

Palladium Books® Presents:

England™

Rifts World Book Three

By Kevin Siembieda



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Violence and the Supernatural

This book may be inappropriate for young readers.

The fictional world of **Rifts** is violent, deadly, and filled with supernatural monsters. Other dimensional beings, often referred to as “demons” torment, stalk, and prey on humans. Other alien life forms, faeries, monsters, gods and demi-gods, as well as magic, insanity and the supernatural are all elements in this book.

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England™

Rifts World Book Three

Written By: **Kevin Siembieda**

Additional Text & Ideas: **Steven Sheiring**
Alex Marciniszyn

Senior Editor: **Alex Marciniszyn**

Editors: **Thomas Bartold**
James A. Osten

Cover Painting: **Keith Parkinson**

Interior Art: **Kevin Long**
Newton Ewell
Richard Cook
Wayne Breaux
Kevin Siembieda
Mike Gustovich
Mike Kucharski

Ormworks: **John Benson**

Art Direction & Keylining: **Kevin Siembieda**

Typography: **Maryann Siembieda**

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Contents

Page

The Return of Erin Tarn	7
Millennium Trees	9
Communication & Defenses	11
Millennium Storms	13
Gifts of Magic	15
Millennium Wands	18
Millennium Staves	20
Corrupted Wands & Staves	21
Herbalist O.C.C.	22
Herbs	25
Herb Magic	27
An Alphabetical List of Powers	32
Herbs of Legend, Alien & Magic	33
Woodland Druids	38
Filidh O.C.C.	39
Dryad O.C.C.	40
Scathach O.C.C.	41
Millennium Druid O.C.C.	44
Chiang-Ku Dragon R.C.C.	46
Elixir of Power & Deceit	49
Earth Child R.C.C.	51
Star Child R.C.C.	53
Dabugh R.C.C.	55
Mantaz Settle R.C.C.	57
Cernun R.C.C.	58
Aliens, Insects & Monsters	60
Temporal Magic	66
Temporal Wizard O.C.C.	66
Temporal Warrior O.C.C.	69
Temporal Raider O.C.C.	71
Descriptions of Temporal Spells	74
Alphabetical List of Spells	83
Dark Forces at New Camelot	84
Mrrlyn The Enchanter	84
Lady of the Lake	89
Lady Guinevere	90
Supreme Nexus Knights	91
Champions of Camelot	94
Code of Chivalry	94
Ghost Knights	96
Human Nexus Knights	98
The Knight O.C.C.	100
Royal Knight O.C.C.	103
Knights of Camelot	104
King Arr'thuu	104
New Camelot	110
The British Isles	113
Stonehenge	114
Bath The Eternal Spring	117
Berwynmoore Kingdom	118
London (Splugorth)	120
Wales	121
Map of the British Isles	122
Scotland	124
Celtic Gods	125
Ireland	132
The Kingdom of Tarramore	134

Adventure Ideas & Random Encounters	138
Well of Wisdom	140
Ogeeyin Entity	142
France	145
Blood Druids	145
Rifts Character Sheets	148
Experience Tables	152

Quick Find Table

Experience Charts	152	Millennium Tree Powers & Gifts	15
Celtic Gods	125	Bark Body Armor	15
Balor II	127	Bark shield	15
Bres the Beautiful	127	Camouflage	15
Dagda the Good God	129	Communication	11
Lugh the Shining One	129	Control Ley Line Storms	15
Minions: Fomorians	125	Control Normal Weather	15
Herbalist	22	Defenses	11
Herbology Skill	22	Defenses: Millennium Storms	12
Herbs, Teas & Potions	25	Leaf: Blanket of Healing	16
Herb Listing	26	Leaf: Body Armor	16
Herbs of Legend	33	Ley Line Teleportation	16
Herb Magic	27	Magic Staves	20
Herb: Cure for vampire bite	34	Magic Wands	18
Herb: Dagda's Scepter	35	Powers to Heal	16
Herb: Faerie's Cauldron	35	Purify Food & Water	17
Knights of Camelot		Remembers all it Hears	17
King Arr'thuu	105	Resurrection	17
Dred	108	Restoration	17
Galahad	109	Sixth Sense Warnings	17
Prrcyvel	107	Visions & Dreams	17
New Camelot	110	Magic Weapons	
Magic Staves		Amulet (Mistletoe)	30
Ash Tree (healing)	28	Cauldrons	41
Brain Tree (staff of spirits)	33	Chains & Weapons of Iron	42
Brain Tree (electrokinetic rod)	33	Crystal Ball (Brain Tree)	33
Cedar Tree (lightning protection)	29	Elixir of Power & Deceit	49
Millennium Staves	20	Javelin	42
Oak (strength)	31	Throwing Stick	42
Rue (anti-magic)	32	Herbalist Wands, Potions & Staves	27
Willow (lightning rod)	32	Millennium Staves	20
Magic Wands		Millennium Wands	18
Alder Tree (elemental)	27	Millennium Weapons	20
Ash Tree (healing)	28	Millennium Corrupted Wands & Staves	21
Brain Tree (electrokinetic rod)	33	Oak Throwing Stick	31
Carline Thistle (predict storms)	28	Scathach Weapons	41
Millennium Wands	18	Voodoo Doll (Mandrake)	30
Oak (dowsing)	31	Magic: Techno-Wizard Weapons (new)	
Rue (sleep)	32	Caliber X	106
Rue (anti-magic)	32	Electro-Shield	99
Solomon's Seal (sprig; elemental)	32	Helm of All Seeing	99
Millennium Tree	9	Plasma Lance	99
Statistical Data	14	Plasma Sword	99
Communication	11	Monsters	
Defenses	12	Armored Devil Fish	60
Intelligence	9	Brain Tree	33
Millennium Druid	44	Chiang-Ku (R.C.C.)	46
Millennium Gifts	15	Cernun (R.C.C.)	58
Millennium Storms	12	Crawlies	60
		Dabuggs (R.C.C.)	55
		Faerie Folk (Ireland)	133

Flash Beetle	63
Fomorian (optional R.C.C.)	125
Giant Clamp-Mouth Dragonfly	61
Ghost Knights	96
Mantaz Sectles (R.C.C.)	57
Mrrlyn	84
Ogeeyin	142
Ogeeyin Guardian	143
Minions of Splugorth	120
Nexus Knights	98
Petal Thing	64
Stone Ball Bug	65
Supreme Nexus Knights	91
Temporal Raider (R.C.C.)	71
Zazshan Intelligence	85

Time Warp: Send	82
Time Warp: Slow Motion	82
Time & Space Warp	82
Wink Out	82

Occupational & Racial Characters Classes

Cernun R.C.C. (optional)	58
Child of Earth R.C.C.	51
Child of Stars R.C.C.	53
Chiang-Ku Dragon R.C.C.	46
Dabugh R.C.C.	55
Druid: Blood N.P.C. (optional O.C.C.)	145
Druid: Millennium O.C.C.	44
Druid Woodland: Dryad O.C.C.	40
Druid Woodland: Filidh O.C.C.	39
Druid Woodland: Scathach O.C.C.	41
Herbalist O.C.C.	22
Knight O.C.C.	100
Knight of Royalty O.C.C.	103
Mantaz Sectle R.C.C.	57
Millennium Druid O.C.C.	44
Nexus Knight O.C.C. (optional)	98
Ogeeyin R.C.C. (optional)	142
Temporal Raider R.C.C. (optional)	71
Temporal Warrior O.C.C.	69
Temporal Wizard O.C.C.	66
Woodland Druids	38

Temporal Spell Magic	74
Attune Object	74
D-Phase	74
D-Shift Phantom	74
D-Shift Two Dimension	74
Dimensional Envelope	75
Dimensional Pockets	76
Fourth Dimension Transformation	76
Id Self	77
Remote Viewing	78
Retro-Viewing	78
See Dimensional Anomaly	78
Sense Dimensional Anomaly	79
Suspended Animation	79
S-Dep	79
T-Dep	79
Temporary Time Hole	80
Time Barrier	80
Time Capsule	80
Time Maelstrom	80
Time Warp: Age	81
Time Warp: Fast Forward	81



Some Words from the Author

First of all, **Rifts England** includes more than just “England.” The geographic area includes Wales, Scotland, Ireland and surrounding islands. It even mentions France from time to time. So one might ask, why is this book called “Rifts England?” Well, mainly because, **Rifts World Book 3: England, Wales, Scotland & Ireland** just doesn’t roll off the tongue and takes up a lot of space on the cover. **Rifts World Book 3: The British Isles** actually sounds pretty good, but doesn’t have the same impact as plain old “**England**.” I hope gamers indigenous to these lands understand and make allowances for this title.

Of course, the setting is that of a future Earth, but I have tried to keep an atmosphere that is rich in British and Celtic myth, legend, and tradition. Not necessarily a regurgitation of the old myths but the feel of the mystical, heroic and sense of history that these legends conjure.

Those of you who may have skimmed through the book may be moaning to yourselves, “Oh, no, not another version of King Arthur!” Well, yeah. Sort of. Originally, I had no intention of making the Arthurian legend any part of this book (and from a traditional sense, I really haven’t). Yet, before I knew it, some great ideas began to surface. The next thing I knew, I was weaving a plot of inter-dimensional intrigue, betrayal and innocence. I think you will find my wild extrapolation on the Arthurian legend takes some very different twists. It is definitely a sinister **Rifts** version. I hope you enjoy it.

