **fight**, but vanish in a swirl of wind in a matter of seconds. Inside the Juggernaut is the mortal pilot, typically a human (60%) practitioner of magic or psychic who was low level, elderly or of poor health, but the "brains" of the Juggernaut may also be a D-Bee (40%) with a similar O.C.C. or high level of P.P.E. The exposed pilot will be in a coma and hovers near death. Any save vs coma and death is done at -55% to save; most die. Conventional medical treatment and care will make the individual more comfortable, but does little to save his life — the stress of having been an integral "part" of an Iron Juggernaut is too much for most mortals to survive. The pilot is always mortal, never a Mega-Damage being or supernatural creature; presumably this is a creation limitation or requirement.

Speed:

Running: Maximum speed of 50 mph (80 km); double on a ley line! It is an all-terrain vehicle and can magically climb inclines as steep as 90 degrees.

Leaping: Not applicable.

Flying: Not applicable.

Underwater Capabilities: The magical construct can function in and under water, able to roll along the bottom of the sea at about 50% its normal running speed, or swim at a speed of 35 mph (56 km or 30 knots) using its tread-like propellers for enhanced speed. Maximum depth is **five miles (8 km)!**

Statistical Data

Height: 25 feet (7.6 m) even though it is truncated.

Width: 21 feet (**6.4 m**).

Length: **18 feet (5.5 m)**.

Weight: 36 tons.

Color: Blue-grey iron trimmed with silver and bronze.

Power System: Magical and undetermined. Suspected to be a Major Earth and Air Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry over two tons and pull over **20!**

Cost: Presumably millions of credits, but acts and thinks like a living being, so it is less a possession or machine and more of a supernatural being made of iron and elemental fury. Not available for sale, although the **Splugorth** would love to get a few for the Gladiator arena.

Weapon Systems:

1. Ion Cannons (2): The twin shoulder cannons fire electrically charged energy bolts with excellent range, accuracy, and fire-power. Each is built into a turret that can rotate **180** degrees to the side and a 90 degree arc of **fire up** and down.

Note: The upper body of the Fury can rotate 360 degrees to face opponents from behind in a heartbeat (counts as one melee action).

Primary Purpose: Defense and assault.

Mega-Damage: 6D6 M.D. per blast.

Range: 3000 feet (914 m)

Rate of Fire: Each blast counts as one melee attack.

Payload: Effectively unlimited.

2. Forearm Blades (2): A pair of giant, scythe-shaped M.D. blades can be extended from housings in the forearm plates.

Mega-Damage: A single blade inflicts 7D6 M.D. (2D6 M.D. plus the normal P.S. punch damage); a simultaneous, double blade strike does **2D4x10** M.D. and counts as one melee **attack/action**.

3. Steam attack: Same as the Thundering Iron Juggernaut.

4. Physical Combat: Its magical **nature** and supernatural P.S. means the Iron Juggernaut can battle and hurt other Mega-Damage robots, monsters, dragons and supernatural creatures with its fists and blades.

Attributes of Note: Equivalent of a supernatural P.S. 40, P.P.

24. I.Q. varies from 8-14. Can not speak except in single words and short phrases (3-6 words) in a deep rumbling voice.

Attacks per Melee Round: Six physical (hand to hand or energy blasts) or two by magic spell plus two physical (each spell attack counts as the equivalent of *two* physical attacks).

Bonuses (includes all possible bonuses): +4 on initiative, +7 to strike with punches and kicks, +9 to strike with forearm blades, +3 to strike with cannons, +9 to parry, +2 to dodge, +8 to pull punch, **+10** to save vs Horror Factor, +8 to save vs mind control and it does not seem to breathe or need to eat **food**, drink water or rest; can travel without tiring.

Special Abilities: Hawk-like vision up to two miles (**3.2 km**) away, **180** degree peripheral vision, **nightvision** 6000 feet (**1829 m**), sees the invisible as well as the light **spectrums** of infrared and ultraviolet, magically understands all languages and regenerates the M.D.C. of its iron hide at a rate of 6D6 every melee round!

Furthermore, the Fury is impervious to possession, disease, gases, toxins, (non-magical) **cold**, heat, lightning, electricity and sonic attacks; explosives inflict half damage.

Vulnerability: Magic that is cold-based including ice spells and weapons, as well as wands and weapons made from a Millennium Tree and Rune weapons, all of which inflict double damage.

Damage: Double damage to creatures vulnerable to magic.

- Restrained Punch: 1D4 M.D. (includes spike damage).

- Full Strength Punch: 6D6 M.D. (includes spike damage).

- Power Punch: **1D6x10+12** M.D.; counts as two melee attacks.
- Single Blade Strike: 7D6 M.D., simultaneous dual blade strike **2D4x10**; double damage to creatures vulnerable to silver.
- High Speed Body **Block/Ram**: 4D6 M.D. and a 01-80% likelihood of knocking any opponent its size or smaller off its feet; victim loses two melee actions and initiative.
- Getting Run Over: 6D6 M.D. plus obstacles and victims smaller than half the size of the Fury will be literally flattened; victim loses three melee actions and initiative.
- Head Butt: 4D6 M.D. (includes horn damage).
- 6. **Magic Spells**: Cleanse, Manipulate Objects, Throwing Stones, Shatter, Create **Wood**, Mystic Fulcrum, Light Target, all *Earth Elemental Spells* levels 1-4 and *Air Elemental Spells* levels one and two plus the spells *Energy Disruption*, *Energy Field*, *Electric Arc*, *Dissipate Gases*, *Call Lightning*, *Ball Lightning*, and *Electric Field*, all at 6th level spell strength! Available P.P.E. for spell casting is **1D6x100+600**. See **Rifts® Conversion Book** for elemental spells.

Ram Rocket Wagon

The Ram Rocket Wagon is another **Techno-Wizard** war machine that is low-tech and magical in nature yet as effective as any advanced plasma cannon. The "cart" portion of the Wagon is a simple, sturdy M.D.C. structure with four large, spiked wheels and a modular hitch and armor plating. Four giant-sized, mace-like rods stick out from ball turrets just behind the wheels. These are short-range missiles that can be fired with a verbal or mental command by the **RR-Wagon** gunner.

A metal bunker-like "cap" is mounted on the back where steam and smoke issues from vents in the side. Like the other Iron Juggernauts, its is believed that a Fire Elemental is contained inside to power the Wagon's weapons. On top of the smoldering cap is a massive tube that resembles a rocket or missile. Its ornamental "warhead" is in the shape of a giant ram's skull with large curling horns and smoking eye sockets. Plumes of smoke and steam also issue forth from the tail of the Ram Rocket. The rest of the wagon is armor and hitch.

At first glance one might assume this is the **Techno-Wizard** equivalent of a rocket launcher, and would be partially correct. The four mace-like rods *are* short-range missiles and the large Ram Rocket is a medium long-range missile, but there is more to the Ram Rocket Wagon than meets the eye. Until it is necessary to fire the Ram Rocket, it serves as a plasma cannon with bolts of Mega-Damage fire shooting from its **eyes!** When used to ambush enemy troops or engage small units, the Ram Rocket may not be launched at all. If it is, it usually comes toward the end of the engagement to give the enemy a parting shot they won't forget or to finish off power armor, giant robots or tanks. In the alternative, it may be used to surprise enemy armored reinforcements rushing in to save the day (always very effective) or heavy support units and large aircraft like the Death's Head Transports involved with insertion or extraction operations (i.e. dropping off and picking up troops).

Deployment against front-line troops, full armies and entrenched enemy strongholds is a different story. Squads to entire

companies of Ram Rocket Wagons may be put into place (much like military artillery units). If they have the advantage of superior range, they may first try to soften up the enemy line and fortifications with cannon fire and short-range missiles, but if not, the enemy's heavy artillery, bunkers, and armored units will be targeted with the Ram Rockets. Of course, this is pretty much standard combat procedure for armies **facing-off**, so the CS does the same thing; basically each side targets the other's equivalent positions, armor and artillery, blasts away and as the dust clears, engages with troops and mobile units.

The wagon can be **drawn/pulled** by animals, supernatural beings like Gargoyles or **Brodkil**, powerful D-Bees or truck or combat vehicle. Roughly one third are "floaters" for use on the ground and in the air.

Ram Rocket Wagon

Classification: TW (or **Bio-Wizard** blend) mobile artillery.

Crew: Two or three: A gunner/artillery officer, back-up gunner and driver plus the animal, individual(s) or vehicle that hauls the weapon trailer.

M.D.C. by Location:

* Wheels (4) — 50 each

* **Short-Range** Missiles (4) — 10 each

Ram Rocket/Cannon (1) — 100

Cap/Energy Containment Compartment (1; rear) — 180

Hitch Section (1; forward) — 100

Main Body — 240

* Every item marked by a single asterisk is small **and/or** difficult to strike. An attacker must make a "called shot" to hit and even then he is -3 to strike.

** Complete destruction of the main body will destroy the magical construct and free whatever elemental force is locked within. It vanishes in a burst of flame and smoke without incident. If the crew was on or within six feet (1.8 m) of the Wagon they will take **1D6x10** M.D. from the resulting fiery explosion.

Likewise, blowing up the "Cap" will also release the elemental force inside, but there is no explosion and the rest of the vehicle remains intact.

Speed:

Running: Maximum speed is 20% less than the creature or vehicle pulling it. This is true of both ground and Floater versions. The Ram Rocket Wagon can usually handle whatever speed necessary.

Flying: Applicable only to Floaters.

Underwater Capabilities: None per se, but this mobile artillery unit can be carried or mounted on board ships and barges without difficulty.

Statistical Data

Height: 14 feet overall; 10 feet (3 m) tall without the Ram Rocket, the **rocket/cannon** adds four feet (1.2 m).

Width: 8 feet (2.4 m).

Length: 16 feet (4.9 m).

Weight: Seven tons.

Color: Metallic grey with silver and red trim; brown wood plank wheels reinforced with M.D.C. steel and magic.

Power System: Magical and undetermined. Suspected to be a Lesser Fire Elemental that appears to supply an endless, renewable source of energy and power.

Cargo: None, but can carry up to a ton and pull over two tons.

Cost: Presumably millions of credits, but home have made it to the Black Market, or been captured intact Not available for sale.

Weapon Systems:

- 1. Ram Rocket as a Cannon:** Bolts of Mega-Damage fire can be shot from the eyes when the rocket is used as a cannon.

The fiery energy is magical in nature

Primary Purpose: Artillery assault.

Secondary Purpose: Troop support

Mega-Damage: 4D6 M.D. per single blast or 1D4x10+2 per simultaneous double blast (counts as one melee attack).

Range: 3000 feet (914 m)

Rate of Fire: Each blast counts as one melee attack.

Cannon Payload: Effectively unlimited. Of course, once the Ram Rocket is launched the war wagon loses its cannon and offensive capabilities other than its other missiles

- 2. Medium Long-Range Ram Rocket:** The missile is located on top of the bunker-like "cap" on the rear of the vehicle

Primary Purpose: Anti-Aircraft and Artillery

Secondary Purpose: Defense and troop support.

Mega-Damage: Explosion and fire that inflicts 4D6x10 M.D. to a 40 foot (12.2 m) radius from point of impact. 01-75% likelihood that combustibles will catch fire.

Range: Up to 100 miles (160 km).

Rate of Fire: One.

Payload: One. Field units rarely carry a second Ram Rocket with them Those set against a mass army will have a reload team with anywhere from 12 to 72 additional rockets in an armored transport vehicle. A replacement can only be installed and activated with the help of a **Techno-Wizard** (one per team) and the entire process takes roughly 1D4+2 minutes. Note that the Ram Rocket is inert and harmless until attached to the wagon and powered up by the elemental inside.

- 3. Short-Range Missiles (4):** Turret-style missile launchers are located on the side front and rear behind the wheels. Each holds one short-range missile.

Primary Purpose: Anti-Aircraft and Artillery.



Secondary Purpose: Defense and troop support.

Mega-Damage: Explosive heat missiles that inflict **1D6x10** M.D. to a 10 foot (3 m) radius. 01-50% chance that combustibles will catch fire.

Range: Two miles (3.2 km).

Rate of Fire: One or two at a time.

Payload: Four, one per each launcher, but an addition four (eight total) are usually carried in the forward compartment built into the trailer hitch unit.

4. Radar and Sensors: If any are used they are usually ordinary, portable tech units.

Tolkeen

A brief overview

A Calm Before the Storm

*History is painted in broad strokes and dramatic, sweeping colors. It tells the story of events past as they must be **told**, but in the depiction, the details are often lost. In the end, there are the heroes and the villains. The losers and the victors. How these people came to portray such roles is lost. They are vilified or deified. Individual, quiet events behind the scenes, mind-numbing savagery and gut-wrenching sacrifices that might touch our hearts are lost in the storm of greater events. The stories of the individual get **overshadowed**, lost **and for** gotten.*

This is a tragedy, because drama and inspiration are often found in the little details and the personal struggle. One such detail is the struggle of the individual with his inner demons. I have witnessed the meek turn into a lion, good men into bad, and villains into heroes. Such transitions often occur away from the limelight and are lost in the bigger picture of history.

— *An observation from Erin Tarn*

A behind the scenes quiet moment

"Hello, Robert."

Arch-mage Robert Creed — King of Tolkeen — recognized the woman from her voice even before he turned around to answer her. She had been one of his mentors. She had helped to establish the Academy of Learning at Tolkeen and made him dare to look at the world and dream of what could be. Regrettably, as of late, she had become one of his most outspoken opponents. And she was definitely not somebody he wanted to see now.

"Erin ... what an unexpected surprise." He turned to face the mature matriarch and scowled.

"I could have sworn I had left explicit orders not to be disturbed!" This last statement was snarled in the direction of one of the **Cyber-Knights** who had recently joined him and served as elite guards and military counsel.

Erin Tarn smiled. "I still have a great deal of influence in certain circles, Robert."

"Yes, so I see," he grumbled, shooting the Cyber-Knights another disapproving glare.

"I really don't have time for this, Erin."

"Time for what?" she asked.

"One of your lectures. I'm not a boy anymore — or one of your fans."

"Nor am I one of yours. I'm disappointed in you, Robert. The man I once knew cared about people."

"I still do."

"Then stop this insane war before it's too late."

King Creed stood before Erin Tarn like a statue made of ice, his words dripping with cold sarcasm and bitterness.

"Before **it's** too late? My dear woman, it *is* already too late. Or haven't you noticed the Coalition Army lining up along our borders?"

"You know what I mean," Erin protested softly. "You can mobilize the people, convince them that to stand and fight is folly **and ...**"

The King broke in to finish her sentence with a rhetorical question.

"And what? Turn tail and run? With the Coalition on our doorstep? I don't think so. No. The time to fight is at hand. They asked for it and we shall give it to them. And trust me Erin, *they* will pay."

Frustration crinkled the famed historian's brow as she spoke, "Are you done?"

"**Done?**"

"Yes, with your chest thumping."

"Watch your mouth, **woman!** I am King now, not one of your school boys!"

"Then start acting like one," she countered.

"Look ..." said the King with a frown, "I told you I didn't have time for this. Nothing you have to say will change what's unfolding here. The die is cast."

"I have to try, Robert, you understand that, don't you?"

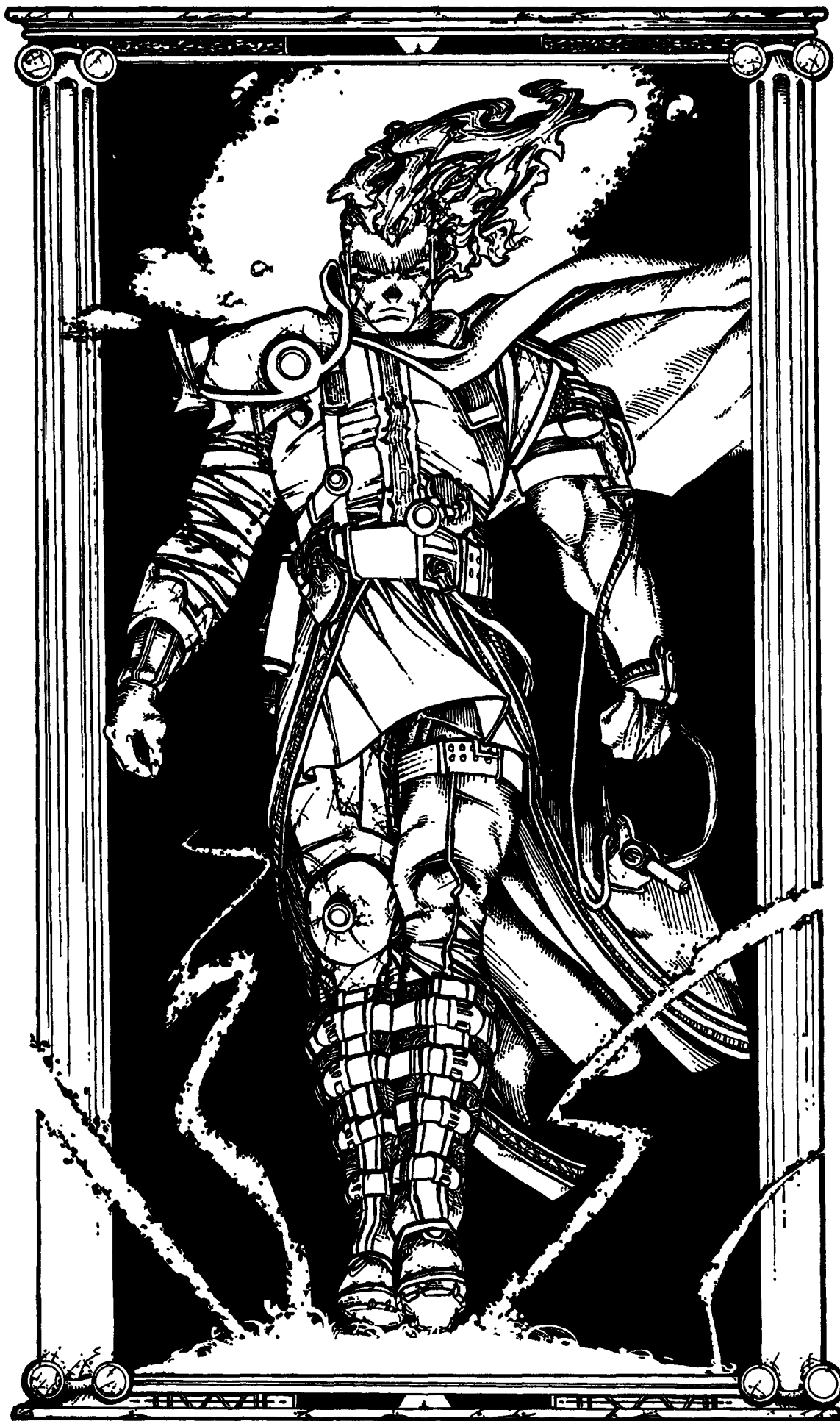
For a moment a smile began to pull at the corners of his mouth. Of course she had to try one last appeal. This is Erin Tarn. The woman who can make demons stop and listen to her words and make empires like the Coalition States tremble.

"And there is still time," Erin continued. "You could take the people of Tolkeen into Canada or the Western Wilderness before the Coalition Army knew what happened. Prosek would see it as some measure of success, raze the kingdom to the ground and the Coalition propaganda machine would spin that hollow victory into something heroic, but it would be over."

"Exactly! One more triumph for the *savior of humankind*, and one more defeat for those who refuse to submit to his tyranny. I won't have it!"

"An empty victory, Robert. More lies. Just think of the lives that would be saved. The **people ...**"

"I am thinking of the people. We are done running like dogs with our tails between our legs. We are not simpering cur scurrying through the alley at night to avoid our cruel master. We are a free people!"



"Now who's spinning empty words?" Countered Erin Tarn. "It is not cowardice to escape a battle you can not win. Especially when flight means saving the lives of hundreds of thousands of innocent people."

"Oh, please spare me you lectures about the innocent people and the sanctity of life," groaned King Creed in an angry and mocking tone. "Save it for the masses who hang on your every word like it comes down from God on high. Don't waste them on me. "None of us are truly innocent, are we, Erin? Least of all you or I. Even the legendary Erin Tarn is guilty of sin. Yours my dear, is filling **people's** hearts and minds with hope, but lacking the will to take the next step to genuine freedom."

"Hope rots on the vine when left to languish from the likes of you and Plato of **Lazlo**. You can not lift one's spirits and just leave him lost, soaring in the blue sky. Sooner or later he is doomed to come crashing down on the rocks below. **That's** what you do with your grand but lonely words. You leave hope stranded and unfulfilled. I am giving hope some teeth."

The Arch-mage chuckled as he paced around Erin Tarn like a snorting pit bull anxious for a fight. His eyes glare with pent up anger, but behind the fire and smoke she saw sorrow and shattered dreams. When he spoke again, it was in a low, growling voice.

"I ... we, the people of **Tolkeen** and I ... have grown tired of words and stranded hope. If we are to come crashing down in flames, let it be upon the heads of our enemies. We will consume them in a conflagration that neither they, or you, or anyone can imagine. We are tired of being slaves to words and dreams ... and fear. Soon. Very soon, we will make our stand and, with a little luck, rise from the ashes like the mythical Phoenix. More powerful than ever **and ...**"

"Stop it!" Erin surprised even herself at the volume of her own strained voice. This time it was she who growled. "You're acting like a spoiled, vindictive child! Stop and think about something other than your own anger."

"Rise like the Phoenix in the name of freedom. My god, who are you kidding? I know you don't believe a word. This isn't one of your games or speeches to set the blood of your people boiling. I don't believe you could have deluded yourself into believing this tripe. People will die in droves, and there will be no miracle rebirth — only death. The Coalition States are committed to **Tolkeen's** obliteration. Once the battle is begun there is no turning back. Please, Robert, in the name of god, please listen to me. I have seen it before. Men, women, children ... humans and D-Bees will be cut down without mercy. Don't you understand? The Coalition can't allow any of you to survive. They will fight even if it means crippling themselves. And then what? You'll be dead. Your people will be slaughtered and this great city will be turned to rubble. And how many will die, Robert? Two hundred thousand? A half million? A million? More? These people will follow you to the grave on this insane crusade of yours. And I'm not even thinking about the Coalition casualties, which will be just as horrendous."

She paused to catch her breath, before continuing. Her voice softer now, pleading in a strong, motherly way. She tried to look into the King's eyes, but he turned away in stubborn defiance.

"Thousands have died already," she continued. "There is fear and anarchy in the streets. The **Cyber-Knights** are divided. Some of the greatest minds, warriors and heroes of this era stand at

your side ready to do battle to the death. Robert, they follow YOU ... not some dream. And they will die for you. Stop the madness. They will listen to you. It is you who holds the hearts and hopes of the people of Tolkeen. God knows my words have fallen upon deaf ears, but they trust and believe in YOU. They see the greatness in you that I once saw."

Her voice was almost a whisper, her hand gently touching his, "Save a million lives. Do it. Take your people and build a glorious kingdom of magic elsewhere. Robert, please put aside the hatred. Don't let it consume you. Trust me, once this begins it will spin even out of your control and take on a bloody life of its own. Answer the call to greatness by leading the people of Tolkeen away from war. They'll follow such a leader ... I would follow such a King. I'm here to tell you that. And to help in any way I can. Let me help you, Robert, please."

The Arch-mage turned to look at his old mentor with soft warm eyes — the anger they held just moments earlier exorcised by her compassionate words.

"Erin ... I ..." words failed him. He could do nothing but squeeze her hand with the affection a son might show for his mother. Erin Tarn smiled and placed her hand on his cheek.

"Do what is right. Lean on me. I'm glad to help."

"It ... it's so **difficult**, Erin. To know what to do. What's right." The King's eyes glistened with the swell of tears he struggled to hold back.

"I know, Robert," whispered his mentor. "We all lose sight of what is right and wrong sometimes. Life is hard. It's a war of attrition all by itself. And it can weigh heavily on those who so many depend upon."

The King smiled and sighed, "I know you mean well my dear lady. I look into your eyes and listen to your words, and you touch my heart. No. My very soul, in a way that no other can. You are indeed the great Erin Tarn, a fountain of youthful idealism and hope. A living repository of wisdom and compassion the likes of which this world seldom sees. I think sometimes that you are truly blessed, and we are all the better for having known you. I know I am."

Robert Creed squeezed her **hand**, released it, and took a deep breath.

"I know it took great courage and effort for you to reach me. And, as I have said, you touch my soul ... but ... you do not change it."

"**Robert ...**"

"No more words, my friend. The die is cast. Maybe you are right. Maybe I have lost sight of what is really **important** ... and right. I wake every morning wondering if I condemn a half million people to their doom. Vengeance and anger burn inside me like a fiery volcano. Sometimes it consumes me and is all I know. I hunger for it. I dream of Coalition troops perishing in a mystic maelstrom beyond their reckoning. Right or wrong, I will not turn from this course. Those who follow me, share my ... what? Vision? Delusion? Hatred? Blind fury? Whatever it is, it unites us and gives us strength. True, we may die. But we will not run. I ... I'm sorry."

Before Erin could say another word, he placed his fingers on her lips, leaned forward and kissed her on her forehead.

"No more words. No more words. I am so tired I ache to my bones, and I still have much to do. You know me well enough to

know that there is nothing more to be said. You should go now. You don't want to see what **transpires** here in the days to come."

With that he turned and walked away, his footsteps heavy. Then he paused and without turning to face her, added.

"I do appreciate your coming here tonight. If it is the darkness of eternal night that awaits me and those who follow me, I will spend my last breath of life praying that you and the Kingdom of **Lazlo** succeed where we have failed. Finding peace and happiness, I mean. I trust you to help build a place where all people can live together without the tyranny of prejudice nipping at our heels like a hungry wolf. God speed and stay safe."

A brief overview of Tolkeen

The city of Tolkeen is like something out of a book of fairy-tales. It is surrounded by an old defensive wall of stone 40 feet (12 m) **tall** and 15 feet (4.6 m) thick, but the hundred year old fortification is dwarfed by the **megalithic** towers and buildings that have grown up behind it. Tolkeen is built upon the ruins of **pre-Rifts** Minneapolis. Where skyscrapers once stood are great domed citadels and towers of stone and magic that surpass anything that has come before. Gargoyles (some carved, some real) peer down from the rooftops while flying chariots, dragons and winged creatures take flight overhead. On the streets below **walk** wondrous creatures from a dozen worlds and alien dimensions intermingling with humans and mutants — all free and accepted as equals.

The newer, inner defensive wall is 200 feet (61 m) tall and **50-80** feet (12.2 to 24.4 m) thick with defenders' garrisons, barracks, buildings and homes built right into it. The average building stands 400 feet (122 m) tall, but they sit in the shadow of others that reach 600-800 feet (183 to 244 m). The tallest of them all is the **King's Tower** at 1100 feet (335.3 m). It represents many things to many people. The upper levels are the King's Palace, below it are the chambers of government and justice, followed by other government offices and meeting rooms (including foreign affairs and military defense). The middle section holds several floors for entertaining and celebrations, as well as quarters for visiting dignitaries and diplomats. Toward the bottom are the Halls of Magic and Learning, each floor occupied by the largest and most influential of the magical brotherhoods of Tolkeen. It is here that the Circle of Twelve live and **work**, away from the seat of government but close enough to have an influence. Toward the base is the University of Learning and Wisdom, the largest and oldest of **Tolkeen's** many places of higher education and instruction about the world, the universe and, for those so inclined, magic. Tolkeen is still a great place of knowledge and learning, except **open-mindedness** and tolerance for all has been replaced with hatred and loathing for the Coalition States — a new lesson taught at the universities today.

The lower levels offer a sprawling three floor museum with art and relics from this world and others. The second floor is a great ballroom for public addresses and festivals, while the

ground floor is filled with shops, restaurants, cinemas, and small public offices.

Three intersecting ley lines enclose the city and neighboring Freehold (on the ruins of St. Paul) in a triangle of power. This mystic triangle has served as a source of power for the thousands of diverse practitioners of magic, as well as a means of travel. The ley lines have helped the citizens of Tolkeen and Freehold to **build**, maintain and defend their kingdom.

The King

Robert Leonard Creed, Arch-mage and King of Tolkeen.

High level Ley Line Walker, renowned poet, scholar and amateur historian. He is a natural leader and **clever** strategist. He was appointed by the Circle of Twelve, from within the Circle itself.

He considers Erin Tarn to be one of his most trusted friends and mentors, and an inspiration. However, despite the gentle moment they shared, King Creed has become cold, calculating and ruthless. A murky reflection of the very man he despises, Emperor **Karl Prosek**.

He has spoken it so often and so loudly that he has come to believe his own propaganda. He is obsessed with beating the Coalition even if it means the destruction of the very kingdom he claims to fight to preserve. Nothing else matters. To that end, he will do whatever is necessary. If it means the deaths of thousands, so be it. This is war, people die. This is war, atrocities happen. This is war, where saints become monsters. However, to the victor goes the spoils, and the winner, whether saint or monster, is always a hero in the end. And so it is that King Creed looks into the face of unspeakable evil and searches for a way to justify its use.

Rumor: King Creed is considering an alliance with the Federation of Magic. A less likely rumor suggests an alliance with the **Splugorth** of Atlantis. But then rumors are as abundant as widows during times of war.

The Circle of Twelve

The Circle of Twelve are the greatest of **Tolkeen's** sorcerers, but greatness is not measured by age and experience alone, but by such intangibles as leadership, wisdom and imagination. It is the Circle of Twelve who helps appoint Tolkeen's King (usually from one of their own, requiring a 12th man to be selected to replace him). They also serve as chief advisors to the King and his War Council, and are involved in all things regarding matters of state.

Corin Scard (pronounced "core in scarred") is the Warlord of Tolkeen and Supreme Commander of the Tolkeen Defense Force, making him one of the most notable of The Twelve. He is **bold**, fearless, driven and hard as nails. He is both respected and feared by his men, and trusted implicitly by the King. It is said that Warlord Scard and the King are the opposite edges of the same sword, both committed to the destruction of the Coalition at all costs.

Until the war, the public knew little about this man, but with each victory (Scard does not seem to know the meaning of defeat) his name is sung and he becomes more and more renowned.

Rumor: Years ago the youngest son of Coalition Emperor Karl Prosek, Jason, perished at the hands of Federation of Magic



assassins. Recently, a rumor has begun to circulate that Jason **Prosek's** spirit was imprisoned in a soul gem in eternal torment. That rumor also says that gem has come into the possession of Warlord **Scard**. The mere thought that his son's soul might be held hostage (whether the report is true or not) has made the Emperor's blood **boil**, placing Warlord Scard at the very top of the **Tolkeen** hit list. This rumor also angers many of the Emperor's trusted commanders and loyal troops, all of whom dream of being the ones to bring this monster to justice — and with any luck, find the soul gem, free Jason's life essence and win the life-long gratitude of the Emperor.

Mida Elektis is one of three women in the Circle. She is a 12th level Earth & Fire Warlock with a keen sense of the world and elements around her.

Malik Savant is the youngest of The Twelve, an idealistic protege with a good heart and sharp mind. He is one of the few who is not so certain that the war is such a good turn of events and has doubts about their chances for total victory. However, he stands by the King and contributes to the war effort in every way he can. It has been Malik who has helped to design some of the new magic war machines.

Baarrtk Krror (pronounced "bear rock crow" with rolling R's) is the representative from Freehold. He is a crusty ancient dragon and one of the banished Dragon Kings. His heart is like stone and he lives for vengeance and war.

Freehold, City of Dragons

The City of Dragons is roughly half the size of Tolkeen in land area and the height of its buildings, but has only 20% of its population. The size of dragons and the often giant, inhuman creatures with whom they associate, dictates that the city is huge and sprawling with large buildings, wide streets, towering archways and buildings with massive domes, entrances and windows. This "giant scale" gives the city a deserted appearance and makes most humans feel like small children in an adults' world. Unlike Tolkeen where the streets are filled with people, voices, laughter, and excitement, and where voicing ideas and opinions is encouraged, Freehold feels empty, cold and oppressive.

The dragons tend to keep to a low profile and often assume humanoid identities to prevent human enemies **like** the Coalition States from ever recognizing their true numbers. Even **Lazlo** and the **Federation of Magic** believe there are half as many dragons as really are present. These powerful creatures of magic rule the city and all **nondragons** are regarded as second-class citizens. **Nondragons** are treated relatively well, and have a voice in Freehold society, but it is the banished *Dragon Kings*, and their *Princes* and *Heirs* who have the final say in all matters. It is the dragons who rule the city-state and serve as lawgivers, judges and administrators. All inhabitants know to give dragons,



young and **old**, the utmost respect or pay the price. Only the *most powerful* supernatural **beings**, creatures of magic and practitioners of magic are given their due consideration, but even these powerful beings are rarely considered true "equals." To the Dragon Kings, all lesser beings are to be viewed as amusement or tolerated like an adult might tolerate an annoying child. All of this contributes to the cold and rather oppressive aura of the city — at least to most humans and D-Bees.

Among the supernatural and magical inhabitants, many of these come and go on adventures and pursuits of knowledge, expeditions to unlock the secrets of magic and to acquire precious magic items. This is also true of many of the younger dragons, but most of the elders and the ancient Dragon Kings spend their time at Freehold. With the outbreak of war, the majority have come "home" to defend their kingdom and show the impudent humans of the Coalition States something to fear.

Note: The "Kings" are ancient dragons, the adults are the "Princes" and the **hatchlings** are "Heirs of Freehold"

Author's Note: More details on King **Creed**, Warlord **Scard**, the Circle of Twelve, the city of **Tolkeen**, Freehold and surrounding communities will be presented in the books to follow. This is just to whet your appetite and provide some background. Chapter One in the Coalition Wars only sets the stage for the start of the war and things to come. — *Kevin Siembieda*

Crisis Timeline

By Kevin Siembieda & Bill Coffin

The underlying causes of the war between Tolkeen and the Coalition run wide and deep. There is no one event or one person that can be blamed for the Siege, it is an accumulation of circumstances that in all reality, were probably beyond any single person's ability to stop. Had a critical figure such as **Karl Prosek** been assassinated before he became Emperor, for example, the underlying environment that enabled his rise to power might very well have prompted somebody just like him to take the Coalition down the same path to war and annihilation.

What is important to remember is that this war has been many years in the making. Regardless of how long the actual fighting takes during the Siege on Tolkeen, this war will leave its mark on much of the history that will follow it. It matters not who wins or loses; neither Tolkeen, the Coalition States, or the rest of North America will be quite the same after this conflict begins in earnest. It is in that spirit that the following **crisis timeline** is presented. It is both an introduction to the conflict as well as a recap of the events that fed into it. It is also meant to provide perspective, for just as the Siege on Tolkeen took nearly a century to form, it might take another century before its most immediate ripple effects play out.



12 P.A.: The Bloody Campaign

Skirmishes and altercations between **Chi-Town** and The Federation of Magic have been ongoing for years. Most are small, often chance encounters — that is, until The Federation launches a villainous sneak attack upon the human community of Chi-Town. In the resulting battle, many lives are lost on both sides, but eventually the sorcerous invaders are driven back. Chi-Town, eager for blood, launches the "Bloody Campaign," in which the Federation of Magic is virtually crushed in the counterattack thanks to the military genius of Joseph **Prosek I**, then a young officer in the Chi-Town Defensive League.

By the time General Joseph Prosek the First is through with the Federation of Magic, it is a fragmented shadow of its former self and would not pose a significant threat to the Coalition for many years afterward. The Coalition, meanwhile, begins a massive push towards industrialization and military buildup. It purges itself of all magic users, including those noble and brave mages who fought on **Chi-Town's** behalf during the Bloody Campaign. These Coalition practitioners of magic were known as the **Vanguard**, and rumor has it many of them escaped the Coalition persecution that the ensuing years would bring. (Note: Not only escaped, but it is said these former champions of Chi-Town remained loyal and formed a secret society that continues to this day, secretly using magic in support of the Coalition States. The **Vanguard**, if it indeed exists, is composed of humans who agree with the Coalition's views of human supremacy, but who feel that magic is not corrupting and is merely another tool for humans to drive monsters and the inhuman from Earth. According to urban **legend**, the Vanguard operates without sanction from the Emperor or any member of the CS government, and that if **captured**, a member of the Vanguard will be punished or slain as readily as any sorcerer or D-Bee. So why do they fight on the side of the CS? Only its members can answer that question with any certainty, but it is said that they see the Coalition States as the human civilization's best hope for survival.)

The Coalition quickly changed from an open society tolerant of magic to one driven by fear to destroy those different than themselves. The fledgling city-state of **Tolkeen** was one of the first groups to suffer under this harsh new policy. Whipped into a near frenzy about the evils of magic and inhumanity, the **Coalition** leadership saw in Tolkeen a festering evil forever on the verge of breaking out and assaulting Chi-Town and the rest of the Coalition States. While Chi-Town would not have the military power to assault Tolkeen for many, many years, it never took its eye off this open, friendly and fairly peaceful civilization.

For decades, Tolkeen would try fruitlessly to establish trade and cultural exchanges with Chi-Town only to be harshly rejected. Tragically, fear generated hatred and paranoia. By 60 or 70 P.A., Tolkeen had accepted Chi-Town as an eternal enemy, never more to be addressed as a potential friend or ally. In this, the seeds of war were originally sown, and all because of the evil misconduct of the Federation of Magic, the extreme (but understandable) fear of Chi-Town, and Tolkeen being in the wrong place at the wrong time.

20 P.A.: The election of Chairman Joseph Prosek

Joseph **Prosek**, hero of the **Coalition**, returns home from a lengthy campaign in the Magic Zone, where he and his army have been hunting and destroying the remaining elements of the Federation of Magic. He finds the uppermost level of the Military High Command of Chi-Town in a shambles. Apparently many of the Generals of the city-state had fallen to infighting and let their military tasks go sadly neglected. Military readiness in the city itself was at its lowest point since the Federation of Magic's attack eight years before. In a rage, Prosek dismisses the entire military staff and assumes complete control of Chi-Town's military affairs **himself** — the loyal troops who had followed him in and out of the Magic Zone at his side so none protest too loudly. The tattered remnants of the Coalition's civilian government object, only to have General Prosek dismiss them as well. Now in total control of Chi-Town, General Joseph Prosek declares **himself Acting Chairman**, until an election can be held to appoint a new Chairman and what establish what he calls a "Reform Government."

General **Prosek**, hero of the Bloody Campaign and charismatic Acting Chairman, reluctantly accepts the nomination for Chairman. A month later, he and all those he had suggested for government posts are *elected*. Though some who hate the Prosek family suggest this was effectively a military coup, Chairman Joseph Prosek the First and those he effectively hand-picked were duly appointed through a completely **democratic**, free and open election. What the **Prosek-hatemongers** fail to recognize is that the triumphant General Prosek had become a heroic figure without equal, a living legend. Likewise, the soldiers who had loyally served him were respected above most others and many of the officers (Marshall Cabot and Lucius Underhill among them; the latter being Ross **Underhill's** father) had also built reputations for themselves as heroes and patriots. Consequently, the people were quick to embrace and elect these "heroes" to public office, especially if the "Great" General Prosek approved of, or **suggested**, them.

The truth is, Joseph Prosek the First was never convinced he was the right man for the job, and questioned his ability as a statesman till the day he died. What he had going for him was vision, drive and the organizational skills to make his vision become reality. He was incredibly charismatic and commanding, but although he pushed his people and demanded sacrifice and hard **work**, he also gave them a sense of purpose and excitement. He gave the frightened the courage to build, change and become strong. This sent morale through the roof and motivated people to give their all. **Prosek's** analytical mind and experience as a military strategist and tactician enabled him to see the big picture, anticipate the needs of his people and embrace the future. His energy, his goals, his hopes and dreams became those of his people and gave birth to a veritable empire the world would come to know as the *Coalition States*. His military code of conduct and no-nonsense approach kept corruption and graft to a minimum and his fellow government leaders focused, hard-working and honest. Those found to be lazy or cheating the system were swiftly replaced.

The first thing the new Chairman did was to take a fresh assessment of the threats facing his fledgling nation — only this time through the eyes of a soldier. Chief among the threats identified was the rising *Kingdom of Tolkeen*. While Prosek was

away, **Tolkeen** had grown by leaps and bounds. Its people enjoyed a high standard of living. The area surrounding Tolkeen and Freehold (i.e. the sites of old Minneapolis & St. Paul) was virtually free of marauding monsters and bandits, and year after year, the land produced bountiful harvests, thanks to magical help. By all accounts, the city-state of Tolkeen was quickly becoming a nation like **Chi-Town**. In many instances, its magic far outstripped the achievements of the Coalition States, **benefitting** from alien technology brought by the D-Bees and magic of dragons and other hell-spawned monstrosities.

Possessed by genuine military concerns fueled by jealousy and hate, Joseph **Prosek** the First vowed that no kingdom of magic would overshadow or threaten his nation of humanity, even if it meant he would have to destroy every last one as he believed he had done to the (old) Federation of Magic. From this point forth, the Chairman viewed Tolkeen as a "clear and present **danger**" to the security of his nation. Ultimately, he would condition his son, **Karl**, his top Military Advisors and citizens to believe the same. The thought that Tolkeen and other kingdoms like it were Enemies of the State would spread throughout the Coalition States and many of those who courted CS favor like a contagion, **ingraining** itself in people's hearts and minds. After all, who would know the face of evil better than the Great General Prosek who battled it first-hand for so many years in the Magic Zone? And so it was that the seeds of **Tolkeen's** fate were sown.

25 P.A.: Covert Operations Against the Harbors of Magic

Chairman Prosek knew he had not completely destroyed all of the Federation of Magic and that Chi-Town had not seen the last of them. Furthermore, he saw **Tolkeen**, the Magic Zone and a few small kingdoms of sorcerers in southeastern Canada and elsewhere, as festering havens for magic and trouble. He also recognized that for the time being, his country could ill afford an open military campaign against these enemies. This was a time for building and planning, not implementation. However, every good General knows the importance of Military Intelligence, so the Chairman established what would become the **Coalition Intelligence Division**. This arm of the CS Military would engage in spying and infiltration operations among their enemies and rivals — all of **them**, with Tolkeen and the Magic Zone at the top of the list. In addition, these spies, agents and soldiers would take covert action to *undermine* the enemy whenever possible. This included spreading disinformation and lies, encouraging dissension, supporting criminals and rivals, discrediting and blackmailing public officials and celebrities, as well as acts of **sabotage**, robbery and murder. By 30 P.A., Chi-Town had in place the foundation for a rapidly growing network of spies, moles, assassins, informants, sympathizers and unwitting dupes to keep tabs on its enemies.

Rumors persist that the Chairman instructed one covert team to seek and destroy a particular family in the Magic Zone. A family harboring a woman sorceress and her young son. A boy some believe was Joseph's illegitimate son. A child born of an illicit affair with an enchantress Prosek had while in the Magic Zone, and deeply regretted. The name of the woman and her family is lost, if it were ever known, and no records exist of any such order. The Chairman would always deny these rumors and

no one was able or willing to confirm or dispute these whispered allegations. Most CS historians dismiss the rumors as fiction created by CS enemies to discredit **Chi-Town's** great history and tarnish the honorable name of the Prosek family. However, both Emperor Karl Prosek and Joseph Prosek the Second have conducted their own discreet investigations into the matter. The results were entirely inconclusive. The rumors linger to this day, although their origins can not be traced and there is no evidence to support them. If such a child was born out of wedlock to a sorceress, he and his mother must have perished long ago or vanished from the face of the planet.

31 P.A.: The formation of The Coalition States is proposed

Chairman Joseph Prosek revealed a plan for an alliance with sweeping ramifications, the creation of a new nation he called the Coalition States. A union modeled after the old American Empire that existed before the Great Cataclysm, and where several independent kingdoms operated as one nation. Each "state" would govern and manage its own affairs, but also answer to and support one central government with elected State Representatives. This would give these fledgling nations previously unparalleled communications, trade, unity and strength of numbers. A unity that should give smaller rival and enemy kingdoms and bands of monsters pause before they threatened or raided a member state. He also proposed one national army in which all member states would contribute. An army that would establish bases at strategic locations and cities as well as patrol and defend the CS **borders** from incursions by invaders. An army and nation that would work to purge the inhuman D-Bees, monsters and practitioners of magic from their united lands.

Several of Chi-Town's neighbors are approached with this idea, many seem receptive.

33 P.A.: The Coalition States become a reality

The first member states are *Chi-Town, Missouri, Iowa and the Illinois Contingent*. Chi-Town is declared the Capitol of the Coalition States and the seat of both the government and the military. Joseph Prosek the **First**, Chairman of the Chi-Town city-state, is elected as Chairman of the Coalition States. In his historic first inaugural address he proclaims,

"This is a great day for humanity. Together we shall rebuild the civilization lost by our ancestors and create the greatest nation on Earth. A nation where men and women can live happy and free. Unafraid that they might fall prey to some alien monster or demon from beyond the Rifts. **Unworried** that some misbegotten fool dabbles with magical powers beyond his or **anyone's** understanding while we try to raise our families in blissful ignorance. This ... new nation of people, united under God, shall persevere, prosper and bring forth a new and better age. So, if you will be so kind ... please forgive me the tears of pride and joy that well in my eyes ... and crack my voice ... even an old **warhorse** like me is overwhelmed by the foundation we lay this day."

35 P.A.: The State of Chi-Town grows

The States of Iowa and the Illinois Contingent, each a collection of scattered cities, towns and farms, petition the Coalition Government to let them be absorbed into the State of Chi-Town.

Ironically, Joseph **Prosek** the First is concerned that such a move, while strategically **sound**, may put too much power in the hands of any one State. The other members of the Coalition Government disagree and vote in the merger/annexation by an overwhelming majority.

41 P.A.: Iron Heart becomes a Coalition State

This is a move initiated by the independent nation known as Iron Heart, located in southern Ontario, Canada. Iron Heart hoped that by becoming a member State it would increase its trade of goods and technology with Chi-Town and other States, as well as improve its defenses. While trade and defenses were **improved**, Iron Heart would not see the kind of **recognition**, trade, trust and power they dreamed about. For fifty years they would play second fiddle to their neighbor in the east, *Free Quebec*, until it would secede from the CS, and Emperor **Karl Prosek** would declare his **Campaign of Unity** in 105 P.A.

44 P.A.: The Battle of Red Wing

By the time Chairman **Prosek's** only son, Karl, was born, the Coalition States had begun to resemble the military-industrial giant that it is today. Large presences of soldiers, power armor prototypes, combat robots and heavy vehicles could be seen throughout the CS, often patrolling its borders in search of infiltrating monsters, D-Bees or practitioners of magic. This growing strength was not enough to render the Coalition invincible, however, as it learned in the Battle of Red Wing.

Built on the foundation of a small **pre-Rifts** settlement, Red Wing was a community of humans and D-Bees who used both magic and technology. However, it had the misfortune of being near a Coalition convoy route, and periodically, CS skirmish groups would harass the people of Red Wing as they passed. Late in the summer of 44 P.A., one such patrol came under sniper fire near Red Wing and chased the perpetrator back to the town. What happened next was unclear, but soon the Coalition platoon found itself fighting the entire town. While Red Wing had precious few weapons, it had numerous spell casters, and in the three-hour battle, not one Coalition trooper survived. The final stage of the fighting was viewed by Coalition aerial reconnaissance and relayed back to CS High **Command**, who in turn ordered a massive retaliatory air strike against the settlement.

A full wing of fighter-bombers scrambled to devastate the town, and the people of Red Wing braced for their destruction. They were powerful with spell magic, but not sufficiently powerful to stop a full-on aerial onslaught. According to all reports, there were no survivors. Another victory for the Great General Prosek, but more than that, this event helped to drive home the idea that all practitioners of magic were dangerous, and that the CS was not without power itself.

In the years to follow, the Coalition Military would actively engage in skirmishes with towns, villages and travelers suspected of dabbling in magic or co-mingling with D-Bees. In some cases, the battle would only be enough to "shake things up," in other cases, the soldiers would kill many, sometimes all.



Most of these **confrontations** would involve people and places in or near the borders of the Coalition States, but as the first century drew to a close, and the CS became more powerful and brazen, these raids would creep beyond CS borders and deep into "hostile" territory.

49 P.A.: The Old Chicago Rift

At the crack of midnight of the summer solstice, a band of a dozen sorcerers led by the Shifter, Mok **Braun**, began to open a dimensional portal in the ruins of Old Chicago. According to Coalition **Intelligence**, the mages and the company of D-Bee warriors planned on unleashing some unspeakable evil to attack the '**Burbs** of Chi-Town while they tried to penetrate the fortified walls to assassinate the Chairman and other high-ranking CS officials. However, CS Intelligence had uncovered the plot and were waiting. Before the ceremony to open the dimensional Rift could be completed, elite Chi-Town troops attacked from all sides and above. The villains were slaughtered and Mok Braun **captured**, interrogated, tortured and publicly executed. While the CS has always seen the hand of the Federation of Magic behind this plot, Mok Braun could not be made to talk (in fact, he almost escaped before his execution). If not the Federation, then who? A thin shadow of suspicion was cast upon **Tolkeen**.

51 P.A.: Free Quebec joins the Coalition States

This is a joyous occasion as the two technological and military powers of North **America**, Chi-Town and Free Quebec, join forces in a formal alliance. If anybody doubted the Coalition States as a true power before, they don't any longer. Free Quebec, like all member States, are human supremacists and anti-magic. Within a few years, the State of Free Quebec is clearly **Chi-Town's** favored State, with a disheartened but loyal Iron Heart lost in its shadow for the next 45-50 years.

60 P.A.: Rumors warn that the Federation of Magic is reborn

Chi-Town's (and by association, the Coalition States') greatest enemy, the Federation of Magic, is reportedly back in action, reorganized and growing under the leadership of a new **Lord Dunscon**. Joseph Prosek the First had personally led a vendetta in which every known member of the notorious Dunscon family was destroyed. For nearly fifty years there has been no Dunscon to lead the Federation, leaving it a splintered and chaotic mess. If the rumors can be believed, at least one Dunscon survived and now rises to lay claim to his hateful heritage.

CS spies and moles confirm the rumors, and increased activity among the hundreds of splintered and rival bands of mages who claim to be the "**true**" Federations of Magic. Additional investigators are dispatched to delve into the matter further. If this "Dunscon" is found, he is to be terminated.

65 P.A.: Terrorist attacks on Chi-Town

The Federation of Magic takes credit for a series of terrorist attacks leveled against the City of Chi-Town, its '**Burbs**, and other communities in the State of Chi-Town. The most serious incidents occur at the *ruins of Old Chicago* (a favorite stomping ground of the Federation) and the *Devil's Gate* (i.e. the St. Louis Rift). The CS Military suspect there is a secret hideout or base

somewhere in Old Chicago, but numerous investigations spanning decades unearth no such secret compound.

68 P.A.: The Lone Star State is declared

In early 68 P.A., the **pre-Rifts** military compound designated as the Lone Star Complex is accidentally discovered by a CS geological survey team. Three months later it becomes a major military base and the entire old American State of Texas is declared the Coalition State of Lone Star. This sudden and unexpected CS occupation and claim of ownership of the Texas badlands touches off raids and insurrection by the people of the region, many of whom have considered the "State of Lone **Star**" to be their home for generations. The bandit nation calling itself the Pecos Empire is the most militant, aggressive and dangerous — declaring war on the Coalition States. However, despite the CS claims and the many (comparatively minor, though frequent) skirmishes with the Pecos Empire, bandits and D-Bees, the CS restricts most of its operations to the northern quarter of the State, leaving the bandits, nomads and refugees in the rest of the region largely unmolested.

Nearly 40 years later, the CS still primarily occupies the northeast portion of the State, sending only token raiding parties and patrols to keep the "natives" in check. Animosity from the locals toward the CS runs high, but they are greatly outmatched. The Pecos Bandits take solace in bushwhacking small CS patrols and raiding CS outposts and supply columns.

It would not be until the late **80's** before rumors would begin to leak out as to what made this piece of land so important to the CS. That a fully functioning, pre-Rifts military installation specializing in genetic engineering is what the mysterious Lone Star Complex really is. And that this top secret, high security facility is the birthplace of the Dog Boys.

70 P.A.: Joseph Prosek the First is assassinated! A nation mourns

Autumn 70 P.A., the great hero and Chairman of the Coalition States is slain by assassins while en route to inspect the Lone Star Complex. He is being escorted by an entire Army Division when they are attacked. The assailants include Simvan Monster Riders, members of the Pecos Empire, and an estimated hundred sorcerers, a handful of powerful psychics and dragons among them. It becomes quickly apparent that the warriors and **D-Bees** are a diversion as the dragons and practitioners of magic target the Death's Head Transport carrying the Chairman. A cascade of magical attacks down the mighty transport but the CS forces, with Joseph Prosek the First taking **command**, manage to hold off their attackers. As the tide begins to turn, and the enemy **repelled**, one of the Chairman-Elect's own aides strikes him down with a **Vibro-Blade**. Death is instant. The perpetrator is immediately overpowered and imprisoned. It turns out the aide had family languishing in the Chi-Town '**Burbs**. When her direct appeal to the Chairman was dismissed (Prosek refusing to circumvent standard procedure and protocol), the bitter woman cut a deal with a band of dissidents operating in the '**Burbs**. She is summarily tried and publicly executed.

The finger of suspicion is pointed at the Federation of Magic, but the Federation nor any splinter group refuses to take the credit.

The **'Burbs** are tossed in one of their most bloody purges in CS history, with hundreds of suspected practitioners of magic and dissidents gunned down in the streets, and **211** brought to trial, found guilty and publicly executed. An estimated three thousand D-Bees are also murdered in the streets and thousands of others run for their lives. Many are hunted down in the wilderness and slaughtered.

Additionally, the CS Military High Command orders raids on known and suspected communities outside the CS borders who harbor or trade with practitioners of magic, D-Bees or enemies of the State. This includes vicious retribution against the Pecos Empire and countless villages, tribes and gangs throughout the Lone Star State and Arkansas. Six villages in Minnesota are obliterated, and several others are raided, people interrogated and **threatened**, property vandalized. For the first time ever, the "Kingdom of **Tolkeen**" issues a warning to **Chi-Town** to suspend its hostilities in "their territory" or face retaliation. Magic wielding defenders are mobilized and Tolkeen goes on alert. Thankfully, the CS Military, under General **Cabot**, wants to avert starting a war for which it is not **prepared**, and pulls its troops back to CS borders.

A thorough investigation reveals that the attack was launched by a coalition of several independent groups with a hate for the CS. These include brigands with connections to the Pecos Bandits of Lone Star and the Black Market, as well as those with "loose ties" to the Federation of **Magic**, the Magic Zone, Tolkeen, **Kingsdale** and **Newtown** (the latter would become the site of the Juicer Uprising in the Spring of 105 P.A.). Note: "Loose ties" means some of these individuals, many of whom spent their entire lives as bandits, mercenaries, adventurers and vagabonds, may have been born at, come from, traded with or associated with communities and people from these places. There was no indication that any formal organization or community officially sanctioned or participated in the assassination raid on Joseph **Prosek** the First.

General Cabot is appointed intermediate Chairman of the **Co**-alition States and serves as such for the next **16** months until the nation can finish mourning and new elections are held.

71 P.A.: New Blood

Karl Prosek is the elected new Chairman

November, **71 P.A.**, twenty-nine year old Karl Prosek, son of the illustrious Joseph Prosek the First, and head of the Coalition Propaganda Division, is elected as the new Chairman of the **Co**-alition States. Without any **doubt**, Karl is elected on the strength of the family name and the **coattails** of his father. However, in short order, he proves himself to be nearly as charismatic and beloved, and just as decisive. Under his leadership, the Coalition States will reach new heights and its Army will become the unrivaled military power on the continent.

Karl is a decorated veteran of numerous skirmishes in the Magic Zone and in Minnesota. It was **Karl's** Minnesota experiences which seemingly affected him the most, giving him a healthy hatred and distrust of both the Kingdom of Tolkeen and the mysterious **Xitix** insectoid aliens in the north. Karl, who had been primed to since follow in his **father's** footsteps the day he was born, takes the office of his father as leader of the Coalition States with honor and gratitude on *January 1st, 72 P.A.*

During his first Imperial Address to the people of the Coalition States, the new CS Chairman applauds his father's many achievements and proclaims him to forever be the *First Hero of the Coalition States*. Karl also promises his people that he will never abandon the brave vision of his father — to unite and protect human civilization under a single banner, and out all inhuman and magic wielding enemies to humanity! To that **end**, he orders the building of a bigger Army as well as increased and more aggressive patrols of CS borders and "preemptive operations" beyond them.

Karl never pretended to understand what made his father so unwilling to send units into Minnesota or to confront Tolkeen directly, but he has no such misgivings. He is more than willing to send Coalition troops to its doorstep, and in a show of force, designates several new permanent and mobile outposts just inside the borders of old Minnesota.

In Minnesota, this causes serious concern for the Kingdom of Tolkeen and the outlying allied communities. Tolkeen tries in vain to make diplomatic connections with the Coalition States to avert what they (correctly) predict is the beginning of a downward spiral to total war between the CS and Tolkeen. When Tolkeen receives their Ambassador back in a body bag, they know the time for talking is gone forever. From this moment forth, Tolkeen would meet any Coalition military personnel in its territory with lethal force.

Privately, many of **Tolkeen's** leaders realize this is the beginning of the end of life as they knew it in Tolkeen. For many years, the kingdom had lived in relative peace and harmony with its neighbors. Even the bellicose Chi-Town caused little trouble, since it rarely ventured outside its borders, and its fiery rhetoric was ignored easily enough. But with the tragic death of Joseph Prosek the First and Karl taking his place, Tolkeen knew that if it was to survive, it would have to adopt the ways of its enemy and become hard and cold to those different from themselves. To many in this kingdom of magic and tolerance, such an outlook was like a cancer of the soul that would eventually turn Tolkeen into a murky reflection of its enemy. Little did they know how right they were.

77 P.A.: Chi-Town Library of the Ages is destroyed

A bold terrorist attack attributed to the Federation of Magic results in the destruction of the fabled Chi-Town Library of the Ages. The entire building housing this famous repository of thousands upon thousands of **pre-Rifts** books, data banks, computer disk and video files (so many that all were not yet catalogued) collapses. Before any of the books and data can be rescued in the days that followed, an unidentified arsonist sets several fires that completely destroys the archives.

Rumors quickly rise that the destruction of the Chi-Town Library is all part of a government conspiracy to keep the knowledge out of the hands of the people. Many rogue scholars and anti-Coalition dissidents insist that the treasure trove of history and knowledge **survived**, was recovered intact, and is kept hidden away in some dank CS government archive. To support this theory, they point to several incriminating and suspicious events (like why the CS army didn't immediately secure the area or why excavation and salvage operations were delayed for nearly a week, giving the arsonist the opportunity to strike, etc.). The



most telling, however, would seem to be Emperor **Prosek's** 78 P.A. decree in which he announced "the CS government" would recreate the "official Coalition history" and provide an improved electronic media and communications network (television, radio, computer net, etc.) with which all the information, history, current events and information would be shared by and disseminated to the citizens of the Coalition States. More information, he promised, than anyone could ever need or want. Additionally, he announced that since the destruction of the library, CS enemies, fanatics and madmen were trying to introduce books and "false histories and information to undermine humanity and the Coalition States." To "protect the people," the Emperor announced all books and recordings not officially sanctioned and distributed by the Coalition Government (usually in video or audio form) were illegal and forbidden. Those who defied this edict were criminals and enemies of the State subject to life imprisonment or execution.

Literacy outside of the CS elite was never a high priority for the government, but now it seemed to openly discourage literacy with every move. Trusting and complacent CS citizens accepted this law with few reservations. The Coalition Propaganda Department gave the situation such a convincing and consistent spin that most citizens (except those at the top of society) avoided learning to read entirely as part of their patriotic duty and show of support to their nation. This has given rise to the so-called "Rogue Scholars and Scientists" whom most CS citizens regard as misguided, mentally disturbed, or the pawns of outside interests. The average citizen will diligently report any incident involving the distribution, selling or reading of Forbid-

den Books. The works of *Erin Tarn* are among those **banned**, and she is the most notorious of the Rogue Scholars, having earned the spot of *Enemy Number One*.

78 P.A.: Emperor for Life

Two years after taking office, the **Karl Prosek** regime instigated a grassroots movement to have him declared Emperor for Life. He modestly avoids the rhetoric and dodges the issue for years until December 1st, 78 P.A., when he proclaims he "can no longer ignore the will of the **people**," and gladly accepts the appointment. He is officially made "Emperor" as part of the New Year's celebration with much fanfare.

88 P.A.: Farewell to the King

Quite unexpectedly, **Tolkeen's** king, champion and protector, the mighty warrior-mage **Gravander Henchu** falls ill. Within a matter of hours he dies from a rare disease not thought to be native to this world. The speed with which Gravander succumbed astonished his subjects who always knew the man to be an extremely hale and hearty individual. Even for one of his relatively advanced age (76 years old), Gravander still had the vitality of a 20-year-old, and the onset of his "mystery plague" led many to wonder if he had not been done in by foul play.

Sensing that his time was extremely limited, the last thing Gravander did was assemble his apprentices to his bed chamber where he lay dying. One by one, he taught each of them a single *Spell of Legend* from his extraordinary store of arcane knowledge. (That his entire spell knowledge was not preserved is considered one of Tolkeen's greatest tragedies.) Then he helped them commit these spells to an enchanted book Gravander had won in another dimension and brought home as a trophy. When the last spell was committed to the book, Gravander gave a great sigh and passed away. Tolkeen's finest hero was gone, but his spirit would live on in what would become the first of Tolkeen's mighty arsenal of magic artifacts: The Book of Ten.

Without the might of King Gravander to help lead and protect them, **Tolkeen** would have to assemble an arsenal of fighting machines, hire mercenaries, and raise a citizen-army capable of scrambling to action at a moment's notice. But more than that, Tolkeen would have to find a new leader. King Gravander had no blood heirs and that is where the kingdom's big problems began. Although King Gravander himself was a noble, fair and just man, many of his advisors and peers were not, and almost immediately they began squabbling and fighting amongst themselves to determine Tolkeen's next king. Much of the conflict polarized around two factions within the city. One that wished to continue the relatively defensive, even **pacifistic** policies of Gravander, and another that wished to militarize Tolkeen and become more aggressive with the Coalition States. To compound matters, the CS saw this as a sign of weakness and increased its military buildup along the borders of Minnesota.

For the length of a **year**, the Kingdom was ruled by the Circle of Twelve in absence of a king. The Twelve would have a strong say in the appointment of a new King and they wanted time to deliberate on the many issues that Tolkeen's future would bring. In the end, facing increased Coalition aggression, they opted for a **strong**, militant leader and appointed Robert Creed as King of the Realm. He would make Tolkeen a nation and fighting force worthy of recognition, and he would teach the

Coalition the meaning of fear. This, he said, was only the beginning.

As Creed consolidated his power within **Tolkeen**, he began pushing the Kingdom into a more war-ready state. He ordered much of **Tolkeen's** industry to produce military items, and he began training and recruiting practitioners of magic of all kinds and teaching them to work as a coordinated team in the defense of the kingdom. Before long, Tolkeen would have the means of meeting the Coalition head on in battle, and then it would be *their* turn to suffer, just as the sorcerers of this land had suffered under the Coalition boot for so long. Most of these changes the people of Tolkeen accepted grudgingly at first, but with time and incursions by the CS, they warmed to King Creed's "wisdom" more and more.

Himself an artful manipulator of people, Robert Creed has held frequent rallies and speeches in which he warned his people that he feared war was inevitable and they would one day have to make a stand or run with their tails between their legs. He has fanned the people's fear of the Coalition into a raging bonfire of discontent for the so-called Empire of Humanity. With disturbing **speed**, the people of Tolkeen seem to have forgotten their tolerant ways and the reluctance with which they had engaged the Coalition in the past. Convinced by their King that war was inevitable, they would welcome it when it would finally come.

100 P.A.: Terrible Secrets

By this time, the people of Tolkeen know that **King Creed** (and his ever-growing body of cronies, many of whom were coming to Tolkeen from other lands and dimensions) **is** hardly a paragon of moral virtue. Although he was one of the late King's most favored proteges and known to have been a good and compassionate individual, time has changed Robert Creed. In many ways, he has become everything the beloved King **Gravander** was not — hard, merciless, cruel, and unforgiving, at least when it comes to the Coalition States. Rumor has it that he has made overtures with demonic beings such as the **Brodkil** and Neuron Beasts, as well as villainous mercenaries and even the Federation of Magic. While such a turn of events does not sit well with many Tolkeenites, they turn a blind eye to the ominous goings on, focusing on the support they enjoy from **Lazlo**, New **Lazlo** and the **Cyber-Knights**. After all, one can argue that war often makes for strange bedfellows. Besides, the majority of **Tolkeen's** people feel that if they are to survive the coming Coalition onslaught (which they figure is any day now), then they would have to do things King Creed's way.

Tolkeen, by this point, was well on its way to a kind of kingdom-wide **hysteria**, utterly convinced that the Coalition States represented the face of true evil. In this frame of mind, twisted by decades of constant military threats from Chi-Town and spiked by the loss of the one person who seemed to keep the Coalition at bay (King Gravander Henchu), the people of the kingdom, like their new King, became willing to cut any deal with the devil to save themselves





101 P.A.: The Tolkeen Agenda

The year before, Emperor **Prosek** and his son, Joseph II (master propaganda expert and heir apparent to the Coalition seat of power), began laying the groundwork for an ambitious military campaign called the **Crusade for Humanity**. An endeavor which entailed the expansion of the Coalition States into a contiguous band of human-held territory stretching from Texas to southeast Canada. The first phase of this effort, the **Campaign of Unity**, would require the defeat or subjugation of all of the Coalition States' enemies. Initially, Tolkeen fell someplace in the middle of the "priority enemies list." It presented a danger, but there were other powers that needed dealing with first.

Shortly thereafter, however, Coalition spies within Tolkeen brought news that King Creed was building new fortifications and magical machines of war, and collecting magic artifacts and weapons for war with the CS. Tolkeen rose to the top of the list.

Meanwhile, Free Quebec has fallen out of favor with Chi-Town. The Emperor and his regime see the state as a spoiled, selfish child who dares to question CS authority and challenge the Emperor's will. This leads to the decision to cut Free Quebec from the loop and to consider it as an uncertain and hostile ally. CS spies at Old Bones learn Free Quebec's Glitter Boy legion is easily two or three times larger than originally reported, and that the Quebec government is working to put into place deals to increase their Glitter Boy legion and armed forces even more. The Quebec Government denies these **allegations**, but the Emperor knows better. The rift of distrust between these two powers continues to widen.

102 P.A.: The Lady Prosek Incident

On July 4th, terrorists from the Federation of Magic attack the Emperor's wife, Lady **Jo-Anna** Prosek, and kill the Emperor's youngest son, Jason. Believing her **dead**, the Coalition States mourn their lost Lady for weeks while Emperor Prosek and Joseph II vow revenge. Although the assailants are positively identified as agents of the Federation of Magic, all magic using communities are suspected to have played a part in the incident, Tolkeen chief among them.

The Coalition's suspicions are not entirely without basis. While the attack was devised and carried out by the Federation of Magic, **Tolkeen's** spies had learned of the plot but did nothing to intercede. Elements within Tolkeen had always held that if the Prosek family were assassinated, it would effectively "decapitate" the Coalition States and vastly reduce the danger it presented to Tolkeen and other magic communities. Until now, such talk was purely hypothetical, but it was worthwhile to see what might occur if some outside force proved to be successful. In addition, this would be a good opportunity to study the Coalition's defenses as well as their **responsiveness** to a terrorist attack when they were tested. As a **result**, Tolkeen agents watched the events unfold from the shadows. This is another one of those "what if situations where one must look back and wonder what *might* have been if Tolkeen agents had rescued the Emperor's wife and **child**, or if Tolkeen diplomats had warned the CS of the plot. Ironically, it is a decision that would only serve to increase the Emperor's disdain for all people and things of magic. It is a grim chapter in **Tolkeen's** history that only a handful know about.

Unknown to most, the assault against the **Proseks** would be bungled. At the last second, the Federation operatives became confused as to whether they were to assassinate the Imperial family or merely kidnap it. As a result, Lady **Prosek** was taken alive, but her son was killed. Most of the assailants died and were traced to the Federation of Magic. **Tolkeen** was not directly implicated, but it might as well have been.

Lady Prosek was wildly popular with the Coalition citizenry, and the thought of her being killed or mistreated by D-Bees and magic users drove them into a frenzy. The public called for justice, and in response, the Coalition military sent a number of skirmish groups into Federation territory, killed a great many mages, and brought some back for public execution. But it was not enough. Tolkeen too would have to pay. From this point onward, the Emperor knew that whenever he launched a full-fledged attack upon Tolkeen (or the Federation), it would have the public's complete support.

Back in Tolkeen, King Creed knew this too, just as he knew that Lady Prosek was not slain but a prisoner of Lord Dunscon. The entire plot was a fiasco. Instead of demoralizing the Coalition States, it galvanized them. Now Tolkeen faced an enemy more eager for blood than it ever had been before. Even assassinating Emperor Prosek would have no real effect at this point, because he had others to carry on his work. For Tolkeen, the dream of a swift, clean means of defeating the Coalition died with the Lady Prosek incident.

It would not be until February, 105 P.A., that the Lady, with the help of **Cyber-Knights**, would escape the clutches of the insane Dunscon and be reunited with her family. The details of her incarceration would only fan the fires of hatred and vengeance. If any CS official had known that the King of Tolkeen knew that she lived and where she was held, war against Tolkeen might have been declared then and there. As it was, war would come several months later. Rumor has it that Lady Prosek opposes the war and the entire Crusade for Humanity, and is kept in seclusion because of it.

103 P.A.: The Skeleton Raiders

Lady Prosek would be thought dead until 105 P.A., when the **Cyber-Knight** Lord **Coake** and an elite team of heroes rescued her from her Federation captors. The three years between her abduction and her release, however, felt like thirty for the Emperor. Both sick with grief and maddened with thoughts of revenge, Emperor Prosek put even more energy into his Campaign of Unity, especially the upgrading of his military's weapons and equipment.

For years, new weapon and armor designs were in the works, and now they were finally ready for testing. Not surprisingly, Prosek chose Minnesota and other enemy strongholds as the proving grounds for his new "Skeleton Raiders," as he liked to call his prototype units. Wearing striking skeleton-style armor, the Coalition Military prototype troops conducted raids deep within Tolkeen territory, Arkansas, Lone Star and elsewhere in a year-long exercise to gauge the effectiveness of this new hardware. The tests went off well enough to merit full-scale production of the new **equipment**, and Emperor **Prosek's** new army was finally on the way.

Those in the know at Tolkeen were deeply troubled by the Skeleton Raiders, which they assumed were some kind of Coali-

tion secret project. Despite its best efforts, Tolkeen never captured or retrieved a body from the "Skeleton Raiders," which left them to wonder exactly what kinds of weapons the Coalition was developing. Never had they been able to cause so much damage so deep within enemy territory. Never had the CS been so willing either. For many years, the Coalition feared the mysterious powers of Tolkeen. Now, it would be **Tolkeen's** turn to wonder in fear. But there was more to the Skeleton Raider Program than merely trying out new weapons on Tolkeen. These raider units delved deep into northern Minnesota and determined the southernmost extent of the **Xiticix Hivelands**. The Xiticix, a dangerous race of alien insect beings, had been reported by CS Scouts as spreading over Canada and the north central U.S. like a weed. When the Coalition gained further intelligence on them, they realized they had a very, very serious enemy to face before long. In the interests of **Chi-Town**, the CS would have to capture Minnesota and build a militarized buffer against the Xiticix. To do that, Tolkeen had to be pacified — and soon.

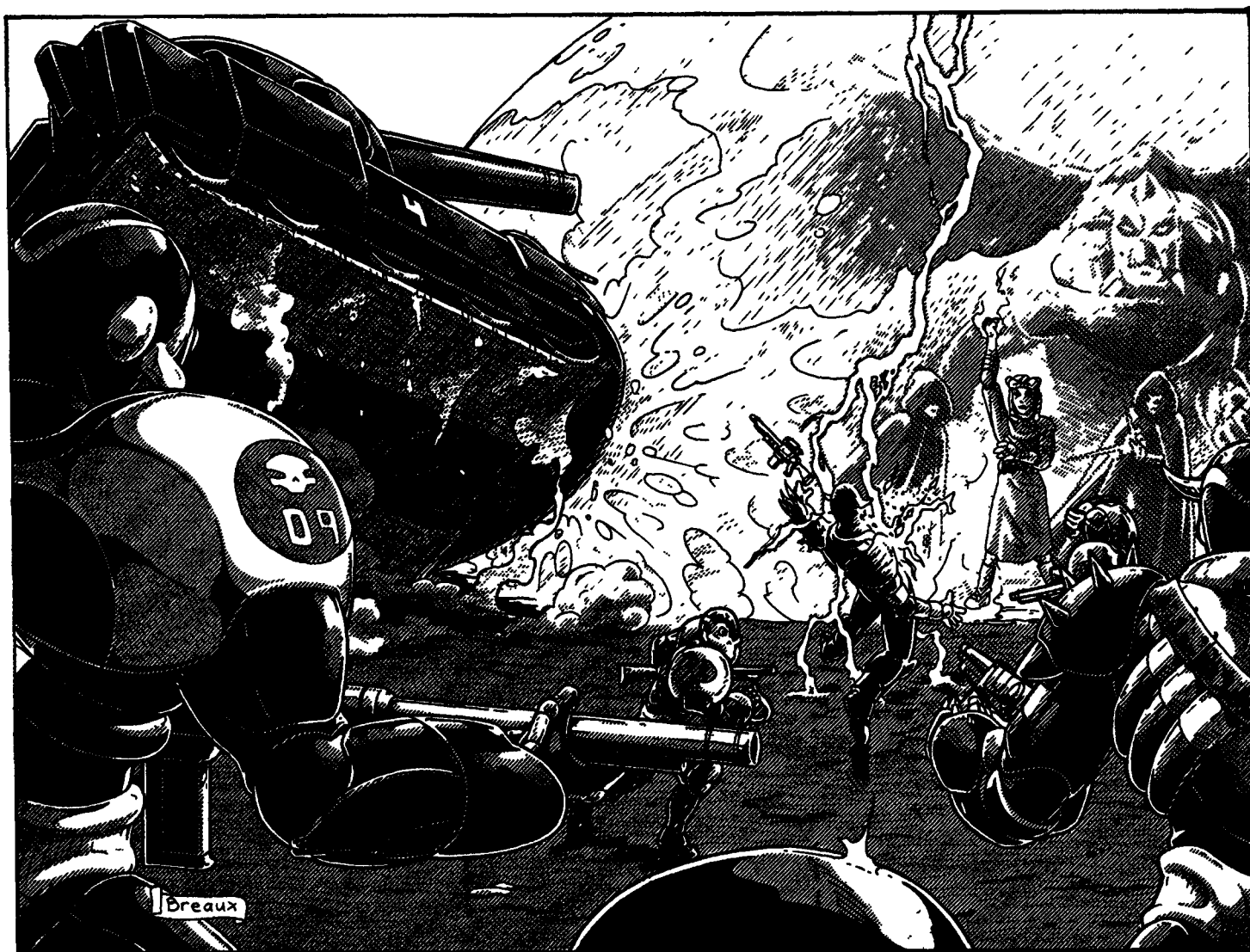
To that **end**, the two field armies already deployed on Tolkeen's borders gathered into large strike forces and Tolkeen itself braced for imminent invasion. Now it would see if all of its preparations would be enough to stem the Coalition tide. Although war has not yet been formally declared on Tolkeen, in **effect**, the Siege on Tolkeen has begun.

104 P.A.: Chalk's Folly

To understand what happened next, one must understand the back story to it. **General Phineas Chalk** was a Coalition field general who had made no small number of enemies during his brief and turbulent career. Although he was credited with numerous battlefield victories, his often insubordinate manner had isolated him from the rest of the Coalition top brass. Even Emperor Prosek saw him as a dangerous renegade prone to risking his men and equipment on foolish battlefield gambles. The man was a danger and in some ways, an embarrassment waiting to happen. Emperor Prosek assigned him to the Tolkeen front in early 104 P.A., where he was certain the troublesome officer would start trouble with the enemy nation. Prosek figured Chalk would probably lose many men no matter what he did, but it would be an acceptable cost as it would not only remove a seditious member of the upper command from service (in a way that would send a forcible message to other officers like Chalk) but it would draw Tolkeen out of its hole, so to speak. This way, the Coalition Military could see firsthand what Tolkeen was *really* capable of.

Upon arriving on the Tolkeen front, the brash commander grew sick and tired of keeping Tolkeen encircled and "contained." He was convinced his forces could make a single massed assault upon the city of Tolkeen itself, capture or destroy it, and end the war in just a few weeks. Without consulting the Coalition High Command first, Chalk put his battle plan into action, assured he would come home to a hero's welcome in Chi-Town.

The fact that Chalk had virtually no hard data concerning Tolkeen's defenses did not stop him from commencing *Operation Fullbore*, his ill-fated attempt to storm the city. Fullbore opened with a vicious aerial bombardment in which the city was hammered from above and from a distance by air and ground **ar-**



tillery in a relentless barrage that lasted nearly three full days. Spotters could not tell how badly the city had been hurt, and reports that its outer walls stood intact were largely disregarded. Convinced that the **city** lay mostly **in** ruins, Chalk led his army in a massed attack upon it to clear out the surviving militants and reduce any other buildings to rubble. None of them were prepared for what happened *next*.

The outskirts of the **city** had indeed been obliterated. Even the rubble had been reduced to rubble, and **if** anything had been living there before, it could not be told now. Or could it? Some of the very few soldiers who survived Chalk's Folly (as the event was later referred to by Coalition Generals) reported that the demolished buildings seemed to be rebuilding themselves, slowly but surely, even as they watched. However, the CS force had no time to consider such things, because as they pressed forward they realized the large core of the city remained unscathed, protected by a massive dome of arcane energy. Rows of strange **Techno-Wizard** (power?) armor stood ready to meet the invading force and turrets and gunmen lined the base of its fortified perimeter wall, all powered up and aimed squarely at **Chalk's** doomed advance. As if to foretell their doom, a black storm rolled in overhead — moments later the soldiers realized it was no cloud but a swarm of aerial defenders lead by scores of dragons.

The opening barrage of spells and gunfire butchered Chalk's first line within minutes, slaying thousands of his most seasoned troops before they got a chance to fire a shot. Chalk's air brigade fell to **Tolkeen's** flyers **like** chaff caught in the wind. Elementals made of earth and brick rose up from the debris fields and engulfed the troops. Stupefied with **overconfidence**, nobody had questioned their comparatively easy march to the doorstep of the great city, not until **Tolkeen** defenders began to swarm them from all sides. Chalk's Army was decimated, cut down like sheep led to slaughter. Chaos and confusion reigned supreme as any semblance of order among the Coalition troops rapidly disintegrated. The lucky ones broke rank and fled. The entire battle lasted less than two hours. Survivors would tell a tale of swarming magic war machines, bizarre armored warriors, hideous demonic servants, and all manner of other strange forces, many designed or trained to pick apart the Coalition troops as they advanced.

Of the 28,000 soldiers, 6,000 Dog Boys, 3,000 hired mercenaries and 48,000 Skelebots that charged the gates of Tolkeen, a pitiful 1489 humans survived. The rest are presumed dead or missing in action. General Chalk himself disappeared during the first minutes of fighting and was subjected to a fate unknown. The Coalition Military has declared him dead, and unofficially blames his incompetence for the disastrous attack. Meanwhile, the Ministry of Information (and Propaganda) has had its spin

doctors turn General Chalk and his men into martyrs. The official story is that he was lured to the gates of Tolkeen and ambushed by enemy forces that included magic wielding demons, dragons and monsters that outnumbered his forces five to one. As the story goes, General Chalk's forces battled courageously for nearly 10 hours, but they were pinned down and eventually slaughtered. Embellishments on the story have claimed half the troops were eaten **alive**, and the other half captured and tortured before finally being killed. The General is said to have been one of the last to go and was carried off by demons to a fate unknown. All of this has been carefully calculated to make the Coalition people scream for retribution and support the declaration of war against Tolkeen.

Covering up the truth and manufacturing their tale proved easy, since almost all of the troops involved perished. Many survivors honestly don't know what actually transpired and most don't wish to discuss (or remember) their ordeal. Although all remain loyal to the CS, to play it safe, the High Command has removed most of them from the war front and given them cushy jobs scattered around the Coalition States; for their own peace of mind and welfare, of course.

Strategies and Tactics. Behind the scenes, the easy defeat of General Chalk sent shock waves through the Coalition's top brass, none of whom had anticipated Tolkeen possessing any of the magic "super-weapons" they displayed against Chalk. Clearly, the wizards had more resources and power than anticipated. Tolkeen would prove to be a very difficult nut to crack. Chalk's devastating defeat, however, would help the CS Military assess the enemy and avoid a similar mistake in the future. It enabled them to devise a better battle plan. One where the Army would slowly advance, testing and analyzing their **opponent** every step of the way, adjusting and modifying their tactics while whittling the enemy down and securing CS positions. The Siege on Tolkeen would take longer than originally hoped for, and would extract a higher price in manpower and **equipment**, but the Kingdom of Magic would fall — of that they were confident. Thus was born *Operation Juggernaut*, the current strategies and objectives of the Siege on Tolkeen as they are carried out today. A plan to build a force that vastly outnumbers **Tolkeen's** military defense. A force that will cautiously and methodically advance to Tolkeen's doorstep, figure out a way of cracking Tolkeen's defenses, and *then* overrun the heartland of the country in a single, massed offensive. The CS Army's slow circular sweep of the region, obliterating all opposition and enemy supporters on the way in, should enable them to eliminate the fear of enemy pincer tactics and coordinated ambushes. Each Coalition victory — each town, city and band of defenders destroyed — would weaken and diminish the power of the kingdom and remove one more resource, so in the final battle, the defenders should be at half strength and vulnerable.