Rifts England presents an enchanted land filled with wonders and infinite possibilities. There are over a dozen different character classes, plus new magic powers, druids, magic items, people, monsters, places and enough ideas to keep Game Masters and players hopping for months. Explore the possibilities and enjoy.

The Return of Erin Tarn

A letter from Erin Tarn —
Circa May, 103 PA

My Dear Plato and Friends,

As I understand it, approximately two years have passed since my last letter, but only six months have passed for me since the spring of 101 PA. I also understand there is widespread speculation and concern that I have died at the hands of the vampires. Please forgive me for any trouble my disappearance may have caused you. Let me assure you that I am very much alive and quite well. I will try to keep this letter short, although I have much to tell you.

We did set foot on Mexican soil but only traveled about 100 miles south of Ciudad Juarez. I saw my share of vampires during that short time and must warn you that the number of vampires and their level of sophistication is greatly underestimated. When most people speak of vampires, they refer to the dull witted and savage wild vampires which inhabit in the southwestern United States and Northern Mexico. However, I believe there may be just as many intelligent and skilled vampires, especially the farther one heads to the south. I cannot say if a Vampire Kingdom exists, but I am convinced that it is far more possible than I had ever suspected.

You won’t believe this, but I foolishly agreed to take a shortcut to southern Mexico via a dimensional rift. Yes, I know I have sermonized about the dangers and pitfalls of such dimension hopping and have warned others to never take such ridiculous chances. I’m afraid I have no excuse for my actions other than that the long journey had already taken its toll. We were tired,

hot and faced an even longer, more dangerous journey ahead of us. Our guide at the time, a gentle and kind Mexican shaman, knowledgeable in the mystic arts of shifting, insisted that he could safely transport us to the southern tip of Mexico, near the Yucatan. Fatigued and facing 100 degree temperatures, I agreed to take the daring plunge. They say with age comes wisdom, apparently not in my case.

The next thing I knew, our dimensional short-cut turned into a detour, landing us all in another dimension! This may not have been the smartest thing I ever did, but it did take me on an epic adventure and I can report to have visited my first alien world. Conditions in this dimension prevented us from an immediate escape through another rift and it took us six months before we could return to Earth. Unfortunately, time was distorted and more than two years have passed. At least I don't look two years older. All kidding aside, I am very sorry for the worry I have caused you.

This other world is a strange place known as **Wormwood**. It derives its name from the fact that it is some sort of dimensional worm-hole and is somehow linked to Earth. I have never been a wiz at the theories behind time and dimensional travel so please don't expect me to explain any of this. I can tell you that their grandest cities make the burbs of Chi-Town look like heaven on Earth. There is much political intrigue and conflict between warring factions. The atmosphere of fear, suspicion and hatred is oppressive and no place that I saw was truly happy or safe. It made me think how our own planet might become if the likes of the Coalition States and other heartless despots have their way. I have much to tell you about this world, but now is not the time. I will send you my entire diary as soon as I can make a copy onto disc and find a trustworthy courier.

We did not intend to arrive in England when we finally rifted home. Don't ask me what happened. All I know is that we appeared smack-dab in the middle of Stonehenge! I recognized it immediately and knew that while we may be thousands of miles away from home, at least we were back on sweet Mother Earth.

England is truly an enchanted place. It is quite a contrast from the world of Wormwood. Vast forests cover the land, broken only by the majestic Millennium Trees, pastoral land, farms and the occasional field of wild flowers. Faeries and sprites flutter from treetop to treetop and flower to flower. Farther north are the rolling, grass covered hills and craggy, low-laying mountains of Scotland.

I always thought seeing New Camelot and the ruins of ancient Stonehenge (which has been rebuilt by spriggans, you know) would be the highlights of any visit to England, but I was wrong. The Millennium Tree which soars thousands of feet into the sky is breathtaking. I have visited three of the dozen or so in the British Isles and each one is a vision. Every adjective I can think of springs to mind in my effort to describe them: stunning, beautiful, majestic, awe inspiring, primal splendor ... I could go on and on but I will spare you the ramblings of an old woman happy to be home.

I spent an entire week with a druid in and around one of these "Trees of Life." Millennium Trees are said to live on mystic energy and are believed to be intelligent life forms. While I did not see evidence of any intellect, the trees do exude a feeling of power, peace and serenity.

One day, while I sat beneath a Millennium Tree, a twig dropped into my lap. It had five tiny buds and was as light as a feather. My druid friend was genuinely flabbergasted. For a moment I thought his eyes were going to pop out of his head. He tells me that the twig is a gift from the tree and a great honor to be given to a visitor such as myself. Such twigs are actually magic wands and given only to honored friends of the tree. My particular twig is a wand of life and healing. I cannot imagine why this gentle spirit of the forest would give me such a wonderful gift. The druid has suggested that it may have something to do with my plans to visit Europe and the New German Republic. I must admit the subject was on my mind and I had been talking about the trip and my fears for the past few days. The druids treated me like a princess from that day forward.

I will describe all of my adventures for you in future letters. For now, I simply want to assure you that I am safe, well and thrilled to be home. Well, back on Earth anyway. We expect to spend another two months in the British Isles before heading to the continent. Tomorrow I return to New Camelot. I have heard some disturbing rumors about Mrrlyn and the nexus knights and look forward to meeting the wizard in person. I will spend the next two weeks resting and enjoying myself as a guest of the court. It seems that King Arr'thuu, his advisor, Mrrlyn the Enchanter and Sir Prrcyvel are all big fans of my works. I had no idea that my books were so widely distributed. I'm told that they have even been translated into Euro and are found in the libraries in the New German Republic. Will wonders never cease?

I'd like to see enchanted Ireland, but I'm told it is as dangerous as it is beautiful. I have never been to Europe and feel like a child about to go on her first big trip. After I leave England, we will visit the land once known as France, move on through Belgium and to Germany. The New German Republic and the factories of Triax should be another sight to behold and I hope to spend at least two months exploring its wonders.

From there, who knows? I had considered exploring Africa, but I am told strange and terrible supernatural forces are afoot. I'm toying with a trek to Asia, but don't know if these aging bones can handle so much adventure. Besides, I miss all of you. Perhaps I will return home to rest and visit old friends. I have a new book burning inside me, detailing my transdimensional exodus.

I hope all is well with you and my beloved City of Lazlo. I also pray that Tolkeen continues to survive the continuing onslaught from the Coalition States. Perhaps I will pick-up some valuable rumors while in the New German Republic. Please do not hesitate to contact me if I am needed.

Your Dearest Friend,
Erin Tarn

Publisher's note: Details about Wormwood will be revealed in **Rifts Dimensions — Book One: Wormwood**. Based on concepts and characters created by Timothy Truman and Flint Henry, written by Siembieda with Truman. Art by Truman, Henry, Siembieda and Long. Available Summer 1993.

Millennium Trees

Inspired, in part, by ideas and drawings by Newton Ewell

Millennium Trees, also known as the “Trees of Life,” are incredible life forms unlike any on earth. They stand over a thousand feet (305+ meters) tall and defy the laws of botany. The plants show no seasonal cycle or reaction to even the most dramatic changes in the environment. The trees never lose their leaves, nor do the leaves change color or lose their luster. The foliage stays green and healthy throughout the coldest winters and the most terrible droughts. In fact, there are Millennium Trees known to flourish in the deserts of Africa and the snow covered forests of Norway. The tree’s sole source of nourishment seems to be potential psychic energy (P.P.E.). This means these rare and beautiful giants are found only at ley line nexus points. Here the tree drinks the mystic energy and harnesses it within its massive body, making its body, roots, leaves, limbs, and bark mega-damage structures.

The magic trees are known to have existed for at least 300 years, yet not one has ever borne flowers or fruit, or produced any recognizable seeds. All of this suggests that the trees may have a **supernatural** life cycle that spans centuries. If the trees are supernatural and grow on some unnatural cycle, they may currently be in an early stage of growth and could sprout flowers, fruit and seeds tomorrow or eons from today. Some scientists have suggested that the mystic trees reproduce once every thousand or several thousand years, hence their name, the Millennium Tree.

As to how the trees got to Earth, most druids and some scholars and historians insist that the seeds were here all along. They think they were buried deep within the Earth, dormant for eons, until the mystic energies again swelled to levels that would promote their existence. As evidence to support this conjecture, historians versed in Pre-Rifts history are quick to point to scores of ancient myths and legends about giant and magical trees, healing trees, sacred trees, haunted trees, tree spirits and gods said to inhabit or possess trees. They insist that these legends describe earlier incarnations of the mighty trees during a period when the ley lines swelled with energy. Others have suggested that the trees are the product of alien seeds accidentally brought to Earth by dimensional travelers. A less popular theory is that the Millennium Trees are the results of terra-forming experiments by aliens or pre-rifts scientists. The druids of the British Isles and France claim that the trees were “born” with the creation of the planet and that they are the embodiment of life. Ultimately, this bizarre plant is an enigma that defies explanation. Their origin, nature, function and existence are likely to remain a mystery for generations.

Evidence of Intelligence and Magic

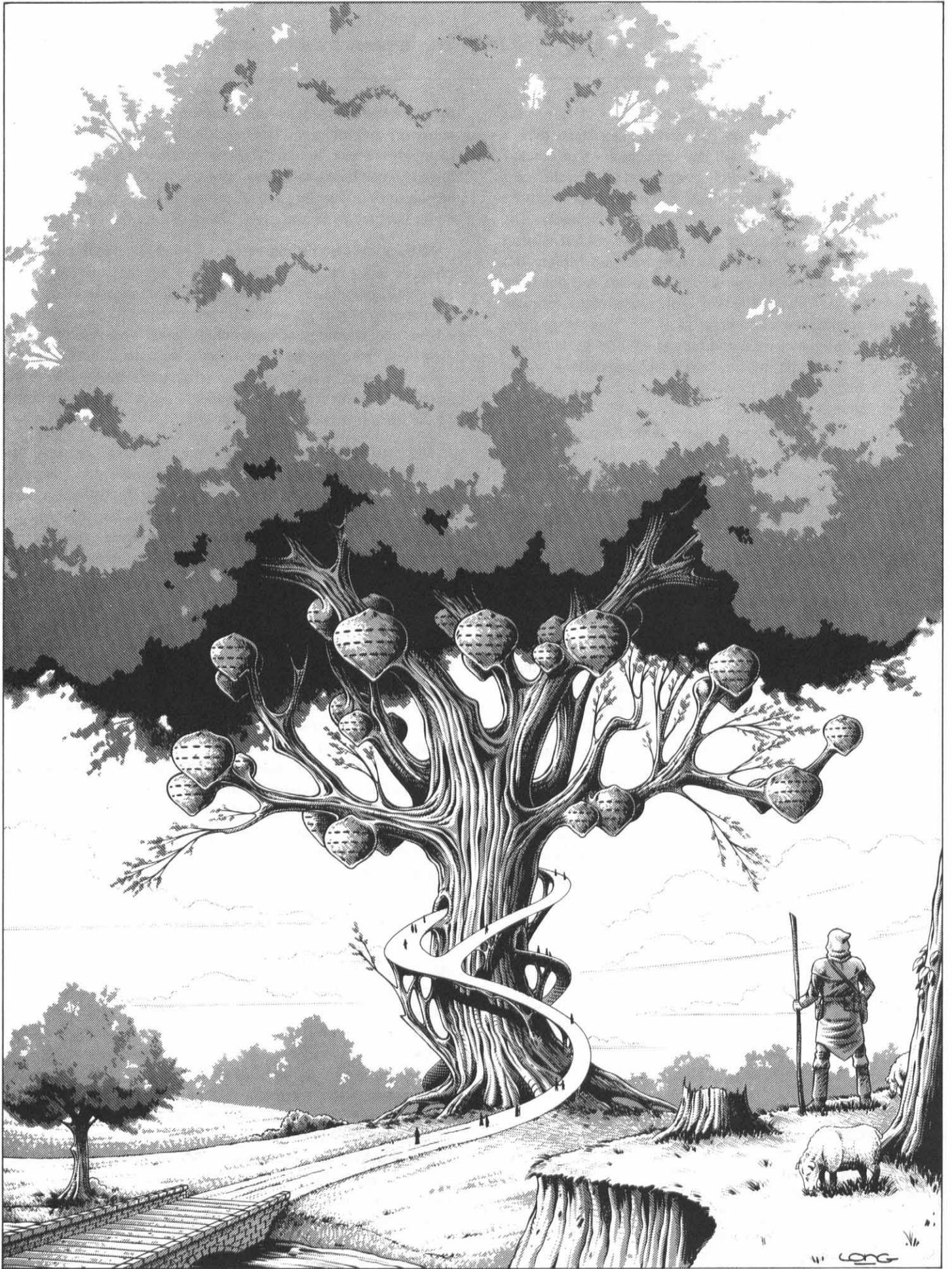
To add to the conundrum, there is mounting evidence that the mystic trees actually possess some degree of intelligence. Druids swear that the “Sacred Trees of Life” are both intelligent and benevolent. Many who have studied the trees agree that they seem to possess intelligence and cognitive abilities — facilities

by which knowledge is acquired and the exhibition of perception, reasoning and intuition. The trees do not speak or communicate in any direct way, but do exhibit an awareness and benevolence toward other living creatures, albeit in subtle ways. Countless are the stories of healing and all manner of magic feats performed under the canopy of the giant “Trees of Life.”

Millennium Druids and people of good alignment who pray, plead or talk to the sacred trees asking for help are frequently answered, particularly in regards to healing the sick or injured, the calming of storms, and receiving dreams or visions offering advice and warnings of impending danger and future events. However, these powers cannot be drawn upon indiscriminately by just anyone. Creatures of an evil nature have never been known to benefit from the trees unless a good person or friend of the trees intercedes on their behalf.

The term “friend of/to the trees” may seem odd, but the Millennium Trees do seem to *recognize* specific individuals and respond to some people better than others. Druids with a pure heart, who work to help people and protect the trees will be granted “gifts” much more readily than others. Millennium Druids, favorite druids from other cults, practitioners of magic and champions of good who visit the tree(s) regularly will benefit by way of visions, healing, shelter, and magic twigs, leaves, and bark. Many of these chosen(?) or recognized people consider the trees to be real friends, talk about and refer to them as if they were people, often telling them about news, rumors, current events, and personal observations and feelings. Druids of all ilks come to the trees to meditate and many celebrations take place under their shady branches. Of course, the trees never answer back in any audible or obvious way, but the people are confident that the trees understand what is being said, none-the-less. Friends resting under the tree’s leafy embrace are protected and said never to be caught unawares by an enemy. Even if asleep, the individual will awake without cause, be instantly alert and immediately look in the direction of the danger (assassins on the prowl, bandits, monster, etc.).

As further evidence, Millennium Druids point to the giant, hollow, tree burls that serve as natural tree houses. Actually they are more like natural apartment buildings. These bulbous appendages are oblong spheres that are typically three to ten times the size of a 20th century house. Inside, there are six to sixteen different “floors,” complete with spiral ramp structures that connect the levels like stairs. There are also many openings in the outer walls that serve as windows and doorways. Like the rest of the tree, the walls of these giant, bulbous appendages are mega-damage structures. A typical ten foot (three meter) area will have 100 M.D.C. and the smallest burls have a total of about 5000 M.D.C. Druids claim these are dwelling places/houses intentionally created by the Millennium Trees as habitation for peace-loving humanoids. Proponents of the “terra-forming” theory concur, except they insist that the design is part of a deliberate genetic code instilled by the tree’s creators.



It's also interesting to note that normal storms are always half their intensity around the trees, and floods and earthquakes never occur in their vicinity. Even the destructive ley line storm does not occur near the tree's location or along its connecting ley lines, unless deliberately summoned. Likewise, there is a complete absence of disease in creatures living in, under or near (within ten miles/16 km) the trees. Not only that, creatures living within its branches recuperate twice as quickly when injured or returning sick after a journey.

Dissenters insist that the druids and the superstitious have deluded themselves into reading far more into the tree's mystical properties and superstitiously view pure coincidence as supernatural intervention. These skeptics claim that humanoid visitors, focused by their beliefs or the desperateness of their situation, simply tap into the mystic energy that abounds at all ley line nexus points, much like trained practitioners of magic. The consistent occurrences of specific magic, like healing, happen because that is what the people believe will happen based on legends. Dreams, visions and inspiration are dismissed as either coincidence or the result of deliberate focus and sincere meditation. Furthermore, the so-called tree houses are not dwelling places for humanoids specifically created by the benevolent tree, but a natural formation of the tree itself.

Communication

Millennium Trees cannot communicate with anything as clear and direct as movement, writing, words, telepathy, or empathy; although empaths and telepaths will sense positive feelings emanating from the tree. However, the tree may respond with acts of healing, instill visions of inspiration or warning, protection by way of the Millennium Storm and gifts like a fallen leaf, twig, branch or bark. Of course, the person must realize the special powers of such a seemingly ordinary item. The tree does not give away or bestow such gifts to every good hearted or needy person who steps under its branches.

The tree has little psionic power other than the ability to sense good and evil, so it cannot read minds to determine the sincerity, truth, intent or goodness of an individual. Instead the tree *listens* to everything ever said by friends and visitors while under its branches (magically understands all languages). It is a sentient and benevolent being who remembers everything it hears and can identify specific people by voice pattern (frequency, tone, inflections, choice of words, etc.). By this means it can also determine if the person is under stress, nervous, angry, sad, happy, sincere, or lying (80% accuracy if the person is known, 45% if not known).

The tree is much more likely to intercede and help a friend than a stranger, including pleas for help on behalf of a stranger. This is where a druid or other "friends" of the trees can be a vital ally. The tree may also respond to the needs of a stranger, especially if the person is of a good alignment (the more good, the better), trying to help others, and is sincere and/or desperate. The Millennium Tree is most likely to respond to things that come easy for it, like healing. The giving up of leaves, bark, twigs and branches are rare privileges.

Of course, since the tree trusts known friends and allies, this means that it can be tricked or deceived. The easiest method of deception is to trick one of the tree's trusted friends and have

that character speak to the tree on your behalf. The tree can tell if the friend is sincere and truthful, so if he is duped, the tree may respond accordingly. It is also possible to bluff the tree — difficult but possible.