105 P.A.: The Juicer Uprising

The now-infamous *Juicer Uprising* occurred throughout the year, as the Vallax aliens pit the Coalition against an army of renegade Juicers over the existence of a fictional cure to the lethal side-effects of the Juicer conversion process. For much of **105 P.A.**, the Juicer warlord *Julian I* would evade and defeat elements of the Coalition Army in an ongoing battle that would end only when the existence of the Vallax is revealed. (For a de-

tailed account of this event, please refer to **Rifts® World Book 10: Juicer Uprising™**.)

The Juicer Uprising proved to be more than a mere black eye for the Coalition Military. While it hardly dented the million-man force the Coalition had assembled by this point, it did reveal weaknesses in what many considered an invincible war machine. Tolkeen in particular took stock of this, and launched a fierce propaganda campaign throughout its own kingdom as well as neighboring kingdoms to publicize the details of the **Uprising** and to offer refugees political asylum in their country. Tolkeen hoped that by spreading news of the Juicer Uprising far and wide, it would encourage the "fence-sitting" kingdoms in the area to join with Tolkeen if and when the Coalition invaded.

By year's **end**, it seemed as if Tolkeen's propaganda offensive had worked, as many towns, villages and kingdoms in Minnesota pledged their support, along with many immediately outside Tolkeen. An unexpected result was the **flood** of Juicers, **Crazies**, **Headhunters** and mercenaries (many of whom had participated in the Juicer Uprising) and others with a grudge against the Coalition for any number of reasons, that arrived by the thousands! With them also came D-Bees, practitioners of magic, and others persecuted by the CS and hungry for revenge or a chance to be part of a historic Coalition defeat. Practically overnight, Tolkeen's armed forces would triple in size and hundreds more would trickle in to join the battle every day through the last days of the war.

Summer 105 P.A.: Tolkeen must fall!

Emperor **Prosek** formally announces the start of the **Crusade for Humanity** and the **Campaign of Unity**. The Coalition also reveals surprise alliances, unveils new war machines, and declares war on Free Quebec as well as any other power who dares to oppose the "advance of humanity." Coalition Intelligence orders its spies to gather as much field information on Tolkeen as possible, including data on King Robert Creed, the Circle of Twelve and the Dragon Kings of Freehold.

The Coalition Military puts into motion plans to add another three full armies to their forces in the region. Military units are given strict orders not to let *anyone* enter or exit the borders of Minnesota unless otherwise authorized. Violators of that policy are to be destroyed on sight. The encircling and containment of Tolkeen is to remain in force indefinitely, pending the outcome of the war with Free Quebec. Once victory has been achieved in Quebec, the Tolkeen invasion will begin. As much as Emperor Prosek wants to defeat this upstart kingdom, he fears that opening up a **two-front** war will sap the Coalition's resources and strain the war efforts of both campaigns.

By July, however, the war in Free Quebec has **already** hit a major snag. Despite the vast military resources dedicated to that conflict, Free Quebec's superb defenses hold firm and resistance is great. The CS troops are reluctant to battle their fellow human supremacists and the Quebec Military is much better prepared than expected. Free Quebec refuses to fold to the Coalition aggressors, and digs in for the long haul. Nearly all of the Coalition's plans for a blitzkrieg-style victory crumble. The only viable strategy left is that of prolonged warfare. Military analysts are unable (and unwilling) to estimate exactly when the Coalition will achieve victory (if at all), but the most conservative guesses entail at least another **2-4** years of heavy fighting.



For **Tolkeen**, this is the best news they've heard in many years. As long as the war in Quebec drags on, their kingdom should be spared all-out war. Warlord **Corin Scard** uses this opportunity to launch another armaments drive and instigates several raids against Coalition outposts and patrols. Spirits run high throughout the kingdom, and soon rumors begin circulating that the "mighty Coalition Army is afraid of them." Cruel jokes and jibes suggest that the Coalition Military should force a Necromancer to bring back the ghost of Joseph Prosek the First, because **Karl** and his Generals lack the nerve to do anything but rattle their sabers. Another rumor claims that the "soul" of the Emperor's youngest son, Jason, is imprisoned in a soul gem that has come into the possession of **Tolkeen's Warlord Corin Scard**. Whether true or not, it enrages Emperor Prosek to the

point that he decides that Tolkeen must be brought to its knees immediately.

The Coalition High Command has also heard enough from their brash **nemesis** and eagerly welcome the challenge. Despite the extraordinary costs of waging two full-fledged military campaigns at once, they marshal their forces. Half the troops they will send to the Western Front are effectively coming from *outside* the CS as thousands of volunteers from the '**Burbs** sign up for military duty. They are perfect cannon fodder to mitigate the potential loss of CS manpower. The attitude is to let the "wannabes" bleed for the Coalition States rather than sacrifice their own people. Additional field armies are soon dispatched to supplement those already deployed in Tolkeen territory, with more on the way. There, the forces are to immediately begin

Operation Juggernaut, a full-scale invasion of the **kingdom**, not stopping until the cities of **Tolkeen** and Freehold are destroyed and Warlord **Scard** lies dead or captured.

Some of **Prosek's** more timid political advisors believe this is a mistake of grave proportions. Why attack Tolkeen now when it clearly presents no immediate threat to the Coalition? Why weaken the war effort in Free Quebec on a target that could be destroyed much more easily in another year or two? Why risk defeat, when anything less than total victory in both Quebec and Tolkeen will only encourage the Coalition's many other enemies to pick a fight, too?

Indignant, Emperor **Prosek** ignores these questions and remembers the names and faces who ask them. For the moment, he merely reminds his subordinates that his is the final authority in this matter, and so into Tolkeen the Coalition shall march.

Meanwhile, Coalition units already deployed around the outskirts of the Kingdom of Magic swing into action, engaging Tolkeen perimeter forces and the outermost settlements. Guerrilla warfare accelerates as Tolkeen defenders use hit and run tactics to harass the invaders. While many Tolkeen settlements are reduced to rubble, militants reoccupy the shattered ruins, forcing Coalition troops to enter these hot zones to root them out at point blank range. Tolkeen's fighters dig in and throw everything they have at the CS troops even in the face of death. Monstrosities summoned from other dimensions only add to the difficulties the CS legions face. The fighting, as anticipated, goes slowly and casualties run high, but the Coalition forces make headway one bloody footstep at a time. In the **end**, the **Coalition** High Command believes their superior armaments, manpower and other resources will eventually win the day.

Despite it all, the Coalition Army fights with incredible tenacity, and deals out as much damage as it receives. Although fighting remains intense in the outer territories on Tolkeen's borders, for the time being, the campaign remains in a state of effective stalemate — neither side able to make serious headway against the other. It is as if both sides are awaiting the introduction of a new factor to the war to tip the scales one way or the other. Perhaps something as small as a single band of heroes or **hardcases** whose talents or luck may break the stalemate. Only time, and a great deal of bloodshed, will tell.

Spring of 106 P.A.: An Uncertain Future

Now.

Call to Arms Emperor Prosek Wants You!

The Coalition States has invested an incredible amount of time, resources and effort into the Siege on Tolkeen. The prevailing attitude is that if the Coalition is going to invade, they should make sure they do it right the first time. In that regard, the CS has built up a massive military presence on the borders of Tolkeen with the intent of completely overwhelming the enemy with **firepower** and sheer weight of numbers.

Nearly one million combat units and support personnel have been dedicated to the Siege on Tolkeen, not counting a half million **Skelebots** (this does not include the **'bots** already lost in the last five months as part of an ill-fated preemptive strike, nor the

200,000+ Dog Boys also assigned to the Western Front). This total force breaks down into four massive **Battle Groups** of roughly **225,000-300,000** troops each (including Dog Boys). Each Battle Group essentially consists of ten Field Armies of around 25,000-30,000 troops each plus a Skelebot Field Army of 20,000-50,000, and whatever units of mercenaries that may have been hired along the way (rarely more than a few thousand; typically 200-1200). The field armies break down into smaller Divisions, which are further subdivided into brigades, battalions, companies, platoons, and squads levels. The four battle groups assembled for Operation Juggernaut are *Battle Group Relentless*, *Battle Group Dauntless*, *Battle Group Fearless*, and the newly formed *Battle Group Merciless*. Each Battle Group's Supreme Commander has operational authority and reports directly to Emperor Prosek and the Coalition High Command.

Of these troops, approximately 60-62% are NOT even citizens of the Coalition States! Roughly 10% are **Psi-Stalkers** and about half (an estimated 48%-52%) are volunteers from the **'Burbs**. These "volunteers" are wannabe CS citizen whose names have been placed on the **Citizen Waiting List** but who remain stuck in the **'Burbs** waiting for years, sometimes generations, to have their application reviewed for "consideration" for citizenship. These impoverished and desperate people, the majority of which are found around the city and throughout the State of **Chi-Town**, have been told by Army Recruiters that volunteering to join the Coalition Military will give them "priority" consideration for CS citizenship. The Recruiters can not make any *guarantees*, of course (because it's a lie), but they have a spirited **"pitch"** that sure sounds promising. These unscrupulous Recruiters go on to "suggest" that volunteers who specifically request duty at Tolkeen or Free Quebec will see their families put at the top of the list, cutting the waiting period to only one or two years. For many, this chance for CS citizenship is a dream come true and an opportunity that can not be ignored. Even if the Recruiter *is* lying, refugees convince themselves that if they distinguish themselves in combat, the Coalition leaders will have to reward them and their families with citizenship. The long and the short of it is that most human refugees believe joining the CS Military will improve their lot in life and is well worth the risk. Indeed, those who survive will earn a good living for their families even if they are not given citizenship.

A volunteer stint in the Coalition Army is six years (with 6-12 year renewals suggested), however, half of these "green" recruits won't last more than six months on the Tolkeen Front, and will come home in body bags as nameless, forgotten heroes who sacrificed their lives for the greater good of the Coalition States. Tragically, their families will not benefit in the least for their "sacrifice."

Rumors about the war, atrocities and devastating battles reach the **'Burbs** on a weekly basis. There are pervasive **reports**, most of which are denied by the CS, recounting horrifying encounters with monsters and mages, and frightening troop casualties. According to **rumor**, the Tolkeen defenders have proven to be surprisingly resilient and difficult to fight. Entire CS battalions have been slaughtered at the hands of the enemy, and demons from other dimensions have been enlisted in their battle. Yet, volunteers from the **'Burbs** continue to line up, confident that "they" can beat the odds, serve their time, and enjoy the security and prosperity of CS citizenship in one of the big cities in the Midwest.



CS War Plans

The initial battles of the war will take place in the less heavily populated outskirts of the kingdom as the Coalition Army slowly marches inward to its heart, destroying all in their path or forcing them to retreat to the center of the kingdom. This scorched earth strategy is expected to contain and corral the enemy forces into a concentrated area around the cities of **Tolkeen** and **Freehold** where the final days of combat will unfold. At the same time, this tactic of **seek**, destroy and push inward while CS forces encircle and contain should effectively strip the enemy nation of its resources and slowly dismantle or destroy its military as the CS tightens its grip around them. They plan to encircle and constrict to literally crush the enemy.

Seek and destroy — take no prisoners. Unlike the Eastern Front where Coalition forces hope to capture and preserve as much of Free Quebec as possible, at Tolkeen they have no such desire. From the Coalition's perspective, Minnesota is a godforsaken region filled with monsters and madmen corrupted by magic — in other words, vermin to be exterminated. No prisoners are to be taken, except for those selected for interrogation. There are no valuables or resources to preserve either. Much of the land is uninhabited forest and fields. What farmland exists is not needed by the CS, and the towns, cities and machines created with the help of magic and monsters are seen as abominations or danger zones best leveled and buried than preserved or salvaged in any way. When it comes to magic, alien technology and things they don't **understand**, the Coalition States would rather destroy it than meddle with it.

Guerilla Warfare. Special Forces, Dog Boys, Psychics, SAMAS, Power Armor and small squad combat will play a huge role in the this war, especially in the early part. The forest and widely scattered areas of enemy habitation and military **operations** (many mobile) are the perfect environment for guerilla warfare. Likewise, being outnumbered by at least six to one, hit and run tactics are the only logical way to go for the Tolkeen defenders. Besides, magic lends itself exceptionally well to guerilla tactics and covert operations. In the early part of the war, the CS will "fight fire with **fire**," dispatching "small squads" to track down, engage, and counter the hit and run teams and company-sized mobile strike forces of the enemy. Such Coalition guerilla **countermeasures** will count heavily on CS Commandos, Special Forces, Rangers, Juicers and especially Dog Boys, **Psi-Stalkers** and psychics (who can "sniff out" magic). SAMAS, power armor like the Mauler and Terror Trooper, and "small" robot assault vehicles such as the **Hellraiser** and **Hellfire** will offer relatively heavy **firepower** and armored support for these deep insertion field teams. Meanwhile, SAMAS, Rocket Cycles, Sky Cycles, helicopters and other small, fast aerial fighters will provide quick response and support for troops in the **field**, as well as insertion and extraction, rescue, the performance of fly-by reconnaissance, artillery spotting, and harassing the enemy (strafing fire, bombing runs, hit and run attacks, and tactical strikes). Heavy armored combat vehicles such as tanks, APCs, Death's Head transports and other aircraft and artillery will be kept back at base camps and saved for the main siege on Tolkeen.

By the numbers. Although this war is expected to fall into place "by the numbers," a great deal of unconventional combat and new strategies and tactics will be developed in order to re-

spond to **Tolkeen's** unique arsenal of magic and supernatural allies. Projections peg the conflict to last **18** months to three years. The enemy is resourceful, treacherous, unpredictable and more powerful than most people would have believed. Already, the Emperor and Military High Command have been puzzled and troubled by an increase in encounters and casualties along the southwestern section of their lines. More and more patrols seem to meet with deadly forces, ranging from D-Bees to supernatural monsters, to warrior mages, dragons and highly effective guerilla fighters led by Native Americans and **Cyber-Knights**. As a result, the Coalition Army must dispatch more troops to reinforce their positions. Armies of **Skelebots** sent to contain and shred **Tolkeen's** defenses have been *ineffective*. Meanwhile, the Tolkeen defenders respond with unexpected aggression, power and malice — striking without mercy and often without regard to their own people.

With us or against us? Smaller kingdoms, independent communities, homesteads and nomads around **Tolkeen** have tried to remain outside the conflict, but quickly find themselves under Coalition scrutiny. Even communities who insist they have never harbored D-Bees or endorsed the use of magic, must make a choice. Side with and support the Coalition Army, and assist in the campaign to destroy Tolkeen, or be themselves **destroyed**. **In** and around the old American State of **Minnesota**, one is either a friend of the Coalition or foe — there is no in-between.

As for communities where D-Bees **and/or** the use of magic are found, they have no hard choice to make. They are systematically destroyed, down to every last man, woman and child; frequently the entire town burnt to the ground or blasted into ruin. Those places that hold strategic importance are subjected to the most ardent military bombardment, forcing them to eventually surrender or turn to Tolkeen for assistance. This means either drawing out Tolkeen resistance fighters or causing the residents of the community under attack to flee behind **Tolkeen's** lines or face genocide. Either way, the Coalition wins, for fleeing refugees sap the Tolkeen stronghold's resources and weaken its infrastructure. If the town falls, Tolkeen is again the loser, faced with a loss of fighters, patriots and the resources the place **provided**, not to mention a loss of ground.

Localized skirmishes, border wars and locked combat serve to both test and weaken the enemy's troops and provide the Coalition Army with more valuable information and motivation to close in and finish the job. Over the last year, a hundred farms, a dozen towns, two major cities and an untold number of enemy clans, camps and troops have fallen to Coalition aggression — double the casualties of the previous five years combined.

Eliminate the enemy's resources. The Kingdom of Tolkeen is also beginning to feel the effects of the Coalition "squeeze" and embargo. It is becoming increasingly difficult to maintain supply lines and communications. Even though the Coalition has been slowly and progressively cutting off supply routes, it was the loss of the alliance with **Ishpeming** and the **Manistique Imperium** that has hit Tolkeen the hardest. Both of these parties were once strong trading partners, and now they are gone. There is limited trade with other small kingdoms like **Kingsdale** and the Colorado Baronies, as well as traveling merchants, mercenaries and adventurers, but resources and supplies remain limited. The only routes the CS have not been able to contain in any

way are the ley line routes Tolkeen uses for limited imports and exports, as well as strategic military operations.

Likewise, the Coalition Army's "scorched earth" policy eliminates **Tolkeen's** resources with each victory. Villages, towns, cities and outposts are destroyed, their inhabitants killed or scattered to the wind, livestock seized or slaughtered, and farms and stores of food are destroyed. Each individual slain is one less enemy to fight. Each town destroyed is one less place to plot, build or hide. Each lost farm or food warehouse means hunger. All are a blow to morale and one step closer to destruction.

The Fringes of Tolkeen

A brief overview, catalyst for adventure and notable places on the borders of Tolkeen

Design Note: This section is designed to provide background world information and avenues for adventure. Consequently, most of the descriptions have some sort of story line suitable for building an adventure, or at least an encounter and mischief.

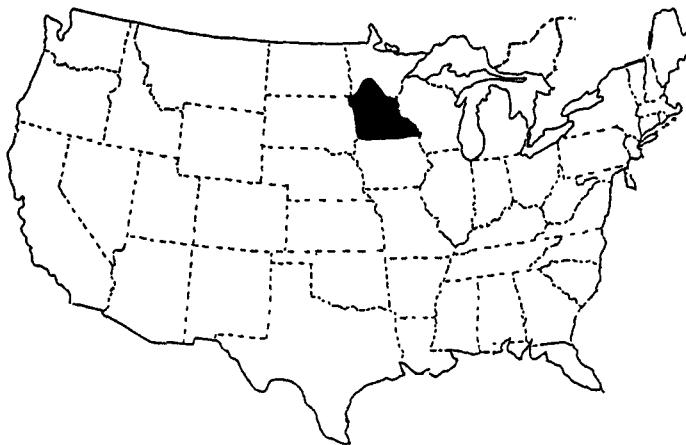
Wisconsin: Line of Demarcation

The region once known as Wisconsin is also being invaded. Not with conquest and mayhem in mind, but because it is the launching point for the Coalition's eastern front against Tolkeen. Tens of thousands of troops, **Skelebots**, and caravans of armored vehicles have made their way from the eastern part of Chi-Town up into western Wisconsin. Not only that, but several army camps have been established. While most of these are not permanent, the Coalition Army will be parked there for the duration of the war and subsequent "clean-up" — that translates in to "years." Furthermore, a few *may* become permanent Military Outposts to help keep Tolkeen and the neighboring Wisconsin area free of malcontents, D-Bees and practitioners of magic in the future.

Wisconsin is a sparsely populated forested wilderness much like southern Canada. Most of its inhabitants are farmers, trappers, woodsmen, fishermen and nomads, but there are enough people to take exception to this turn of events. The Coalition push into the wilderness has torn huge swaths through the forest and displaced settlements in their way. Those who were human were given a modest stipend and told to move, effective immediately. Those who refused were picked up, carted off and moved by the troops. Those who dared to fight back or even draw weapons, were "extricated with force" (a euphemism for killed) and their homes bulldozed and overrun.

At least humans, **Psi-Stalkers included**, were given the option. D-Bee settlements were obliterated without warning, the people gunned down where they **stood**, and their communities **flattened**. In the case of D-Bees and other undesirables (i.e. **nonhumans**, bandits, practitioners of magic, supernatural beings and creatures of magic), the carnage was not limited to the poor souls who got caught in the Coalition's path, but anyone or any place spotted by scouts and aircraft. After all, the area had to be "extricated" of all potential hostile forces, or so the Coalition

High Command decreed. This has made western Wisconsin the site of a de facto Coalition "purge" without being officially declared. It also makes Wisconsin a location for guerilla warfare by both Tolkeen defenders and the disenfranchised of Wisconsin. However, the fighting in Wisconsin is minor compared to the battles along the **Wisconsin/Minnesota** border and the purges taking place around the outer perimeter of the Kingdom of Tolkeen. Still, there is a fair share of small unit fighting going on in Wisconsin and even entrenched Coalition Army camps are subject to raids, sabotage and trouble.



The Borders of Tolkeen

The Coalition Invasion Force starts from the outer perimeter of the Kingdom and works their way inward toward the twin cities of Tolkeen and Freehold. The main forces form a semicircle around the *southern and eastern borders* of **Minnesota**, coming from Iowa and Wisconsin respectively. It is along these fronts and up and down the Mississippi River as far as New Red Wing where the heaviest fighting is currently taking place. The only exception is the struggle going on near the northern town of Solomon located on the ruins of the old **pre-Rifts** community of **Swatara** (see the description of Solomon at the end of this section for the reason why). Raids and reconnaissance missions



into "the **interior**" also take place on a regular basis, but these are typically small unit, hit and run operations, the main action and military build up are along the southern and eastern borders.

The so-called Kingdom of **Tolkeen** is really a loose amalgamation of independent, allied kingdoms, city-states, townships, farms, settlements and communities. The region they occupy has been dubbed the "Kingdom of Tolkeen" by the Coalition States because Tolkeen is by far the largest, most powerful and notorious of the lot, and because most share similar views and follow **Tolkeen's** lead. The city-state of Tolkeen is also the center of commerce and learning in the region, and its representatives frequently speak on behalf of the surrounding communities. The views shared by the majority in "the Kingdom" typically include a desire for independence (which means they reject and criticize the Coalition States), acceptance of D-Bees and other inhuman races as equals with human rights, the promotion of learning and education (which conflicts with CS propaganda and education policies), and the acceptance, use and encouragement of magic in all levels of society. The rejection and vocal criticism of the CS is enough to earn them the Coalition's ire, but the acceptance of D-Bees and magic is intolerable. Furthermore, with Tolkeen's notoriety and prosperity (as well as that of the surrounding communities), like-minded D-Bees and practitioners of magic are beginning to flock to it as their adopted homeland. This gives the Coalition States grave reason for concern. From the Coalition's point of view, the bigger Tolkeen grows, the more dangerous it becomes. Not only because it is a haven for sorcerers, monsters and the morally corrupt, but because it is also an example of a successful, **alter-**

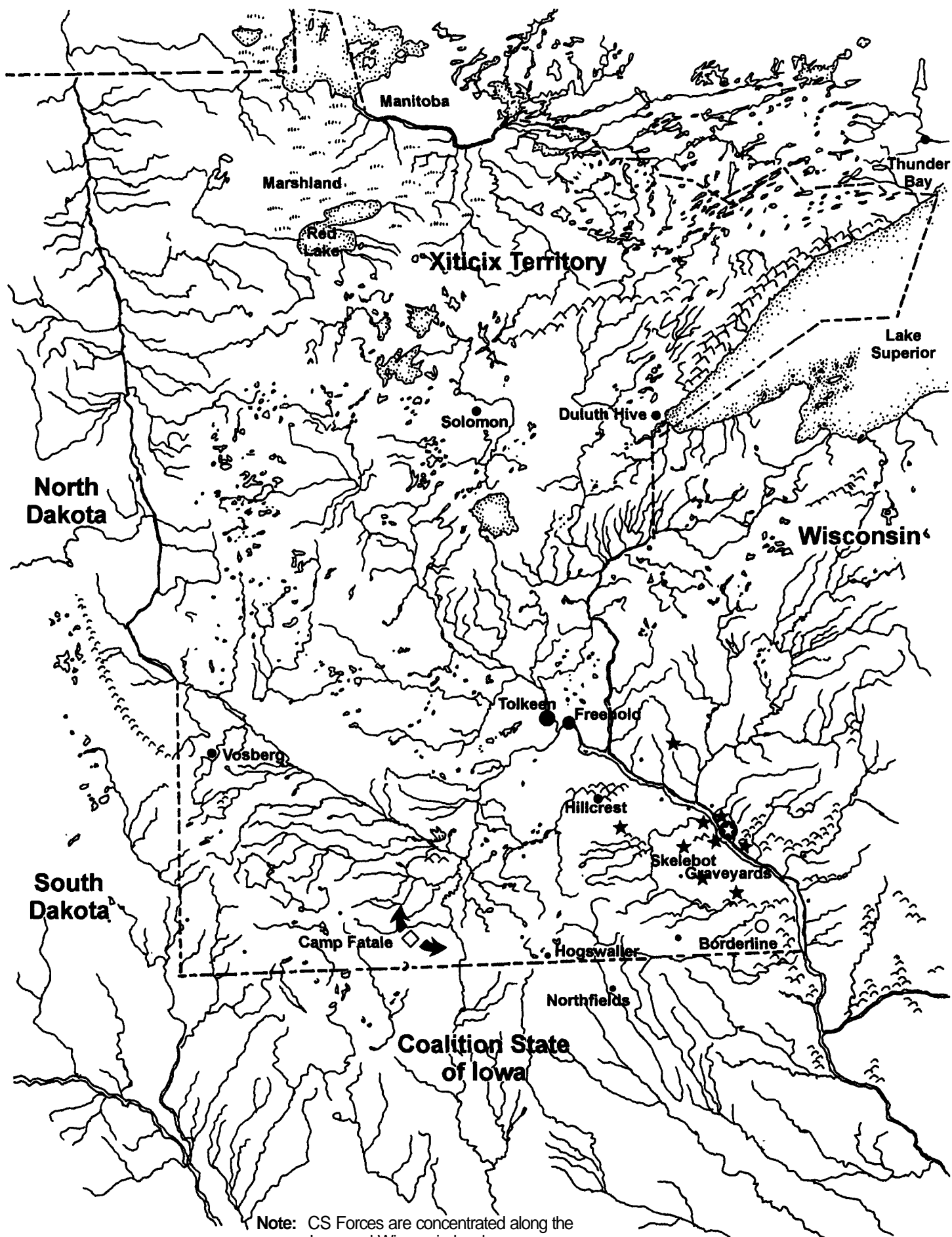
native way of life. And the CS can't allow that on its borders. Better to destroy it now, before it becomes the Magic Zone of the west, or something grander — and more menacing.

Coalition Sympathizers

It is important to note that not all communities in and around Tolkeen are dominated by practitioners of magic or D-Bees. Some favor CS intervention or believe their lives will benefit under Coalition rule. Some even see them as liberators and heroes.

These *sympathizers* support the CS invasion and will try to aid them in any way they can. This will include acting as informers and snitches, helping the Coalition soldiers and spies keep tabs on suspected and known fugitives and Tolkeen defenders, as well as simple things like relating news and rumors, giving the troops discounts on goods and services, and doing them favors. The most supportive and adventurous (or vindictive) may even take on the (official or **unofficial**) role of "double agent," i.e. cozy up to Tolkeen rebels and pretend to hate the CS so they can gather intelligence and secrets to pass along to contacts in the Coalition Army. The majority of these "agents" volunteer for the job and do not expect any **reward**, although most enjoy special treatment and gifts in the way of food, booze and electronics.

Most sympathizers don't openly fraternize with the "CS enemy" for fear of reprisal from the Tolkeen patriots all around them. If they do, they claim to be "pretending" to get information for the Tolkeen forces or because they fear for their lives — "what else could we do?"



Note: CS Forces are concentrated along the Iowa and Wisconsin borders.

- * Stars indicate Skelebot Graveyards
- Small Dots are CS Sympathizers

CS sympathizers are scattered throughout the Kingdom of **Tolkeen**, but the majority seem to be in the south near the **Chi-Town-Iowa** border. Most are small communities of **2D6x100**. The following places are sympathetic to the Coalition States, starting in the west and working east:

Tolkeen/Minnesota: Adrian, Blue **Earth**, **Alden**, **Hogswaller**, **Janesville**, Spring Valley, **Chatfield**, and Wabasha.

Wisconsin: New La Crosse, **Galesville**, Whitehall, New Fountain City and **Ellsworth**.

Hogswaller

An example of CS Sympathizers

Total Population: 132

Population Breakdown:

103 humans

21 Psi-Stalkers (human mutants)

6 Bursters (human mutants)

2 Zappers (human mutants)

Note: This does not include the transient population passing through or coming to trade. These transients represent **1D6x10** individuals on any given day, and can include human adventurers and D-Bees to Coalition soldiers.

To call Hogswaller a town is being kind. It is barely a trading post. The community is predominantly human with a dozen or so Psi-Stalkers and a half dozen psychics, mainly Bursters and Zappers. Twenty-five percent of the humans are pig farmers, 20% trapper-woodsmen, 20% crop fanners and the rest traders and vagabonds who run the trading post. Most are uneducated and crude.

Although Hogswaller is barely a scratch on the map — a two horse town, it is surprisingly well known to Psi-Stalkers, **trapper-woodsmen**, mercenaries, adventurers and vagabonds *as* a trading post and watering hole. As a result, drifters, mercenaries, bandits and adventurers frequently stop to stock up on the most basic supplies, do a little trading and maybe spend a night or two to rest before again hitting the trail.

The good folk at Hogswaller offer fresh water to any visitors and are always willing to trade a variety of **preserved**, jerked, salted and smoked meats and sausages, fresh meat, canned goods, and farm fruits and vegetables — for clothes, bolts of fabric, booze, and high-tech goods, tools, weapons and **equipment**.

There are only two things disturbing about the town. One is that they will trade with anybody, and with the advent of the war that includes Coalition troops. Secondly, the human **townspeople** don't "cotton" to D-Bees either. The more exotic the individual, the less friendly the people of Hogswaller are toward them. While the townsfolk are not card-carrying human supremacists, they sure seem to lean in that direction and are quick to cozy up with Coalition soldiers invading this part of the country. Most townspeople avoid the issue, making smug comments like, "**we** don't much care who we trade with provided it's a fair trade," and, "we ain't never had much use **fer** magic ourselves, but we don't got no problem with sorcerers," perhaps adding, "a wizard's money is as good as anyone **else's**." None of this is particularly comforting to the D-Bees and sorcerers who have been charged 20-50% more for goods and services than "regular folk."

Notable places in town

1. The Town **Well** is located in the heart of town in a small, shabby park that is considered the square. It offers plenty of fresh water free of charge along with a duck pond. The town's many (not so) fine establishments are all around the square.

2. Hogs' Heaven. Across the street is another kind of watering hole. One that offers cheap but potent moonshine and com whiskey along with imported beer (all the way from the Chi-Town '**Burbs**'). A drink runs one to four credits, and the bar also offers popcorn, spicy jerked meats and potato skins as food for its patrons (a serving costs 2-5 credits each depending on what it is).

3. The Shower House is a facility where dusty travellers and adventurers can wash the dirt away for only two credits or fair trade.

4. Miss Sally's is the local brothel. A dozen ladies of the evening ply their trade at reasonable prices. Half look pretty good.

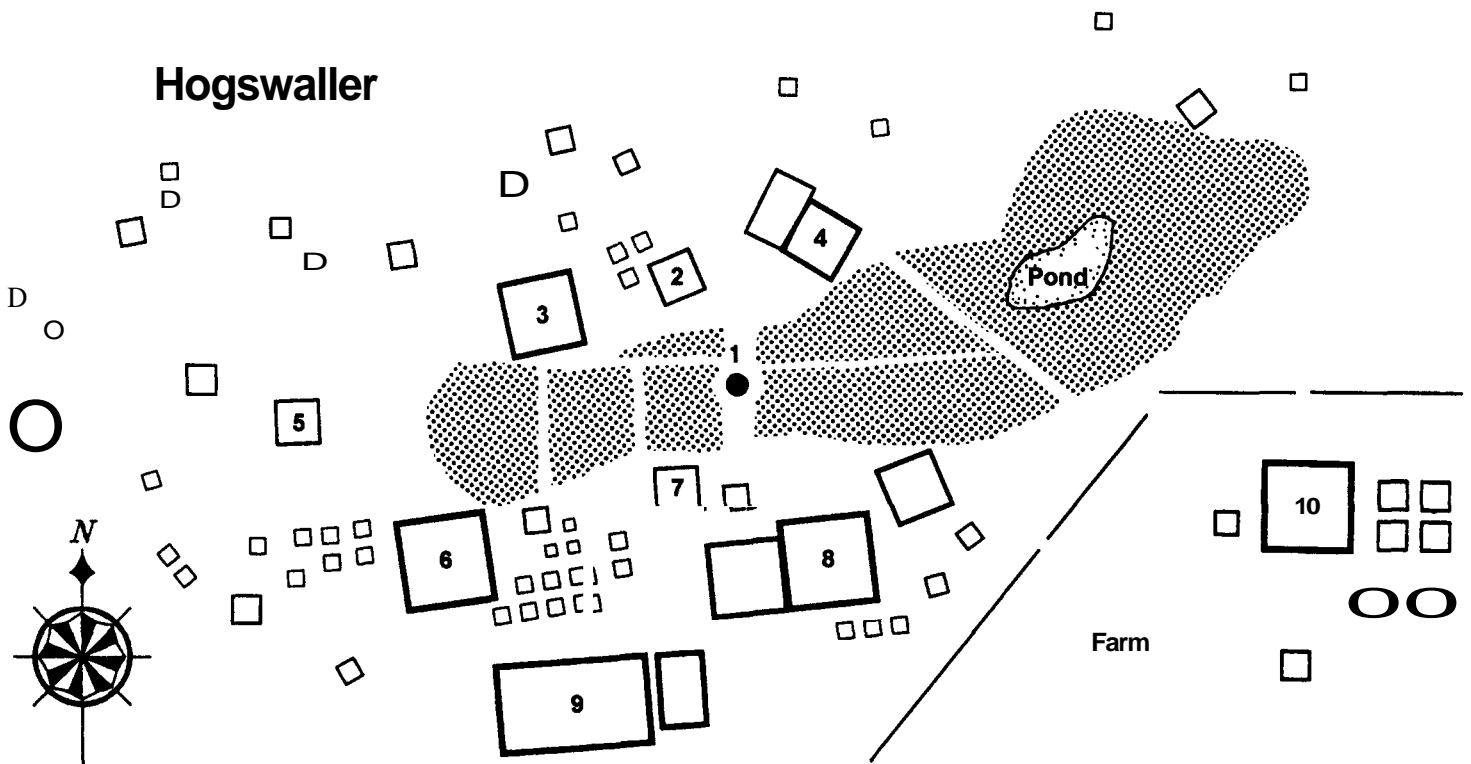
5. Doc Summers' is a small doctor's clinic complete with a shingle hanging out front. The good doctor and his wife, a **psi-healer**, live upstairs with their recently arrived nephew and his wife and young daughter. Rumor has it that Doc Summers, a fit fifty-something, spent years in the Lone Star State before settling down in Hogswaller about five years ago. He doesn't like to talk about his past, presumably because he ran with the *Pecos Empire* **and/or** other desperadoes.

Game Masters' Note: The truth is, the doctor and his family are Coalition spies. Doc Summers is a 30 year veteran field doctor (**11th** level) in the Coalition Army, and his wife a registered psychic with healing abilities (8th level). The "nephew" is a 5th level Lieutenant in the CS Rangers and his wife is a 6th level Captain in Special Forces (specializing in intelligence and disguise).

6. **Worchefski's** Boarding House. This is the largest building in town with 30 rooms for rent at 40 credits a night (or fair trade).

7. The Jailhouse. The constable and town barber is Jake McFadden, an ornery old coot who likes to intimidate visitors, particularly young toughs. He is assisted by two deputies, both 2nd level Saloon Bums (and stoolies). Jake is a semi-retired, 9th level Bounty Hunter who used to do work for the Coalition Military back east.

8. **Manheim's** Trading Depot. **Manheim** is a combination banker, pawnbroker, merchant and arms dealer. He trades mainly in used weapons, ammunition, spare parts, electronics and adventuring gear. He rarely buys anything for more than 20% of its market value, although he will up that amount to 30% in trade of goods (sometimes services). He is a classic snake oil salesman with slicked back hair and a thin mustache. Although he kisses up to the Coalition troopers to get trade and favors (he coordinates card games and gambling for those interested in such things, and will also arrange for female entertainment and other vice), he is one of the few people in town who dislikes the CS and takes great pleasure in fleecing them at every opportunity. He keeps his true feelings to himself and watches his step around them. Franklin P. Manheim is a 7th level Professional Gambler of Anarchist alignment. Rumor has it that the Frank has ties to the Black Market, specifically **BanditoArms**.



9. Billy Bob's Garage looks more like a large barn than a garage, but 'ol Billy Bob is a top notch, 8th level Operator, and his sons, Junior (5th level), Dale (3rd level), and **Marvin** (2nd level) are reasonably skilled Operators in their own right and help run the garage. With the increased business brought in by the war, Billy Bob has hired an Operator named William Smith (a handy mechanic as well as an ace driver), Glen **Wilfred**, an assistant mechanic, and a drifter who calls himself Leon Sebastian Jones. Prices are fair and the work is **competent**, but parts are often a problem, and getting them is difficult. That has changed a bit since trade started with CS troops, but this hole in the wall town just doesn't have the resources to supply every traveler's needs.

Game Masters' Note: Billy Bob and the boys are Coalition sympathizers, so they gladly cooperate with CS agents as informers. They also have willingly accepted *William Smith* (a 7th level **RPA** pilot with a Super **SAMAS** and Glitter Boy Killer hidden nearby) as a member of the garage staff to better spy on meres and adventurers who come to town. *Glen Wilfred* is Smith's assistant and a 4th level Communications Officer.

On the other hand, *Leon Sebastian Jones* is just some drifter who needed a job and got himself hired by Billy Bob. Okay, he's not "just some drifter." Leon is a 5th level **Gunslinger** from Lone Star who is on the run from CS and El Dorado authorities for crimes against them both. A criminal and a scoundrel, Leon has worked with a number of Pecos bandit gangs, but when things got too hot (there's a 30,000 credit bounty on his head), he decided to head north for a while. The goings-on around **Tolkeen** piqued his interest so that's where he headed. Leon just happened by Hogswaller (it's not his kind of town) where he recognized Doc Summers as a CS medical officer from the Lone Star Complex (Summers doesn't know Leon from Adam), so he decided to stay a while out of curiosity. Since then, the Gunslinger has identified William and Glen, the Doc's family, and a

couple others in town as Coalition spies and undercover agents. Moreover, Leon has determined that most of the townsfolk are CS sympathizers who welcome the Coalition invasion, enjoy trading with CS troops and volunteer information about Tolkeen defenders, D-Bees, wizards and fugitives who pass through town or whose activities they hear about from others. The townspeople secretly root for the CS to win the war and hope they will be rewarded later for their cooperation. The only **problem** Leon has is that he is beginning to feel like a fox in a kennel, outnumbered by people who would tear him apart if they knew who he was, and while he has this valuable information, he doesn't know what to do with it, without getting himself killed.

10. Miller's Farm is the largest farm in Hogswaller. The family grows a variety of crops and raises livestock, primarily pigs and chickens, along with some cows, sheep and a few horses. A slaughterhouse and smokehouse are part of the farm compound. Thirty poorly treated D-Bee slaves help work the farm. The Millers seem very friendly to CS visitors.

Northfields

An Iowa Border town

The village of Northfields is near the location of a **pre-Rifts** community once known as *Osage* in **Iowa**, near the Minnesota border. Northfields is a cluster of well manicured family farms with under a hundred people ranging in age from six years old to 70, with the majority being **18-40**. Livestock includes chickens, ducks, cattle and pigs.

As a village within the border of the Coalition State of Chi-Town (Iowa), it is entirely human and known as a safe haven for CS troops to resupply, rest and exchange information with the locals. As loyal Chi-Town citizens they welcome sol-

diers and small squads on patrol or returning back to the State for debriefing and a little R&R often pass through or stop for a little while. Likewise, soldiers separated from their company frequently visit **Northfields** to get a drink of water and rest for a little while before heading out in search of their unit or to the CS base about **100 miles (160 km)** to the south. D-Bees and practitioners of magic are not welcomed, but unless they are threatening, the people of Northfields usually leave them for the soldiers to deal with. Human adventurers and travelers are regarded with suspicion and treated curtly, but fairly.

Recently things have changed at **Northfields**. Visitors will notice crops do not look well tended and that many of the animals look malnourished and unkempt. The adults seem more distant than usual and seem distracted or a little dazed. If questioned they excuse themselves and leave or threaten violence with a pitchfork, club or energy rifle.

Forlorn and frightened children peer out from around corners or from under the stairs and behind trees. Most are scruffy with greasy hair and clothes that haven't seen a wash in a week or more. When the children see Coalition soldiers coming they begin to cry, cover their dirty faces or run away. They react the same when Reverend **McDaniels** and a dozen of the men-folk come out to meet strangers who have been asking too many

questions or overstayed their welcome. Sometimes a puckish child will be so bold as to approach a stranger or soldier, or be lured out of hiding with a bribe of candy, food or plaything. On these occasions, the child will seem furtive and **frightened**. If a stranger tries to assure the child that he has nothing to fear from him, the little one is likely to look and say **with** a sad face, "I'm not **'fraid** of you." And may add, "You shouldn't stay here. You should go right away." If asked why, the child will look around nervously and either run off or say, "**Jus'** please go **It's** not nice here." The boldest might go so far as to say, "Bad things happen to ... to people like you." Another might push him or her and shout, "No! We aren't supposed to tell!"

The moment an adult or Reverend **McDaniels** appears, even in the distance, the child (or cluster of children — the kids of Northfields seem to run in groups of 3-12) runs for the hills, the youngest may begin to cry, and the bravest will shout one more warning. "Go. Go now, quickly. Don't talk to the grown-ups, just go.

I mean it!"

Unfortunately, most visitors do not heed their warning either because they are confused and tired, or because they want to get to the bottom of what's going on here and help the little urchins.