Millennium Trees may also provide help or a magic item to champions of renown. The tree remembers everything it hears and will recognize the names of people who pass under or linger under its branches. This means it hears about all sorts of people, from bandits to heroes. It may be able to identify a person by what he and those around him say. If it can confirm that a champion of good has need of its help, it may do so. Again, this is where a friend of the tree can be of great assistance.

The tree only withholds its gifts from characters of evil alignment, and even then, may provide healing if such a gift is asked by a trusted friend.

One must remember that the entire tree is alive and aware, thus it knows everything that is happening in, on and around its gigantic body. It enjoys the songs of birds flying overhead, the chatter of two squirrels arguing on a branch, the silly games of playful faeries and the whispers of adventurers resting in its shade. Furthermore, it hears the noises carried on the wind, tastes the ash of a distant fire (also carried by the wind), recognizes the fear and distress of the many animals that visit and live on its body, and feels the vibrations of the earth, including the gallop of horses, the rumble of vehicles, the march of soldiers and the shock waves from explosions. Additionally, it can feel when the mystic energies of its connecting ley lines are being used, as well as when and where a rift has opened along any of its ley lines. As a result, it is not likely that the tree can be caught unawares. This enables it to protect its friends, inhabitants and self from danger.

Defenses

The trees are alive with magic energy syphoned from a ley line nexus, which makes them living mega-damage structures. This energy flows throughout the tree and is housed in its appendages, including leaves and branches. To discover a broken branch or leaf from a Millennium Tree is a valuable find! Each twig contains a certain amount of P.P.E., like a living battery. The twig remains alive and can be used to create magic wands or as a talisman that contains a small amount of P.P.E. which can be used by practitioners of magic. The twig replenishes any used up P.P.E. by drawing on ambient magic energy; takes about 24 hours to recharge.

The prayers of druids and the cries of the needy have seemingly caused leaves, twigs and bark to fall from the tree without ill affect. In fact, a twig that falls at the feet of the needy is likely to be a magic wand of considerable power. However, to deliberately break a branch, twig or leaf from the Tree of Life will cause a mega-damage explosion of energy and evoke the wrath of faeries and other supernatural protectors that live in or near such trees.

The Millennium Trees have three major forms of self defense: localized energy explosions, protectors and ley line storms.

Energy Eruption

The first and simplest means of self defense is an explosive eruption of magic energy that occurs whenever a leaf, twig,

branch or bark is deliberately broken off the tree. Forcibly removing any part of the tree, no matter how small, or inflicting more than 15 points of M.D., will cause a mega-damage explosion that covers a sizable area. It is interesting to note that an equivalent amount of damage caused by *accident* seldom results in a damaging eruption of energy, and a twig, branch, leaf or bark may be given up by the tree without incident — further evidence of the tree's awareness?

The damage caused by the energy eruption when the following is removed:

Leaf: 2D4 × 10 M.D. to a 10 foot (3 m) area around the leaf when a leaf is hurt or severed at the stem.

Twig (wand size): 3D6 × 10 M.D. to a 50 foot (15.5 m) area around the damaged twig.

Small to Medium Branch (staff size): 2D4 × 100 M.D. to a 200 foot (61 m) area around the damaged branch.

Large Branch: 4D4 × 100 to a 500 foot (153 m) area around the branch.

Giant Branch: 2D4 × 1000 M.D. to a 1000 foot (305 m) area around the damaged branch.

Minor damage to the Trunk/Bark: 2D4 × 100 M.D. to a 200 foot (61 m) area around the damaged branch.

Serious damage to Trunk/Main Body: A ley line storm will suddenly appear out of nowhere whenever the tree's trunk, roots, major limbs and/or main body are under siege. See the ley line storm description for full details.

Note: The mega-damage caused from an energy eruption or ley line storm does NOT inflict additional damage to the tree.

Protectors & Inhabitants

A second means of defense is provided from the many beings that live in and around the tree. Typically, Millennium Trees are home to a variety of intelligent beings, animals, and insects. For example, in England, the average tree will have a population of humans, D-Bees, faerie folk and/or other supernatural beings. The typical faerie population will primarily consist of faeries and sprites that number into the hundreds and sometimes thousands, along with 1D6 × 10 bogies, and the occasional leprechaun, nymph or sylph. Surprisingly, faerie folk seldom pester other inhabitants of the tree, even humans. The human and/or D-Bee population living in a Millennium Tree can range from a few hundred to five or six thousand, often with additional villages and towns on the ground beneath the tree or within a 50 mile (80 km) radius.

Among the tree's inhabitants or neighboring allies there is likely to be one or more extremely powerful supernatural beings such as a dragon, sphinx, waternix, giant, syvan, sowki, entity, druid, wizard, warrior or godling. Of the dragons, the kukulcan, thunder lizards, serpents of the wind, chiang-ku and kilin are most attracted to the power and tranquility of the Millennium Tree. Unicorns, pegasus and gryphons can also be found living in or near the great trees.

All of these inhabitants, weak and powerful, human and super-human, live in harmony with the tree and the other inhabitants. These people *never* "take" from the tree but use only what has been given them (which is increased healing, restoration, mega-damage protection, etc.). Druids, dragons, and other practitioners of magic usually live near the tree, not directly in or under it, because of the massive amounts of ley line energy, which

can be quite intense and disturbing after a period of days. Most of the inhabitants will fight to protect their tree friend from vandalism, butchery and attack.

Millennium Ley Line Storms

Adapted from the pages of Rifts Atlantis

The typical ley line storm is similar to a modern day electrical storm but this one travels up and down ley lines. The skies turn a dark green-grey color, with dark grey to black rolling clouds, along with booming thunder and winds gusting at 35 mph (56 km). A chill fills the air and bluish white bolts of electrical energy shoot down from the sky. Everything in the area of the storm crackles with a halo of energy. Although the storms are compared to conventional rainstorms, there is seldom any rain. A typical ley line storm will last 3D6 × 10 minutes, while the worst will last twice as long and usually occur at the nexus point.

These storms of mystic energy have dangerous effects on magic items and to creatures of magic. Faerie folk and ley line walkers flee at the first hints of these storms because they always have a strange affect on practitioners of magic, creatures of magic and spell casting. Normally, a ley line storm can occur at any time along any ley line, on land or at sea. They are NOT limited to occurrences within the Triangle anomalies like the Demon Sea or other major places of magic. However, they occur more often at the Triangles and ley line nexus centers, like Stonehenge, the pyramids of Egypt and similar places.

The Millennium Trees seem to control and abate the energy surges suspected of causing *random* ley line storms. A random storm seldom appears on any of the ley lines connected to the nexus point where a Tree of Life is located. However, the tree can instantly create and direct a ley line storm as a means to protect itself! These storms are called Millennium Storms and are usually created to frighten, defend against or attack an invading army, practitioners of magic and supernatural beings that are threatening or attacking the tree or its inhabitants.

Millennium storms are always of incredible magnitude and can last up to ten hours. Storms that rage for nine or ten hours temporarily exhaust the great tree and there must be a two hour period of calm before a new storm can be created. Otherwise, the tree can create Millennium storms for short periods of time as often as desired. To illustrate the tree's unfathomable power, it can also create several storms simultaneously and send one down *each* of its connecting ley lines, as well as maintain the largest at the nexus point where the tree is located. The intensity and location of each storm can be controlled with pinpoint accuracy. A druid may or may not play a roll in the summoning of the Millennium Storms, however such involvement only serves to inform the tree of danger and helps to direct the storm(s) at the enemy(s).

The following things occur during a ley line/Millennium Storm.

- The extra P.P.E. available at ley lines, nexus points and Millennium Trees cannot be tapped during a storm (it's being burned up by the storm).
- Bolts of ley line energy are attracted to anything magic in the area, including practitioners of magic, creatures of magic,

(like dragons and temporal wizards), magic talismans, amulets, techno-wizard devices, and magic weapons, but not body armor, wands or staves made from a Millennium Tree.

The energy bolts look like a blue-white bolt of lightning. Humans and D-bees struck by a bolt suffer the following consequences: 1D4 S.D.C. damage, lose initiative and one melee attack, as well as temporarily lose 1D6 P.P.E. points, and is teleported 2D6 × 10 yards/meters down the ley line (instant and disorienting).

True creatures of magic, like the temporal raider, dragon, sphinx, faerie folk, elementals, demons, godlings, alien intelligences, etc., lose initiative and two melee attacks, suffer 4D6 mega-damage and lose 6D6 P.P.E. every time they are struck by an energy bolt. The recuperation time for all lost P.P.E. and physical damage suffered during a ley line storm is normal.

- Creatures who are disguised by metamorphosis or magic, including *Mrrlyn and his Supreme Nexus Knights*, suddenly appear to grow or shrink and their features become distorted. Every time they are hit by a ley line bolt there is a 1-44% chance that the creature will transform into its true shape. *Mrrlyn* and the *Supreme Nexus Knights* will seem to disappear in a cloud of glittering energy (in reality they are the cloud of energy and flee the area).
- 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.
- Magic illusions disappear.
- Existing dimensional portals close.
- All forms of ley line communication during a storm is impossible.
- Ley line teleportation and time travel is possible, but risky. Both cost twice the normal amount of P.P.E., but there is only a 50% chance that a teleport will send the character 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 2D4 × 10 miles off course and away from the ley line! Roll on the temporal distortion and location tables when time travel magic is used during a ley line storm.
- The effect of magic within the storm area is distorted. Roll percentile each time magic is used or a spell cast, including the use of magic wands and staves, techno-wizard devices, bio-wizardry 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 GM can switch spells at will (anything goes). Otherwise the range, damage, effects, and duration of the spell are normal. It is wise not to use magic under any circumstances during a ley line storm.

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./hit point damage (2D6 M.D. if a mega-damage creature).

- Important Note! Only the Millennium Tree and *inhabitants* safely nestled in or under its branches are unaffected by the storm. Only an inhabitant foolish enough to cast a magic spell during the storm will be affected. The fact that the Millennium Storm can distinguish between attackers and known inhabitants (and the tree knows all who live under its leaves) is further evidence of its intelligence.

Random events that can happen during a Millennium Storm

Roll once for every five minutes of a Millennium Storm. Unless stated otherwise, there are no saving throws for any of these occurrences.

01-10 Alien ... slimy things accompany a light rain. Squishy, icky, slimy, foul smelling, alien ... things rain from the sky. They could be worms, or larvae, 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 other than 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.

11-25 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.

26-50 Rolling Thunder! A huge, black cloud races low to the ground along the entire width of the ley line. The cloud's speed is about 60 mph (96.5 km). Everybody hit by the thundercloud are drenched with water, temporarily deafened by the sound of the rumbling thunder, lose all attacks/actions for one full melee (15 seconds) and are swept off their feet with the same consequences as a *wind rush* spell.

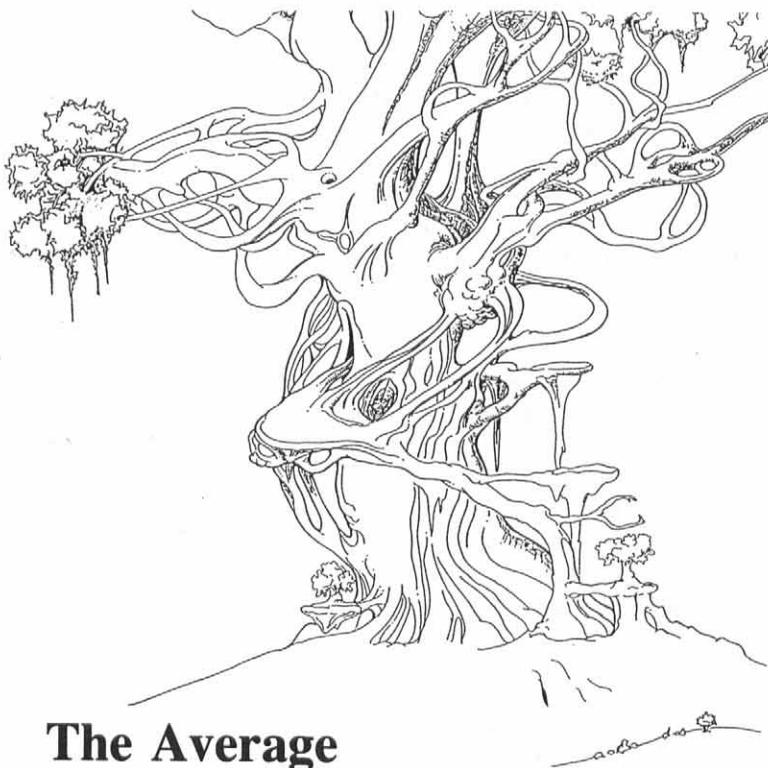
51-60 Euphoria. Everybody feels good, happy and cheerful. Many will start to laugh, sing or act silly, as if intoxicated. Those who are wounded will have 2D6 hit points restored (2D6 M.D.C. if a mega-damage creature) and minor illness will disappear. On the down-side, the characters feel no fear or hostility 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.

61-70 Dimensional Flux! One minute they are on Earth, the next moment they are in limbo. It is as if the characters have gone into a giant cloud. Everything is white and wispy. An occasional flash of light in the sky can be seen in the distance but there is no sign of any storm. After what seems to be only

1D4 minutes they appear back in the exact same spot where they had been when the flux occurred. However, the storm is over and 2D6 hours have passed. **Note:** A vehicle has only used 1D4 minutes of fuel. People, food, other perishables, spell durations and everything else has only aged 1D4 minutes even though hours have passed.

71-85 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 4D6 × 10 yards/meters down the ley line (instant and disorienting). **True creatures of magic**, like the dragon, sphinx, faerie folk, elementals, alien intelligences, etc., lose initiative and all attacks for one full melee (15 seconds), take 1D4 × 10 mega-damage and lose 1D6 × 10 P.P.E. as the storm temporarily drains them of energy.

86-00 A dimensional rift opens! I leave it to the Game Master 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. Or ... an old ally(s) may pop out of a rift created by a Millennium Tree to help defend it or others.



The Average Millennium Tree

Statistical Data

Typical Tree Size: 1000 feet (305 m) plus 4D6 × 10 yards/meters tall.

Alignment: Always principled or scrupulous good alignment. The alignment can be detected by using a see aura, sense good/evil, and object read (an object read will only detect the alignment when used on the tree itself).

Note: No seeds. There is no known way to grow a Millennium Tree. Branches, twigs, and leaves fallen or removed from the tree can NOT be made to grow roots and turn into a tree. How-

ever, a wand or staff can be given back to the tree by shoving one end into the tree, where it becomes attached and turns back into an ordinary looking branch.

Average M.D.C. by Location:

Leaf Stem — 6

Leaf — 30 each

Twig (wand) — 200 each

Small Branch (cane or staff) — 400 each

Medium Branch (large staff) — 1000 each

Large Branch — 4000 each

Giant Branch — 9000 each

House Burl (small) — 5000 each

House Burl (large) — 10,000 to 20,000 each.

Main Body/Trunk — 50,000 (and regenerate at a rate of 2D6 × 1000 per hour).

Note: The Millennium Tree also has special properties noted as follows.

- Mega-damage structure: Impervious to normal weapons, fire, heat, and cold.
- Impervious to diseases and chemical attacks — does not need water or clean air to live.
- Vulnerable to mega-damage attacks, including explosives, rail guns, and most high-tech weapons and brute strength.
- Magic energy attacks, including fire, dragon's fire, lightning and energy blasts, inflict half normal damage. Blows from rune weapons and most other magic weapons inflict full damage.
- Protected by its inhabitants and friends.
- A devastating ley line storm erupts when the tree is under attack (singling out the attackers).
- P.P.E. area explosion when even a leaf is cut or twig broken.
 - Leaf: 2D4 × 10 M.D. to a 10 foot (3 m) area around the leaf.
 - Twig: 3D6 × 10 M.D. to a 50 foot (15.5 m) area around the twig.
 - Branch (small staff size): 2D4 × 100 M.D. to a 200 foot (61 m) area around the branch.
 - Giant Branch: 2D4 × 1000 M.D. to a 1000 foot (305 m) area around the branch.
 - Minor Bark damage: 2D4 × 100 to a 200 foot (62 m) area.

Note: The mega-damage from an explosion/energy eruption does NOT hurt the tree. Nor does the damage from a ley line storm.

Locations of Known Trees: Millennium Trees are found in western Europe and parts of Africa. There are 11 known trees in England, four in Scotland, five in Ireland, seven in France, three in Greece, two in Belgium, two in Switzerland, two in Germany, and one each in northern Norway, Poland, Austria, Italy, Egypt, Libya, Algeria, Kenya, and the African Congo. Additional trees *may* exist in other locations, especially in Africa and Europe. For reasons yet undetermined, there are no Millennium Trees in Asia or the Americas, nor are there any *known* to exist in northeastern Europe, India, Australia, or New Zealand.

“Gifts” of Magic

Powers of Note

Note: What follows is a list of the tree’s most notable available powers, other than those previously described. The great tree does not give away such “gifts” to every good hearted or needy person who steps under its branches. The tree must know or have heard good things about the person in order to perform a major act of magic. Basic healing, control of the weather and ley line energies, and sixth sense warnings are the most commonly available “gifts.”

Trusted friends, Millennium Druids and renowned champions of good (and of good alignment) are the beneficiaries of the more powerful and rare magic, armor, healing leaves, wands and staves. The tree only withholds its gifts from characters of evil alignment and hesitates at those of anarchist alignment, but may provide healing if such a gift is asked by a trusted friend.

Remember, the Millennium Tree sits on a ley line nexus and draws on the energy of the nexus and all of its connecting ley lines. This may make the Tree of life the most magically powerful living creature on Earth. **Also see** Wands and Staves and Millennium Druids.

Bark Body Armor

The bark can be glued or bolted to an under garment and used to create lightweight, mega-damage body armor. The Millennium Tree may give some of its bark to trusted friends, Millennium Druids and renowned champions of good.

- Typically a full suit offers 120 M.D.C.
- Weighs only 15 pounds (6.75 kg).
- Good mobility, -5% prowl penalty.
- Magic Properties: Contains 4D6 P.P.E. points which can be drawn upon by practitioners of magic. Magic energy attacks, including fire, dragon’s fire, lightning and energy blasts, inflict one-third normal damage. Blows from rune weapons and most other magic weapons inflict full damage. Blasts from conventional energy weapons and explosives also do full damage.
- Bonuses: +1 to save vs poisons, toxins, gases and disease.
- **Cost:** Varies dramatically. Most people won’t sell the armor because it was a gift from the Tree of Life. Those who are selling the armor are likely to have stolen or murdered to get it or bought it from somebody who did. In such instances the armor can cost 80,000 to 100,000 credits. Rare except in England, Western Europe and Africa.