What's Going on — Game Master Information: Players, don't read this or you'll ruin the surprise.

Possession. A half dozen evil Shifters from **Tolkeen** commanding 60 *Possessing Entities* have taken over the majority of the village population, starting with the adults. Only old Mr. Wick (who is frail and weak) and the **Dombrowski** family (husband, wife and two little girls) are okay (pure coincidence that they haven't been possessed, yet). They are as powerless as the children and keep a low profile while trying to care for the three dozen children abandoned by their demon possessed parents the best they can. The kids know what's going on, but don't know what to do — these are their parents, brothers, sisters, cousins and neighbors after all. People they love. People who are being made to do terrible things against their will. Things like bush-whacking and killing Coalition soldiers! Since **Northfields** is a quiet, friendly community of loyal CS citizens, the soldiers never suspect a thing, letting down their guard the moment they enter the village. Furthermore, since it is usually small groups on patrol who pass through, they are easy pickings. Most never know what hit them.

The "new" Reverend **McDaniels**, decked out in the black robes and white collar of the clergy, is really the leader of the Shifters in disguise. The other five usually remain hidden, working their evil from the shadows. To help them in their murderous endeavor, the Shifters have outfitted the villagers with **Vibro-Blades** and "*Coalition*" energy weapons for a final touch of irony. For additional back-up, they also command two Tectonic Entities made of Dead Boy armor and cow droppings. So far, 27 Coalition soldiers and nine adventurers have fallen victim to the scheme. The fiends justify using these innocent farmers because they are guilty of being Coalition citizens who support the Emperor and his Campaign of Unity. The fact that they have never personally hurt a D-Bee or mage in their entire lives is beside the point.

If some group of heroes (and that might include Dog Boys and CS soldiers) should uncover the truth, the children will plead with them not to hurt their parents. No good Coalition Soldier will want to harm innocent CS citizens being manipulated by demonic forces and dark magic, nor should any adventurers of good alignment or with a smidgen of compassion. So the trick for would-be liberators is to track down and incapacitate or slay the six Shifters. Each one taken out of the picture will free ten people, who will regain their senses immediately. Thankfully, most won't remember what transpired while they were possessed. Of course the Shifters won't go down easily, and rescuers will have to contend with the two Tectonic Entities. They may also find themselves fighting the possessed farmers without trying to hurt them and a possible hostage situation with children or their loved ones.

The Ruins of Borderline

For a decade prior to Emperor **Prosek's** official declaration of war against the kingdom of Tolkeen, the Coalition Military had managed a prolonged "containment and pacification" campaign along the Wisconsin-Minnesota borders in the east and Iowa-Minnesota borders in the south. Borderline, a city and fledgling kingdom of 16,000, mostly D-Bees (85%), was frequently harassed by the CS. Thus, they expected to be one of the

first targets of the war. They dug in, prepared magical and technological defenses and waited. Three days after Emperor Prosek's declaration of war the Coalition Army came. Six hours later, the two field armies (50,000 heavily armored troops) and six divisions of **Skelebots** (36,000) had turned Borderline into a smoking ruin, its entire **population** lost in the onslaught. It would be the Coalition's first and last easy victory.

The ruins of Borderline stand as mute testament to the savagery and **genocidal** mania of the Coalition States. Whenever someone questions why they stay and fight the Coalition invaders, all that is often needed to put them in their place is for somebody to say, "for Borderline and freedom."

Note: Borderline was built on the ruins of the **pre-Rifts** city of Caledonia.

The Great Skelebot Graveyard

Cochrane, **Wisconsin**, had miraculously managed to survive the Great Cataclysm and the Dark Age. They suffered many trials and tribulations but the study of Elemental Magic and **Techno-Wizardry** early on helped them to survive. Fifty years ago, across the Mississippi River in **Minnesota**, the town of **Adamsville** sprung up. Cochrane was the larger and more industrious of the two with a population approaching four thousand, while Adamsville languished as a lazy little town of maybe one thousand nestled along the banks. It became known for its vineyards, music and pursuit of Ley Line magic and mysticism. Consequently, when the Coalition Army sent four divisions of Skelebots (24,000 **bots**) to obliterate them, the '**bots**' should have done so with ease. "Should have" being the operative words.

The Coalition Army had not yet realized how linear the Skelebots functioned or just how unconventional the enemy was at Tolkeen. Between the two **neighbors**, there were roughly 460 sorcerers of one kind or another, ranging from first to eighth level, nearly a hundred of whom were Cochrane Warlocks with a few Lesser and Greater Elementals at their disposal. An early warning from an Air Elemental gave the two communities enough time to ready themselves against the Skelebot horde sweeping in from the east. It was a swarming attack meant to overwhelm and destroy by sheer weight of numbers and cold machine power. When the dust **cleared**, the town of Cochrane was nothing but a smoking crater and only the church and music hall at Adamsville remained standing mostly intact. All but eleven townspeople were safely evacuated, 40 injured, and only 32 mystic defenders perished in the carnage. Over 18,000 Skelebots were destroyed before a human spotter among the **robots** decided to call a strategic retreat. The CS claimed victory, because the towns were razed to the ground and, according to official reports, the "legion of sorcerers" were routed. But it was a hollow victory at best, and a portent of things to come.

Months later, the scorched earth remains uninhabited, the citizens relocated to safer (for now) ground. The shattered remains of the **18,000+** Skelebots have been abandoned, left where they fell as mute testament to the ferocious battle that took place. Thus, Cochrane and Adamsville are better known as The Great Skelebot Graveyard, a place said to be haunted by the spirits of



the slain human and **D-Bee** defenders. The sight is impressive in an eerie and foreboding, way with the remnants of thousands upon thousands of fallen Skelebots scattered across six square miles of pulverized and burnt earth pockmarked with small craters, blast marks, fallen trees and the occasional chunk of unrecognizable debris. A thousand trees were blasted into sawdust during the conflagration. Scores of tree trunks remain to mark the destruction, most as wide as a man's body or wider but standing no higher than his waist. About half bud with new life and tiny clusters of branches, but it will be generations before they regain their old size. Miraculously, a small group of nine trees stand near the center of the battlefield, seemingly unscathed. These trees mark what was once **Cochrane's** town square and have come to be known as the **Deadman's Grove**. According to gossip, the Grove is protected by one or more ancient woodland spirits and there have been the occasional report of faeries and strange noises.

The elements and vandals have done in the music hall and church at **Adamsville**, although half of the church still remains standing. Bits of vegetation are beginning to reclaim the graveyard and vines have begun to climb over the bodies of the Skelebots.

The entire area is said to be haunted, and best avoided. The CS refutes this superstitious poppycock, yet CS field troops give the **Cochrane-Adamsville** Skelebot Graveyard a very wide berth, and there has been no attempt to collect the fallen 'bots for salvage or parts.

Whether the Skelebot Graveyard is really haunted or not is hard to say. Since the battle, there have been an increased num-

ber of Poltergeist Entities in the area and at least one or two Haunting Entities as well as trouble from a particularly cantankerous *Tectonic Entity* who fashions its body from the debris of the fallen Skelebots. The small ley line near the site is likely to contribute to the number of occurrences involving hostile entities.

Most troubling are tales of adventurers and bold scavengers who claim to have been attacked by Skelebots "risen from their grave." In deed, there are many reports of Skelebots rising up to attack those who dare to visit the Great Graveyard, especially at night. Some attribute this phenomenon to the Coalition's hate given power by the nearby ley line and which brings the mangled Skelebots to life to continue their killing. Others attribute the tales to nerves and overactive imaginations or Tectonic Entities.

Inevitably, nerves and the occasional entity is the source for some of these incidents, but truth be told, the real answer is that the CS has cleverly posted a few hundred "active" Skelebots scattered throughout the area. When curiosity seekers, looters, scavengers and travelers come near, these Skelebots, hidden among their fallen brethren, rise up to attack. They are **programmed** to remain still and dormant until an interloper is close and then strike using the element of surprise. Meanwhile, other **'bots** are programmed to rise at night and go on patrol within the radius of the **graveyard**, killing any non-CS personnel they encounter.



Other Skelebot Graveyards

In the early days of the **war**, thousands of Skelebots were sent ahead of the human troops with the notion that the 'bots would soften resistance, annihilate entire towns and maybe even get to the gates of **Tolkeen** and Freehold. The plan may have sounded good on paper but was deliriously over-optimistic and a disaster in real life. The Coalition High Command admits to losing a quarter million Skelebots sent on these fool's missions, but most believe the real number is closer to three-quarters of a million. Half of the robot swarms were sent up the Mississippi River the most direct line to Tolkeen and one of the most populated areas in the country. As a result, there are dozens of "ghost towns" abandoned by the inhabitants as the Skelebots and other CS troops made their advance. In addition, there are other *Skelebot Graveyards*, farms and the ruins of towns littered with the remains of a thousand or more Skelebots — sometimes intermingled with the bones of humans and D-Bees.

Notable Skelebot Graveyards can be found at the following locations along the Mississippi:

Wisconsin: Melrose, **Cochrane**, **Alma**, New Fountain City and **Durand**.

Minnesota/Tolkeen: Rushford, **Adamsville**, **Plainview**, Kellogg, St. Charles and **Zumbrota**.

Hill Crest

Total Population: 897

Population Breakdown:

58% Human

39% D-Bees

3% Others

Hill Crest is a sleepy little town comprised mostly of farmers and sheepherders, but it is also home to the Great Purple Mage and a gathering of scholars and freethinkers.

The town is one of the **Coalition's** first "scorched earth" targets. It will be completely obliterated right down to the last man, woman and child.

There is a bounty on the head of the Great Purple Mage, and citizenship for the man and his family who brings the head of the sorcerer to his commander (if already a CS citizen or a freelance agent, there is a cash reward of one million credits). If captured alive, this long-time antagonist of the Coalition States will have his tongue cut out, undergo torture and be executed.

As the name suggests, Hill Crest is nestled among a cluster of hills. Except for the three dozen or so scholars and thinkers who have come to join the Great Purple Mage, the inhabitants lead simple unassuming lives as farmers, sheepherders and fishermen.

The Great Purple Mage NPC

The Great Purple Mage earned the hatred of the Coalition States long ago when he first began to openly speak against human supremacy and chastised them for their callous ignorance and intolerance of magic and **nonhumans**. The Great Purple Mage is a known champion of D-Bees and has foiled hundreds of Coalition purges and raids leveled against them. Some years back, he was very active in Chi-Town where he published and distributed the works of Erin Tarn and helped D-Bees and sorcerers in over their heads to escape retribution at the hands of the Coalition Army and **ISS** agents. He is said to be an acquaintance of Erin Tarn and Plato of **Lazlo**, and friend to **Cyber-Knights** and all champions who oppose CS tyranny and genocide. Rumor also has it that it was the Great Purple Mage who acquired *Poor Yorick* and gave the relic over to the leaders of Tolkeen.

This mysterious and heroic figure went into seclusion six years ago, around the time the CS aggression against Tolkeen began to heat up. It is said he has had enough of fighting and is

retired, but the CS is certain their old foe is up to no good. They speculate he is plotting against them and training young mages in the ways of magic (only true **m** in the sense that the Great Purple Mage has always considered himself a scholar and teacher, with a clutch of young people, human and D-Bee, anxious to learn at his side throughout his life). The Coalition leaders of the **Tolkeen** offensive have learned that the Great Purple Mage lives in tiny Hill Crest, and intend to capture him alive to make an example of him — a poster child for why not to oppose the mighty Coalition States and an example of what happens when one does.

The Great Purple Mage has no **idea** that the Coalition is coming for him and will not be prepared for their raid. He could easily escape once they attack, but he will be unable to abandon the innocent townspeople whom he has inadvertently endangered. Thus, he will try to hold off the CS incursion to buy the people enough time to escape. This *may* get him captured, and those who came to study with him, killed.

The Great Purple Mage

True Name: Unknown

Race: Human of Mexican descent.

Alignment: Scrupulous

Attributes: I.Q. 21, M.E. 18, M.A. 20, P.S. 10, P.P. 11, P.E. 9, P.B. 12, Spd. 11

Hit Points: 61, **S.D.C.:** 23; wears a half suit of light body armor (22 M.D.C.) and uses magic to protect himself.

Age: 52

Height: 5 foot, 10 inches (1.75 m), **Weight:** 170 lbs (76.5 kg).

P.P.E.: 152

I.S.P.: None.

Awe/Horror Factor from Reputation: 10

Level of Experience: 10th level Ley Line Walker and amateur scholar.

Appearance: Known for wearing garments and cloaks of varying shades of purple. He is an attractive older man with a full head of long black hair and sparkling brown eyes.

Disposition: Defiant against evil and injustice. He is the type of hero who can not stand silent when faced with injustice, cruelty and murder. Despite what the CS believes, the Great Purple Mage has not been actively involved with the defense of Tolkeen nor plotting against **them**. Although he has trained and helped many a practitioner of magic participating in the defense of the Kingdom, he and his current group of students have been studying the Calgary Rift and what they perceive to be a growing crisis in that part of the world.

He supports Lord **Coake** and the sentiment that the **Cyber-Knights** should not involve themselves in the war at Tolkeen. He met the legendary leader **Cyber-Knight** in his youth and participated with him on many a crusade against the vampires along the Mexican border before striking out on his own. The Mage concurs with others like Erin Tarn, that the leadership of Tolkeen has become so obsessed with vanquishing the enemy that they have lost sight of what they are fighting for and will sacrifice the lives of thousands of **innocent** people to extract their revenge. Ironically, the raid on Hill Crest will have a **frightening** impact on the Mage. He will feel responsible for the onslaught and loss of life, all because of the CS vendetta against him. Should he escape **capture**, The Great Purple Mage will, overcome by grief and anger, briefly join the Tolkeen War effort to extract a terrible



revenge against the Coalition forces. However, after a year, he will recognize that his grief has turned to madness and he will regain his sense. At that junction, the Great Purple Mage will turn his efforts toward helping refugees flee west where he will accompany them for a while before joining Lord **Coake** and turning his attention back toward the Calgary Rift. Assuming, that is, he lives that long. **Note:** The cover to *Chapter Two: Coalition Overkill*, by John **Zeleznik**, depicts a raid against Hill **Crest**, with the Great Purple Mage trying to protect those making their escape.

Skills of Note: All Ley Line Walker O.C.C. skills and special abilities at 10th level proficiency, plus First Aid (80%), Law 82%, Lore: Indians 82%, Anthropology 77%, Computer Operation 98%, and Horsemanship 57%.

Combat Skills: Hand to Hand: Basic and W.P. Pistol. Six melee attacks per round.

Bonuses: +1 to strike, +4 to strike with a pistol, +2 to parry and dodge, +2 to damage, +4 to pull punch, +4 to roll with impact, +4 to save vs Horror Factor, and +3 to save vs magic. +3 to spell strength, so 15 or higher is needed to save vs his spells.

Magic Knowledge: All Ley Line Magic, all common wizard spells levels 1-4, all metamorphosis spells, plus Armor Bizarre, **Featherlight**, House of Glass, Implosion **Neutralizer**, Instill Knowledge, Eyes of **Thoth**, Escape, Superhuman Strength, Superhuman Endurance, Sustain, Swim as a Fish (superior), Heal Self, Wall of **Wind**, Life Blast, Barrage, **Locate**, Dispel Magic, Negate Magic, Transferal, Anti-Magic Cloud, Remove Curse, Summon Rain, Close Rift, Id Barrier, Iron Wood, Restore Limb, and Restoration.

Psionics: None.

Special Equipment: Crescent Wing **Board**, TW Jammer Pistol, TW **Starfire** Pistol, six flash freeze grenades and a purple Shadow Cloak (*Federation of Magic™*, page 120).

The Great Purple Mage always plans ahead, and as a fugitive has funds stashed away at numerous places. There is 200,000 credits in a bank at **Tolkeen** and a TW Trailblazer **ATV** in storage (see *Federation of Magic™*, page 124), another 200,000 in **Lazlo** and 300,000 hidden away in a **Chi-Town 'Burb**. He is also welcome by Lord Coake to stay with him and the **Cyber-Knights** anytime. He is yet to be acquainted with the Tundra Rangers, but it is a pleasure he looks forward to.

Acolytes and Students: The Mage's entourage before the CS attack on Hill Crest includes 2 first level Ley Line Walkers, one 2nd level Line Walker, a 1st level Mystic, and a 6th level **Psi-Stalker** who once served the CS as a mercenary scout.

The Hamlet of Vosberg

Population: 132; all human.

Tech-Level: Low; agrarian, peasant farmers.

Political Leanings: Coalition States, because magic and nonhumans frighten them, but these folk are passive, nonaggressive and do not support the slaughter of D-Bees or sorcerers, although they would like to see them go elsewhere.

Vosberg is a small agricultural village of only 132 humans (was 149 until recently). Roughly half live and work in or near

the center of the **hamlet**, however, as a farming community it is spread out and covers miles. This quiet community of hard working folk has no use for magic or D-Bees, but they don't raise their hand against them either. Consequently, such travelers can go through the area unmolested, and even stop to baiter or trade with the nervous locals (outsiders, including CS soldiers, make them nervous). Since the villagers fear all things not human, they tend to support and welcome the Coalition's actions, although they take no active part in it. The town has no strategic importance nor other intrinsic value, so it is ignored in the bigger scope of things. CS troops sometimes pass by, and even stop to get fresh water or buy some fruit or vegetables from roadside stands, but that's the extent of their involvement with the Hamlet of Vosberg. Tolkeen also ignores the place, because it is a low-tech community of farmers who have never bothered anybody, not mage nor D-Bee. Thus, without any strategic importance, it's just "there" and not worth bothering with.

Trouble. Unfortunately, the hamlet has recently fallen into trouble by way of a cunning vampire who has settled someplace in their sprawling community. The **undead** are rare in this part of the country, so it should be very disconcerting to good-hearted adventurers that even *one* vampire can be found here. Two or more is reason for alarm. Depending on who one talks to in the frightened community, there is anywhere from one to a dozen (see #10 & #11).

The people know they are being plagued by one or more vampires and will plead with any adventure group willing to lend them a hand. A CS patrol was contacted and did a quick in-



vestigation that uncovered no trace of a vampire and has dismissed the entire affair to paranoia. The locals know the CS is wrong, but don't know what to do. They are so desperate that they will even try to enlist the aid of adventurers or mercenaries with sorcerers and **nonhumans** among them. (Note: Although they welcome the CS, fear magic and prefer segregation of non-human races, they are not strident human supremacists.)

The people of Vosberg have taken to staying indoors and barring their doors as soon as the sun sets. Many also wear small wood, bone or silver crosses around their necks, or carry crucifixes in their pockets. Most homes are adorned with a wooden cross hung on their doors and above their beds, as well as garlic hung or nailed above their windows. All try to avoid going out at night, and their doors are never opened to strangers in the dead of night ("Come back in the morning"). However, a commotion outside, especially if it may threaten their crops or livestock, can draw them out.

Vosberg Town Key

1. Town Square

2. Town Hall

3. Church; also see Reverend **McBride**.

4. General Store: A small shop that sells a variety of basic goods from fabric and needles for sewing to bibles, oil lamps, flashlights, batteries, cameras, canteens, rope, backpacks, nails, screws, tools, canned foods, jerked and salted meats, fresh baked cookies, hard candies, fresh well water, and a variety of fruits and vegetables (seasonal) at fair and reasonable prices. Includes the occasional used gun, **Vibro-Blade** or item acquired from a traveler (typically an adventurer, bandit or refugee) at half the normal selling price. (Note: Rarely pays or trades for goods equal to more than 10-20% of its real market value. Sorry, this town just doesn't have the need or market for such things.) Reverend McBride owns 20% of this business.

5. Trading Post: This is the hamlet's trade center where a town representative is authorized to barter and trade goods and services (few that they are) with the occasional traveler, woodsman, trapper and adventurer. The building is unimpressive and small. Inside it is cluttered and overcrowded. Several sheds out back are used for storage.

6. The Depot: A modest, but formal meeting house with several small rooms and a large meeting hall that can also be used for dances, festivals or storage. A small stable and animal pen is out back. This is where the rare visiting CS **squad**, platoon, company or travelling authorities meet and stay for a night or two. Travelling merchants, traders, dignitaries and other visitors may also meet **and/or** stay overnight at this facility, making it a combination meeting place and boarding house.

7. Doctor Roberts: A 50 year old, 7th level Body Doc, his wife and sister are (6th level) nurses. He works out of his house with a large hospital-style ward room (16 beds), four private rooms, and three examination rooms. The Doctor, his kin and their three assistants are all kind and compassionate people. They were the first to go to Reverend McBride with concerns that a vampire may be afoot in the region.

8. Mickey's House: The home of a 7th level Operator, retired, who serves as the hamlet's "Mr. Fix It." If asked nicely, and offered fair trade (often to benefit the community rather than himself), Mick can be convinced to work on the vehicles and gizmos of outsiders passing through town.

9. Susan **Winston's** House: 46 year old **Suzy** is the town's expert seamstress and **Vosberg's** number two busybody. If there are rumors or suspicions afoot, Suzy knows about them. Her husband **Bruce**, is an expert weaver, furrier and **leatherworker**. She has a score of vampire stories and tales (only a third have any bearing in reality) and a half dozen suspects (none of them genuine leads). She is of Anarchist alignment.

10. Greta Van Camp's House: 59 year old Greta runs a hair salon, where she dishes out (and collects) gossip with every snip of her scissors. She and Suzy **Winston** are best friends who swap notes and engage in speculation on a daily basis. Greta is twice divorced and once widowed. If something is going on in town, she will catch wind of it before Suzy or anyone else; she is the biggest gossip in town. Greta is also a sucker for flattery and men's attention. A few nice (seemingly sincere) compliments and Greta will spill her guts. Escaping this talkative busy body, however, without offending her is another story entirely. Courteous characters will get stuck with her for 1D4 hours! If they are smart they will evade any dinner invitation. Greta is a fabulous cook, but expect to be trapped for another 1D4+2 **hours!** Greta knows a great deal about true vampire lore because she is a busybody, a church-goer and friend of the Reverend. **Unprincipled** alignment, she can't honestly point her finger at anybody in the community. She believes that any vampire plaguing the area is based outside of town or in a neighboring community.

11. Reverend Willow McBride's House. This an outspoken, fire and brimstone preacher (see *Rifts® New West™* for O.C.C.). He is 50 but wise beyond his years (or so he insists). He is absolutely convinced that a half dozen or more "hell spawned **undead** walk these forests." It is the Reverend who has instructed his "flock" to place crosses on their doors and around the necks of their children. He is a 9th level preacher with knowledge of philosophy, law, and lore involving demons, monsters and magic.

12. Town Cemetery

13. Widow **Maybell's** farm.

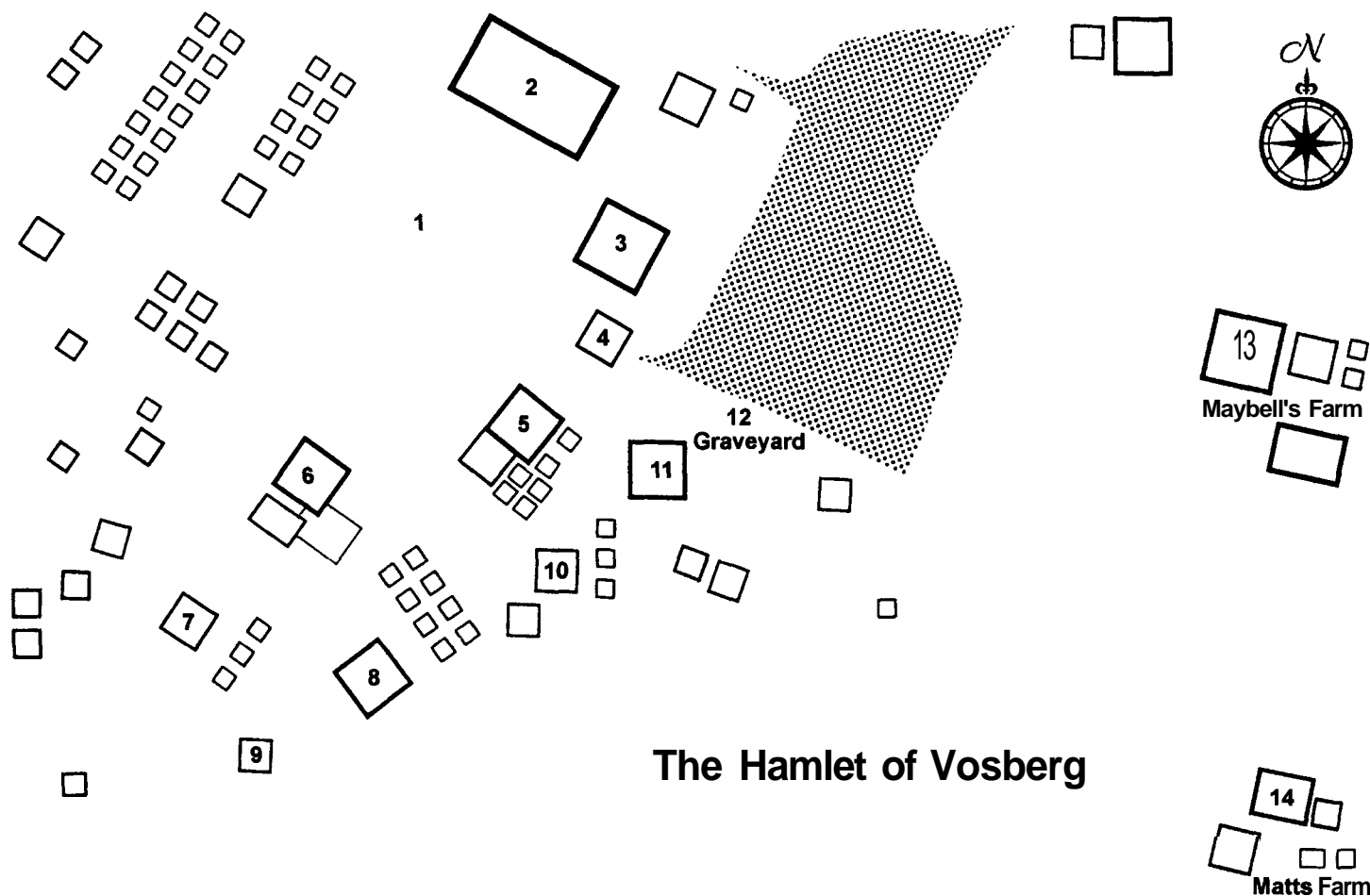
14. **Old Mart's** farm.

Note: Two dozen other farms of varying size dot the landscape around the center of Vosberg.

Game Master Notes

The vampire has selected this village precisely because it is small, isolated and unimportant. He or she has no desire to create many more of its kind, because the tiny hamlet can not **support** more than two or three vampires. In fact, two thirds of the monster's victims have been away from the community where it resides, preying upon people in neighboring communities, travelers nobody will miss and troops on both sides.

The war has torn apart lines of reliable communication and reduced the number of authorities and local defenders to nearly zero. With no or minimal **militia**, sheriff or other protector, most civilians and refugees are so busy trying to escape or survive that they don't notice much of what's going on unless it directly affects them. This is a perfect environment for the vampire (and other demonic predators) because even if somebody realizes what's happening (and most do not), there is nobody capable of battling it. Moreover being a war-zone, by primarily targeting travelers and soldiers, anybody found dead or who "disappears"



The Hamlet of Vosberg

is presumed to have gone AWOL or fallen as a "victim of war" — not the victim of a vampire. This village being situated in the *southwest*, travelers, fleeing refugees, adventurers, mercenaries and troops make for plentiful prey.

The vampire's main "hunting territory" is an 80 mile (128.7 km) radius around the Hamlet of Vosberg; an easy hour or two flight as a bat or run as a wolf. It goes hunting every two days (after all, easy prey is plentiful). Characters should be especially wary of solitary travelers at night.

How many are there? The undead can be limited to one, crafty and elusive Secondary Vampire as presented here, but if the player group is large **and/or** powerful, there may be two Secondary vampires (one submissive to the other) **and/or** 1-2 Wild Vampires under the lead vampire's control (probably townspeople who fell victim to the dominant Secondary vampire).

As a lead in to the story, it might be fun to have the player group find a victim or two of the vampire out in the woods, **and/or** hear rumors that one or more vampires are on the prowl in this area (perhaps from an untrustworthy source they may not believe) or even have a close encounter with a mysterious, lone traveler the night or two **before**. In the latter case, the vampire wears a long hooded cape to conceal its identity and doesn't talk (or at least, not much). It will flee if the group proves to be too tough or potentially dangerous. If they choose to try to track the **vampire(s)** down, they will encounter the occasional group of refugees, meres or settlers (maybe even another town) who "fear" a vampire or some sort of demon is stalking human prey. Rumors being what they are, it will probably be suggested that a half dozen or more vampires are on the loose, even if there is

only *one*. Of **course**, the CS insists there are no undead in the area and will not investigate any further. They will, however, credit any trouble to the forces at Tolkeen. Indeed, this **vampire(s)** may have been inadvertently "called" or inspired to come to the region by a Shifter or other magical call to the supernatural.

Clues, Background & Characters

Nobody knows about any strangers *staying* in or around their community. Most travelers pass right on by and seldom stop to visit. Nor has anybody been acting strange. On the surface everything seems normal. They wouldn't even think anything was wrong except for neighbors being drained of blood while they sleep, the howling of dogs at night, and finding the occasional corpse in the woods — murder victims with their throats torn open and drained of blood.

The only thing someone is likely to mention sooner or later is the rumor that *Matthew Heimlin* has met someone who has put some spring back in his step and joy in his heart. The townsfolk are glad for him because he is a good man who lost his entire family in the last three years. Curious though, now that they think about it, nobody knows who she is. The woman isn't anybody in town, unless its "Widow **Maybell**," one of **Matt's** neighbors. Her farm is only a few miles from his. She and her boys haven't been seen in nearly two **months**, maybe they're keeping time with Old Matt?

In recent years, "Old Matt," as his neighbors call **him**, lost his wife, two daughters and four sons, the women-folk from a strange disease, the boys falling victim to D-Bee raiders. Lost to

despair, he looked to have given up on life. The majority of his farm has been plowed under and the fields taken over by a snarl of grass and weeds. Only a one acre garden of corn, potatoes, beans, **cucumbers**, squash and cabbage is maintained to provide for his needs. There are also a few apple trees and wild raspberries on Old **Matt's** land. As for **livestock**, the farmer keeps a milking cow, and coop with a dozen chickens and a few ducks. He also raises dogs — once upon a time, he bred the best tracking hounds in the area.

Visiting Widow **Maybell's** farm will **find** it deserted. Crops are in the fields, but they are overgrown with weeds and even city folk can tell they haven't been tended to in weeks. A thorough investigation will find the Widow dead in her bed, a rotting corpse. The decaying bodies of her "boys" and two work hands can be found under a **tarp** in the fruit cellar. The bodies are too far gone to tell if the cause of death was vampirism, but nothing is stolen or broken in the house, so this was not the work of bandits. All the bodies in the cellar have their hands and feet bound with rope, suggesting they were tied up and kept alive as prisoners (or food for a vampire) for awhile. Reduce the population of Vosberg by another eight people.

Visiting Old Matt's farm during the *day* reveals the place to be in a state of disrepair as noted previously. However, there is a new flower garden on both sides of the front steps, mostly morning-glories and roses. The place shows some hints of recent repair work, but it still needs a lot more. A pack of 6-8 dogs run around the home and chicken coop, but will stop to eye and bark at strangers (other dogs are scattered around the farm).

During the day, Old Matt (50 years of age, but looks more like 70) can usually be found tending his vegetable garden or doing repair work on the house or chicken coop. The sound of barking will bring the man running to investigate, a Coalition **C-14** Fire Breather laser and grenade launcher in hand, an old-style .44 revolver tucked in his belt, and 1D4 other dogs at his side. Neither Old Matt nor his dogs "cotton to strangers." He has nothing to say and demands intruders leave before he puts a few holes in them. "I don't know any o' you **an'** I got **nothin'** ta say to ya, so git off my land."

If asked why he's afraid (he seems more agitated and hostile than afraid), the farmer says something like, "In case you ain't heard, there's a war **goin'** on '**round** these parts. Now git."

Any assurance that the group means no harm will garner a response of, "Yeah? **Thet's** probably **jus'** what dem bandit's **tol'** my boys '**fore** they kilt '**em** all. Now **git**, like I told ya." Maybe followed by a warning shot.

If asked about a woman or any visitors or strangers, Old Matt growls, "Maybe yer deef or **sumtin'**. I said git off my land '**fore** I start shooting ya all dead. Hear me now?"

If it is suggested he's hiding something, the old man snarls, takes aim with his gun and growls, "You boys come **tresspassin'** on my land, and now you's gonna try ta antagonize **an'** insult me? Like I **sez**, git off my land, **an'** do it now, or ya all be **feedin'** the buzzards. Don't try me. I ain't **playin'** no games. Now turn '**round an'** leave me be or people start **dyin'!**" Note: The farmer cocks the grenade part of his weapon. Unless his questioners turn and leave he *will* **fire** a grenade (2D6 M.D. to a 12 **ft/3.6 m** diameter) at the center of the group, and directly at one of the characters harassing him.

Old Matt is a good shot, and has every right to demand trespassers to leave, and to shoot strangers who are harassing him. Player characters of a good alignment will be unable to justify pressing the matter or retaliating if attacked. After all, the old coot might be innocent and they are trespassing. Considering the tragedy he has endured the past few years, anybody can understand why he would be frightened or paranoid.

If subdued and questioned, or even **tortured**, Old Matt insists, "There ain't no women folk here. They're all dead. All dead. Lost '**em** years ago," and begins to sob.

Searching the house reveals only old clothes, basic items and photographs of his dead wife and children. There are new flowery curtains in the window of the front room and flowers on the table. The farmer claims they were his wife's favorites and he still puts them out in her memory. Characters of a good alignment should feel like brutish heels for torturing this man with their questions.

If vampires are **mentioned**, Old Matt laughs and says, "Now I knows you boys is loco. There ain't no vampires up here. **Dere's** too much water **an'** God, fer '**em** in dese parts."

No evidence of vampires. There is no sign of mind control over Old Matt or of any vampire bites. Nor are there rotting corpses or recent graves anywhere on his land. Searching the house, barn, or chicken coop will take hours and means restraining (or killing) Old Matt and his menagerie of dogs.

Visiting Old Matt at night

A night visit will see a similar drama unfold as a day visit, with barking dogs and a hostile old man.

After midnight, however, the old man will be sound asleep. Unless there is a loud commotion, he will continue to sleep fitfully through the night. Only three dogs are found outside around the house, with another two sleeping at the foot of Old Matt's bed.

By Midnight, a good two hours after the farmer has gone to **bed**, visitors or prowlers have a good chance of encountering an attractive young woman walking outdoors (she's found indoors if it is raining). She looks to be 20, and has warm brown eyes, and long black hair tied into a **ponytail** or braids. Her skin is pale in the **moonlight**, and she is not bothered by hot temperatures (no sweat) or a cold wind. The woman is accompanied by 4-6 of the dogs, and neither she nor the animals are startled by a lone stranger or group. She sizes up "visitors" with one long, sultry glance. Depending on her mood, the time of night, and the strangers' conduct (not to mention her hunger), she may seem friendly and winsome, engaging in casual chit-chat about the weather, the moon, the time of year, the sadness of war, and so on. She avoids talking about herself, nimbly changing the **subject**, saying only that she is a refugee from the south. She is of obvious Mexican or Indian heritage and speaks with a southern accent.

Yes, this is the vampire, **Carlotta**. She doesn't like to hunt or kill at her "home" so she will try to avoid doing so whenever possible, even when threatened. Unwitting potential victims will be led away from the house as they walk and talk. Hostile attackers will also be led away from the house as the vampire will run into the woods. Ironically, if the **stranger(s)** is nice, polite and seems **unthreatening** (and assuming she is not very hungry), Carlotta will talk and walk for hours without making the **slight-**

est hostile gesture, enjoying the conversation and company. If asked about the farmhouse, she says a dear friend lives there, but that they can't go inside out of respect for him. If asked if they are lovers or husband and wife, she giggles and repeats that he is a dear man and friend. If she feels the visitor is looking at her romantically, she adds that she is a **widow**, but **isn't** looking for a suitor, only enjoying a night of conversation. If she is pursued, her foolish suitor will end up a late-night diner and carried away to avoid drawing attention to the farm. If **Carlotta** suspects the character is a vampire hunter or means trouble for her or Old Matt, he (or they) will be lured away and **killed**, and the body disposed of away from the farm. She will always try to carry any battles and savagery away from the farm and Old Matt.

Carlotta's lair: Her coffin (filled with the soil of her place of birth, Arizona) is safely nestled in the cellar of Old **Matt's** farmhouse. Carlotta controls the dogs and uses them as her **protectors**. There are seven large Bloodhounds, three Golden Retrievers, and a mixed pair of Retrievers and Hounds. The dogs will obey Old **Matt**, but the vampire can usurp absolute control whenever she desires. Of course, the canines have little effect against opponents clad in M.D.C. armor, although their barking, jumping and weight of numbers can block, trip, knock over and delay armor clad characters without augmented strength. The noise they make also warns the vampire (and Old Matt) of intruders and danger.

G.M. Note: If there are any additional vampires, they will be using Widow **Maybell's** farm as their lair, only coming to Old Matt's place when summoned by their Master, Carlotta, or if they are in trouble and don't know where else to go or what to do. One lives in the attic, another at the bottom of an old, dry well covered with boards. If there is a third, it will live in Maybell's cellar.

Old Matt, Quick Stats

Old Matt is not controlled or enthralled by Carlotta through her **vampiric** power. He has deliberately ignored hints and evidence that she is a vampire, because he is so lonely and he loves her. She reminds him of his wife and daughters. The two do not have a sexual relationship, but Old Matt is blindly devoted to her, will not believe she is a vampire and acts as her protector. If Carlotta is confronted at his farm, he will fight to the death to protect her. Good aligned characters will have to try to subdue **him** while he is dishing out lethal force.

Race: Human; born and raised in Vosberg.

Alignment: Scrupulous

Attributes: I.Q. 11, M.E. 5, M.A. 8, P.S. 17, P.P. 11, P.E. 12, P.B. 9, Spd. 10

Hit Points: 58, S.D.C.: 30; wears a half suit of Dead Boy armor

Carlotta "found" in the woods and brought home for him (has 49 M.D.C.).

Age: 50, but looks 70 from years of hard labor and grief.

Height: 6 foot (1.8 m), Weight: 170 **lbs** (76.5 kg).

P.P.E.: 12; I.S.P.: None.

Level of Experience: 10th level **Farmer/Vagabond**.

Skills of Note: Farming and domestic skills along with some physical and wilderness ones, including Botany, Carpentry, Whittling, Cooking, Preserving Food, Horsemanship (general) and Land Navigation all at around 90%. W.P. Bolt Action Rifle, W.P. energy rifle both at 6th level proficiency.

Combat Skills: Hand to Hand: Basic with six attacks per melee round.

Bonuses: +1 to strike, +4 to strike with a pistol, +2 to parry and dodge, +4 to damage, +4 to pull punch, +4 to roll with impact.

Notable Weapons: Coalition **C-14** Fire Breather laser rifle and grenade launcher (six **E-clips** and 12 grenades), CS **Vibro-Knife**, a bolt-action hunting rifle, .44 revolver, shotgun and a variety of tools like shovels and pitchforks that could be used as weapons.

The Vampire's Quick Stats

Name: Carlotta (last name unknown).

Alignment: Miscreant evil.

Attributes: I.Q. 15, M.A. 21, M.E. 16, P.S. 25, P.P. 22, P.E. 13, P.B. 14, Spd. 22; female, appears to be around 20 years old (really 27).

Hit Points: 80

Disposition: **Smart, patient**, careful and discreet. Carlotta is a clever predator who tends to be a loner. She has a good understanding of magic and technology and is adept at selecting prey who will offer minimal resistance. If an opponent proves to be too strong, she will abandon **him/them** and go in search of easier prey. She is not particularly vengeful — she is a hunter with hunter instincts. If she feels threatened by a group (like the player characters or CS investigators), she will lay low and avoid them in hopes they will eventually go away (the vampire can easily slip out at night to continue her hunting, and most heroes leave after a few weeks because duty calls elsewhere). If she thinks she can pick them off one or two at a time, she will do so over a span of several nights, even weeks. If she believes they are too powerful (probably only after a few scuffles) and either won't leave until they find **her**, or that they can track her down, Carlotta will find a new "home" someplace else (although she may return and re-establish herself a few months later; she likes it at Vosberg).

Level of Experience: 5th level; has been a vampire for seven years.

Attacks per Melee Round: Five.

Powers & Abilities: Standard for Secondary Vampires. Includes metamorphosis into bat, wolf or mist, **nightvision**, bio-regeneration, and M.D.C. invulnerability (only weapons made of wood or silver can hurt it). See *Rifts® Vampire Kingdoms* for complete details.

Psionic Powers: **90 I.S.P.**; victims need to roll a 12 or higher to save vs mind control.

Damage:

Killing Bite: 2D6 M.D.

Restrained Punch: 3D6+10 S.D.C.

Full Strength Punch: 3D6 M.D.

Power Punch: 6D6 M.D.