Bark Shield

A mega-damage shield can also be made from the bark of a Millennium Tree. The shield can be used to parry mega-damage rune weapons, other types of magic weapons, hand to hand attacks from vampires and supernatural beings, dragon’s breath and similar slow-moving or predictable weapons and attacks. The Millennium Tree may give some of its bark to trusted friends, Millennium Druids and renowned champions of good.

The shield user rolls to parry as usual. A successful parry means the shield blocked the attack and absorbs the damage. In

the case of the Millennium Tree bark, the shield suffers only a third of the normal damage from all types of attacks, magic or otherwise. It also shares the same resistance to magic energy attacks, but does not provide its user with any special bonuses. **Note:** Normal M.D.C. shields weigh twice as much, but only cost between 1000 and 4000 credits.

M.D.C. by Shield Size: Small: 60 M.D.C. and weighs 3 pounds (1.35 kg), Medium: 90 M.D.C. and weighs six pounds (2.7 kg), Large (covers three-quarters of the body): 120 M.D.C. and weighs 12 pounds (5.4 kg) but is -1 to parry due to its awkward size.

Cost: Varies dramatically. Most people won’t sell the shield because the bark was a gift from the Tree of Life. In instances of a sale, the shield usually costs 15,000 to 30,000 credits. Bark shields are a rarity except in England, Western Europe and Africa.

Camouflage

If the tree desires to do so, it can create the equivalent of the chameleon spell on living creatures, human or animal, hiding among its leaves and branches or against its trunk. Literally thousands of inhabitants can be cloaked in this manner. Exactly who is affected by the magic is completely up to the tree, who can conceal everyone or leave out specific characters. The magic is identical to the spell except that the duration lasts as long as the tree believes necessary, and stops protecting anybody who leaves the tree.

Control over Ley Lines, Storms & Rifts

The Millennium Tree prevents the manifestation of random ley line storms and can create and control a massive ley line storm(s) known as the **Millennium Storm**, described in detail elsewhere in this section. This connection and control of the nexus and ley line energies also means that the tree feels when the energy is being syphoned by others for the use of magic or to open a dimensional rift. **Note:** This is one of the powers used quite frequently by the tree.

Just as the tree can prevent random ley line storms, it can also prevent the random opening of dimensional rifts. If a rift is deliberately opened on one of its ley lines or connecting nexus, the great tree can close it within 2D4 minutes. Likewise, the Millennium Tree can open a dimensional rift at will, however, the tree does not understand dimensional travel and must have a practitioner of magic to help open a rift to a specific dimension, otherwise the rift is completely random. **Note:** Also see ley line teleportation.

Control over Normal Weather

The tree also has limited control of the weather around it. Control is limited to a ten mile radius around the tree, with the following results. Create/summon fog for up to eight hours, create/summon a light rain for 1D4 hours, dispel a light rain, change wind direction, the intensity of storms is always halved, and floods and earthquakes never occur. **Note:** This is one of the powers used quite frequently by the tree.



Leaf Body Armor

Large leaves from the giant Millennium Tree can be cut in the center and placed over the body like a mega-damage Mexican poncho or worn as a mega-damage cloak. An alternative is to fashion one or two leaves into a more stylish suit of armor. Of course, a mega-damage scalpel or laser is necessary to cut or make holes. Most leaf suits are pretty simple coverings and can be worn over more conventional suits of body armor. The leaf retains its soft, flexible nature for generations, until it is destroyed.

- Typically 60 M.D.C., because leaves provided by a Millennium Tree as armor are usually the largest leaves and offer the highest degree of M.D.C. protection from the average range of 1D6 × 10 M.D.C.
- Weight: 5 pounds (2.25 kg).
- Excellent mobility, no encumbrance.

- **Magic Properties:** The leaf has 4D6 P.P.E. points which can be drawn upon by practitioners of magic, and magic energy attacks inflict one-third normal damage.
- **Bonuses for the wearer:** +2 to save vs poisons, toxins, gases and disease.
- **Cost:** Varies dramatically. Most people won't sell the armor because it was a gift from the Tree of Life. Those who are selling the armor are likely to have stolen or murdered to get it or bought it from somebody who did. In such instances the armor can cost 50,000 to 100,000 credits. Leaf armor is rare except in England, Ireland, Scotland, and parts of Western Europe and Africa.

Leaf: Blanket of Healing

The tree's leaves are as giant as the tree itself, typically four to six feet (1.2 to 1.8 m) in length, and can be used as light-weight body armor or as a blanket of healing (1D6 × 10 M.D.C.). The Tree may give a leaf or two to trusted friends, Millennium Druids and renowned champions of good.

Healing Properties:

- Instantly negates poisons, toxins and other chemicals.
- Heals wounds, restoring 2D6 S.D.C. and 2D6 hit points or 2D6 M.D.C. in the case of mega-damage creatures.
- Adds +30% to characters trying to recover from a coma when the blanket is laid over the person and left on him.
- Camouflage the sick or injured — same as the chameleon spell and lasts as long as the character does not take any aggressive action or move from one spot.
- **Restoration:** This power is the same as the tree's and can be used to restore severed limbs and bring comatose characters back to consciousness and healed with up to two hit points. However, the use of this power completely destroys the leaf — it withers and disappears.

Ley Line Teleportation

The tree can teleport any number of people, vehicles and equipment to any point along any of its connecting ley lines! On occasion, it may "pop" people in trouble to a different locale or send an enemy miles away.

Magic Wands & Staves

Wands and Staves are enumerated and described elsewhere in this section.

Power to Heal

The Tree of Life can magically and instantly heal the sick and injured as follows. Up to 50 S.D.C. and 50 hit points (or 50 M.D.C. for mega-damage creatures) every few minutes. As many as a hundred people can be healed in a single instant, but such mass healing is uncommon.

The tree can also cure sickness and disease. Physical pain, burns and discomfort are reduced by half when under the shade of the tree or embraced in one of its branches, plus normal

healing is increased by twofold. Characters in a coma are +30% to save vs death. The tree cannot eliminate insanity or addiction, although a period of treatment (weeks) while under the tree will add +10% to the success of recovery. **Note:** The powers of healing are provided frequently by the tree.

Purify Food & Water

This power is identical to the magic spell except that the tree can affect 100 times more than a first level wizard with a single spell.

Resurrection and Restoration

If a person has recently suffered from dismemberment, less than 12 hours, and his/her body is brought to the tree with the severed limb(s), the tree can magically reattach the appendages and restore the person to health without scarring.

Likewise, the recently deceased, less than 4 hours (gone), can be brought back to life provided that the body is mostly intact. Both incredible feats of healing draw on the magic and life force of the tree. Thus, when a restoration is performed, a small branch near the person being healed withers away and disappears. When a resurrection is performed, one of its large limbs will wither and disappear. **Note:** Resurrection, restoration and other feats of powerful magic are not everyday occurrences and are not available at the drop of a hat. The intervention of a Millennium Druid or well respected friend is likely to be required.

Sixth Sense Warning

The entire tree is alive and aware, thus it knows everything that is happening in, on and around its gigantic body and has total recall. Consequently, the tree is seldom caught unawares and can warn its friends, inhabitants and visitors of impending danger. This power manifests itself in a way similar to the psionic power of sixth sense.

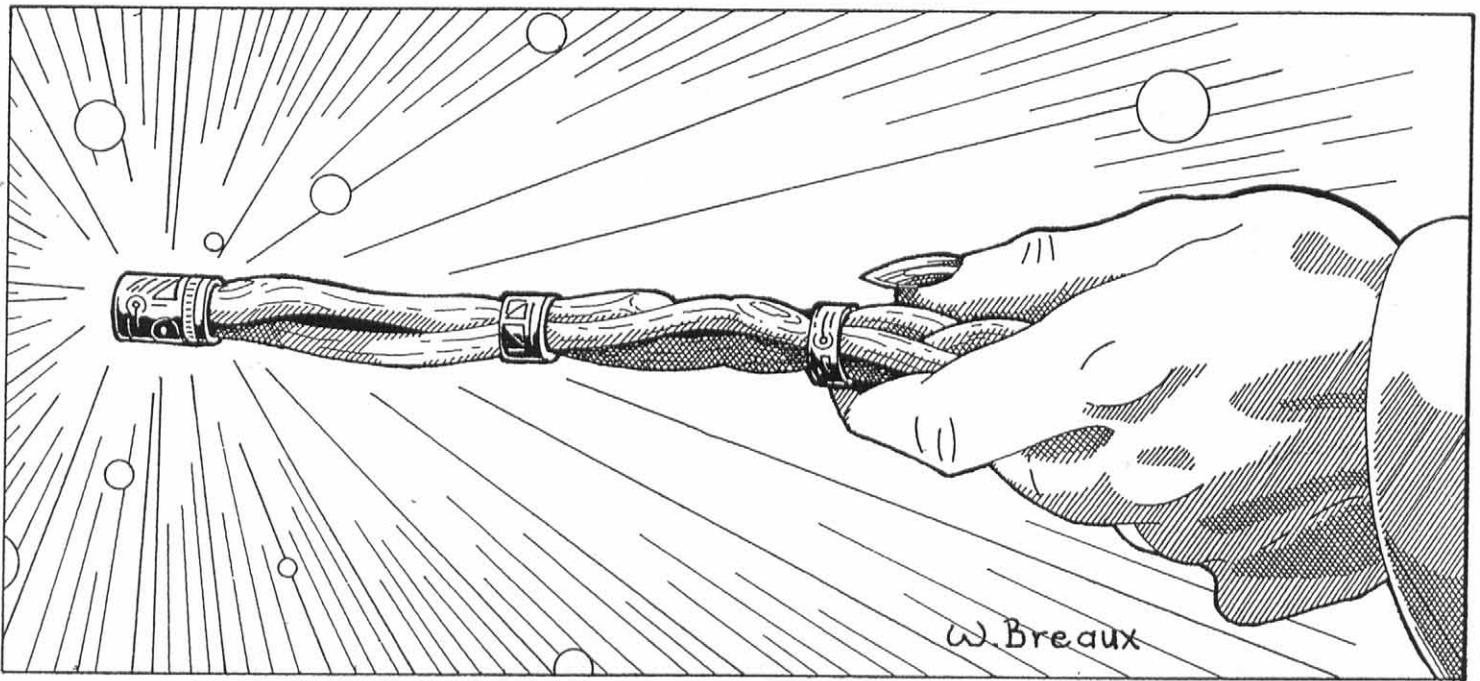
The recipient of the magical warning will suddenly, as if by reflex or coincidence, look in a particular direction to see an approaching enemy/danger, suddenly duck or move out of the way (+10 to dodge), or just feel that something is wrong, making him alert for trouble (+3 on initiative) and is likely to go check on friends and allies. **Note:** The danger must be within the tree's range of perception, which includes everywhere on its body and within 500 feet (153 m) from its farthest branch. Noisy troops, noisy vehicles, and explosions can be heard/felt by the tree up to a mile (1.6 km) away. This is one of the powers used quite frequently.

Visions and Dreams

Although the Tree of Life is not a powerful psionic, its reputation as a place of peace and inspiration has brought people from distant lands to meditate under its leaves. Often, the focus of thought combined with peace of mind will help people to gain personal insight to themselves or about their problems without any intervention by the tree. However, the tree can magically perform an oracle spell on a specific person, enabling him to

either glimpse the possible future or perform clairvoyance. It can also magically send a vision which is not a glimpse of the future, but typically serves as inspiration to encourage good deeds, provide information, or warn of brewing trouble or danger; remember, the tree hears and knows many things. **Note:** This is one of the powers used quite frequently by the tree to help Millennium Druids and good friends.





Magic Wands & Staves

The twigs and branches/wood of a Millennium Tree can be used to create magic wands. All "true" wands created by the tree will automatically have specific powers which cannot be changed, except by extremely powerful alchemists and bio-wizards. These *corrupted* wands are the only ones that contain and cast different types of magic other than those described in this section.

All "true" wands and staves are sacred to Millennium Druids and revered and coveted by most other druids. When a druid dies, these magic items are either passed on to one of the owner's children, especially if also a druid, given to another worthy druid or a worthy leader or warrior-protector or given back to the tree. The Millennium Tree may also give a magic leaf, bark, wand, or staff to worthy characters other than druids.

Millennium Wands

Features common to all Wands and Staves

1. A typical twig/wand is one to three feet (0.3 to 0.9 m) long. A typical branch/staff is four to eight feet (1.2 to 2.4 m) long.
2. Wand: 1D4 × 100 M.D.C.; Staff: 2D4 × 100 M.D.C.
3. Wand: 1D4 × 10 P.P.E.; Staff: 2D4 × 10 P.P.E. This energy reserve can be temporarily syphoned by its owner or other creatures of a good alignment provided they have the permission to do so from the wand's owner, and the user's intentions are to help others (never for purposes of greed or revenge). The twig must be in the user's possession in order to draw on its additional energy.
4. Wand: Damage as a weapon is 1D4 S.D.C., but does M.D. damage against vampires.
Staff: Damage as a weapon is 2D6 S.D.C., unless otherwise stated, but does M.D. damage against vampires.

5. The staff or wand regenerates all lost M.D.C. and P.P.E. after a 24 hour period has elapsed, unless it has been completely destroyed (all M.D.C. is lost), in which case it completely disappears.
6. Constant powers and abilities given to the wand or staff owner remain constant only while the character has the magic item in his possession. If he loses the item he loses all the abilities associated with it.
7. Often the powers of the twig/branch usually reflect the reason it was given (or taken).
8. When a wand is given back to the Millennium Tree, the stick is shoved into the tree (a task that should be difficult but happens very easily, with minimal effort) where it turns back into a living part of the tree.
9. Millennium Druids will instantly recognize all true wands and staves. They also try to acquire corrupted wands and staves to return them to a Millennium Tree.

Wand of The Animal

- Possesses the usual features plus the following.
- The constant power granted to its owner is climb at a proficiency of 90%/75%.
- Spell Magic: A total of five spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Eyes of the wolf, swim as a fish (superior), superhuman strength and metamorphosis: animal. Spell strength is equal to a 7th level sorcerer.

Wand of Deception

A short, thin, scraggly stick that looks like an ordinary, leafless twig.

- Possesses the usual features plus the following:
- The constant power granted to its owner is chameleon. Others holding on to the wand will also enjoy the chameleon power until they let go.

- **Spell Magic:** A total of five spells (any combination or repetition) can be cast per 24 hours. Spells available include: Death trance, fool's gold, multiple image, mask of deceit, and turn invisible (self). Spell strength is equal to a 7th level sorcerer.

Wand of Divination

A narrow, straight stick with one end being a bit more narrow and pointed than the other. The dull tip of the pointed end is placed on the flattened palm of its owner where it stands straight up and is spun, like a top, in a clockwise circle to activate its magic.

The magic divination power: The stick will answer basic questions in the following manner: **Yes** answers will always cause the stick to stop spinning and fall to the right. A **no** answer means the stick falls to the left. **Uncertain** means the stick will fall pointing at a twelve o'clock position. **Probably** will see the stick fall to the six-thirty position. **Danger to the land**, including invasion, mass destruction, and plague, will cause the stick not to fall at all but to stop spinning and stand straight up, balanced on the character's palm! Serious danger or destruction to the Millennium Tree from which the magic wand was acquired will cause the stick to turn black.

The stick really only answers important questions about danger, death, and helping others. Answers to silly or petty questions are pure coincidence.

Typical questions are as follows:

- Is there danger or trouble (coming, imminent, here, etc.)?
- Does this danger have a face? Referring to danger caused by a person rather than natural disaster. However, the identity is not revealed, except for asking a series of questions like, do I know this face? Is he human? Is it "so and so?"
- Will I/we recognize the danger (or valuable/good fortune) when I/we see it?
- Is the danger unavoidable? Or is there a chance the trouble/sorrow/danger will pass us by or end soon?
- Will there be death? Will many people die?
- Will I/we die? The answer is usually uncertainty.
- Will we succeed/win? The answer is usually uncertainty.
- Will the danger threaten the land? Usually referring to the people or location of a specific kingdom or geographic area.
- Can we make a difference? Can our actions help? Typically the answer is yes.
- Will this venture bring us great reward.? The response to this broad question is probably yes, interpreting satisfaction at helping others as a great reward. A more specific question about fame, glory, or financial reward is likely to garner a response of uncertainty or probably.
- Will somebody live/recover? (The answer is often uncertainty.)
- Will I find peace or love? (The answer is typically uncertainty.)

Wand of Dowsing

This is a "Y" shaped stick that is held at the two top ends of the "Y."

The magic dowsing power: The stick vibrates and points in the direction of the object, person, or substance desired by the dowser. When the exact location is found, the stick vibrates

faster and more noticeably, finally pinpointing the final location by suddenly stopping vibrating and pointing downward.

- Possesses the usual features plus the following.
- The constant power granted to its owner is the ability to correctly sense the direction he or she is traveling (98%) and the approximate time of day (80%). Adds a bonus of +5% to tracking and wilderness survival skills when applicable.
- Magic powers are different than most wands. The divining or dowsing rod can be used to sense the direction and location of the following: Water, coal, ley line or nexus, the nearest Millennium Tree, home or a loved one (not just a casual friend or acquaintance, nor an enemy).

Dowsing can be performed a total of five times per 24 hours. The vibrating and pointing of the divining rod lasts until the object of the dowsing is located or until the dowser's concentration is broken or interrupted. A dowsing can last a few minutes or several hours, up to a maximum of three hours at a time. If interrupted, the dowsing can be begun anew, but counts as a new dowsing. Range is limited to 300 miles (482 km). If the desired object of the dowsing is farther than that, the wand vibrates for a moment and then stops. No direction is given.

Wand of Knowledge

A gnarled stick with two buds at the tip.

- Possesses the usual features plus the following:
- The constant power granted to its owner is tongues. Others holding on to the wand will also enjoy the same power until they let go.
- **Spell Magic:** A total of five spells can be cast per 24 hour period. Spells available include: Eyes of Thoth, words of truth, memory bank, and commune with spirits. Spell strength is equal to a 7th level sorcerer.

Wand of Life

The wand looks like an ordinary twig, seldom larger than 12 inches (0.3 m) in length and has 2D4 leaf buds. The buds never die or drop off and never grow to full size leaves. The number of buds indicates how often the wand can be used to heal and how many times its other spells can be cast in a 24 hour day.