Place of Origin: **Arizona**, where she fell victim to a Secondary Vampire who took a liking to her. She fled north after a band of Reid's Rangers killed her maker and continued to wage a purge against vampires in the area. Word of the war in the north made her curious.

Carlotta's Lair: Old Matt's Cellar; concealed under some floor boards.



Camp Fatale: Nomads

The war has already displaced thousands and many more will follow in the years to come. This means bands of refugees as well as travelers, adventurers and mercenaries can be found wandering the forests and fields in the Kingdom of **Tolkeen**. Those spied by Coalition forces are stopped and questioned. Any who flee, offer resistance or include even a single **D-Bee** or mage are slaughtered. Those who are predominantly human are questioned, warned to leave the war zone and let go to continue their wandering.

Camp Fatale is one such group of humans. It is composed of four dozen beleaguered-looking, innocent people, many of whom are females in their late teens and early **20's**, along with a few babies and grandmothers. Only a third of Camp Fatale is male and a quarter of them are older, 45-70. Consequently, they attract the attention of soldiers in the field who stop to "question" the camp in order to ogle the girls. And that is their downfall.

The story behind Camp Fatale — Game Master Information: Most of the **Camp's** members (even a couple of the kids) are powerful psychics averaging at 4th to 7th level; half are Anarchist alignment, a third Aberrant evil and the rest are Miscreant. They include nine Mind **Melters**, five **Psi-Techs**, four

Bursters, two Zappers, one **Psi-Slayer**, three **Psi-Druids**, three major psychics with healing powers, two major psychics with physical powers, and five **Psi-Nullifiers** (the latter are needed for putting the fritz on Dog Boy and **Psi-Stalker** sensing abilities and help conceal the nature of the group). No practitioners of magic are among them so that CS psychics, **Psi-Stalkers** and Dog Boys do NOT sense the presence of magic.

They all hate the Coalition and support Tolkeen, and use their "camp" to troll for Coalition Soldiers to victimize. They typically target Coalition squads (predominantly male), but when feeling ambitious and at full strength, entire platoons (the camp often divides into **2-4** smaller bands). Guys being guys, the presence of so many young women refugees lures CS patrols into their trap like moths to a flame. Whenever they encounter a squad (or platoon), they use their psionic powers to create havoc among the soldiers and kill them before the troops know what's happening or that these ramshackle refugees are even responsible.

The standard plan of attack is for the "innocent" refugees to disperse out among or alongside the troops as they pass by or stop to question or talk to them. Before the soldiers know what's hit them, the Mind Melters use the power of *Mentally Possess Others* to make CS troopers begin to fight and open fire on their own men! **Telemechanic Possession** and **Telemechanic Mental**

Operation are also used to make weapons fire or jam, and vehicles and 'bots to malfunction, crash, veer into their own troops or stop dead. To add to the **confusion**, other Mind **Melters** and psychics in the group unleash *Radiate Horror Factor*, and *Empathic Transmission* (typically Confusion, Fear and Despair) upon the unsuspecting troops. Meanwhile, *Electrokinesis*, *Pyrokinesis*, *Hydrokinesis*, *Telekinesis*, *Mind Bolts*, *Telekinetic Force Fields* and *Levitation*, among others, are used to attack and keep the already confused and scattered CS troops off-balance.

This is a ruthless group of guerilla fighters who hate the CS so much that they don't know the meaning of mercy. They wipe out CS squads down to the last man and never leave survivors — or eyewitnesses — who can report what happened. This means **unallied** adventurers (the player characters?) and other refugees better stay out of their way or they'll be next. Not completely evil, the band will try to *Mind Wipe* or *Hypnotize* innocent eyewitnesses before resorting to murder. When they are done with their handiwork they move on, fading into the landscape to become just another group of homeless people wandering the wilderness. Camp **Fatale** has killed nearly a thousand men(!) this way and the CS has absolutely no idea who or what may be responsible.

The Town of Solomon

CS troops are making a push to the northern town of 3000 known as Solomon. It is located on the site of a **pre-Rifts** community once known as **Swatara**. The odd thing is that Solomon has no apparent strategic value, and fighting so close to the **Xiticix Hivelands** risks literally stirring up a hornets' nest. If they feel **threatened**, the **insectoids** will attack out of a sense of self-preservation (i.e. see the massive number of CS troops and **Tolkeen** antagonists both as dangerous invaders). Thankfully, that has not happened, yet. The strangest part of all, however, is that the Coalition forces have been met by an equally powerful column of Tolkeen defenders, making this location currently one of the most hotly contended and fearsome combat zones in the region. This begs the question, why? What importance does Solomon hold that the CS would expend so much manpower and military resources to get it, and Tolkeen to hold it?

Adventuring, fighting or investigating in the area will uncover rumors that the Coalition Army is trying to get its hands on a magical artifact called the Key of Solomon. An artifact that plays an important role in a sinister plot against Emperor **Prosek**. As one might guess, the Key is said to be secured at the town of Solomon. It is unclear to outsiders why the Key of Solomon can not be *moved* and hidden elsewhere. It is speculated that the CS forces have the place nearly surrounded and surveillance is too great to smuggle it out, except that idea does not hold water. The Coalition's grip over the town is far from that tight as Tolkeen defenders hold them at bay in a semicircular wall of bodies, blood and combat locked in skirmishes nearly around the clock in an unfathomable frenzy of activity. Entire columns of Tolkeen troops come and go with little or no incident and small squads (like the player group) are able to slip in and out unseen.

The Town

The town of Solomon is battered but mostly whole. It seems the Coalition forces refrain from bombarding it for fear of losing the "Key of Solomon" — they must secure this magic artifact or make certain it has been destroyed, nothing else is acceptable. A third of the town's citizens fight against the invading Coalition Army, a third remain behind as ground zero defenders, the rest, mostly women and children, have been evacuated. This has turned the place into something of a ghost town. Although small and large numbers of Tolkeen defenders pass through or nearby, and the town hall is used as a hospital, such flumes of activity are short-lived. When the passing troops are gone the town is strangely quiet and empty.

Solomon has all the standard things one expects to find in a medium-sized town: the Town Hall, town square, a small sher-



iffs office and **jailhouse**, a couple of boarding houses, a few taverns, a couple churches, the general store and shopping district with several small shops, bakeries, and the like.

It also has a few unexpected things, namely a small college-style campus area with a library of pre-Rifts history, a library of magic, and a stone pyramid that sits at the nexus point of two intersecting ley lines. The town was dubbed "Solomon" long before the war and any "plot" against the Coalition, because it has always been a place of peace, learning, philosophy and the study of magic.

The Library of History contains video and computer records of many (about half) of the books and data it once **held**, but the complete library with all of its data and the original books and pre-Rifts artifacts have been moved to a secret, safe location away from **Tolkeen** and the fighting (or is in transit to such a place).

The Library of Magic is empty, its secrets moved to Tolkeen.

The Stone Pyramid is small and not very assuming. It was built by a 10th level Stone Master from Atlantis and a town resident to help them control and use the two small *ley lines* that run through their community. The mage remains in town and is one of the few privy to "the plot."

Farmland. Around the once sleepy town are farms, orchards and vineyards, most of which have been abandoned and subsequently trampled by the arriving Tolkeen forces come to protect the town.

The people. What few residents remain tend to stick to themselves, associating closely with their fellow townspeople. Many are merchants who tend to the Tolkeen troops who pass through town, or teachers, mages and folk who remain to preserve what they can of their community. Few have any idea why their town has suddenly become a prime target for the Coalition Army nor why Tolkeen forces have been dispatched to protect them (neither do the Tolkeen troops).

It is ironic that the Town of Solomon has become implicated in a plot against Emperor **Prosek**, because it has always tried to remain neutral ground, refusing even to side with King Creed and the Kingdom of Tolkeen in the war against the Coalition States.

Tolkeen troops lay scattered in small squads, platoons and companies round the town. The main force of thousands is entrenched miles away locked in combat against the Coalition invaders.

Game Master Information

About Solomon & The Key

The following data is critical to any adventure that might be built around this town and situation beyond joining the battle to protect it **and/or** the evacuation of the scholars and innocent people who have remained behind just before the town falls to the Coalition.

A scheme of sedition

The Coalition forces **don't** actually know what the Key of Solomon is. All they know is that it is some sort of magical arti-

fact or component, presumably in the shape of a key, that plays a critical role in a plot against the life of Emperor Prosek. They don't know exactly what the **"thing"** does, nor what the plot entails, only that "the Key of Solomon will forever change the Coalition and save Tolkeen." That's all the CS interrogators could get out of their prisoner before he slipped his bonds and threw himself on a Dog Boy's **Vibro-Knife**. He died instantly. They know he came from the Town of Solomon (how obvious can one get) and that it is part of the Kingdom of Tolkeen. They don't put anything past the magic wielding scum at Tolkeen and assume this is some assassination plot or worse, involving some ancient magic artifact. The Coalition Military plans to put a stop to that by getting the Key of Solomon for themselves. To that end they have questioned and tortured hundreds and have sent an entire field army with two more on the way to insure their success. The fact that they have met with heavy resistance only confirms they are on to something huge. CS Intelligence has speculated that the Key is somehow linked or powered by the ley line located at the town, which is why it can not be moved to safety. Surprisingly, that's more or less true.

The Orb of Solomon

The Orb of Solomon, also known as the Orb of Wisdom, is the actual "magic artifact" involved in the plot, only the CS forces don't know it, yet. They *may* learn about, but only if they seize control of the town and interrogate the right people. Information about the Orb of Solomon (and The Key for that matter) will not be given up easily, and the few in the know would die before revealing anything about it to the Coalition, even if it means taking their own life.

The Orb of Solomon is a rare and wondrous magical artifact that is truly unique. It is not a weapon or directly destructive in any way. Instead it is said to bring "wisdom, clarity of mind and peace of heart" to any exposed to its light.

There are two hurdles in using the Orb of Wisdom: **One**, only "The Key" can unlock the wisdom and light of the Orb, and two, the Orb can only be used once every one thousand years!

The artifact itself is unimpressive. It is a crystal ball roughly the size of a grapefruit. It is a milky cream color with slightly darker colors that slowly swirl around inside like the murky clouds of time. Other than that, the Orb is indestructible **and**, for those who can sense such things, radiates with tremendous amounts of magic energy.

The Key of Solomon

The Key is a living being, usually a psychic sensitive or Mystic of Scrupulous or Unprincipled alignment. He, she or it is usually somebody who comes into contact with the Orb of **Solomon** and immediately feels drawn to it. If allowed to handle the Orb, that individual will feel a calm wash over him and the two will glow with a blinding white light (not that the individual holding the Orb notices). From that moment **forward**, that individual is linked to the Orb of Solomon. A link that imparts longevity (up to one thousand years) along with inner-peace and a heightened sense of compassion, tolerance and wisdom. However, The Key is not the recipient of the famous "Blessing of one thousand years of Wisdom" that the Orb of Solomon can impart, he is the one who can unlock the blessing and bestow it upon another. Until that blessing of wisdom is **bestowed**, The Key lives without aging, usually spending his time teaching, dis-

cussing philosophy, offering advice and helping others. If The Key is slain, the Orb of Solomon becomes dormant for one hundred years, after which time a new Key will be drawn to it.

The Key will sense when he has found someone in *need* of wisdom. Without advanced warning, The Key will be struck by an epiphany or inspirational vision that identifies one or more candidates for the Blessing of Wisdom. Other times The Key **doesn't** recognize a recipient until the character sees him or somebody else suggests it first. If there is more than one possible choice, it is The Key who ultimately makes the final choice, often spending months to years contemplating and meditating on the decision. It was such an epiphany that struck The Key living and teaching at the town of Solomon.

The Key of this millennia is a plain but attractive woman who is a member of the *Grey Seers*. She looks to be twenty years old. She is a willing participant in the plot to bestow the Gift of Wisdom upon Emperor **Prosek**. While locked in stasis she can not communicate, although the other Grey Seers in town say they can "feel" her presence and hope in their dreams. She is protected by a small group of **co-conspirators** who never leave the pyramid except to get food or meet with others to get the latest news (even then, most of that is brought to them). This group includes the following: Rand, a 3rd level Grey Seer, Quiet Mitch, a 7th level Grey Seer, **Carboldi**, a 6th level Ley Line Walker, Sir Blake **Klymore**, an 8th level **Cyber-Knight**, and a

7th level Headhunter who calls himself Gunner. Each knows the details of "the plot" against Emperor Prosek and may entrust the player characters with this information and the quest to find the Orb if they trust them or if things get desperate enough and the Coalition Army is about to take the town.

The Plot

One must understand that the Orb of Solomon does not impart wisdom upon those in search of it, but those in most *need* of it. The current Key of Solomon suddenly realized that if she could get the Orb of Wisdom into the hands of the Coalition Emperor and impart its blessing upon him, it could change the shape of the world. The Emperor's eyes would suddenly be opened. He would see the folly of his ways, feel the pain his Campaign of Unity is inflicting upon the innocent, cause him to accept and embrace the beauty of those who are different (i.e. **nonhumans**) and see the world with new, benign understanding, compassion and wisdom. Undoubtedly such "wisdom" and change of heart would enable this great and powerful man to stop the war at **Tolkeen** (and Free Quebec) and reshape the Coalition States into a true vehicle of peace and unity for all — human and **nonhuman** alike.

As is so often the case, The Key (who has been such for 140 years) wondered why she had not seen this sooner, but accepted the sudden revelation and shared it with those she trusted most



among the other Grey Seers, scholars and mages of Solomon. They helped devise a plan by which volunteers from the town would get close enough to Emperor **Prosek** to either hand him the Orb or throw it at him, for the Orb of Wisdom need only touch him for an instant for its magic to work. Since they could not risk The Key of Solomon being slain before this momentous **event**, they pooled their resources and knowledge to create a **dimensional** Rift that will instantly **teleport** The Key to the location of the Orb of Wisdom the moment she is needed. Meanwhile, a team of hand-picked operatives, all volunteers, would be charged with getting the Orb of Solomon to Emperor Prosek. This would require split second timing, leaving no expenditure of time for a Rift to be opened in order to send The Key to it. Consequently, The Key and a Rift are locked in a stasis field that suspends time itself. This was made possible through a Spell of Legend that most sorcerers don't believe really exists, and cost the life of the 15th level Temporal Wizard who created it, for the spell requires the life energy of the spell caster to work. The **Key's** link to the Orb of Solomon will tell her the moment it is within range of "one in most need," at which point she will instantly cancel the stasis field and send herself and her protectors (player characters included?) inside the pyramid to the location of the Orb within 1D4 seconds. As soon as the "one in most need" is exposed to the Orb, The Key will unleash its magic.

This is a suicide mission for The Key, because the moment she unlocks its blessing she dies. Her death is instant and irreversible whether she has lived as The Key for a few months or nearly one thousand years (this one has been The Key for **140**, although she looks to be only 20). However, it is a welcomed and happy demise, for she knows she has lived a good life and has imparted a great gift upon one in desperate need of it. A gift that may, in turn, help countless others.

This may also be a suicide mission for those who help The Key (the player **characters?**), because to get close to the Emperor is likely to put them in the middle of **Chi-Town** or a column of soldiers. Protectors of the Emperor will see the sudden, magical appearance and actions of the group as an attack on their beloved leader, and they will shoot first and ask questions later. Any characters who are dubiously lucky enough to survive will be captured (if not, they will be relentlessly hunted down), **imprisoned**, interrogated, tortured and probably put to death unless the Emperor intercedes on their behalf. Which he probably **won't**, even if imparted with great wisdom.

A wiser Emperor, a bold, new possible future

Why won't an enlightened Emperor Prosek help those imprisoned? Because he will wisely know that any sudden and dramatic reversal in his behavior will draw immediate suspicion upon him as having been mentally **corrupted**, transformed or even physically replaced by the magic unleashed during the *attack* with the Orb. The warmongers, human supremacists and tyrants who compose the majority of the Coalition States' leadership as well as **Prosek's** chief advisors and generals will not welcome change, especially if it challenges their beliefs **and/or** positions of power. They will be quick to believe some terrible magic has been worked upon the Emperor and has ruined his mind or transformed him into something different and dangerous. Which, in a way, it has. This fear and reluctance to

accept a new way of life would lead to his overthrow by means of declaring him incompetent, locking him away in a gilded prison (where he can't "hurt anyone"), and his son, Joseph Prosek the Second named as the new Emperor. This turn of events would see bloodshed and megalomania on a level that will far exceed anything Emperor **Karl** Prosek has done during his entire reign. Thus, Emperor Karl Prosek will keep his new found wisdom, insight and understanding of the world to himself and slowly, subtly, set **people**, elements and events in **motion** to make profound changes over the course of the next decade or two.

As for those who helped grant him wisdom, he will regard them as heroic martyrs who knew the risk when they took **it**, whether they did or not. If he can help them escape without implicating himself, he will consider it. Otherwise he may help them with a quick and merciful death.

As for bringing an end to the *Coalition Wars*, he can easily find reasons and ways to reconcile with Free Quebec — a war that most Coalition citizen never wanted and an end they will welcome with open hearts. Stopping the Siege on Tolkeen will be more difficult and require finesse and timing. Ultimately, the Emperor must wait for the right moment, probably the culmination of several events that cost the Coalition Army dearly **and/or** threaten the security of the States themselves. At that point, he can "sell" the idea that they have all been duped and manipulated by their enemies to expend CS resources, spread themselves too thin and sacrifice their "children" (i.e. the soldiers who die for them in battle). He could claim it is all a plot to weaken and destroy the Coalition States. Perhaps by targeting Chi-Town first with the notion that to destroy the heart of the Coalition States is to destroy the dream. Using this arguable but strong position, he will withdraw the troops at Tolkeen to secure CS borders, regroup and reassess the entire situation. Once this is accomplished, he'll "wing it" from there.

Karl **Prosek's** greatest opposition to change and the most dangerous threat to his throne will be his son, Joseph Prosek II and the troubled leaders and generals who will be willing to follow Joseph against his father. Tragically, the wiser and more benevolent Karl Prosek may have to face killing or somehow removing his own son from the picture. The former is the best solution from a political and tactical point of view, but the most reprehensible and painful for a father to consider.

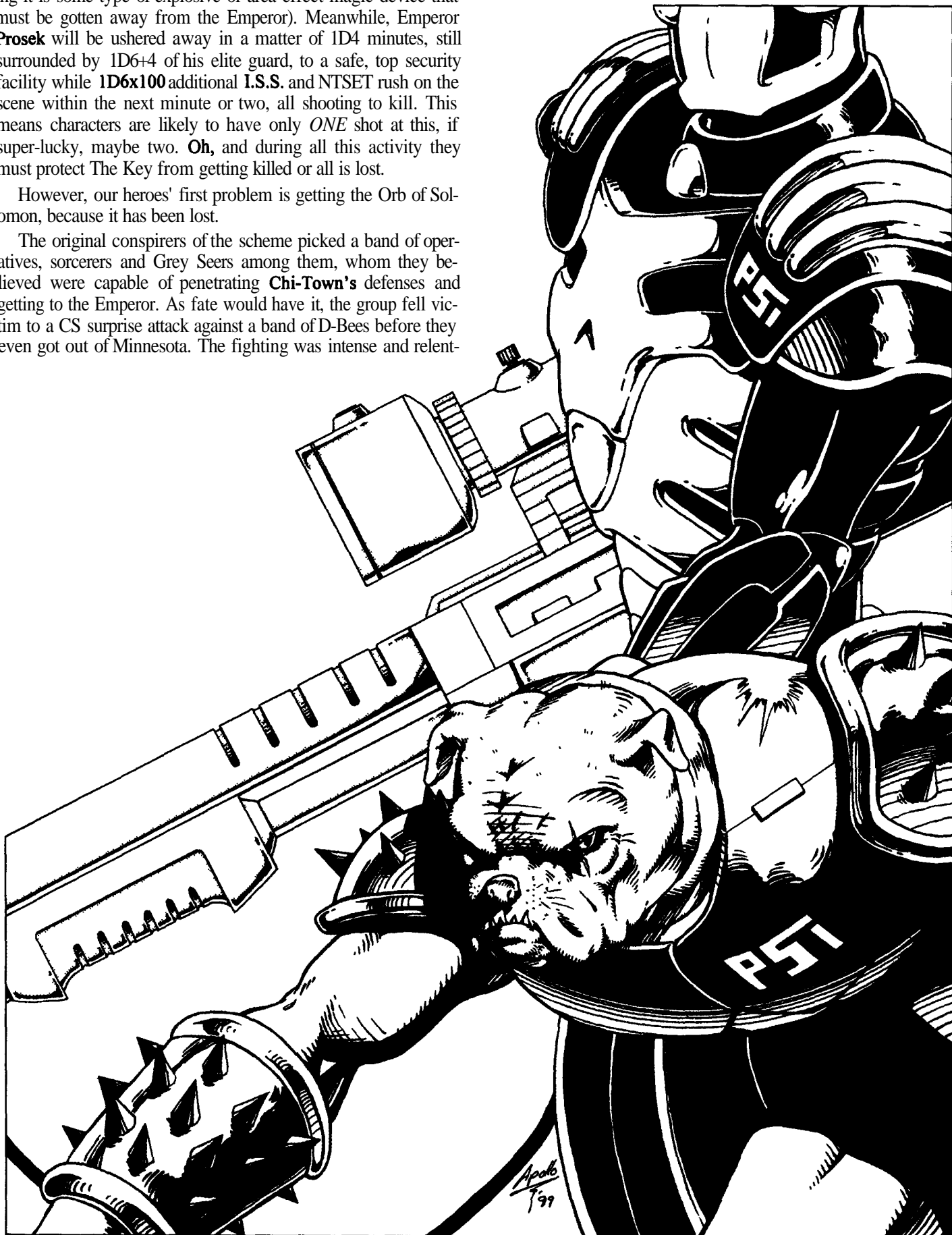
An unlikely outcome

Despite the tantalizing scenario outlined in the previous pages, the chance of it ever happening is remote at best. Even if the player characters (**G.M.'s Note**: The idea here is to get the player group involved in this fantastic, life saving, world altering "**what if** scenario) could find the Orb of Solomon, the odds of getting it anywhere near Emperor Prosek are astronomical. Even if they could get *near* — getting the Emperor to "touch" the Orb is a whole other problem. He isn't going to do so willingly and trying to throw, roll or hit him with it will require getting past an army of security guards all willing to lay down their lives to protect their Emperor — and all willing to leap in front of any incoming **attack**, strange crystalline sphere or no. Thus, somebody is likely to leap in the way, block the Orb with their body, knock it away, try shooting it (knocking the indestructible magic item away), or grabbing it to dispose of it (i.e. throw it off

the side of a building, out the window, into a sewer or lake, onto a passing vehicle, scooped up and **flown/driven/run** away fearing it is some type of explosive or area effect magic device that must be gotten away from the Emperor). Meanwhile, Emperor **Prosek** will be ushered away in a matter of 1D4 minutes, still surrounded by 1D6+4 of his elite guard, to a safe, top security facility while **1D6x100** additional **I.S.S.** and NTSET rush on the scene within the next minute or two, all shooting to kill. This means characters are likely to have only *ONE* shot at this, if super-lucky, maybe two. **Oh**, and during all this activity they must protect The Key from getting killed or all is lost.

However, our heroes' first problem is getting the Orb of Solomon, because it has been lost.

The original conspirers of the scheme picked a band of operatives, sorcerers and Grey Seers among them, whom they believed were capable of penetrating **Chi-Town's** defenses and getting to the Emperor. As fate would have it, the group fell victim to a CS surprise attack against a band of D-Bees before they even got out of Minnesota. The fighting was intense and relent-



less. In the **end**, the Coalition troops backed down against a group of mercenaries (many Juicers, Crazies and power armor pilots among them) who came to the rescue. Unfortunately, the band from Solomon were all fatalities of the battle — the last one managing to get to one of the mercenaries, handing him the Orb of Solomon and saying, "The Coalition must never get this **artifact** ..." before dying from his wounds. This is known to the co-conspirators at Solomon from one of the D-Bees who participated in the battle and saw what happened. However, he has no idea what mercenary group it was, or which particular mercenary has it in his possession. All he knows is that the group was en route to Free Quebec to join the "**Quebecois**," because they thought they had a better chance of winning and there were less monsters and magic involved.

The trail points to Free Quebec, but that doesn't mean much. The mercenary group may never have gotten to Free Quebec. They might have had a change of heart or found opportunity elsewhere. They could be *anywhere* in Canada or along the northern United States! Likewise, the outfit may have broken into smaller groups, and the splinter group or individual who has the Orb may no longer be with the main group. **Lazlo** and Old Bones are two good places to look for him as well as clues to his/their whereabouts, but he/they could be anywhere — even the Chi-Town '**Burbs** or back at **Tolkeen**!

G.M. Story Note: The quest to find the Orb of Solomon could take our heroes into the Xiticix **Hiveworlds**, Calgary, the Canadian **Tundra**, Lazlo, the '**Burbs** of Iron Heart, Old Bones and into battle at Free Quebec — or none of these places. Wherever they go, the adventure should be exciting and intriguing, with twists and turns that may lead back to Tolkeen or other adventures involving the CS, dark forces and Tolkeen survivors. Whether or not it is ever found and whether the group ever gets to try the original or alternate scheme involving the Orb is up to you, the Game Master. Whatever the outcome, just make certain it is rewarding for the players and their characters.

What happens if the CS takes the town of Solomon: The CS thinks the Key is a "thing" not a person and may kill her if they break into the stone pyramid (another Key will not appear for a hundred years). Unfortunately, The Key can not be removed from the stasis **field**, which may turn this scenario into a race against time. Do our heroes have months or years to find the Orb or a matter of weeks, even days? Have they seen it in some past adventure but **didn't** know what it was or what it did? Is it still there?

Whether the CS destroys The Key, probably by blowing up or blasting apart the inside of the **pyramid**, is likely to be completely random. The only possible **influence** on the random decision may be left to the player characters. Can they make some excuse or concoct some feasible reason not to destroy the pyramid or kill the woman suspended in the middle of crackling energy? A reason that makes sense to a CS Military Commander? Otherwise, roll percentile dice and see what the fates decree.

01-50 The CS troops destroy the **pyramid**, The Key with it. It has some importance to Tolkeen, so destroy it. Better safe than sorry.

51-00 They can't make heads or tails out of this strange situation, but once the pyramid defenders are slain or captured (most will fight to the death), the woman suspended in stasis poses no apparent threat, so they leave her and the pyramid be.

The Town of Solomon becomes a CS garrison and the pyramid is guarded inside and out, around the clock. Either the woman or the pyramid has some strategic importance to Tolkeen, why else would they wage one of the longest and fiercest battles of the war over this worthless piece of land? That's enough to make the CS want to keep it and out of their hands. Meanwhile, they study and observe it the best they can with the thought that they may, somehow, be able to use it as leverage against Tolkeen. No amount of money, manpower or force will be spared to hold this strange pyramid, at least until the end of the war. Only if Tolkeen forces should appear to be on the verge of recapturing the town will the CS destroy it, rather than let it fall into the hands of the enemy.

Ironically, the Coalition's actions to preserve the pyramid and The Key inside, means there is no reason for Tolkeen to launch any more attacks against this position, except to harass the enemy. Those who know about the plot to use the Orb of Solomon on Emperor **Prosek** were always limited to a few. They included King Creed, the Tolkeen Circle of Twelve (informed in the hope they might slow the pace of the **conflict** until the plot could be attempted), the pyramid defenders (probably all dead) and a tiny handful of others who are currently trying to *relocate* the magic sphere. The King and Circle of Twelve thought this was an insane plan to begin with, but one worthy of giving a chance, which is one reason they dispatch troops to protect the town. Besides, their forces had to take a stand against the Coalition Army someplace and this was as good as any — actually better than **most**, because it is way from any strategic positions and population centers.

There is another

The Orb of Solomon will bestow wisdom and all that comes with it to "one in most *need* of it." One such notable candidate is the man who has become a pale reflection of Emperor Prosek, *King Robert Creed of Tolkeen*! It is possible that the player characters or an NPC may come to this conclusion, one with which The Key will concur. (Note: Although The Key can not communicate while locked in stasis, if the Orb is brought before the King, she will instantly recognize him, activate the Rift and appear before them.) King Creed knows about the fabulous artifact, so if it is presented to him, he will see it as a great honor and accept it willingly. He will mistakenly believe it to be a portent that Tolkeen will win the war and that its gift will make him a wiser, more capable leader. Which is true, only the gift of wisdom will impact him in ways he never imagined.

For one, he will realize he was wrong and cruel for having manipulated the people who trusted him most — the citizens of Tolkeen and the warriors and heroes who joined their cause in the name of justice and freedom — to take a stand against the Coalition Army. And he will be ashamed for it. He will realize that while Tolkeen and its defenders will wage a spectacular war, one that will last longer than anybody believes possible and will severely hurt the Coalition Armies sent against them, the chance of winning is slim and none. And even if Tolkeen does win, the cost is unacceptable, Tolkeen will be devastated, the **Cyber-Knights** divided and hundreds of thousands of **Tolkeenites** will have perished.

This revelation will cause King Creed to reformulate the Tolkeen battle plans into an evacuation in an attempt to save as

many people as he can. The problem is, this wisdom will come too late to save the cities of Tolkeen, Freehold and scores of other communities, for once the Coalition Army has committed to the war they will not stop until the "land of monsters and magic" is purged of every last one and its cities burned to the ground. D-Bees, practitioners of magic, dragons and monsters will be at the top of the Coalition "hit list," but *anybody* who ever supported Tolkeen or fought against the CS to defend it will be hunted down and slain. This means CS troops, particularly small squads, platoons and companies will pursue groups of Tolkeen refugees and suspected Tolkeen warriors beyond the borders of Minnesota and into the New West, the **northlands** of Canada (although few will venture too deep or stay too long in Xiticix Territory), the southern badlands and wherever their quarries take them. Of course the ultimate goal is to capture and hold the region for the CS, making it a part of the State of **Chi-Town** as a Wilderness Territory earmarked for colonization and development. Consequently, most of the Coalition's efforts will be to destroy and chase out the **anti-human/anti-CS** forces present and to hell with those who manage to escape. Thus, refugees and fugitives who prove to be too elusive or too dangerous to capture **and/or** destroy will be left to flee from the area. As long as they stay away and don't cause trouble, they can move on to build new lives elsewhere.

King Creed will also face problems from his own forces. Men like **Corin Scard** and the demonic forces called upon to battle the Coalition Army are beyond his control. They want no part of any defensive war or evacuation. They are far from ready to admit defeat at the hands of the Coalition States, especially not now when they are holding their own and making the Coalition pay dearly for every victory the CS may salvage. They want revenge and blood. Likewise, the King's handiwork in whipping the people into a frenzy of patriotism and hate will also haunt him. The majority (66%) will reject any pleas he makes, and like his leaders, crave blood and vengeance. They are too consumed by hate and battle-lust to stop and think about the future, they want to crush the CS and they want to do it now. The fact that Corin Scard and others like him, shout an opposing view (a view the people favor in their fevered state of mind) will win over cooler heads, and the war will continue with Warlord Scard as its new leader. King Creed will remain king, but he will be reduced to a figurehead who spends his time trying to convince those who still listen to him to accept his words, abandon the fruitless war and flee for their lives.

Robert Creed's change of heart will be followed by a subsequent titanic effort to save as many as he can. His actions will win him redemption and respect in the eyes of Erin Tarn and the support of **Lazlo**, New **Lazlo**, the Tundra Rangers of **Canada**, and other kingdoms, places and heroes who have kept out of the war. They and other heroes (the player characters?) will gladly intercede to rescue and help refugees to escape CS persecution and start new peaceful lives elsewhere. The wiser, repentant King Creed will be able to save tens of thousands this way, but the Kingdom of Tolkeen and those who persist in fighting will suffer. Likewise, the damage done to the **Cyber-Knights** is irreparable and the ramifications of the war will linger for generations.

Like the captain of a sinking ship, King Creed will stay in Tolkeen till the bitter end, doing whatever he can to save lives



down to the last man. This will probably cost him his life, but then he can barely live with the grief that haunts him for his past misdeeds and the fall of his once grand Kingdom of Magic.

Note: Remember, the Orb of Solomon must be recovered before either the **Prosek** or the King Creed plot can be attempted. An adventure unto itself, and one that may prove **fruitless** (G.M.'s discretion).

How the Player Characters fit into the scheme of things

To paraphrase Nietzsche, "When fighting monsters one must take care not to become one himself." This is an underlying theme throughout the Siege on **Tolkeen** series. They are words that participants in this war should **heed**, for many among the Coalition and Tolkeen forces see each other as the embodiment of evil — "monsters" to be destroyed — yet they fail to see that they too have become loathsome "monsters" — many having become cold, ruthless killing machines driven by hate and devoid of mercy or compassion. The player characters must be careful to retain their humanity in the face of overwhelming violence, cruelty and conflict. Knowing that to do so will garner them both praise and envy driven by hatred for managing to do so.

Ultimately the player characters are participants in a much larger drama. They can be willingly involved or drawn in against **their** will. In the latter case, they may be citizens of Tolkeen or nomadic adventurers who want no part of the war and wish to leave. However, one thing after another seems to delay their departure and gets them more and more deeply involved in the crisis. Even if they manage to avoid direct military duty, they are likely to clash with Coalition (**and/or** Tolkeen) forces, bandits, raiders and villains for any number of reasons. Such circumstances may include situations where they are called upon to help or save a **friend**, help some refugees, defend a helpless village, deliver some valuable information or item into the right hands, keep some despicable weapon of destruction or information out of the wrong hands, chance encounters, trouble **from** Federation of Magic spies, rescue a hero or Mend, take advantage of a rare **opportunity**, stand up for what's right, and so on.

If on the side of Tolkeen the player characters might be warriors in **Tolkeen's** defense force or one of countless bands of mercenaries and adventurers hired to stand with them. Or they might just have a fierce hatred for the CS and have come to fight them for their own personal reasons. The Coalition States have made many enemies and there are a lot of such individuals who see this war as their chance to get some payback.

On the other hand, the player characters could be mercenaries or soldiers fighting on the side of the Coalition States to eradicate the dark forces in the "land of magic and monsters." Even a number of independent towns, city-states and people within the borders of the Kingdom of Tolkeen agree with the Coalition States' point of view that anything magical or not human is evil and should be destroyed (or at least driven away from the bastions of human civilization). They welcome the Co-

alition invasion force and help in any way they can. Others can be somebody with a hate for D-Bees, dragons or practitioners of magic and who see siding with the CS as a chance to get some retribution. Or they might be from the **'Burbs**, signing on for CS Military duty in hopes of winning them or their family citizenship and prosperity. Or they may be hired guns who don't care about politics one way or the other, they just want to make some money from the side they feel most comfortable with, or which they believe will win ("everybody loves a winner").

Still others may be independent operatives such as Bounty Hunters, **Gunfighters**, Wilderness Scouts, Operators, professional thieves, pirates, spies, stool pigeons/informants and adventurers working outside the formal restrictions of the military, but against Tolkeen. Such "independent" agents consider the CS their client and "sell" information, goods, services and captives on a piece by piece basis. The Coalition Military promotes this by placing "bounties" on information, items, and Enemies of the States. The latter can be criminals or fugitives to people they'd like to see removed from the picture for strategic or personal reasons (including King Creed and Warlord Scard, among others). Of course, such "freelancers" should not include D-Bees or sorcerers among their band (at least not openly), or they can expect to get double-crossed by their patrons and end up in an early grave.

Free-for-all spells opportunity

The situation in and around the kingdom of Tolkeen is pure anarchy and chaos. The war here makes anything going on at Free Quebec seem like a picnic. This means adventurers, merchants, mercenaries, bounty hunters, **gunslingers**, spies, double agents, assassins, bandits, raiders, sorcerers, mechanics, doctors, healers, preachers, and villains and heroes of every kind can be found in and around the region. The majority are unscrupulous opportunists who don't care about sides or causes, magic or humans, they look out for Number One, themselves. This means these brigands prey on whoever is vulnerable, be it a Coalition Platoon limping home after battle, Tolkeen defenders, townsfolk, travelers, heroes or fellow bandits.

This is war! A war spreading out across most of Minnesota and leaking over into the western half of Wisconsin, Iowa, the **Dakotas**, and southern Canada (maybe even down into parts of Illinois and Arkansas). Lines of communications are **stretched**, often broken and have fluctuating holes in them. Nobody knows exactly what's going on everywhere all the time. **NOBODY**. Troops, towns and individuals get cut-off and lost constantly. Both the Coalition Army and the Tolkeen forces, including towns, base camps and convoys as well as combat groups, are vulnerable to attacks, raids, scams/trickery/con games, robbery and misfortune of all kind. Blackguards who may come from the enemy camp or be villainous opportunists who don't care whom they **victimize** — and the CS forces and the many mercenary and adventurer groups have plenty that looks attractive. Even the most savvy warriors must exercise caution for like the Tolkeen defenders, these brigands use magic, deception and trickery to get in close and make good their attack. Many live and die by the ambush, surprise and cunning, often sending out a decoy that appeals to one's vulnerabilities, needs, and desires in order to get him to lower his guard before they spring their trap. Fortunately, most of these brigands are looking for easy targets and will break off their attack if their chosen victim

proves to be too difficult. Likewise, unless the prize is great, most will not fight to the death, nor will they feel compelled to fight for a good cause.

Chaos and evil

In this environment anything goes. Villains, fiends, and monsters are on the prowl and found in every guise, from humans and **D-Bees** to true demons and monsters. Some seek revenge, some loot, others glory or power. Many are nothing more than murdering thieves who, if they so desire, take whatever they **want**, including their victims' innocence, virginity, bodies and lives. Others seek to power and conquest. They seek to capture, enslave and dominate others, even if it's only for a short while.

These "**monsters**" (figuratively and literally, as the case may be) typically seek to sate their own foul desires and needs. Sadly, supernatural horrors and alien creatures are not the only ones who thrive on the chaos, and take delight in savaging others. D-Bees and humans also fall prey to barbarism and base emotions. The worst of the worst engage in rape, torture, murder and destruction because it makes them feel powerful or just because they enjoy it. Some wrap themselves in a flag or cause to disguise or justify the crimes they commit as acts of **patriotism**, duty or heroism.

Others don't bother with disguises or justifications and go on sprees of murdering and mayhem whenever and wherever the whim takes them. All are brutes who kill for convenience, power and pleasure. They don't think twice about who they hurt or how their actions might affect others, or even how they might be hurting themselves. They have become primordial savages and creatures of anarchy lost completely to the moment. Like ravaging locusts carried by the wind, they feed and destroy wherever they land, and they will continue to do so until the wind changes and carries them elsewhere, or they are destroyed.

Adventure Note

Much more **background**, adventures and information is yet to come in the subsequent books in the Coalition **Wars™**: Siege on Tolkeen, six part series.

Chapter Two: Coalition Overkill™ (out in late July or early August 2000) will include details on the Coalition's progress and key CS figures operating on the Tolkeen front, as well as **Tolkeen's** demonic allies, including the **Daemonix**, and more on **Brodkil** and other monstrous forces.

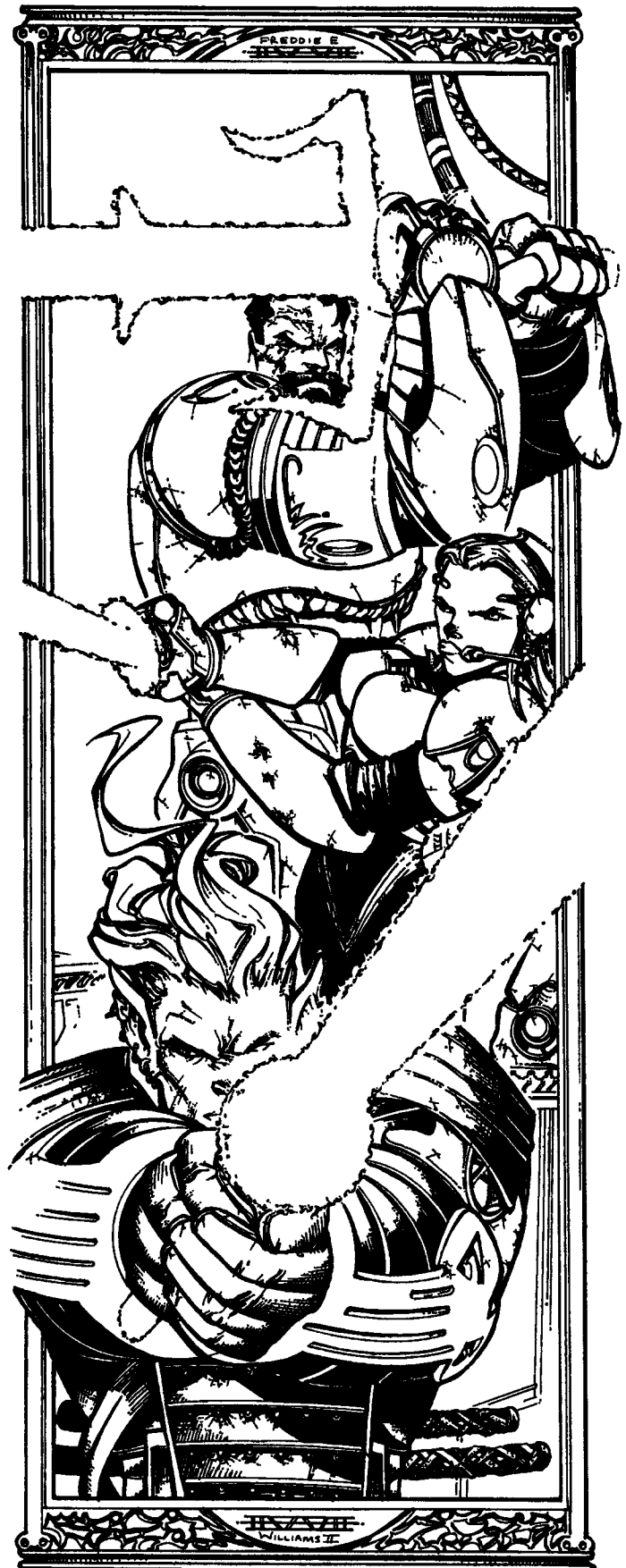
Don't miss it as the war accelerates into high gear.

A brief overview of Tolkeen's Allies

The Cyber-Knights

One of the great tragedies of the Coalition War against Tolkeen is the fragmentation of the Cyber-Knights. The Cyber-Knights will suffer more than anyone other than the Kingdom of Tolkeen. Lord **Coake**, like the leaders at **Lazlo**, sees the **Tolkeen's** battle as pure folly. As a result, he has issued a

decree, that the **Cyber-Knights** stay out of the conflict and continue their efforts against the Vampire Kingdoms, the growing danger in Calgary and protecting the innocent of the western frontier. Many **Cyber-Knights** find this decree to be **unaccept-**



able, and for the first time in history, have defied their founding leader. This has divided the legendary knights into two camps, those who follow Lord **Coake** and rogues who defy him and go to war at **Tolkeen**.

This division has caused more than internal discord and confusion, for the first time ever they openly challenge the Coalition States as a group. The result, is that **ALL Cyber-Knights** are now seen as dangerous enemies of the States.

Among the people the Cyber-Knights have spent decades defending and helping, there is also discord and fragmentation with people taking one side or the other and thinking less of the one they dislike. Many are confused and don't know what to think. Half look at the Tolkeen supporters as traitors and rogues, leaving them to wonder if these "defiant" Cyber-Knights are good or bad guys. Can they be trusted any longer? Should they be feared?

The other half look at Lord Coake and the traditional Cyber-Knights who follow him and ask why they won't fight to save Tolkeen? Are they cowards? Has this crisis caused some underlaying current of bigotry toward **nonhumans** to come to the surface? Isn't Lord Coake a D-Bee? Why won't he help the **people** in need at Tolkeen? Can they be trusted? The end result is confusion, questions and general disillusionment.

Enemies of the Cyber-Knights see weakness for the first time and have begun to plot campaigns of revenge and schemes to eliminate or at least weaken the heroes further.

King Creed and the Tolkeen Military welcome Cyber-Knights who have come to join them with great fanfare and give them strong positions among their council and fighting forces. Meanwhile, they talk of Lord Coake as being misguided and, perhaps, too old to lead the knights, and bid him and other Cyber-Knights to follow their brethren to come join them against the Coalition invaders.

Juicers

For many Juicers the wounds and treachery of the infamous **Juicer Uprising** that took place in the Summer of 105 P.A., still burns hot. The war at Tolkeen offers them the chance for revenge, attracting them, along with allied **Headhunters** and **Crazies**, in droves. Tolkeen counts several thousand Juicer "volunteers" among its defense force.

Simvan

At least two thousand Simvan Monster Riders have allied themselves with the Tolkeen defenders. These war-like D-Bees have no love for the Coalition forces or technology, both of which encroach on the **wildlands** they inhabit. Other factors lure them to Tolkeen as well, the Kingdom of Magic is one of the few places where these aggressive nomads have established (very) limited trade and does not hound or persecute them. Another is that their old enemy, the **Psi-Stalkers**, fight on the side of **Tolkeen's** enemy, the CS. However, these nomadic warriors need little more than an excuse to fight, and that's why most come to join the sorcerers in glorious battle. **Note:** Why the Simvan have an affinity to Tolkeen when they seem to regard most other groups as rivals and enemies remains a mystery even to the Tolkeenites, but they are not about to look a gift-horse in the mouth.

The Simvan forces have been given free rein along the western third of the Kingdom where they patrol the wilderness and often fight with little help from other members of the Tolkeen forces. However, Simvan *are* deployed with other troops as well. They are extremely savage and ruthless, particularly toward Psi-Stalkers and Dog Boys.

Psi-Stalkers

Only a few hundred of these human mutants have come forward to join the Tolkeen forces. Many have loose affiliations with the humans of the Coalition States and prefer to sit out this conflict, while many others actively fight for the CS. There are many reasons the Psi-Stalkers remain neutral or allied to the **Coalition**, but the two main ones are the fact that the Tolkeenites have allied themselves with supernatural monsters and with the **Psi-Stalker's** lifelong nemesis, the Simvan Monster Riders.

D-Bees

For most D-Bees the war in Minnesota is a battle for their adopted homeland. Some are simply tired of running from one enemy after another and welcome a chance to take a stand where their sacrifice might really mean something. Others, like the Juicers, see this as a chance to extract revenge against their hated persecutors. The rest have been worked into a frenzy by King Creed and have deluded themselves into believing that they can crush the Coalition Army so badly that the CS will never trouble them again.

Free Quebec

Free Quebec has its own Coalition war to deal with. Besides, they agree with the Coalition States when it comes to **practitioners** of magic and view D-Bees with equal disdain. Thus, while they wanted no part in what they saw as a foreign war and a waste of manpower and resources, Free Quebec does not see the campaign against the Kingdom of Tolkeen as a bad thing. Moreover, while the CS has declared war against the sovereign nation, Free Quebec will *not* side with a nation of monsters to retaliate against the CS.

Federation of Magic

To the surprise of the Coalition States and others, the Federation of Magic is *not* an ally of Tolkeen. Over the years there have been very loose ties between the two, mostly in the area of limited trade of goods and information. However, the two kingdoms of magic have never seen eye to eye. **Tolkeen's** refusal to join the Federation of Magic or participate in its crusades against the Coalition States and other endeavors has created a powerful rivalry and resentment, particularly on the part of the Federation. From the Federation of Magic's point of view, they have suffered at the hands of the CS for generations (pretty much seeing themselves as the innocent victims as opposed to the aggressors they have been), while until recently, Tolkeen has flourished and prospered. By comparison, Tolkeen has suffered only minimally at the hands of the CS, thus, the envious and spiteful Federation of Magic sees their current situation as their just deserts.

That having been **said**, the Federation's hatred for the CS runs so deep that they would be glad to join in the battle, at least to some degree. However, the leaders at Tolkeen will have to come crawling on their hands and knees, begging for their help,



before the Federation will “consider” giving any. Tolkeen has not sunken that low.

Meanwhile, the Federation watches the war fronts in the west and northeast like vultures waiting to see how events unfold. They are hopeful that the CS will stretch itself too thin, perhaps even cripple itself, although that is probably too much to hope for. Should the CS become vulnerable, the mages of the Federation will try to exploit it. Whether this will come in the form of an open attack or a more subtle plot is yet to be seen. Whatever the case, the Federation of Magic bides its time, confident that in the aftermath of the war, opportunity shall avail itself.

A Gathering Evil

In desperation and revenge, the leaders of Tolkeen have begun to recruit evil mages, monsters and supernatural beings. These are malevolent beings that the people of Tolkeen have avoided, criticized and condemned for over a century. Evil and often demonic beings who thrive on the suffering and death of others. Making the Coalition pay — better yet, making them suffer, cutting them down to size — is all that's important. The CS must be defeated, and if that means making a deal with demonic creatures, so be it.

This only justifies the Coalition's fears and proves Tolkeen to be a genuine threat to their nation. Furthermore, it exemplifies Tolkeen's slow, but quickly accelerating slide from the moral high-ground into corruption and evil.

Sinister forces afoot at Tolkeen Demonic Allies & Slaves

Demons and other supernatural beings such as *Greater Demons*, *Imps*, *Gargoyles*, *Brodkil*, *Witchlings*, *Black Faeries*, the savage *Thornhead* and the *Neuron Beast* are all actively being recruited. Many join because it amuses them that the mortals who usually fear and condemn them suddenly beg for their assistance, and because it is a chance to engage in unchecked carnage. Meanwhile, unwilling participants such as *Elementals*, *Lesser Demons*, and independent minded creatures are being summoned, enslaved and forced to serve Tolkeen's forces by Shifters, Warlocks and other powerful beings. Both avenues are fraught with dangerous consequences for demonic beings and fickle creatures of magic often expect some reward or favor at a later time. Additionally, these are extremely volatile forces, difficult to contain or control after they are unleashed — as the **Tolkeenites** shall learn.

Vampires

None. Vampires are one of the few demonic beings the leadership and mages of Tolkeen have not enlisted. These creatures are regarded as a “plague” more than monsters to be enslaved and controlled. Thus, they are avoided at all costs.

The Daemonix

Tolkeen is about to reveal a deadly new ally from another world, creatures they call *Daemonix*. Beings of great size and strength, but many of whom, like Gargoyles and Brodkil, are only minor supernatural beings. Sub-demons who relish having their bodies mutilated and given bionics and **Techno-Wizard** weaponry.



Note: The Daemonix and the other inhuman allies noted here will be presented in glorious detail in *Coalition Wars™ Chapter Two* (on sale no later than early August, 2000). Until then, Demons, Elementals, Witches, Warlocks, and Elemental magic can be found in *Rifts® Conversion Book One*.



Tolkeen's Dark Allies

The following creatures originally appeared in **Rifts® Sourcebook One**. They are represented here in greater detail, along with how they fit into the war between Tolkeen and the Coalition States.



The Black Faerie

The Black Faerie is a horrible and maleficent supernatural creature. The creature is called a "faerie" because it *seems* to be related to the family of creatures humans know as Faerie Folk. For example, it flies, speaks Faerie, and has most of the same common characteristics as Faerie Folk (natural M.D. being, high P.P.E., H.F., Faerie Magic, and immortality). However, it is even more malevolent than the Puck or **Kinnie Ger** and has never been recorded in human history. This has led some to believe the hideous beast is a vile creature from another world come to ours through a dimensional Rift. If this is the case, it seems likely that the *Saint Louis Rift*, better known as the **Devil's Gate** and currently sealed off by the Coalition States, is the one responsible, because Black Faeries first appeared in droves in Arkansas, Missouri, Illinois, and the Magic Zone. They are still found in greatest numbers in these regions, although they have since spread across North America and seem particularly fond of the Midwest and the Eastern part of the country. Canada has comparatively few Black Faeries, with what small population they have limited to the southern forests.

The Black Faerie is hideous in both appearance and deed. The body is a huge, bloated, larva-like lump of **pustulant** flesh. The arms are long stumps without hands or fingers; instead, they end in hard, tapered points and are used to slash and stab enemies. The legs are similar to the arms, ending in tapered points. Its most potent appendage is a long spiny, prehensile tail which is used to pick up things and ensnare prey. The head is another lump of flesh with two ugly maws filled with jagged teeth and three tiny black eyes that are almost impossible to discern from the circular blotches and bumps that cover the skin of its face and upper torso.

The hideous monsters' favorite prey are Faerie Folk and other creatures of magic and supernatural beings. When such favored targets are not available, Black Faeries like to stalk **Psi-Stalkers** (the two are mortal enemies) and they love to torture and kill humans and D-Bees, usually for the sheer pleasure. Black Faeries despise all things of beauty and will deliberately destroy them, whether they be works of art, a field of flowers or an attractive **humanoid** or animal. Psi-Stalkers and Shifters claim that they are virtually the embodiment of envy and hate. Foul creatures without a drop of morality or compassion, and obsessed simply with destroying beauty and the things they hate (which is a large and diverse category). Unlike many demonic creatures and humans, Black Faeries have no desire for glory, conquest, or power. Any "slaves" they may have are kept as "playthings" to be **abused**, brutalized and eventually tortured and killed. Black Faeries love to engage in kidnapping, blackmail, and taunting. They can never be trusted, most anything they say is a lie, and their lust for inflicting cruelty and murder is insatiable. Consequently, it seems unimaginable that the leaders of Tolkeen would enlist the aid of these vile monsters, but they have.

The "deal" is this, the Black Faeries will work with the Tolkeen defenders in coordinating attacks and plots to harass and kill the enemy. After a battle, Black Faeries are allowed to swarm in to have their way with any survivors, torturing, maiming and killing as they deem desirable without intervention by the Tolkeen army. Likewise, Black Faeries are employed as master "interrogators" allowed to extract information by extortion, intimidation, and torture. This arrangement appeals to the monsters for two reasons. One, they have been (with good reason) hunted down and exterminated by **Chi-Town**, and later CS forces for generations, so this is a wonderful opportunity for revenge. Second, the leaders of Tolkeen have promised to stop their own persecution of the abhorrent creatures and, at least for the duration of the war, allow them to gather in swarms up to 80 strong. For decades the people of Tolkeen (and elsewhere) have made a point of attacking and dispersing any gatherings of more than a few. The malevolent beings like have agreed, and for the moment, seem to be living up to their end of the bargain. However, the **Cyber-Knights** want nothing to do with them and warn that when the tide turns, the **Tolkeenites** can count on the Black Faeries turning against them.

The Black Faerie

Alignment: Always Miscreant or Diabolic.

Typical Attributes: Average human intelligence: I.Q.: 1D4+6,

M.E.: 1D6+12, M.A.: 1D4+1, P.S.: 1D6+12 (supernatural), P.P.: 1D6+12, P.E. 2D6+12, P.B.: 1D4, Spd. 1D4+6 crawling, 88 flying (60 mph/96 km).

M.D.C. by Location:

Small Spindly Horns (2-4; head) — 5

Head — 100

Arms (2) — 40 each

Legs (2) — 45 each

Tail (1) — 90

Wings (2) — 50 each

Main Body — 3D4x10 +P.E. attribute number on Rifts Earth (2D4x10+23 Hit Points and 1D6x10 S.D.C. with an A.R. 13 on S.D.C. worlds).

Horror Factor: 16

Size: Approximately 5 feet (1.5 m); **Weight:** 300 lbs (135 kg).

Average Life Span: Immortal, unless killed through violence.

P.P.E.: 1D6x10; I.S.P.: None

Natural Abilities: Flight, impervious to poison, to normal fire and cold; fair climbers 60%, prowl 50%, track by scent 35%, recognize the scent of human blood 50%. A carnivorous predator that preys on Faerie Folk and supernatural creatures, but kills **humanoids** and others for pleasure.

Attacks per Melee: Four physical attacks per melee or two by magic.

Bonuses: +3 on initiative, +3 to strike and parry, +8 to dodge, +4 to pull punch, +2 to roll with **impact**, +6 to save versus magic and psionics, +7 to save vs Horror Factor, +2 on all other saving throws.

Damage: Bite: 1D6 M.D., head butt one M.D., goring with small head horns 1D6 M.D., stabbing or slashing attack with arms or legs 1D6+3 M.D., tail strike: 1D6+6 M.D. and 01-60% likelihood that human-sized opponents (7 feet/2.1 m or smaller) are knocked off their feet and lose one melee attack and initiative.

Magic Powers: Like all Faerie Folk, these demonic faeries can cast an unlimited number of spells a day without drawing upon their own P.P.E. reserve. However, but the Black Faerie can not cast the *same* spell on the same individual more than *once* per 24 hours.

Saving throw to save versus Faerie Magic is **14** or higher and is equal in power to a **10th** level Line Walker. Note that Black Faeries are impervious to magic cast by others of their kind and can not learn new spells.

Spells: Chameleon, Fuel Flame, Fire Bolt (4D6 M.D.), **Blind**, Agony, and Sleep.

Allies: Other evil creatures of magic like **Witchlings**, Pucks, Witches, Necromancers, and evil dragons among others. They hate anybody who tries to enslave them (like Shifters), but respect power and cruelty which can keep them in line, provided there aren't more than two or three. The more Black Faeries gathered together, the more brazen, defiant and unpredictable they become.

Enemies: The Coalition States, **Psi-Stalkers** and pretty Faerie Folk top the list, humans and D-Bees follow in short order. Ugly Faerie Folk may be tolerated if they are subservient.

Habitat: Prefers the forests and hills of Missouri, **Iowa**, Minnesota, Wisconsin, Illinois, Kentucky and the Magic Zone (Ohio & Indiana), but are found throughout the eastern half of the old United States and southeastern Canada. They are usually found in greatest numbers near ley lines and wherever Faerie Folk dwell.

The Black Faerie tends to hunt alone or in pairs. Occasionally they live in small tribes of three to eight Black Faeries. With **Tolkeen** they work as lone hunters, pairs, small bands of 6-8, and as members of other demonic or magic wielding squads. In big battles they actually gather in swarms of 20-80.

The Brodkil

The Brodkil are a race of superhuman giants who are generally considered a race of sub-demons like Gargoyles. They are supernatural, M.D.C. creatures, but do not possess significant powers other than supernatural strength, M.D.C. bodies, and the ability to turn invisible at will. Brodkil are incredibly aggressive and war-like nomads with no technology of their own nor organized society. However, they love high-tech weaponry which they pirate or salvage from those they raid, and absolutely adore bionics — so much so, in fact, that Brodkil often swear allegiance to other powers, including humans, who will give them bionics and weapons, and give them a license to kill. This is exactly what the leaders at Tolkeen have done, enabling them to amass the largest army of Brodkil in North America (estimated at over 8,000). Brodkil are deployed as squad to company-sized raiders, as well as used in mixed groups and as shock-troops — all of which are welcomed by these warmongers. Furthermore, the Brodkil warriors enjoy fighting alongside other warriors, particularly Juicers, Crazies, **Headhunters**, Cyborgs and demons, and gleefully leap into battle even when sent on a suicide mission.

Ordinarily, the nomadic warriors travel the wilderness attacking travelers, villages, and towns to plunder what they need. They are fair hunters but would rather steal livestock or waylay and eat some unsuspecting travelers than spend time stalking wild animals. The Brodkil are meat-eating predators who feast on the flesh of humanoids, as well as animals. The typical tribe will range from 20 to **100**, while raiding bands can be as few as three. The average band of raiders will number from four to twenty-four and frequently include other members of other races.

When not stimulated by war, the sub-demons are lazy and hate to learn complicated skills or things that do not directly impact on their lives as warriors and thieves. Consequently, most of their skills are combat oriented.

The Brodkil Sub-Demon from an alien dimension

Alignment: Anarchist or Evil (typically Miscreant).

Player Character Attributes: I.Q.: 1D6+8, M.E.: 2D6+10, M.A.: 2D6+6, P.S.: 2D6+23 (supernatural), P.P.: 2D6+10, P.E. 2D6+10, P.B.: 2D6, Spd. 2D6+18

M.D.C. by Location:

Head — 100

Arms (2) — 80 each or via bionics (100+)

Legs (2) — 100 each or via bionics (120+)

Main Body — **110 +2D6x10** and the P.E. attribute number on Rifts Earth (3D6x10 H.P. and 1D6x10 S.D.C. with an A.R. 12 on S.D.C. worlds).

Horror Factor: 10

Size: Approximately 9 feet (2.7 m); **Weight:** 350 lbs (157.5 kg)

Life Span: 1,000 years, but most perish much younger in combat.



P.P.E.: 2D4x10; I.S.P.: None

Natural Abilities: M.D.C. body, impervious to normal **fire** and **cold**, natural prowl ability at 40%, turn invisible at will (unless has bionics), and bio-regenerates 2D6 M.D.C. per hour.

Skills of Note: All are usually equal to about fourth level. The equivalent of Hand to Hand: **Expert**, Boxing, and Wrestling, Climbing, Tracking, Intelligence, Land Navigation, Radio Basic, Pilot Hover Craft, three languages of choice, W.P. Knife, W.P. Sword, W.P. Blunt, W.P. Energy Rifle and W.P. Heavy Weapons. Game Masters may add 1D4+1 skills from the categories of Weapon Proficiencies, Communications, Technical, Domestic, **and/or** Wilderness; no R.C.C. bonuses apply, use base skill plus experience.

Attacks per Melee: Five for those under 6th level, six for those

higher up (includes combat skill considerations); rarely live long enough to get higher than level 10.

Bonuses (does not include likely attribute bonuses): +2 on initiative, +4 to strike, +4 to parry and dodge, +3 to pull punch, +2 to roll with impact, +2 to save vs psionics, +4 to save vs magic, and +3 to save vs Horror Factor.

Mega-Damage: Varies with Supernatural P.S., but the average is as **follows**:

Restrained Punch: 4D6+15 (P.S.) S.D.C.

Full Strength Punch: 2D6 M.D.; 4D6 on a power punch.

Bionic Arm Punch: 1D6 M.D. plus built-in weapons.

Tear: 2D6 M.D.

Crush: 1D6 M.D.

Bite: 1D4 M.D.

Body Flip/Throw: 6D6+10 S.D.C.

Magic Powers: None.

Psionics: None.

Bionics: Will always want partial reconstruction, never full conversion. The most common types of bionic features include one or two arms, occasionally an extra limb, forearm blasters, **Vibro-Blades**, **retractable claws/blades** and other "**weapons**." Implants are usually of the augmenting variety like the gyro-compass, and amplified hearing. Because the **Brodkil** have no supernatural, psionic, or magic powers, they can benefit from bionic weapons and implants without ill effect other than losing the ability to turn invisible.

Weapons: Favorite weapons include **Vibro-Blades**, M.D. energy rifles, bionics, and magic weapons — they love **Techno-Wizard** weapons. Also use optical enhancements and the occasional hover vehicle if large enough.

Allies: Typically other aggressive beings who are more powerful than they are **and/or** offer opportunities to fight and steal. A large number of Brodkil are members of the Pecos Empire. They are a wild and barbaric lot, but are not careless in battle. They seldom fight to the death and can be incredible cowards against a superior enemy, which may play a dangerous role in the war at **Tolkeen** as the Coalition slowly pushes forward and racks up victories. Against weaker opponents they are bullies and arrogant, although they are not known for deliberate acts of depravity or needless torture. In fact, they will treat captive warriors and those they respect, with surprising humanity.

Enemies: Anybody who gets in their way **and/or** is weaker than them. They dislike the Coalition because the CS has systematically hunted them down and exterminated them throughout the Coalition States, Lone Star being one of the few places where Brodkil (thanks to the bandits of the Pecos Empire) have managed to survive. Consequently, this is an opportunity for payback. However, the Brodkil have fallen for King Creed's propaganda that the Tolkeen Defenders can win against the CS and keep the Kingdom of Tolkeen free and safe from future Coalition transgressions. The Brodkil like this **idea**, but *may* turn and run if things get too rough **and/or** if Tolkeen looks like it *might* lose.

Habitat: Brodkil are scattered through North America but are most numerous in the southern and northwestern United States and southwestern Canada.

Neuron Beasts

The Neuron Beast is a demonic creature that is known to have emerged from the St. Louis Archway Rift and possibly at other major ley line nexus points like Calgary. It seems to be most commonly found in what was once the southern United States, Mexico and South America, but can be encountered anywhere in the world. Neuron Beasts are enigmatic beings who seem to find the people and circumstances on the Rifts world fascinating. They are incredibly curious about all things and spend much of their time exploring and studying different life forms, societies and places. Despite their massive intelligence, or perhaps because of it, the Neuron Beasts are callous and careless toward other life forms. They will capture and dissect a living creature, intelligent **humanoid** or animal, without consideration for the individual or others. **Thus**, they can be terribly

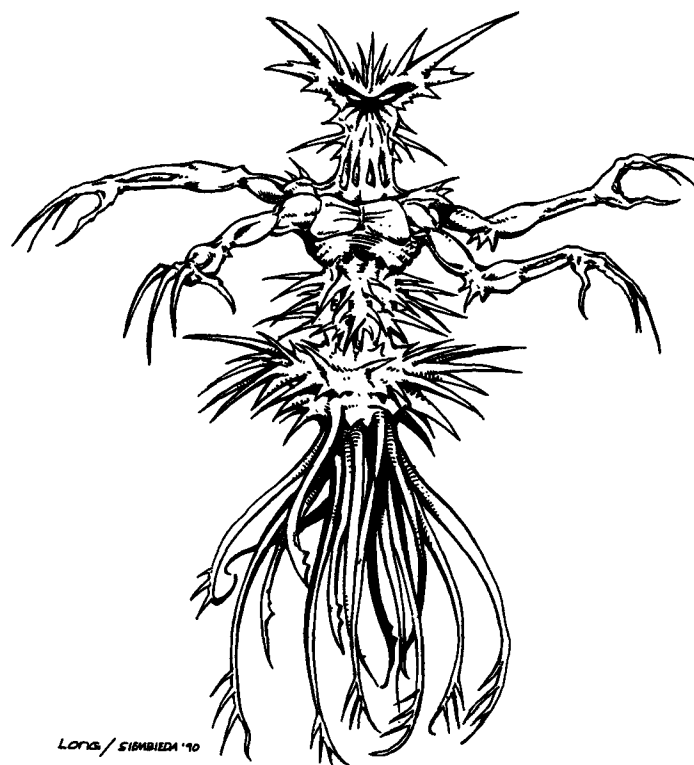
cruel and manipulative. They are known to interfere in the affairs of men, usually for the worse, so that they may observe the conflict and drink deeply the strong emotions released from it. They feed on emotions, and that's what has attracted them to the war at Tolkeen. The amount of hate, fear, sorrow and delightful range of other emotions is like a wondrous cornucopia for them to feast upon in all their gluttonous glory. Since they like to **dabble** in the affairs of men, and since the Coalition will obviously have nothing to do with the monsters, several dozen Neuron Beasts have joined the side of Tolkeen where they help to hatch diabolical plots and inspire atrocities and carnage.

Whenever a Neuron Beast is **encountered**, one can assume that trouble cannot be far, for the malicious creatures enjoy instigating conflict between others and may take a direct or discreet hand in creating disaster. When they take a direct hand, they will frequently play the role of demon or **godling** and cheerfully lead followers to their doom. Others will work secretly, behind the scenes with villains and cutthroats to encourage them in evil or depravity. They do both at Tolkeen, including a few working with forces outside the immediate conflict. Although not all Neuron Beasts are evil, none of them can help being fascinated by new things and tantalized by powerful emotions. Even the friendliest and most well **intentioned** Neuron Beast will tend to be self-serving, manipulative and duplicitous. It is considered to be some sort of greater demon from another dimension.

Neuron Beast, a greater demon from an alien dimension

Alignment: Any selfish or evil.

Attributes: I.Q.: 26+1D4, M.E.: 20+1D4, M.A.: 18+1D4, P.S.: 18+1D4 (supernatural), P.P.: 14+1D4, P.E. 18+1D4, P.B.: 1D4, Spd. 44 (30 **mph/48 km** maximum **floating/flying**).



M.D.C. by Location:

Spines (12+ on **midsection** and head) — 10 each

Head — **4D6x10+200**

Arms (4; large) — 140 each

Tentacles (10+2D6; in place of legs) — 100 each

Main Body — 420 +**1D4x100** on Rifts Earth (**1D4x100** Hit Points and **1D4x100** S.D.C. with an A.R. 15 on S.D.C. worlds).

Horror Factor: 14

Size: 20 feet (6 m) tall; **Weight:** Around one ton.

Life Span: Immortal unless slain in combat.

P.P.E.: 4D6x10

I.S.P.: 2D6x10+60+M.E.

Natural Abilities: Floating in the air with its lower tentacles a few inches above the ground is the natural state for this creature; maximum speed is 44 (30 **mph/48** km), maximum height is 400 feet (122 m). Keen vision, impervious to normal **fire** and heat (does not include energy weapons or magic), impervious to disease, dislikes the **cold**, and bio-regeneration at a rate of **1D4x10** M.D.C. per every hour. It can not regenerate a lost arm, but can regenerate a lost tentacle within 30+3D6 days.

The tentacles are prehensile and cause Paralysis Lesser (even to those inside Mega-Damage body or power armor, but not those inside giant robots or vehicles). Identical to the spell (Rifts® **RPG**, page 171), but is a natural ability and does NOT draw on the Beast's personal P.P.E. reserve. **Po-**tential victims must roll a 12 or higher to save.

Skills: Most Neuron Beasts are highly educated and will be fluent and literate in at least four different languages (98% skill level) and likely to speak 1D4+2 others. Game Masters may select up to 24 skills, all +**16% (I.Q. bonus)**, from the following skill categories: Communications, Electrical, Mechanical, Medical, Science, Rogue, Technical, and Wilderness.

Attacks per Melee: Eight physical attacks/actions with its hands **and/or** tentacles, or two magic and two physical actions, or three psionic and five physical attacks. Despite their four arms, many tentacles and range of power, Neuron Beasts are not, by nature, fighters, they are schemers, **manip-**ulators, and thinkers. Hence the relatively low number of **attacks/actions** per melee round and paltry combat bonuses (and a good thing too).

Bonuses (does not include likely attribute bonuses): +1 on initiative, +2 to strike, +4 to parry, +2 to dodge, +2 to roll, +2 to pull punch, +4 to save vs psionic attack (considered a master psionic so only needs a 6 or higher to save including the bonus), +3 to save vs magic, +10% save vs **coma/death**.

Mega-Damage: As per Supernatural P.S.; typical as follows:

Restrained Tentacle Attack: 2D6+10 (P.S.) S.D.C.

Restrained Punch: **4D6+10** (P.S.) S.D.C.

Full Strength Punch: 2D6 M.D.

Full Strength Tentacle Strike: **1D6** M.D. plus paralysis

Crush: 1D6 M.D.

Body **Flip/Throw:** 1D4 M.D.

Impale on Body Spines (must pick victim up): 4D6 M.D.

Entangle/Hold: 01-84% chance of entangling and holding as many as four human-sized people with its tentacles. The entangled person can not engage in physical combat while entangled and may suffer from paralysis (save vs magic).

Magic Powers: P.P.E.: 4D6x10. Level of experience: 1D4. Can cast two spell attacks per melee, but each counts as three melee actions.

Spells: Globe of Daylight, Fingers of **Wind**, Invisibility Simple, Levitate, Charismatic Aura, Multiple Image, Shadow Meld, Stone to Flesh, Calling, Eyes of **Thoth**, Tongues, Magic Pigeon, and Time Slip.

Offensive Spells: Blinding Flash, Energy **Bolt**, Call Lightning, Domination, Turn **Dead**, Exorcism, Constrain Being, and Simple Protection Circle. **Note:** G.M.s can select a total of 2D4 additional wizard spells from levels 1-6; offensive or not.

Psionic Powers: I.S.P. varies (minimum 103), but is limited to three attacks per melee round (each counts as one melee action). Considered a Master Psionic.

Sensitive Powers: Total Recall, Telepathy, Empathy, **Ob-**ject **Read**, See **Aura**, See the Invisible, Sense Evil, and Sense Magic.

Super-Psionic Powers: Bio-Manipulation, **Empathic** Transmission, Group Mind Block, Mind Block Auto-Defense, Mentally Posses Others, Mind Bolt, Mind Bond, P.P.E. Shield, and Psi-Sword (can create four, one for each hand).

Weapons: Rarely use any, relying on their own magic and psionic powers.

Allies: Tend to work alone, but pairs and small groups of four to six have been reported from time to time. The gathering at **Tolkeen** is the most ever recorded and even there they tend to

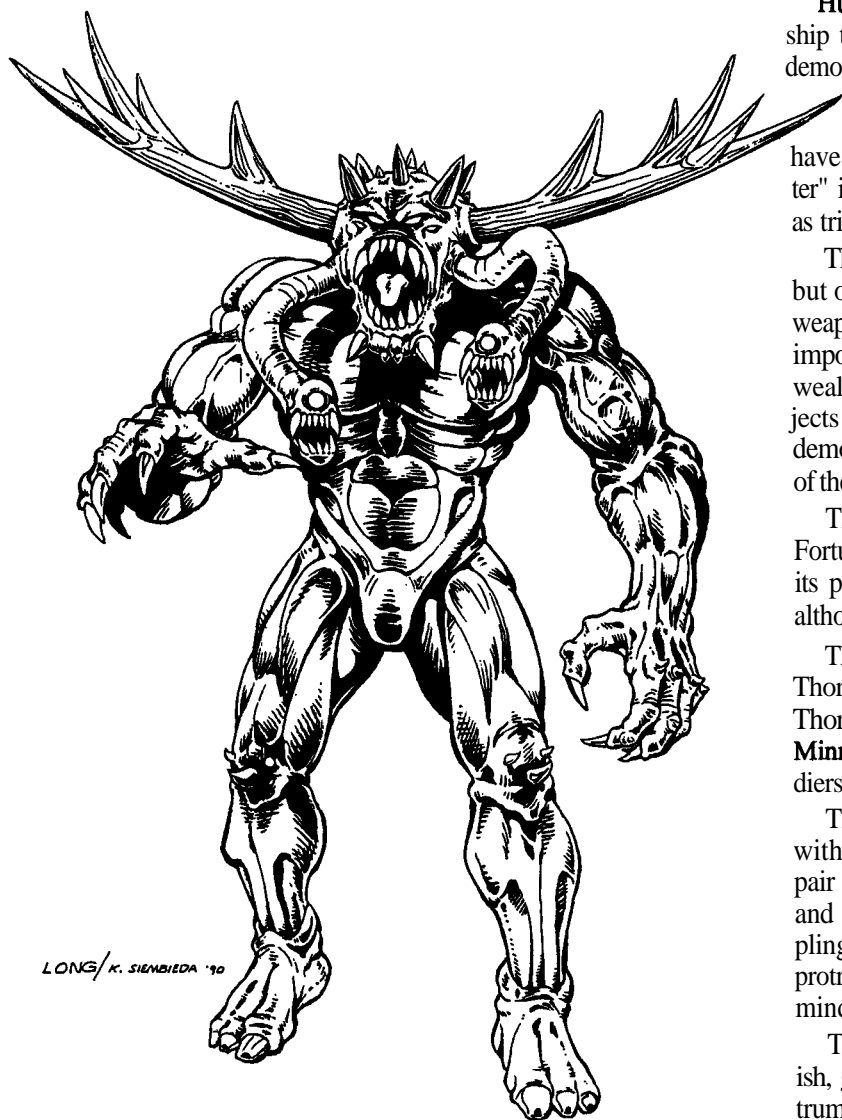


splinter into small groups and individuals. It is a group of Neuron Beasts, under the leadership of one called "**Larr Ggo**," who are credited for originally founding the **Federation of Magic**, but they perished in one of the Federation's attacks on Chi-Town decades ago.

Enemies: Many those they take a dislike to and people who try to spoil their cruel brand of fun. Most dislike the CS for obvious reasons.

Habitat: Can be found anywhere, but most common in the southern United States, Mexico and South America.

Note: The Neuron Beast gets its name from the scientist who first discovered it and thought it reminded him of a monstrous nerve ending.



Thornhead Demon

The Thornhead are demonic predators from the Rifts at old Detroit where they can be found in large numbers (Windsor too). Consequently, the Thornhead is most commonly found in the Midwest and southeastern parts of the old American and Canadian Empires, usually near or at ley lines. The fearsome monster has a limited human intelligence and human-like emotions. Unfortunately, it is a creature of evil who loves to torture, maim, and kill others.

It is a territorial monster that often claims a particular area as its domain or hunting grounds. Anybody who enters the **1D4x10** mile (16-64 km) radius hunting grounds is fair "game." The Thornhead's lair is typically a significant geographic feature such as a megalithic stone, hill, cave, tree, ruin, etc., located near the center of its territory. The demons will often mark their territory by impaling or dangling **humanoid** corpses and skeletons onto trees. Those who dare to enter a Thornhead's domain may be attacked without warning or threatened and forced to pay some sort of tribute in order to pass unmolested. However, that tribute is likely to be an animal or humanoid to eat, or booze (they love to get drunk) or weapon or trinket that catches its eye.

Humanoids who live in the area are frequently forced to worship the Thornhead as a demonic deity or be destroyed. These demons love to feel powerful and in control, thus they like to

have slaves and worshipers forced to pay homage to their "master" in the way of providing human and animal sacrifice as well as trinkets and valuables on a monthly or weekly basis.

The Thornhead hoard valuables. Not intangibles like **credits**, but objects such as precious metals, gems, jewelry, magic items, weapons and armor. This is largely an emotional need to feel important and powerful over lesser creatures. Humanoids value wealth and possessions, therefore the Thornhead take these **objects** of human desire for themselves, regardless of whether the demons actually need or want them. They also collect the skulls of their most impressive victims.

The Thornhead demon feeds on both meat and P.P.E. energy. Fortunately, it needs to feed only once a week. Unfortunately, its prey of choice is **humanoids** and other intelligent creatures, although it may feed on any living animal.

The Shifters of **Tolkeen** have forcibly enlisted a few hundred Thornhead in their war against the Coalition. In addition, Thornhead (and other monsters and predators) in Wisconsin, **Minnesota**, and other wilderness areas prey upon Coalition soldiers whom they regard as both intruders and a food source.

The Thornhead demon is like something out of a nightmare, with blank glowing white eyes, a crown of spikes on its **head**, a pair of impossibly large antlers, an oversized mouth with fangs and large, pointed teeth, clawed hands and a hulking body **rippling** with muscles. A pair of serpents or snake-like tentacles protrude from the demon's cheeks and move with a life and mind of their own.

Thornhead tend to be temperamental, quick to anger, childish, greedy, cruel, vindictive, and prone to throwing temper tantrums, making them difficult to control or direct unless they are in charge of lesser troops and given a reasonable amount of freedom.

Thornhead, a Greater Demon from an alien dimension

Alignment: Always Miscreant or Diabolic.

Attributes: I.Q.: 1D4+6, M.E.: 1D6+5, M.A.: 1D6+3, P.S.: 2D6+15 (supernatural), P.P.: 1D6+12, P.E. 2D6+15, P.B.: 1D4, Spd. 28 (about 19 **mph/30** km).

M.D.C. by Location:

Antlers (2; one set) — 120

Head — 200

Snake-Tentacles (2) — 50 each
Arms & Clawed Hands (2) — 160 each

Legs (2) — 190 each

Main Body — 380 **1D4x100** on Rifts Earth (**1D4x100** Hit Points and **1D4x100** S.D.C. with an A.R. 11 on S.D.C. worlds).

Horror Factor: 14

Size: 10-12 feet (3 to 3.6 m) tall.

Weight: 500-1000 **lbs (225-450 kg)**.

Life Span: Immortal, unless slain in combat.

P.P.E.: **2D4x10**; **L.S.P.:** None

Natural Abilities: Keen vision, **nightvision** 120 feet (36.6 m), see the invisible, climb **80/70**, impervious to normal fire and cold (does not include energy weapons or magic), metamorphosis insect at will (does not use P.P.E. reserve), and bio-regeneration at a rate of 3D6 M.D.C. per every two minutes and can regenerate a fully functioning tentacle or antler in eight hours.

The Tentacles: The two, one-eyed tentacles that protrude from the cheeks of this abomination have independent awareness and can act on their own to defend the body; I.Q. 6, P.S. 12 and P.P. 20; one attack each independent of the main creature and the attacks listed below. The tentacle heads can also see the invisible, have nightvision (120 **feet/36.6 m**), and see infrared light and heat emanations like a **thermo-imager**.

The bite of the tentacles causes *one* of the following magical effects (identical to the spell of the same name). The intelligent tentacle or the main consciousness of the **Thornhead** can select the type of magic to induce. Can inflict a spell with every bite or bite to inflict damage (ONE attack each, per melee round).

Tentacle Magic: Befuddle, Blind, **Compulsion**, Energy Disruption, Words of **Truth**, Paralysis Lesser and Sleep (the last two even affect those in Mega-Damage body armor but not those in power armor, robots or vehicles). Plus each eye can try to cause magical **Petrification** once every eight hours (identical to the Earth Warlock spell).

Skills of Note: Faerie Lore, Demon and Monster Lore, Land Navigation, W.P. Sword and Blunt and three languages; Illiterate.

Attacks per Melee: Six total; the main creature has four and each tentacle has one, or two by spell magic.

Bonuses (does not include likely attribute bonuses): +2 on initiative, +4 to strike, +4 to parry and dodge, +4 to roll, +4 to pull punch, +6 to save vs psionic **attack**, +5 to save vs magic, +20% save vs **coma/death**, +6 to save vs Horror Factor and inflicts a critical strike on a natural **18, 19**, and 20.

Damage: Varies with Supernatural P.S., but typically as follows:

Restrained Punch: 4D6 S.D.C.+10

Full strength Punch: 2D4 M.D.

Claw Strike: 2D6 M.D. plus normal Supernatural P.S. damage

Head Butt: **1D6 M.D.**

Antler Strike: 4D6 M.D., but counts as two melee attacks.

Bite: 2D4 M.D.

Kick: **1D8 M.D.**

Leap Kick: 2D6 M.D.

Magic Powers: P.P.E.: 2D4x10. Level of experience: 1D4+3. Two spell attacks per melee.

Spells: Chameleon, Escape, Float in Air, Levitate, Breathe Without Air, Concealment, **Fool's Gold**, and Tongues.

Offensive Spells: Fear, Energy Bolt, Extinguish Fires, Ignite Fires, Fuel Flame, Circle of Flame, Fire Bolt, Fire Ball, Domination, Spoil **Food**, Animate and Control Dead, Turn **Dead**, Exorcism, and Dispel Magic Barrier.

Psionics: None.

Weapons: Can use any **weapon**, but rarely uses energy **weapons**, preferring large knives, swords, clubs and magic **weaponry**.

Habitat: The North American Midwest.

Enemies: **Psi-Stalkers** and Dog Boys are mortal enemies. Thornhead also hate other creatures of magic, especially dragons and other **Thornhead**, whom they see as rivals to their power.

Allies: They may associate **with**, or enlist the assistance (as servants) of less powerful supernatural beings and practitioners of magic, as well as lord over a town or village the monster considers his, and keep mortal slaves. They are never happy in a subservient position, but fear and respect power.

The Witchling

Witchlings are malevolent monsters from beyond the Rifts. Although many consider them to be "demons," they are actually fiendish creatures of magic. They are most common to the American Midwest and Ontario, **Canada**, but can be found anywhere. They are hate-filled beings who crave power and love to inflict suffering on mortal creatures. Left to their own devices, many force **humanoids** to worship them and may seize control of wilderness towns, serving as the tyrant ruler and hellish protector.

Unlike many monsters, Witchlings like to associate with other supernatural and evil beings, including humans. They appreciate deceit and treachery as an "art form" and find kindred spirits a pleasure to work and live with. As long as their unsavory ally(s) does not betray them and allows them to revel in a certain amount of power, glory and freedom, the horrid creature is happy. And that's exactly what Tolkien's leaders have done, with Warlord **Scard** putting Witchlings in charge of interrogation (involving both physical and psychological torture, of course). Witchlings are also deployed as Special Forces and as squad leaders to **sub-demons** and lesser beings, including mixed teams with human mages and warriors.

A Witchling resembles a disheveled hag dressed in a tattered robe. They have unkempt hair, grey scaly skin, small dark eyes, and slightly pointed ears. Like the Neuron Beast, they have no legs and their natural state is that of floating silently through the air.

Witchling, creature of magic

Alignment: Any evil, typically Miscreant or Aberrant.

Attributes: I.Q.: 1D6+10, M.E.: 2D6+10, M.A.: **2D6+10**, P.S.: 1D6+6, P.P.: 1D6+8, P.E. 1D6+10, P.B.: 1D6, Spd. 27 flying (**18.5 mph/29.7 km**).

M.D.C.: Main Body: 200 (**1D6x10+66** Hit Points and **1D6x10** S.D.C. in S.D.C. environments).

Horror Factor: 14

Size: 5 feet (1.5 m); **Weight:** 150 **lbs** (67.5 kg).

Life Span: Up to 6,000 years.



P.P.E.: 2D6x10 plus 1D6 per level of experience; I.S.P.: None.

Average Level of Experience: 1D4+1

Attack per Melee: Three physical attacks per melee — or three by magic! **Bonuses (does not include possible attribute bonuses):** +2 on initiative, +2 to strike, +4 to parry and dodge, +3 to save vs psionics and possession, +5 to save vs magic, impervious to Horror Factor.

Damage: Punch 1D6 M.D. or 5D6 S.D.C. from a bite.

Natural Abilities: Flight and hover, impervious to poison, drugs, disease, normal fire and cold. Can also magically understand and speak all languages, turn invisible at will without expending P.P.E. (+10% to prow), and **bio-regenerate** 4D6 M.D.C. per hour.

Skills: Wilderness Survival, Land Navigation, Skin and Prepare Animal Hides (+10%), Prowl (**+40%**), Pick Locks (+10%), Streetwise (+30%), Brew (+10%), Basic Math (**+30%**), W.P. Knife, and W.P. Blunt.

Magic Powers: P.P.E.: 2D6x10 +1D6 per level of experience. Three spell attacks per melee.

Spells: Death Trance, Sense Magic, See Aura, Charismatic **Aura**, Manipulate Objects, Concealment, Detect **Concealment**, Mask of Deceit, Reduce Self to Six **Inches**, Mystic Alarm, Ley Line Transmission, and Heal Wounds.

Offensive Spells: Cloud of Smoke, Befuddle, Energy Bolt (4D6 S.D.C.), Fire Bolt (4D6 M.D.), Carpet of Adhesion, Wind Rush, Sleep, Minor Curse, Sickness, and Spoil. **G.M.**

Note: An additional 3D4 spells can be selected from levels 1-6; most will probably involve controlling others and inflicting **pain/damage**.

Psionics: None.

Habitat: Anywhere, but mostly in the American Midwest and southern Canada.

Allies: Other evil beings. Among humans, **Witchlings** seem fond of Shifters, Necromancers, Witches and other evil practitioners of magic.

Enemies: Any who oppose them and those who are particularly attractive or innocent and kind. **Psi-Stalkers** and Dog Boys are mortal enemies.

Note: Witchlings are notoriously treacherous and resourceful. They can also be quite depraved and cruel. **However**, they will seldom fight to the death, preferring to retreat and regroup or move on to greener pastures.

Notable Tolkeen Combat Formations

The following is a listing of common "small units" deployed by Tolkeen in its hit and run guerilla war against the invading Coalition Army. These forces are exactly the types of groups adventurers, travelers and CS squads, platoons and companies can expect to run into around the perimeter of the Kingdom of Tolkeen.

Common Combinations for Tolkeen Combat Squads

Spell Casting Squad

- 1-3 Ley Line Walkers
- 1-2 Shifters
- 1-2 Mystics
- 1 **Techno-Wizard**
- 1 Conjurer or other practitioner of magic.
- 1 Dragon (typically **hatchling**)
- 1-2 Creatures of magic or supernatural beings with innate magic or spell casting abilities (Faerie Folk, **Thornhead**, Neuron Beast or other supernatural being or creature of magic).

Heavy Magic Strike Force

- 2-3 Ley Line Walkers
- 1-2 Other practitioners of magic (any)
- 1 **Techno-Wizard**
- 1 Necromancer
- 1 Hatchling Dragon
- 1 Adult Dragon (at least 8th level)
- 1-2 Creatures of magic or supernatural beings (demons, **elementals**, entities, etc.).

Techno-Wizard Strike Team

- 2-4 **Techno-Wizards** equipped with TW vehicles (flyers?) and weapons.
- 3-4 Fighters riding Turbo or Crescent Wing Boards.
- 1-2 Other human or D-Bee warriors (any Men at Arms or Adventurer O.C.C.s)
- 1-2 Conjurers or other practitioners of magic.
- 1-2 Creatures of magic or supernatural beings.

Mixed Demon Squad

- 1 Shifter, Witch or Greater Demon (team leader).
- 2-4 **Brodkil**
- 1-3 Daemonix
- 1-2 Black Faerie or Witchling.
- 1 Thornhead, Neuron Beast or lesser demon (any type).
- 1-2 Other Demons (any type, lesser or greater).

Daemonix Squad

- 1 Shifter or Greater Demon (team leader)
- 1 Daemonix Master (2nd in command)
- 5-7 Daemonix; one of each type plus a few extra combat types (not another Master).

4-A Reconnaissance Mixed Magic & Combat Squad

- 1 Ley Line Walker
- 1 Shifter
- 1 Conjurer, Mystic or other practitioner of magic.
- 2-3 Wilderness Scouts, Rangers or Trapper-Woodsmen (or combo).
- 1-2 Juicers, **Headhunters** or Military Specialists.
- 1-2 Spies, Professional Thieves or Assassins.
- 1-2 **Psi-Stalker** or Psychic O.C.C. (any, but often a psychic sensitive, **Psi-Druid**, Psi-Ghost **and/or Psi-Slayer** or Mind Melter)
- 1-2 Creatures of **magic**, Air Elementals or supernatural beings with **stealth/spy** capabilities; typically a lesser being and usually under the control of the Shifter.

3-A Light Magic & Combat Squad

Note: This is a combination of spell casters and fighters who can range from 1st to 5th level. The exact mix and types of O.C.C.s and **nonhuman** races may vary.

- 1 Witch, Conjurer or Necromancer.
- 1 Ley Line Walker, Mystic or Shifter.
- 1-2 Brodkil, Gargoyles or other lesser demon or monster.
- 1-2 **Simvan** Monster Riders or **Psi-Stalkers** (but never both in the same squad).
- 1-2 Juicers, Headhunters or other heavy hitter (Cyborg, Glitter Boy, Crazy, **Gunfighter**, **Gunslinger**, **Cyber-Knight**, etc.).
- 1-4 Other human or D-Bee Men at Arms suitable for humans (soldiers or mercenaries, adventurer-types, Wilderness Scouts, bandits, spies, etc.)

2-A Medium Assault Magic & Combat Squad

Note: This is a combination of spell casters and fighters that can range from **1st** to 6th level.

- 1-2 Ley Line Walkers.
- 1 Shifter or other practitioner of magic.
- 1 Dragon or Iron Juggernaut
- 1-4 Brodkil or Daemonix
- 1-4 Human or D-Bee Grunts/Soldiers or Adventurer-types
- 1-2 Human or D-Bee heavy hitters (cyborgs, Juicers, Headhunters, etc.)

1-A Elite Magic & Combat Squad

Note: All are high level (typically **6th-9th** level, sometimes higher).

- 1 Ley Line Walker
- 1 Shifter or Mystic
- 1 Necromancer or powerful psychic O.C.C. (Mind **Melters** and Bleeders favored).
- 1 Adult Dragon (at least 7th level) or other powerful creature of magic or supernatural being.
- 1-2 Juicers or **Cyber-Knights**.
- 1-2 Iron Juggernauts (any).
- 1-3 Elite specialists or heavy hitting Men at Arms O.C.C.s like full conversion cyborgs, power armor pilots, Ace pilots, Commandos, Rangers, Special Forces, **Gunfighters**, etc.



Juicer Strike Team

- 2-4 "Standard" Juicers
- 2-3 Phaeton Juicers (super-pilots)
- 1-2 Hyperion Juicers (super-fast)
- 1-2 Titan Juicers (**superstrong** and big)
- 1 Mega-Juicer or **Delphi-Juicer**, Dragon Juicer or **Psycho-Stalker Juicer**.

Note: Sometimes 2-4 members of the team are not Juicers. Likely substitutes are Crazies, **Cyber-Knights**, Cyborgs, or Headhunters. For the complete lowdown on the Juicer variants listed above, see *Rifts® World Book 10: Juicer Uprising™*.

Iron Juggernaut Attack Squad

- 2-3 Blazing Iron Juggernauts
- 2-3 Thundering Iron Juggernauts.
- 2 Fury Iron Juggernauts.

Note: The Iron Juggernaut Squad is composed entirely of the TW Juggernauts and seldom larger than a squad of 6-8.

Iron Death Squad

- 2-3 Blazing Iron Juggernauts
- 2-3 Thundering Iron Juggernauts.
- 4 Fury Iron Juggernauts.
- 1-4 Daemonix

Note: This large combat group is used for punching through enemy lines, attacks against entrenched positions, seek and destroy operations and as an armored infantry support team (i.e. leading the charge, bringing up the rear, or covering retreating troops). The size of such a squad varies from 9-14 and may work in tandem with other Iron Squads, platoons and troop formations.

Iron Juggernaut Raiders

1-2 Blazing Iron Juggernauts.

2-4 Thundering Iron Juggernauts.

1-2 Fury Iron Juggernauts.

2-4 Other TW mechanized warriors (typically human or D-Bee ground troops or flyers, but may include a Daemonix or two).

Note: Seldom larger than a squad of **6-10** and designed for speed; hit and run. **1-2 Iron Juggernauts** may be substituted with Juicers or power armor troops (probably flyers).

Tolkeen Raiding Parties

Raiding groups range from the size of a squad (**8-10** members) to that of a platoon (approximately **30-40** troops) and anything in between (**11-28**).

Brodkil Raiders

1 Shifter for squad **leader/War Chief**.

1 Brodkil Warlord as 2nd in Command.

80% Brodkil warriors.

20% Gargoyles or Daemonix **and/or** D-Bee warriors.

May also have one low level (under 5th level) practitioner of magic, 'Borg or **Headhunter** among them. Note: Roughly one third will have one Iron Juggernaut instead.

Simvan Raiders

1 6th level or higher Simvan for squad **leader/War Chief**.

1 4th level or higher Simvan as 2nd in Command.

80% Simvan Monster Riders.

20% Other D-Bee or human warriors; never **Psi-Stalkers**.

May also have one or two low level (under 5th level) practitioners of magic or psychics among them.

Psi-Stalker Raiders

1 6th level or higher Psi-Stalker for squad **leader/War Chief**.

1 4th level or higher Psi-Stalker as 2nd in Command.

70% Psi-Stalker warriors.

20% D-Bees **and/or** Human warriors (even the occasional renegade Dog Boy).

10% Other psychic O.C.C.s; most commonly Bursters, **Zappers**, **Psi-Druids**, **Psi-Nullifiers** and Nega-Psychics.

May also have one low level (under 5th level) practitioner of **magic**, Juicer or Military Specialist among them.

Note: Although most Psi-Stalkers are allied to the CS, some fight for Tolkeen.

Monster Raiders (Mixed Group)

2-3 Shifters

1-2 Other practitioners of magic (any).

1-2 Dragon hatchlings (typically under 6th level).

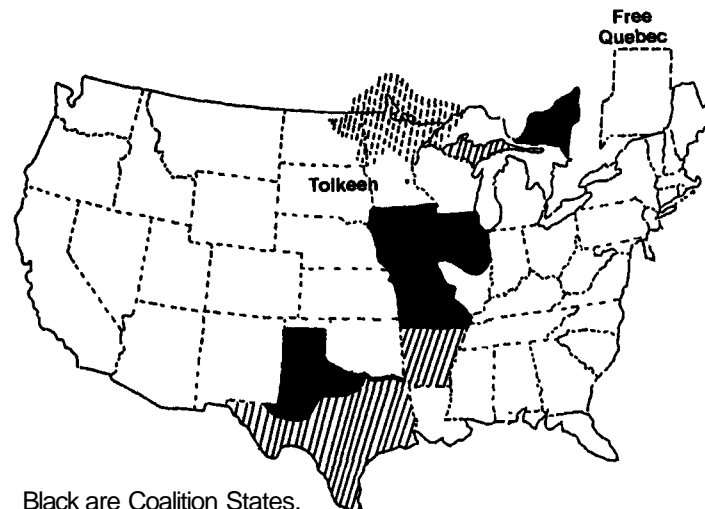
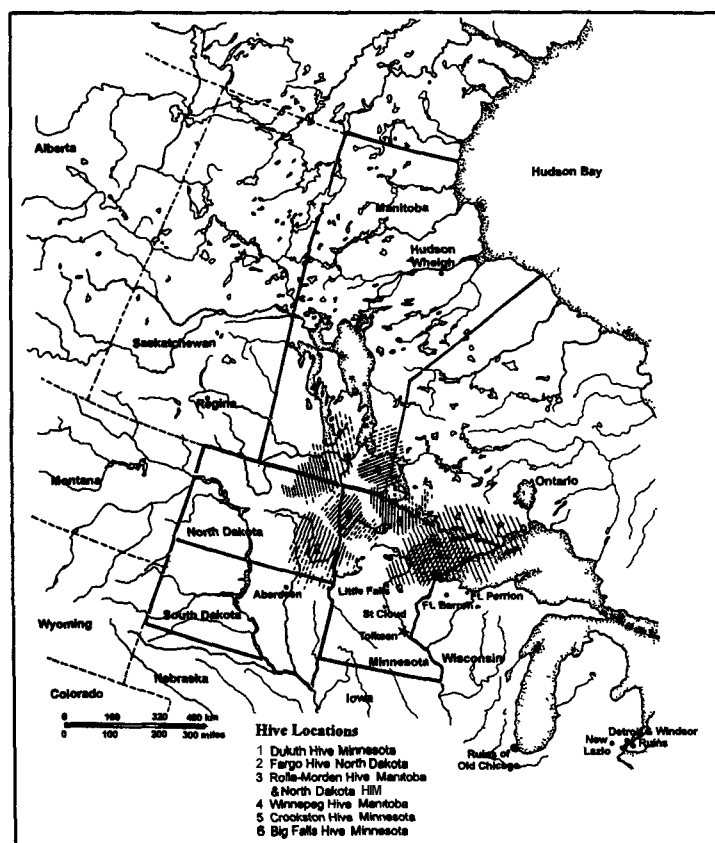
30% Brodkil

20% Gargoyles or Simvan riding monsters.

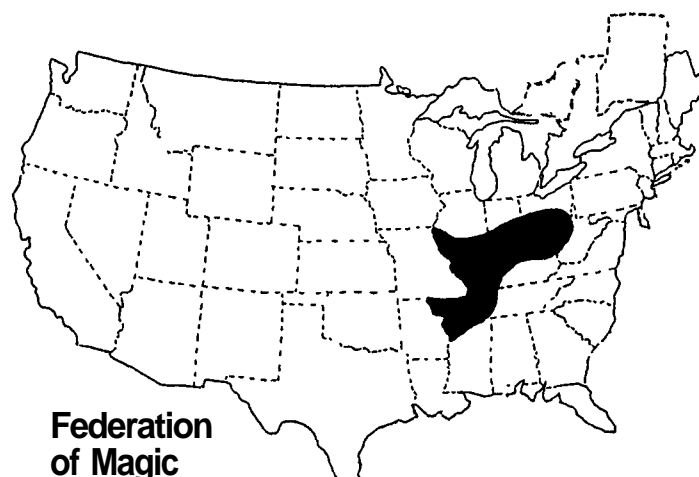
10-20% Daemonix

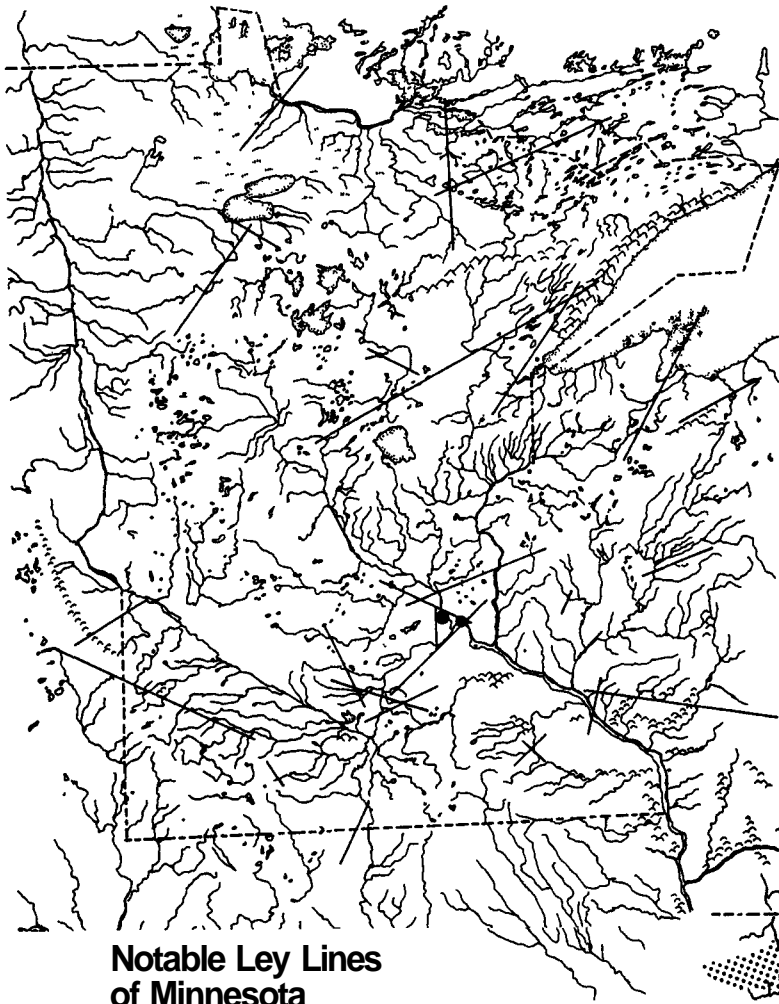
10-15% Lesser demons or **Elementals**.

10%-15% Other monsters.



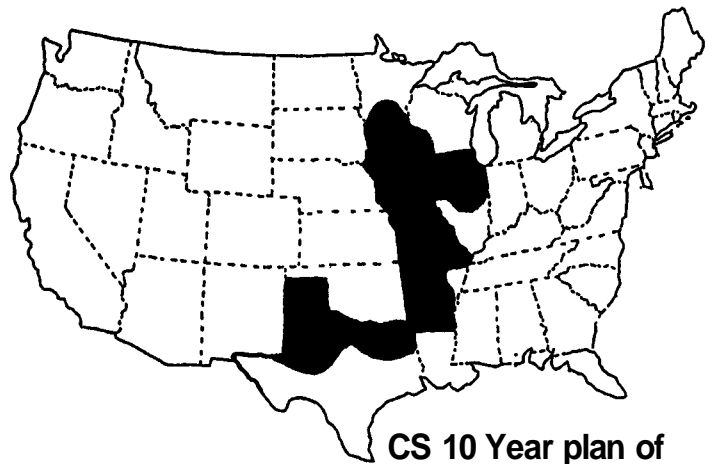
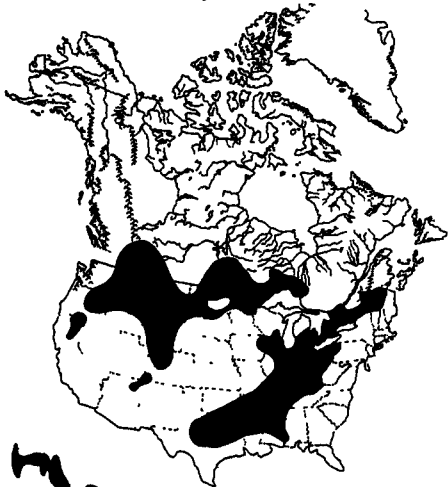
Black are Coalition States.
Lines are CS Allies or Territories.
Broken Lines are **Xitcix** Hivelands.





Notable Ley Lines of Minnesota

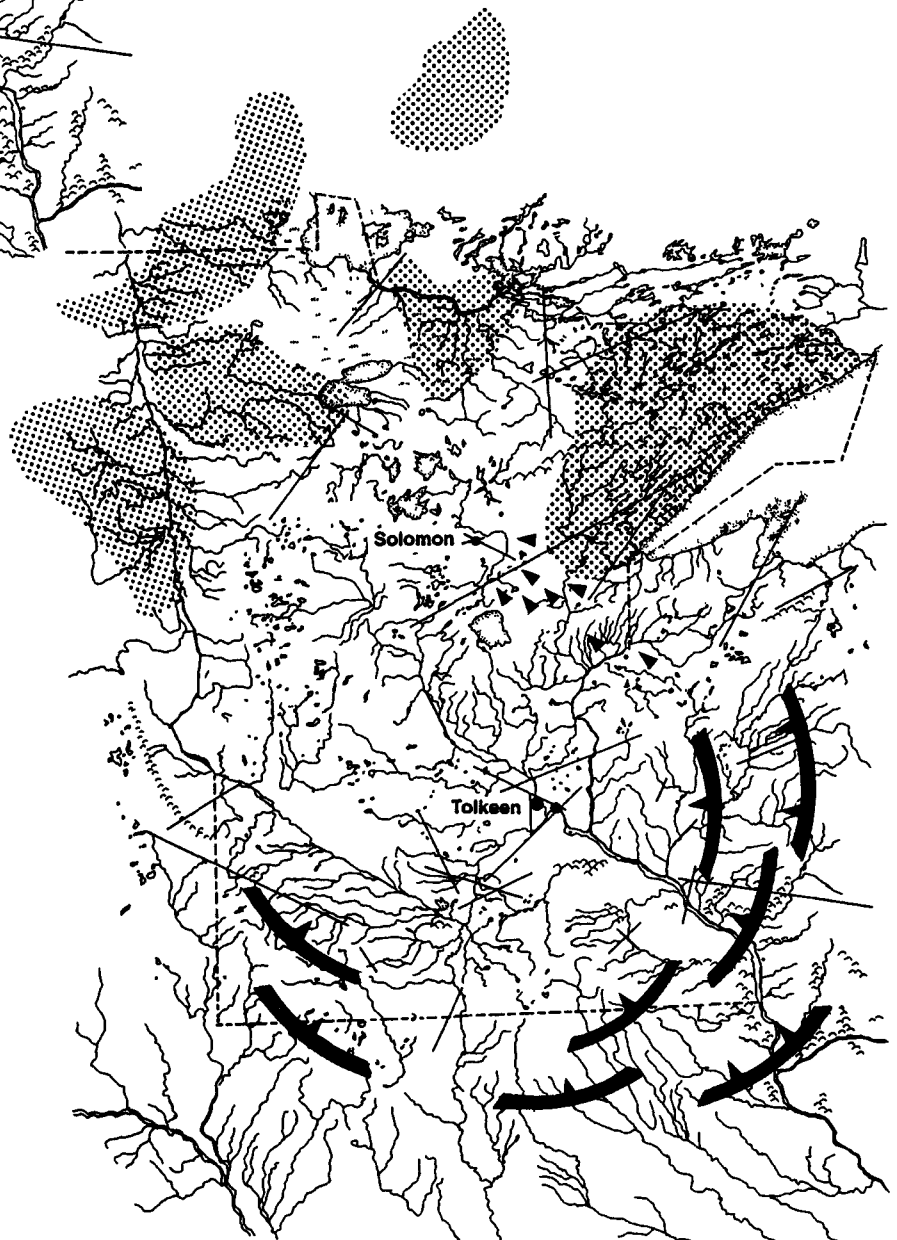
Major Ranges of Pal-Stalker Activity



CS 10 Year plan of expansion & conquest

Coalition Troop Positions at the onset of the war.

Note concentration of CS troops near Solomon.



Major Simvan Ranges

Rifts Spell List

The following is a comprehensive spell list. It is comprised of all of the spell from the various Rifts® RPG Books through World Book 22: Free Quebec™. We would like to thank Bill and **Allie** Coffin for their help in compiling this list. We also want to thank the yet to be born little Coffin (**Donovan**) for waiting one more day:)

Invocations (Standard Spell Magic)

Spell Name (P.P.E.) Book (Page)

- Agony (20) **Rifts** (177)
- Amulet (290+) **Rifts** (186)
- Animate and Control Dead (20) **Rifts** (178)
- Annihilate (600) **Federation of Magic** (158)
- Anti-Magic Cloud (140) **Rifts** (185)
- Apparition (20) **Rifts** (176)
- Armor Bizarre (15) **Federation of Magic** (135)
- Armor of (10) **Rifts** (170), & (100) **Federation of Magic** (149)
- Astral Hole (120) **Federation of Magic** (152)
- Astral Projection (10) **Rifts** (172)
- Aura of Death (12) **Federation of Magic** (134)
- Aura of Doom (40) **Federation of Magic** (146)
- Aura of Power (4) **Federation of Magic** (130)
- Ballistic Fire (25) **Federation of Magic** (141)
- Banishment (65) **Rifts** (183)
- Barrage (15) **Federation of Magic** (138)
- Barrier of **Thoth** (3000) **Rifts Conversion Book** (52)
- Beat Insurmountable Odds (70) **Federation of Magic** (146)
- Befuddle (6) **Rifts** (169)
- Blind (6) **Rifts** (172)
- Blinding Flash (1) **Rifts** (168)
- Bottomless Pit (100) **Federation of Magic** (153)
- Breathe Without Air (5) **Rifts** (170)
- Call Lightning (15) **Rifts** (176)
- Calling (8) **Rifts** (174)
- Calm Storms (200) **Rifts** (186)
- Carpet of Adhesion (10) **Rifts** (172)
- Chameleon (6) **Rifts** (169)
- Charismatic Aura (10) **Rifts** (172)
- Charm (12) **Rifts Conversion Book** (51)
- Chromatic Projection (10) **Federation of Magic** (133)
- Circle of Flame (10) **Rifts** (174)
- Circle of Travel (600 total) **Federation of Magic** (158)
- Cleanse (6) **Federation of Magic** (130)
- Climb (3) **Rifts** (169)
- Cloak of Darkness (6) **Federation of Magic** (131)
- Close Rift (200+2 permanently) **Rifts** (189)
- Cloud of Smoke (2) **Rifts** (168)
- Collapse (70-400) **Federation of Magic** (156)
- Commune with Spirits (25) **Rifts** (180)
- Compulsion (20) **Rifts** (176)
- Concealment (6) **Rifts** (169)
- Constrain Being (20) **Rifts** (177)
- Control/Enslave** Entity (80) **Rifts** (183)
- Create Golem (700/1000) **Rifts** (188)
- Create Magic Scroll (100+) **Rifts** (185)
- Create Mummy (160) **Rifts** (185)
- Create Steel (68) **Federation of Magic** (147)
- Create Water (15) **Federation of Magic** (139)
- Create Wood (10/20) **Federation of Magic** (132)
- Create Zombie (240) **Rifts** (187)
- Crimson Wall of (6000) **Rifts Conversion Book** (52)
- Crushing Fist (12) **Federation of Magic** (139)
- Cure Illness (15) **Rifts** (176)
- Cure Minor Disorders (10) **Rifts** (172)
- Curse of the World Bizarre (100) **Federation of Magic** (153)
- Curse: Phobia (40) **Rifts** (182)
- D-Step (50) **Federation of Magic** (147)
- Death Curse (None/Special) **Federation of Magic** (135)
- Death Trance (1) **Rifts** (168) & (70) **Federation of Magic** (149)
- Deflect (10) **Federation of Magic** (133)
- Dessicate the Supernatural (50) **Federation of Magic** (147)
- Detect Concealment (6) **Rifts** (169)
- Dimensional Portal (1000) **Rifts** (190)
- Dimensional Teleport (800) **Rifts Conversion Book** (51) & (150) **Federation of Magic** (153)
- Dispel Magic Barriers (20) **Rifts** (178)
- Distant Voice (10) **Federation of Magic** (136)
- Domination (10) **Rifts** (174) & (Superior) (1000) **Rifts Conversion Book** (53)
- Dragon Fire (40) **Federation of Magic** (148)
- Electric Arc (8) **Federation of Magic** (133)
- Enchant Weapon (minor) (400/1000) **Federation of Magic** (159)
- Enemy Mind (100) **Federation of Magic** (150)
- Energize Spell (12+) **Federation of Magic** (139)
- Energy Bolt (5) **Rifts** (170)
- Energy Disruption (12) **Rifts** (174)
- Energy Field (10) **Rifts** (172)
- Energy Sphere (120) **Federation of Magic** (153)
- Ensorcel** (400) **Federation of Magic** (155)
- Escape (8) **Rifts** (175)
- Exorcism (30) **Rifts** (180)
- Expel Demons (35) **Rifts Conversion Book** (51)
- Extinguish Fire (4) **Rifts** (169)
- Eyes of the Wolf (25) **Rifts** (180)
- Eyes of Thoth (8) **Rifts** (175)
- Familiar Link (55) **Rifts** (182)
- Fear** (5) **Rifts** (169) & (10) **Federation of Magic** (136)
- Fingers of the Wind (5) **Rifts** (170)
- Fire Ball** (10) **Rifts** (176)
- Fire Blossom (20) **Federation of Magic** (139)
- Fire Bolt** (7) **Rifts** (172)
- Fire Globe (40) **Federation of Magic** (143)
- Fire Gout (20) **Federation of Magic** (141)
- Fireblast (8) **Federation of Magic** (133)
- Firequake** (160) **Federation of Magic** (154)
- Fist of Fury (10/50) **Federation of Magic** (133)
- Float in Air (5) **Rifts** (170)
- Fly** (15) **Rifts** (175)
- Fly as the Eagle (25) **Rifts** (178)
- Fool's Gold (10) **Rifts** (172)
- Forcebonds (25) **Federation of Magic** (143)
- Fortify Against Disease (15) **Federation of Magic** (139)
- Frequency Jamming (15) **Federation of Magic** (139)
- Frostblade (15) **Federation of Magic** (139)

Fuel Flame (5) **Rifts** (170)
 Giant (80) **Federation of Magic** (150)
 Globe of Daylight (2) **Rifts** (168)
 Globe of Silence (20) **Rifts** (178)
 Greater Healing (30) **Federation of Magic** (143)
 Hallucination (30) **Rifts** (180)
 Havoc (70) **Rifts Conversion Book** (51)
 Heal Self (20) **Federation of Magic** (142)
 Heal Wounds (10) **Rifts** (175)
 Heavy Air (200) **Federation of Magic** (155)
 Heavy Breathing (5) **Rifts** (169)
 Horrific Illusion (10) **Rifts** (175)
 Horror (10) **Federation of Magic** (136)
 House of Glass (12) **Federation of Magic** (136)
 Ice (15) **Federation of Magic** (140)
 Id Alter Ego (130) **Federation of Magic** (154)
 Id Barrier (600) **Rifts** (189)
 Ignite **Fire** (6) **Rifts** (171)
 Illusion Booster (15) **Federation of Magic** (140)
 Illusion Manipulation (25/60) **Federation of Magic** (148)
 Illusory Forest (45/90) **Federation of Magic** (150)
 Illusory Wall (15) **Federation of Magic** (140)
 Impenetrable Wall of Force (600) **Rifts** (190)
 Impervious to Energy (20) **Rifts** (176)
 Impervious to Fire (5) **Rifts** (171)
 Impervious to Poison (5) **Rifts** (171)
 Implosion **Neutralizer** (12) **Federation of Magic** (137)
 Influence the Beast (12) **Federation of Magic** (137)
 Instill Knowledge (15) **Federation of Magic** (137)
 Invincible Armor (30) **Federation of Magic** (144)
 Invisibility: Simple (6) **Rifts** (171)
 Invisibility (Superior) (20) **Rifts** (178)
 Invulnerability (25) **Rifts** (178)
 Ironwood (Varies; 50 minimum) **Federation of Magic** (155)
 Lantern Light (1) **Federation of Magic** (130)
Levitation (5) **Rifts** (170)
 Ley Line Transmission (30) **Rifts** (173)
 Life Drain (25) **Rifts** (178)
 Life Source (2+ H.P. or S.D.C.) **Federation of Magic** (132)
 Lifeblast (15) **Federation of Magic** (137)
Lifeward (40) **Federation of Magic** (144)
 Light Healing (6) **Federation of Magic** (132)
 Light Target (6) **Federation of Magic** (132)
 Lightblade (20) **Federation of Magic** (142)
 Lightning Arc (30) **Federation of Magic** (144)
 Locate (30) **Rifts** (180)
 Luck Curse (40) **Rifts** (180)
 Magic **Net** (7) **Rifts** (173)
 Magic Pigeon (20) **Rifts** (176)
 Magic Shield (6) **Federation of Magic** (132)
 Magic Warrior (60) **Federation of Magic** (151)
 Magical-Adrenal Rush (45) **Federation of Magic** (144)
 Manipulate Objects (Varies) **Federation of Magic** (131)
 Mask of Deceit (15) **Rifts** (176)
 Memory Bank (12) **Rifts** (177)
 Mend the Broken (10+) **Federation of Magic** (138)
 Mental Blast (15) **Federation of Magic** (138)
 Mental Shock (30) **Federation of Magic** (142)
 Metamorphosis (40) **Rifts** (180)
 Metamorphosis: Animal (25) **Rifts** (179)
 Metamorphosis: Insect (60) **Rifts** (182)
 Metamorphosis: Mist (250) **Rifts** (187)
 Metamorphosis: Superior (100) **Rifts** (183)
 Meteor (75) **Federation of Magic** (151)
Mindshatter (130) **Federation of Magic** (154)
 Minor Curse (35) **Rifts** (181)
 Multiple Image (7) **Rifts** (173)
Mute (50) **Rifts** (182)
 Mystic Alarm (5) **Rifts** (170)
 Mystic Fulcrum (5) **Federation of Magic** (132)
 Mystic Portal (60) **Rifts** (184)
 Negate Magic (30) **Rifts** (181)
 Negate Mechanics (20) **Federation of Magic** (142)
 Negate **Poison/Toxin** (5) **Rifts** (171)
 Null Sphere (220) **Federation of Magic** (155)
 Oracle (30) **Rifts** (181)
 Orb of Cold (6) **Federation of Magic** (132)
 Paralysis: Lesser (5) **Rifts** (171)
 Phantom Mount (45) **Federation of Magic** (148)
 Plane Skip (65) **Federation of Magic** (151)
 Power Bolt (20) **Federation of Magic** (140)
 Power Weapon (35) **Federation of Magic** (144)
 Protection Circle: Simple (45) **Rifts** (182)
 Protection Circle: Superior (250) **Rifts** (188)
 Purge Other (100) **Federation of Magic** (151)
 Purge Self (70) **Federation of Magic** (148)
 Purification (20) **Rifts** (179)
 Re-Open Gateway (180) **Federation of Magic** (155)
 Reality Flux (75) **Federation of Magic** (151)
 Realm of Chaos (70) **Federation of Magic** (148)
 Reduce Self (6 inches) (20) **Rifts** (177)
 Reflection (7) **Federation of Magic** (134)
 Remove Curse (140) **Rifts** (186)
 Repel Animals (7) **Rifts** (173)
 Resist **Fire** (3) **Rifts** (171)
 Restoration (750) **Rifts** (190)
 Restore Life (275) **Federation of Magic** (157)
 Restore Limb (80) **Federation of Magic** (152)
 Resurrection (650) **Rifts Conversion Book** (52)
 Ricochet Strike (12) **Federation of Magic** (134)
 Sanctuary (3500) **Rifts Conversion Book** (53)
 Sanctum (390) **Rifts** (189)
 Seal (7) **Rifts** (173)
 Second Sight (20) **Rifts** (179)
See Aura (6) **Rifts** (168)
 See in Magic Darkness (125) **Federation of Magic** (155)
 See the Invisible (4) **Rifts** (168)
 See Wards (20) **Rifts Conversion Book** (52)
 Sense **Evil** (2) **Rifts** (168)
 Sense Magic (4) **Rifts** (168)
 Shadow Meld (10) **Rifts** (173)
 Shadow Wall (400) **Federation of Magic** (157)
 Shatter (5) **Federation of Magic** (131)
 Sheltering Force (20) **Federation of Magic** (141)
Shockwave (35) **Federation of Magic** (144)
 Sickness (50) **Rifts** (181)
 Sleep (10) **Rifts** (175)
 Sonic Blast (25) **Federation of Magic** (142)
 Sorcerous Fury (70) **Federation of Magic** (145)
Soultwist (170) **Federation of Magic** (156)

Speed of the Snail (50) **Rifts (183)**
 Speed Weapon (100) **Federation of Magic (152)**
 Spinning Blades (20) **Federation of Magic (142)**
Spoil (30) Rifts (181)
 Stone to Flesh (30) **Rifts (181)**
 Sub-Particle Acceleration (20) **Federation of Magic (143)**
 Summon Ally (600) **Federation of Magic (159)**
 Summon and Control Animals (125) **Rifts (186)**
 Summon and Control Canines (50) **Rifts (183)**
 Summon and Control Entity (250) **Rifts (187)**
 Summon and Control Rain (200) **Rifts (187)**
 Summon and Control Rodents (70) **Rifts (184)**
 Summon and Control
 Sea Serpents (350) **Federation of Magic (158)**
 Summon and Control Storm (300) **Rifts (188)**
 Summon Fog (140) **Rifts (186)**
 Summon Greater Familiar (80) **Rifts Conversion Book (51)**
 Summon Lesser Being (425) **Rifts (189)**
 Summon Shadow Beast (140) **Rifts (184)**
 Super-Healing (70) **Federation of Magic (152)**
 Superhuman Endurance (12) **Federation of Magic (138)**
 Superhuman Speed (10) **Rifts (175)**
 Superhuman Strength (10) **Rifts (175)**
 Sustain (12) **Federation of Magic (138)**
 Swap Places (300) **Federation of Magic (157)**
 Swim as a Fish (6) **Rifts (174)**
 Swim as a Fish (Superior) (12) **Rifts (175)**
 Swords to Snakes (50) **Rifts Conversion Book (52)**
 Talisman (500) **Rifts (189)**
 Tame Beast (60) **Federation of Magic (149)**
 Targeted Deflection (15) **Federation of Magic (140)**
 Telekinesis (8) **Rifts (171)**
Teleport: Lesser (15) Rifts (177)
Teleport: Superior (600) Rifts (190)
 Throwing Stones (5) **Federation of Magic (131)**
 Thunderclap (4) **Rifts (169)**
 Time Hole (210) **Rifts (187)**
Time Slip (20) Rifts (177)
 Tongues (12) **Rifts (177)**
 Trance (10) **Rifts (174)**
 Transferal (50) **Rifts (183)**
 Transformation (2000) **Rifts (190)**
 Turn Dead (6) **Rifts (170)**
 Void (700) **Federation of Magic (159)**
 Wall of Defense (55) **Federation of Magic (149)**
 Wall of Not (70) **Federation of Magic (152)**
 Wall of the Wierd (180) **Federation of Magic (156)**
 Wall of Wind (40) **Federation of Magic (145)**
 Wards (90) **Rifts (184)**
 Warped Space (90) **Federation of Magic (152)**
Watchguard (10) Federation of Magic (134)
 Water to Wine (40) **Rifts (183)**
 Wave of Frost (6) **Federation of Magic (132)**
 Weight of Duty (10) **Federation of Magic (134)**
 Wind Rush (20) **Rifts (179)**
 Winged Flight (35) **Federation of Magic (146)**
 Wisps of Confusion (40) **Rifts (182)**
 Words of Truth (15) **Rifts (177)**
 World Bizarre (40) **Federation of Magic (145)**

Air Elemental Magic (Warlock Magic)

Spell Name (P.P.E.) Book (Page)
 Air Bubble (10) **Rifts Conversion Book (63)**
 Atmospheric Manipulation (50) **Rifts Conversion Book (67)**
 Ball Lightning (15) **Rifts Conversion Book (64)**
 Breath of Life (60) **Rifts Conversion Book (65)**
 Breathe Without Air (3) **Rifts Conversion Book (62)**
 Call Lightning (10) **Rifts Conversion Book (64)**
 Calm Storm (20) **Rifts Conversion Book (64)**
 Change Wind Direction (6) **Rifts Conversion Book (63)**
 Circle of Rain (25) **Rifts Conversion Book (65)**
Cloud of Slumber (4) Rifts Conversion Book (62)
 Cloud of Steam (4) **Rifts Conversion Book (62)**
 Create Air (6) **Rifts Conversion Book (63)**
 Create Light (2) **Rifts Conversion Book (62)**
 Create Mild Wind (4) **Rifts Conversion Book (62)**
 Creature of the Wind (70) **Rifts Conversion Book (68)**
 Darken the Sky (25) **Rifts Conversion Book (66)**
 Darkness (10) **Rifts Conversion Book (64)**
 Detect the Invisible (10) **Rifts Conversion Book (66)**
 Dissipate Gases (15) **Rifts Conversion Book (65)**
 Electrical Field (35) **Rifts Conversion Book (66)**
 Electro-Magnetism (40) **Rifts Conversion Book (67)**
 Fingers of the Wind (8) **Rifts Conversion Book (64)**
 Float in Air (6) **Rifts Conversion Book (64)**
 Freeze Water (10) **Rifts Conversion Book (65)**
 Heavy Breathing (5) **Rifts Conversion Book (63)**
 Howling Wind (7) **Rifts Conversion Book (63)**
 Hurricane (60) **Rifts Conversion Book (67)**
 Invisibility (20) **Rifts Conversion Book (65)**
 Invisible Wall (30) **Rifts Conversion Book (66)**
 Leaf Rustler (15) **Rifts Conversion Book (65)**
 Levitate (7) **Rifts Conversion Book (63)**
 Mesmerism (7) **Rifts Conversion Book (63)**
 Miasma (7) **Rifts Conversion Book (63)**
 Mist of Death (40) **Rifts Conversion Book (67)**
 Northern Lights (12) **Rifts Conversion Book (64)**
Northwind (7) Rifts Conversion Book (63)
 Phantom (30) **Rifts Conversion Book (66)**
 Phantom Footman (20) **Rifts Conversion Book (65)**
 Protection from Lightning (20) **Rifts Conversion Book (65)**
 Rainbow (60) **Rifts Conversion Book (67)**
 Resist Cold (8) **Rifts Conversion Book (64)**
 Silence (10) **Rifts Conversion Book (63)**
 Snow Storm (50) **Rifts Conversion Book (67)**
 Stop Wind (5) **Rifts Conversion Book (62)**
 Thunder Clap (2) **Rifts Conversion Book (62)**
 Tornado (60) **Rifts Conversion Book (68)**
 Vacuum (40) **Rifts Conversion Book (67)**
 Walk the Wind (10) **Rifts Conversion Book (64)**
 Whirlwind (30) **Rifts Conversion Book (66)**
 Whisper of the Wind (30) **Rifts Conversion Book (67)**
 Wind Blast (40) **Rifts Conversion Book (68)**
 Wind Cushion (50) **Rifts Conversion Book (68)**
 Wind Rush (10) **Rifts Conversion Book (64)**

Earth Elemental Magic

(Warlock Magic)

Spell Name (P.P.E.) Book (Page)

Animate Object (12) **Rifts Conversion Book** (70)
Animate Plants (10) **Rifts Conversion Book** (70)
Cap Volcano (80) **Rifts Conversion Book** (73)
Chameleon (5) **Rifts Conversion Book** (68)
Chasm (25) **Rifts Conversion Book** (71)
Clay or Stone to Iron (40/60) **Rifts Conversion Book** (72)
Clay to Lead (20) **Rifts Conversion Book** (71)
Clay to Stone (20) **Rifts Conversion Book** (71)
Close Fissures (30) **Rifts Conversion Book** (72)
Cocoon of Stone (15) **Rifts Conversion Book** (71)
Create Dirt or Clay (6) **Rifts Conversion Book** (69)
Create Golem (80) **Rifts Conversion Book** (73)
Create Mound (8) **Rifts Conversion Book** (70)
Crumble Stone (10) **Rifts Conversion Book** (70)
Dig (8) **Rifts Conversion Book** (70)
Dirt to Clay (6) **Rifts Conversion Book** (69)
Dirt to Sand (6) **Rifts Conversion Book** (69)
Dowsing (2) **Rifts Conversion Book** (68)
Dust Storm (5) **Rifts Conversion Book** (68)
Earth Rumble (10) **Rifts Conversion Book** (70)
Earthquake (50) **Rifts Conversion Book** (73)
Encase Object in Stone (10) **Rifts Conversion Book** (70)
Fool's Gold (5) **Rifts Conversion Book** (68)
Grow Plants (8) **Rifts Conversion Book** (69)
Hopping Stones (6) **Rifts Conversion Book** (69)
Identify Minerals (3) **Rifts Conversion Book** (69)
Identify Plants (3) **Rifts Conversion Book** (69)
Little Mud Mound (30) **Rifts Conversion Book** (72)
Locate Minerals (10) **Rifts Conversion Book** (70)
Magnetism (40) **Rifts Conversion Book** (74)
Mend Metal (30) **Rifts Conversion Book** (72)
Mend Stone (15) **Rifts Conversion Book** (71)
Metal to Clay (40) **Rifts Conversion Book** (73)
Petrification (40) **Rifts Conversion Book** (73)
Quicksand (15) **Rifts Conversion Book** (71)
Repel Animals (10) **Rifts Conversion Book** (71)
River of Lava (50) **Rifts Conversion Book** (73)
Rock to Mud (6) **Rifts Conversion Book** (69)
Rot Wood (4) **Rifts Conversion Book** (69)
Rust (15) **Rifts Conversion Book** (71)
Sand Storm (15) **Rifts Conversion Book** (71)
Sculpt and Animate Clay Animals (40) **Rifts Conversion Book** (73)
Stone to Flesh (30) **Rifts Conversion Book** (72)
Suspended Animation (80) **Rifts Conversion Book** (74)
Track (6) **Rifts Conversion Book** (69)
Transference of Essence (50) **Rifts Conversion Book** (74)
Travel Through Stone (35) **Rifts Conversion Book** (72)
Travel Through Walls (20) **Rifts Conversion Book** (72)
Wall of Clay (8) **Rifts Conversion Book** (69)
Wall of Iron (45) **Rifts Conversion Book** (73)
Wall of Stone (15) **Rifts Conversion Book** (70)
Wall of Thorns (15) **Rifts Conversion Book** (71)
Wither Plants (10) **Rifts Conversion Book** (69)
Wood to Stone (30) **Rifts Conversion Book** (72)

Fire Elemental Magic

(Warlock Magic)

Spell Name (P.P.E.) Book (Page)

Blinding Flash (1) **Rifts Conversion Book** (74)
Blue Flame (30) **Rifts Conversion Book** (77)
Breathe Fire (20) **Rifts Conversion Book** (77)
Burst Into Flame (70) **Rifts Conversion Book** (78)
Cloud of Ash (5) **Rifts Conversion Book** (75)
Cloud of Smoke (2) **Rifts Conversion Book** (74)
Cloud of Steam (10) **Rifts Conversion Book** (76)
Circle of Cold (10) **Rifts Conversion Book** (75)
Circle of Flame (10) **Rifts Conversion Book** (76)
Create Coal (5) **Rifts Conversion Book** (74)
Create Heat (8) **Rifts Conversion Book** (76)
Dancing Fires (35) **Rifts Conversion Book** (77)
Darkness (8) **Rifts Conversion Book** (75)
Drought (80) **Rifts Conversion Book** (78)
Eat Fire (20) **Rifts Conversion Book** (77)
Eternal Flame (75) **Rifts Conversion Book** (77)
Extinguish Fire (8) **Rifts Conversion Book** (76)
Fiery Touch (5) **Rifts Conversion Book** (74)
Fire Ball (10) **Rifts Conversion Book** (76)
Fire Whip (30) **Rifts Conversion Book** (78)
Flame Friend (20) **Rifts Conversion Book** (76)
Flame Lick (7) **Rifts Conversion Book** (75)
Flame of Life (40) **Rifts Conversion Book** (77)
Freeze Water (8) **Rifts Conversion Book** (75)
Fuel Flame (10) **Rifts Conversion Book** (76)
Globe of Daylight (2) **Rifts Conversion Book** (74)
Heal Burns (15) **Rifts Conversion Book** (77)
Heat Object and Boil Water (4) **Rifts Conversion Book** (75)
Impervious to Fire (5) **Rifts Conversion Book** (74)
Lower Temperature (8) **Rifts Conversion Book** (76)
Melt Metal (50) **Rifts Conversion Book** (78)
Mini-Fireballs (20) **Rifts Conversion Book** (77)
Nightvision (4) **Rifts Conversion Book** (74)
Plasma Bolt (60) **Rifts Conversion Book** (78)
Resist Cold (5) **Rifts Conversion Book** (75)
River of Lava (50) **Rifts Conversion Book** (78)
Screaming Wall of Flame (30) **Rifts Conversion Book** (77)
Spontaneous Combustion (5) **Rifts Conversion Book** (75)
Stench of Hades (4) **Rifts Conversion Book** (74)
Swirling Lights (8) **Rifts Conversion Book** (75)
Ten Foot Wheel of Fire (40) **Rifts Conversion Book** (78)
Tongue of Flame (6) **Rifts Conversion Book** (75)
Wall of Flame (15) **Rifts Conversion Book** (76)
Wall of Ice (30) **Rifts Conversion Book** (77)

Water Elemental Magic

(Warlock Magic)

Spell Name (P.P.E.) Book (Page)

Breathe Under Water (6) **Rifts Conversion Book** (79)
Calm Waters (15) **Rifts Conversion Book** (80)
Circle of Rain (20) **Rifts Conversion Book** (80)
Cloud of Steam (10) **Rifts Conversion Book** (78)
Color Water (2) **Rifts Conversion Book** (79)
Command Fish (10) **Rifts Conversion Book** (80)
Create Fog (5) **Rifts Conversion Book** (79)

Create Water (10) **Rifts Conversion Book** (80)
 Creature of the Waves (70) **Rifts Conversion Book** (83)
 Dowsing (2) **Rifts Conversion Book** (79)
 Drought (70) **Rifts Conversion Book** (83)
 Earth to Mud (20) **Rifts Conversion Book** (81)
 Encase In Ice (40) **Rifts Conversion Book** (82)
 Float on Water (4) **Rifts Conversion Book** (79)
 Fog of Fear (7) **Rifts Conversion Book** (79)
 Foul Water (6) **Rifts Conversion Book** (79)
 Freeze Water (8) **Rifts Conversion Book** (80)
 Hail (20) **Rifts Conversion Book** (81)
 Heal Burns (25) **Rifts Conversion Book** (82)
 Hurricane (50) **Rifts Conversion Book** (82)
 Liquids to Water (10) **Rifts Conversion Book** (79)
 Little Ice Monster (40) **Rifts Conversion Book** (82)
 Part Waters (50) **Rifts Conversion Book** (82)
 Protection From Lightning (25) **Rifts Conversion Book** (81)
 Purple Mist (5) **Rifts Conversion Book** (79)
 Rain Dance (60) **Rifts Conversion Book** (83)
 Resist Cold (6) **Rifts Conversion Book** (80)
 Resist Fire (6) **Rifts Conversion Book** (80)
 Ride the Waves (7) **Rifts Conversion Book** (80)
 Salt Water to Fresh (4) **Rifts Conversion Book** (79)
 Shards of Ice (15) **Rifts Conversion Book** (81)
 Sheet of Ice (15) **Rifts Conversion Book** (80)
 Snow Storm (40) **Rifts Conversion Book** (81)
 Summon Sharks/Whales (50) **Rifts Conversion Book** (82)
 Summon Storm (60) **Rifts Conversion Book** (83)
 Swim Like the Dolphin (15) **Rifts Conversion Book** (81)
 Ten Foot Ball of Ice (30) **Rifts Conversion Book** (81)
 Tidal Wave (80) **Rifts Conversion Book** (83)
 Walk the Waves (10) **Rifts Conversion Book** (80)
 Wall of Ice (20) **Rifts Conversion Book** (81)
 Water-Seal (8) **Rifts Conversion Book** (80)
 Water to Wine (5) **Rifts Conversion Book** (79)
 Water Wisps (30) **Rifts Conversion Book** (81)
 Whirlpool (40) **Rifts Conversion Book** (81)

Temporal Spells

Spell Name (P.P.E.) Book (Page)

Attune Object to Owner (30) **England** (74)
 D-Phase (20) **England** (74)
D-Shift Phantom (20) **England** (74)
D-Shift Two Dimensions (25) **England** (74)
 Dimensional Envelope (60/380) **England** (75)
 Dimensional Pockets (20/140) **England** (76)
 Fourth Dimension
Id Self (400) **England** (77)
 Remote Viewing (45) **England** (78)
 Retro-Viewing (30) **England** (78)
 See Dimensional Anomaly (30) **England** (79)
 Sense Dimensional Anomaly (30) **England** (78)
 Sensory Deprivation (50) **England** (79)
 Stasis Field (10/30) **England** (79)
 Temporary Time Hole (100) **England** (80)
 Suspended **Animation**/
 Time Barrier (100) **England** (80)
 Time Capsule (30) **England** (80)
 Time Deprivation (20) **England** (79)

Time Maelstrom (55) **England** (80)
 Time Warp: Age (45) **England** (81)
 Time Warp: Fast Forward (70) **England** (81)
 Time Warp: Send (25) **England** (82)
 Time Warp: Slow Motion (45+) **England** (82)
 Time Warp: Space & Time (800) **England** (82)
 Transformation (350) **England** (76)
 Wink-Out (20+) **England** (82)

African Witch Spells

Spell Name (P.P.E.) Book (Page)

Charge Object with Evil (120) **Africa** (74)
 Delirium (25) **Africa** (75)
 Evil Eye (25) **Africa** (74)
 Magic Drums (15) **Africa** (75)
 Money Doubling (15) **Africa** (76)
 Pestilence Touch (15) **Africa** (76)
 Poison Touch (20) **Africa** (76)
 Summon & Control Biting
 Insect Swarm (80) **Africa** (76)
 Summon & Control Locust Swarm (90) **Africa** (76)
 Summon & Control Drought (270) **Africa** (76)
 Summon & Control Heat Wave (300) **Africa** (77)
 Taboo (300) **Africa** (77)

Biomancy Spells

Spell Name (P.P.E.) Book (Page)

Accelate Plant Growth (5/10/20) **South America** (65)
 Animate Plant: Minor (4) **South America** (64)
 Animal Ghost (20) **South America** (67)
 Animal Weaponry: Major (20) **South America** (66)
 Animal Weaponry: Simple (6) **South America** (65)
 Bio-Blast (15) **South America** (67)
 Chitin (15) **South America** (65)
 Commune with Nature (2) **South America** (64)
 Forest Camouflage (15) **South America** (66)
 Heal the Earth (200) **South America** (68)
 Insect leap (5) **South America** (65)
 Metamorphosis: Plant (30) **South America** (67)
 Plant Virtual Sight (6) **South America** (65)
 Shape Plants (4) **South America** (64)
 Shrink Plant (10) **South America** (66)
 Strengthen Plant (Varies) **South America** (66)
 Suspended Animation (80) **South America** (68)
 Touch of Life (60) **South America** (68)
 Tree **Teleport** (20) **South America** (67)
 Tree Warrior (30) **South America** (67)
 Undo Undead (25) **South America** (68)
 Weather Sense (1) **South America** (64)
 Weave Plants (15) **South America** (65)
 Woodland Entity (80) **South America** (68)

Whale Singer Spellsongs

Spell Name (P.P.E.) Book (Page)

Song of Calling (20) **Underseas** (57)
 Song of Danger (4) **Underseas** (58)
 Song of Doubt (6) **Underseas** (58)
 Song of Fear (10) **Underseas** (58)

Song of Grief (2) **Underseas** (58)
 Song of Joy (4) **Underseas** (58)
 Song of Life (750) **Underseas** (58)
 Song of Protection (35) **Underseas** (58)
 Song of Revenge (400) **Underseas** (58)
 Song of Reversal (500) **Underseas** (59)
 Song of Severing (110) **Underseas** (59)
 Song of Sea Sickness (50) **Underseas** (59)
 Song of Sleep (30) **Underseas** (59)
 Song of Strength (15) **Underseas** (59)
 Song of Summoning (200) **Underseas** (59)
 Song of Weaving (150) **Underseas** (59)
 Sonic Boom (40) **Underseas** (59)
 Sound Blast (10) **Underseas** (60)
 Sound Spike (15) **Underseas** (60)
Stormsong (250) **Underseas** (60)
 Valorsong (50) **Underseas** (60)

Ocean Magic Spells

Spell Name (P.P.E.) Book (Page)

Abilities of a Snail (20) **Underseas** (64)
 Air Swim (15) **Underseas** (64)
 Armor of Neptune (20) **Underseas** (64)
 Black Water (5) **Underseas** (64)
 Breathe Air (without gills) (5) **Underseas** (64)
 Calm Waters (150) **Underseas** (64)
 Change Current (15) **Underseas** (64)
 Communicate with Sea Creatures (10) **Underseas** (65)
 Coral Armor (10/45) **Underseas** (65)
 Float Underwater (5) **Underseas** (65)
 Float on Water (3) **Underseas** (65)
 Flying Fish (8) **Underseas** (65)
 Grow Tentacles (30) **Underseas** (65)
 Healing Waters (15) **Underseas** (65)
 Impervious to Cold (10) **Underseas** (65)
 Impervious to Electricity (20) **Underseas** (65)
 Impervious to Ocean Depths (75) **Underseas** (65)
 metamorphosis: Crustacean (60/120) **Underseas** (66)
 Metamorphosis: Fish (50) **Underseas** (67)
 Metamorphosis: Shark (90/160) **Underseas** (67)
 Mystic Sea Horse (15) **Underseas** (67)
 Ride the Waves (10) **Underseas** (67)
 Sense Direction Underwater (4) **Underseas** (67)
 Senses of the Shark (15) **Underseas** (67)
 Sonar Hearing (10) **Underseas** (68)
 Sound Sponge (30) **Underseas** (68)
 Speak Underwater (10) **Underseas** (68)
 Strength of the Whale (20) **Underseas** (68)
 Summon Sea Friend (40) **Underseas** (68)
 Transmute Water (15/25) **Underseas** (68)
 Travel Above Water (30) **Underseas** (68)
 Walk Like a **Humanoids** (30) **Underseas** (68)
 Water Envelope (10) **Underseas** (69)
 Water Nourishment (10) **Underseas** (69)
 Water Pulse (2) **Underseas** (69)
 Water Spout (12) **Underseas** (69)
 Water Rush (15) **Underseas** (69)
 Water Seal (10) **Underseas** (69)
 Water Wall (10/25) **Underseas** (69)

Weed Snare (8) **Underseas** (69)
 Whirlpool (50) **Underseas** (70)

Dolphin Magic Spells

Spell Name (P.P.E.) Book (Page)

Air Doubler (10) **Underseas** (70)
 Electro-Magnetic Pulse (12) **Underseas** (70)
Psi-Flash Warning (20) **Underseas** (70)
 Ride Ley Lines (10) **Underseas** (70)
 Sense Food (6) **Underseas** (71)
 Sense Predator (8) **Underseas** (71)
 Sense Weather (10) **Underseas** (71)
 Sonic Blast (15) **Underseas** (71)
 Sonic Stun (20) **Underseas** (71)
 Speed Doubler (8) **Underseas** (71)

Cloud Magic Spells

Spell Name (P.P.E.) Book (Page)

Aerial Navigation (4) New West (42)
 Blinding Flash (1) New West (39)
 Blink of an Eye (24) New West (41)
 Breath of Life (100+1 P.P.E. forever) New West (42)
 Calm Storms (200) New West (42)
 Cloud Blast (12) New West (37)
 Cloud Castles (250/1000) New West (44)
 Cloud Disc (8) New West (37)
 Cloud Haven (25) New West (40)
 Cloud Lance (5) New West (38)
 Cloud Portal (550) New West (41)
 Cloud Rider Armor (15) New West (40)
 Cloud Shield (6) New West (40)
 Cloud Surfing (15) New West (42)
 Cloud Sword (6) New West (38)
 Cloud Whip (8) New West (38)
 Cloud of Ascension (1) New West (41)
 Cloud of Darkness (12) New West (39)
 Cloud of Harmony (15) New West (40)
 Cloud of Healing (15/45) New West (42)
 Clouds of Imprisonment (25) New West (37)
 Cloud of Insanity (30) New West (43)
 Cloud of Speed (15) New West (42)
 Clouds of Light Deflection (8) New West (39)
 Clouds of Truth (12) New West (43) &
 (100) **New West** (44)
 Create Cloud Figures (50) New West (44)
 Create Water (10) New West (44)
 Fiery Cloud (12) New West (38)
 Fog of Peace (50) New West (41)
 Fog of War (35) New West (40)
 Food from the Heavens (80) New West (45)
 Fly Like the Wind (30) New West (42)
 Flying Chariot (80) New West (45)
 Globe of Daylight (2) New West (43)
 Healing Rain (100) New West (41)
 Hunter's Instinct (15) New West (43)
 Mind Fog (24) New West (43)
 Mind Over Matter (22) New West (44)
 Mist of Illusion (24) New West (44)

Paint the Sky (200) New **West** (45)
 Poisonous Cloud (20) New **West** (38)
 Portal to the Beyond (700) New **West** (42)
 Rolling Thunder (60) New **West** (38)
 See the Invisible (10) New **West** (43)
 See the Light (10) New **West** (43)
 Spirit Mist (15) New **West** (44)
 Storm Cloud (80) New **West** (39)
 Storm Cloud Sword (15) New **West** (39)
 Storm Rider Armor (30) New **West** (40)
 Tongues (12) New **West** (43)
 Warmth of the Sun (12) New **West** (43)
 Warrior's Mist (20) New **West** (44)
 Wind Hammer (8) New **West** (39)
 Wind Spear (6) New **West** (39)
 Winds of Change (15) New **West** (41)
 Winds of Regret (15) New **West** (41)

Shaman Spells

Spell Name (P.P.E.) Book (Page)

Absolute Darkness (120) **Spirit West** (81)
 Animal Companion (20) **Spirit West** (75)
 Animal Speech (5) **Spirit West** (76)
 Animate the Forest Floor (15) **Spirit West** (78)
 Animate Tree (25) **Spirit West** (78)
 Call Forest Guardian (160) **Spirit West** (79)
 Call Totem (750) **Spirit West** (73)
 Call Totem Animal (25) **Spirit West** (73)
 Call Totem Spirit (175) **Spirit West** (73)
 Contact Spirits (8) **Spirit West** (74)
 Create Arrows (10/25) **Spirit West** (74)
 Dowsing (6) **Spirit West** (79)
 Ears of the Wolf (10) **Spirit West** (76)
 Little Force (135) **Spirit West** (81)
 Magic Stick (20) **Spirit West** (79)
 Metamorphosis: Totem (250) **Spirit West** (77)
 Metamorphosis: Totem Animal (18) **Spirit West** (77)
 Nose of the Wolf (4) **Spirit West** (77)
 Nourish Plants (15) **Spirit West** (79)
 Plant Growth (25) **Spirit West** (79)
 Plant Travel (25) **Spirit West** (80)
 Shared Spirits (7) **Spirit West** (77)
 Sphere of Negation (120) **Spirit West** (81)
 Spirit Fence (200) **Spirit West** (74)
 Spirit Plant (10/20) **Spirit West** (75)
 Spirit Quest (5) **Spirit West** (75)
 Spirit Walk (65) **Spirit West** (80)
 Spirit's Blessing (15) **Spirit West** (80)
 Spirit's Blessing (Animal) (20) **Spirit West** (77)
 Summon Game Animals (30) **Spirit West** (77) &
 (10) **Spirit West** (80)
 Totem Gift (12) **Spirit West** (78)
 Universal Balance (100) **Spirit West** (82)
 Will of the Earth (80) **Spirit West** (81)

Spoiling Magic Spells

Spell Name (P.P.E.) Book (Page)

Curdle Milk (3) **Mystic Russia** (76)
 Cursed Bread (10) **Mystic Russia** (77)
 Demon Charms (75) **Mystic Russia** (79)
 Dry Mother's Milk (13) **Mystic Russia** (77)
 Impervious to Disease (13) **Mystic Russia** (77)
 Sense Bad Food & Drink (4) **Mystic Russia** (76)
 Sense Poison (3) **Mystic Russia** (76)
 Spoil Concentration (15) **Mystic Russia** (78)
 Spoil Eggs (6) **Mystic Russia** (77)
 Spoil Memory (20) **Mystic Russia** (78)
 Spoil Mind w/ Numbing Madness (25) **Mystic Russia** (78)
 Spoil Sleep (8) **Mystic Russia** (77)
 Spoil Water (3) **Mystic Russia** (76)
 Spoil Wine (6) **Mystic Russia** (77)
 Spoil & Taint Food (15) **Mystic Russia** (77)
 Track Thy Enemy (15) **Mystic Russia** (78)
 Use Poison Flawlessly (6) **Mystic Russia** (77)
 Wither Thy Enemies (30) **Mystic Russia** (79)

Bone Magic & Necro-Magic Spells

NOTE: Some of these spells appear in both **Mystic Russia** and **Africa**. For those **spells**, both page numbers will be provided.

Spell Name (P.P.E.) Book (Page)

Accelerated Decay (8) **Mystic Russia** (94)
 Animate Body Parts (2) **Mystic Russia** (92)
 Assemble Bones (2) **Mystic Russia** (92)
 Bone & Joint Bonding (2) **Mystic Russia** (92)
 Bone of Invisibility (180) **Mystic Russia** (102)
 Bone Scepter (160) **Mystic Russia** (102)
 Bone Staff (210) **Mystic Russia** (103)
 Command Ghouls (10) **Africa** (105); **Mystic Russia** (95)
 Command Vampires (100) **Mystic Russia** (101)
 Consume Power & Knowledge (20) **Africa** (105); &
Mystic Russia (96)
 Crawling Bones (5) **Mystic Russia** (93)
 Curse: Death Wish (20) **Mystic Russia** (98)
 Curse of Hunger (50) **Mystic Russia** (100)
 Curse of Wasting (80) **Mystic Russia** (101)
 Curse: To Hell & Back (180) **Mystic Russia** (104)
 Death Bolt (30) **Mystic Russia** (98)
 Death Mask (12) **Africa** (105); **Mystic Russia** (96)
 Death Strike (25) **Africa** (105); **Mystic Russia** (99)
 Death's Embrace (35) **Mystic Russia** (100)
 Divining Tombs & Graves (10/35) **Africa** (105); &
Mystic Russia (97)
 Eyes of the Dead (8) **Mystic Russia** (95)
 Fragile Bone to M.D.C. Bone (40/160) **Mystic Russia** (99)
 Fragile Bone to Wood (5/30) **Mystic Russia** (93)
 Fragile Bone to Stone (10/60) **Mystic Russia** (97)
 Funeral Dirge (6) **Mystic Russia** (95)
 Funeral Pyre (35) **Mystic Russia** (100)
 Greater Animated Dead (50) **Mystic Russia** (100)
 Grip of Death (13) **Mystic Russia** (97)
 Hide Among the Dead (5) **Mystic Russia** (93)
 Kill Plants (10) **Africa** (105); **Mystic Russia** (95)
 Locking Hand (10/30) **Mystic Russia** (97)
 Maggots (20) **Africa** (105); **Mystic Russia** (96)

Mock Funeral (40/+20 per add. person) **Mystic Russia** (99)
 Necklace of Bat Skulls (290) **Mystic Russia** (103)
 Necklace of Bird Skulls (290) **Mystic Russia** (103)
 Necklace of Dragon Teeth (320) **Mystic Russia** (103)
 Necklace of Goblin Skulls (340) **Mystic Russia** (104)
 Necklace of Snake Skulls (300) **Mystic Russia** (103)
Necro-Armor (16) Mystic Russia (96)
 Object Read the Dead (8) **Africa** (106); **Mystic Russia** (94)
 Poison Touch (15) **Mystic Russia** (98)
 Rattling Bones (2) **Mystic Russia** (92)
 Recognize the Master (8/30) **Mystic Russia** (95)
 Recognize the Undead (8) **Africa** (106); **Mystic Russia** (95)
 Return from the Grave (Special) **Mystic Russia** (105)
 Shadow of Doom (45) **Africa** (106); **Mystic Russia** (101)
 Shadows of Death (45) **Africa** (106); **Mystic Russia** (100)
 Skull of Knowledge (320) **Mystic Russia** (104)
 Skull with Flaming Eyes (300) **Mystic Russia** (104)
 Stench of the Dead (6) **Africa** (106); **Mystic Russia** (93)
 Strength of the Dead (60) **Africa** (107); **Mystic Russia** (102)
 Summon the Dead (10) **Mystic Russia** (96)
 Summon Insect Swarm (80) **Africa** (107); **Mystic Russia** (102)
 Summon Magot (320) **Africa** (107); **Mystic Russia** (105)
 Summon Vampire (150) **Africa** (107); **Mystic Russia** (102)
 Summon Worms of Taut (210) **Africa** (107); &
Mystic Russia (103)
 Talking Bones (3) **Mystic Russia** (92)
 Transfer Life Force (150) **Africa** (107); **Mystic Russia** (102)
 Wear the Face of Another (15) **Mystic Russia** (98)

Living Fire Magic Spells

NOTE: Not to be confused with elemental fire magic used by Warlocks.

Spell Name (P.P.E.) Book (Page)
 Armor of Svarozhich (15) **Mystic Russia** (115)
 Ballistic Fire (25) **Mystic Russia** (116)
 Blessing from Svarozhich (8) **Mystic Russia** (114)
 Bonfire of Explosion (35) **Mystic Russia** (116)
 Bonfire of Purification (15) **Mystic Russia** (115)
 Bright Sun (5) **Mystic Russia** (112)
 Circle of Flame (6) **Mystic Russia** (112)
 Climb Smoke (8) **Mystic Russia** (114)
 Cloud of Smoke (2) **Mystic Russia** (111)
 Column of Smoke (3) **Mystic Russia** (112)
 Dessicate the Supernatural (50) **Mystic Russia** (117)
Dragonfire (20) **Mystic Russia** (118)
 Extinguish Fire (4) **Mystic Russia** (112)
 Finger Sparks (2) **Mystic Russia** (111)
 Fire Ball (6) **Mystic Russia** (115)
 Fire Blossom (20) **Mystic Russia** (115)
 Fire Bolt (7) **Mystic Russia** (114)
 Fire Fists (8) **Mystic Russia** (112)
 Fire Gout (20) **Mystic Russia** (117)
 Fire Meld (10) **Mystic Russia** (115)
 Fire Shield (10) **Mystic Russia** (114)
 Fire Sword (20) **Mystic Russia** (116)
 Fireblast (10) **Mystic Russia** (114)
 Fumigate: Insects (12) **Mystic Russia** (115)
 Healing Fire (20) **Mystic Russia** (116)
 Ignite Fire (3) **Mystic Russia** (113)

Impervious to Fire (5) **Mystic Russia** (114)
 Insect Chaser (5) **Mystic Russia** (113)
 Locate & Identify Fire (4/8) **Mystic Russia** (112)
 M.D. **Torchfire** (8) **Mystic Russia** (114)
 Metamorphosis: Smoke (220) **Mystic Russia** (118)
 New Fire (1) **Mystic Russia** (111)
Perun's Celestial Fire Bolt (20) **Mystic Russia** (116)
Perun's Fire **Surge** (25) **Mystic Russia** (117)
 Pluck & Handle Flame (4) **Mystic Russia** (111)
 Smoke Smell (1) **Mystic Russia** (112)
 Spiral Fire Blast (15) **Mystic Russia** (115)
 The Torch & Wand (40) **Mystic Russia** (117)
 Toxic Smoke Cloud (5/10) **Mystic Russia** (112)

Nature Magic Spells

Spell Name (P.P.E.) Book (Page)
 Bake Magic Kulich (7) **Mystic Russia** (130)
 The Bee's Friend (4) **Mystic Russia** (130)
 Bee's Wax Disguise (10) **Mystic Russia** (131)
 Bee's Wax Effigy (280) **Mystic Russia** (135)
 Bless Food (8) **Mystic Russia** (131)
 Circle Dance (200) **Mystic Russia** (135)
 Colored Egg (10) **Mystic Russia** (131)
 Crunching Egg Shell (2) **Mystic Russia** (130)
 Demon's Mock Funeral (40/+20) **Mystic Russia** (133)
 Enchant the Mighty Rooster (45) **Mystic Russia** (134)
 Glimpse of the Future (15) **Mystic Russia** (132)
 Glue with Bee's Wax (4) **Mystic Russia** (130)
 Healing Water (50/200) **Mystic Russia** (134)
 Hold Tight with bee's Wax (5/10) **Mystic Russia** (131)
 Living Bones of Air (28/60) **Mystic Russia** (133)
 Living Bones of Stone (24/50) **Mystic Russia** (133)
 Magic Egg (70) **Mystic Russia** (134)
 Magic Knots (Varies) **Mystic Russia** (132)
 Make Honey & Syrup Candy (6) **Mystic Russia** (130)
 Make Honey Medicine (8/12) **Mystic Russia** (131)
 Melt Bee's Wax (2) **Mystic Russia** (130)
 Negate Spoiling Magic (10) **Mystic Russia** (132)
 Protective Magic Ring (140) **Mystic Russia** (135)
 Rope of Steel (12) **Mystic Russia** (132)
 Sacred Oath (0) **Mystic Russia** (130)
 Seal a Wound with Bee's Wax (7) **Mystic Russia** (131)
 Snakes to Swords (25/50/100/140) **Mystic Russia** (135)
 Strength of the Earth (12) **Mystic Russia** (133)
 Sustained by the Earth (5) **Mystic Russia** (130)
 Swords to Snakes (25) **Mystic Russia** (134)

Other Magic

Magic Type Book (Page)
 Magic Chants, Singing, Dances
 & Ceremonies **Africa** (86)
Nazcan Line Magic **South America**: 2 (30)
 Prayers of Communion **Wordwood** (82)
Shamanic Masks **Spirit West** (57)
 Tattoo Magic **Atlantis** (83); **Splyn** Dimensional Market (102)
 Totems **Spirit West** (57)



Heroes Unlimited™, 2nd Ed.

Create virtually any type of superhero with **Heroes Unlimited™**. **Aliens**, mutants, **robots**, cyborgs, **supersoldiers**, **psychics**, **superslueths**, martial arts **masters**, gun-toting vigilantes, **super geniuses**, mutant animals, masters of magic, **demigods**, Mega-Heroes and more!

Heroes Unlimited™, Second Edition is a big, fun, 352 page role-playing game that presents **everything** you need to create your own world of super beings — heroes and villains.

Join the tens of thousands who have already discovered the wonders of **Heroes Unlimited™**.

- Over 100 super **abilities**, plus scores of sub-powers.
- **Over 40 psionic** powers.
- Over 100 magic spells, plus enchanted weapons and objects.
- Robot and cyborg creation rules.
- Super-vehicle and gimmick weapon creation rules.
- Special skills, training and abilities.
- Virtually every **type** of superhuman imaginable.
- Everything you need to play other than dice and friends.
- A complete **role-playing** game.
- Cover by Jim **Steranko**.
- Written by Kevin Siembieda
- Only \$24.95 — **352** pages.

Century Station™

An entire city of heroes, villains, **superhumans**, mutants, criminals, aliens and secrets.

A playground for **crime-busters** and superhuman adventurers of all kinds. Enough intrigue and ideas to keep a group playing for **months**, maybe even years! 101 adventure ideas and scores of subplots with villains such as the Creator, **Freakshow**, Salvo, **Killswitch** and Papa Zombie, to name but a few.

- The sprawling megalopolis that is **Century Station™**, mapped and described.
- 40 heroes plus lawmen and other forces.
- **51** villains and their insidious plots.
- Criminal Masterminds and Syndicates.
- The Sector and alien hate-groups.
- 101 adventure settings and ideas.
- Dynamic artwork.
- Written by Bill Coffin.
- \$20.95 — **224** pages!

Villains Unlimited™

An **adventure** source with an depth rogues' gallery of more than 80 villains complete with **origins**, motives and special powers, plus super abilities and adventure ideas.

- Over 80 **supervillains**.
- Fabricators Inc. and other dangerous organizations.
- A selection of super-weapons and **gimmick** items.
- Written by **Siembieda & Long**.
- \$20.95 — **224** pages

Aliens Unlimited™

A galaxy of adventure on Earth or in deep space. The space-faring **Atorian Empire**, **TMC**, space pirates, and other **intergalactic** organizations.

- Over 100 specific alien races and monsters.
- A smattering of **spaceships**, weapons and equipment.
- **UFO** Watch groups and sinister organizations.
- Rifts conversion notes.
- Written by **Wayne Breaux Jr.**
- \$20.95 — **208** pages.

Heroes Unlimited™ G.M.'s Guide

The **Game Master's Guide** is filled with tips on how to run a **campaign**, build adventures and play **superhuman** characters.

- Rampage and brawling rules.
- Quick roll villains.
- Vigilantes and the law.
- Playing anti-heroes and law men.
- Tips on how to build and adventure.
- 10 adventures to get you going.
- Written by Siembieda & Breaux.
- **\$20.95** — 224 pages.

After the Bomb®

An alternate, post-apocalyptic Earth where intelligent mutant animals struggle for survival in a world where humans are on the verge of **extinction**.

If you are looking for something **different**, something a bit wild and **wooly**, then **After the Bomb®** may be just what you're looking for.

- Requires the **Heroes Unlimited™** rule book to play.
- **After the Bomb® sourcebook** is just the first in a series of 48 page books that delves into this strange world of mutants. **Road Hogs™**, **Mutants Down Under™**, **Mutants of the Yucatan™**, **Mutants in Avalon** and **Mutants in Orbit** all wait for your discovery.
- \$7.95 for **After the Bomb** and all 48 pages.

Ninjas & Superspies™ RPG

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

Mystic China™ is a big supplement that adds to the basic game, and two new **sourcebooks** are planned for release later this year.

Complete Catalog

A meager 50 cents and letter of request will get you our complete 48 page catalog. Palladium offers every type of **role-playing** game imaginable, from **superheroes** and fantasy to science fiction like **Rifts®**, **Robotech®**, **Macross II™** and others.

Or check out our web site: www.palladiumbooks.com

Palladium Books® Inc.
Dept. M

12455 Universal Drive
Taylor, MI 48180

Copyright 2000 Palladium Books Inc.
Palladium Books®, The Palladium **Fantasy Role-Playing Game®**, **Rifts®**, The **Rifter®**, **Nightbane®**, The **Mechanoids®** and **Megaverse®** are registered trademarks owned by Palladium Books Inc. **Heroes Unlimited**, **Ninjas & Superspies**, **Psychscape**, **Coalition Wars**, and other **titles**, names and likenesses are also trademarks of Palladium Books Inc. **Robotech®** is a registered trademark of Harmony Gold, USA.

One game system —
a **Megaverse®** of adventure



World Book 20:

Rifts® Canada™

- An in depth overview.
- Key places & maps galore.
- D-Bees, monsters and more.
- Tundra Rangers, the Inuit & magic.
- By Kevin Siembieda ; 192 pages

World Book 22:

Rifts® Free Quebec™

- An in-depth overview.
- Key places & maps.
- The Quebec War Machine.
- New Glitter Boys & SAMAS.
- By & DesRochers.

Rifts® Coalition Wars™

Chapter Two: CS Overkill

- The Coalition is on the warpath.
- Conspiracy and treachery.
- Adventures and turmoil.
- More on the Tolkeen.
- The 2nd in a six book series.
- By Siembieda and Coffin.
- Summer 2000; 112 pages

Rifts® Coalition Wars™

Siege on Tolkeen™ — Chapter One: Sedition

The Coalition Army is in place and making war on Tolkeen! Chapter One lays the groundwork and offers several avenues of adventure.

- How and why the war started.
- Emphasis on the Tolkeen Military and defenses.
- Ley line magic and magical artifacts.
- New Techno-Wizard devices, weapons and war machines.
- Coalition and Tolkeen war plans.
- Coalition-Tolkeen Time-line.
- Key people, places and maps.
- Written by Kevin Siembieda.
- 160 pages.

**Rifts®, endless possibilities
limited only by one's imagination!™**

\$16.95

Cat. No. 839

I.S.B.N. 157457-045-5

ISBN 1-57457-045-5



9 781574 570458