- Possesses the usual features plus the following:
- One power is superior healing: 1D6 hit points or S.D.C. points are restored per each bud and the mystic healing is instant and leaves no scars. The owner is also +2 to save vs poisons, drugs, toxins, and diseases, and +5% to save vs coma.
- **Spell Magic:** The total number of spells one can cast per 24 hours is equal to the number of buds (2 to 8). Spells available include: Negate poisons, cure minor disorders, cure illness, purification of food and water and water to wine. Spell strength is equal to a 7th level sorcerer.

Wand of Power

The wand is a long (two to three feet/0.6 to 0.9 m), leafless stick with a sharp point and jagged in shape, vaguely resembling a lightning bolt.

- Possesses the usual features plus the following:
- The constant power granted to its owner is invulnerability. Others holding on to the wand will also enjoy the same invulnerability until they let go.

- **Spell Magic:** A total of five spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Energy disruption, call lightning, armor of Ithan, superhuman strength, and negate magic. Spell strength is equal to a 7th level sorcerer.

Wand of Seeing

The wand is a leafless, long (two to three feet/0.6 to 0.9 m), perfectly straight stick except for two natural protrusions/knots that vaguely resemble a pair of eyes.

- Possesses the usual features plus the following:
- The constant power given to its owner is to see the invisible and a bonus of +5% to track and +5% to identify plants. Others holding on to the wand will also see the invisible.
- **Spell Magic:** A total of five spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Globe of daylight, see aura, detect concealment, eyes of Thoth, and the eyes of the wolf. Spell strength is equal to a 7th level sorcerer.

Weapons of Wood

There are two types of sticks created by the tree specifically as hand to hand weapons.

The vampire slaying javelin inflicts the typical 1D6 S.D.C. against most creatures but inflicts 6D6 M.D. against vampires and all forms of undead, as well as animated dead, zombies, mummies and maxpary shamblers. The accurate range of a normal javelin is about 300 feet (91 m) but the magic javelin can be thrown accurately up to 700 feet (213 m) and magically returns, flying back to the hand of its owner. The return trip takes about three seconds and counts as one melee action/attack. The javelin looks like a crude, handmade, wooden weapon of inferior quality.

The throwing stick is a short, flat stick, sometimes with a rounded end, traditionally used for hunting and defense. The most famous throwing stick is the boomerang, but Africans and people of other cultures have used a variety of wood, stone and iron throwing sticks for thousands of years.

The magic throwing stick inflicts 1D6 S.D.C. against most creatures but does 4D6 M.D. against vampires, so-called demons and supernatural monsters. 200 feet (61 m) is the range of a normal throwing stick, but this magic stick can be thrown 400 feet (122 m) and magically flies back into the hand of its owner, just like the magic javelin.

Millennium Staves

Staff of the Earth

The staff is a comparatively short, thick stick that's dark brown in color.

- Possesses the usual features plus the following:
- The constant powers granted to its owner are the abilities to sense magic and ley lines similar to the ley line walker.
- **Spell Magic:** A total of ten spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Chameleon, ignite fire, purify food/water, superhuman strength, repel animals, stone to flesh, turn dead, exorcism and circle of protection (simple). Spell strength is equal to a 10th level sorcerer.

Staff of the Hunter

This is a tall, thin staff with a bulbous top, like a club.

- Possesses the usual features plus the following.
- The constant powers granted to its owner are the abilities to identify tracks, track humanoids, track animals, prepare animal hides, land navigation, and wilderness survival all at 88% proficiency.
- **Spell Magic:** A total of eight spells (any combination or repetition) can be cast per 24 hour period. Spells available include: Ignite fire, climb, escape, swim as a fish, befuddle and magic net. Spell strength is equal to a 10th level sorcerer.
- As a weapon the staff does 2D6 S.D.C. damage against mortal foes and 2D6 M.D. against mega-damage monsters.

Staff of Life

The staff looks like a giant version of the wand: an ordinary branch, six to eight feet tall (1.8 to 2.4 m) with 2D4 + 6 leaf buds. The buds never die or drop off and never grow to full size leaves. The number of buds indicates how often the staff can be used to heal and how many times its other spells can be cast in a 24 hour day.

- Possesses the usual features plus the following:
- The owner of the staff is also +2 to save vs poisons, drugs, toxins, and disease, and +5% to save vs coma. He can perform superior healing once a day per each leaf bud, so if there are ten buds, the healing can be performed ten times a day. The healing restores 1D6 hit points and/or S.D.C. points per each bud — ten buds means 1D6 × 10 points are restored. As usual, the mystic healing is instant and leaves no scars.
- **Additional Spell Magic:** The total number of spells one can cast per 24 hours is equal to the number of buds (8 to 14). Spells available include: Globe of daylight, breathe without air, negate poisons, cure minor disorders, cure illness, purification of food/water, and water to wine. Spell strength is equal to a 10th level sorcerer.
- **Restoration:** This power is the same as the tree's and can be used to restore severed limbs and bring comatose characters back to consciousness and healed up with two hit points. However, the use of this power permanently destroys four of the leaf buds (they wither and disappear). When all the buds are gone, the staff disappears.

Staff of Prosperity

This is a long, slender rod of golden color covered with a coiling vine and leaves.

- Possesses the usual features plus the following:
- The constant powers granted to its owner are the abilities to identify fruits and plants and accurately identify ingredients (including poison) in foods by taste, as well as +4 to save vs poison and +10% bonus to cooking skill.
- The magic powers of this powerful rod are different than most. When stuck in the ground it transforms the surrounding land into rich, fertile soil (doesn't work on sand or solid rock). This area of enchanted land never suffers from blight, disease or minor frost. Even invasion by locusts, major insect infestation or severe frost never destroys more than 25% of

the crops. Crops grown in this soil yield twice as much as normal and produce some of the biggest and best fruit and/or vegetables anyone can ever hope to see.

If the staff is used as the main vertical support strut to make a scarecrow (and to conceal the mystic staff) — problems with birds and other pests are reduced to less than 10%.

The magic affects a 20,000 square foot (1900 sq m) area plus an additional 2000 square feet every year for the next twenty years. At the end of 20 years, the area of enchantment stops spreading. Removing the staff will return the land to its normal condition.

Staff of Purity

This staff is a smooth, white colored wood that is typically tall and slender with one end being a bit more narrow than the other.

- Possesses the usual features plus the following:
- The power granted to its owner are the abilities to purify water and swim and fish (using the staff as the pole) at 88% efficiency. The character will never drown while holding onto the rod.
- Its magic powers are similar to the staff of prosperity, only this enchantment affects water.

When thrown into a well of water or buried under rocks in a spring or small stream, the water never becomes polluted regardless of the type or amounts of pollutants (turns clean if already polluted) and stays free of future pollution, poison and disease. Moreover, the enchanted water cannot be affected by magic such as curses, spoil or turn water to wine, unless the water is drawn (removed) from the well, spring or stream. The water always tastes cool, fresh and delicious.

- As a weapon it only inflicts the usual 2D6 S.D.C. against most creatures, but inflicts 4D6 M.D. against supernatural demons/devils and 6D6 M.D. to vampires!

Staff of the Serpent

This staff is a branch that is gnarled and twisted in such a way that it resembles the coils of a snake. This is one of the few Millennium Staves that is offensive in nature.

- Possesses the usual features plus the following:
- The constant powers given to the staff wielder are the abilities to see the invisible and invulnerability to all snake venoms, dragon's fire and all types of dragon's breath, from gas to acid, plus all types of mega-damage fire.
- The other powers of the staff are that it inflicts 6D6 M.D. to dragons and similar supernatural serpents (3D6 M.D. to all others), and can turn into a mega-damage snake when thrown to the ground and commanded to metamorph by its owner. The magic snake has a horror factor of 10, four attacks per melee, inflicts 2D6 M.D. per bite (4D6 to dragons), has a P.S. of 10, can see the invisible and can endure 150 M.D.C. before it turns back into a wooden staff.

The snake is ideal for protecting its owner's back, alerting him to danger and helping to fight enemies. It can also be given simple commands, like a trained dog, to hide or retrieve keys, weapons, people, etc., however the snake cannot travel more than 1000 feet (305 m) away from its owner or it automatically turns back into the staff. Otherwise, the staff can remain a snake as long as its owner desires.

Staff of the Wind

A staff with an oval shaped hole at the top and long, vine-like strands that constantly seem to be blowing in the wind even when there is no wind.

- Possesses the usual features plus the following:
- The constant powers granted to its owner are float in air and the ability to sense wind direction. Others holding on to the staff can float in the air with the owner until they let go.
- Spell Magic: A total of ten spells (any combination or repetition) can be cast per 24 hours. Spells available include: levitation, fuel flame, fly as the eagle, fingers of wind, call lightning, wind rush, summon fog and calm storms. Spell strength is equal to a 10th level sorcerer.

Corrupted Wands & Staves

Powerful alchemists and bio-wizards can alter or "corrupt" an existing wand or staff by purging it of its existing powers and replacing them with new and different powers. Similarly, they can forcibly take twigs and branches from Millennium Trees and create magic items from them. Most of the magic wands or staves on Earth are made of wood from these mystic trees.

In all cases, corrupted wands and staves are not quite as powerful as those created and given freely by the tree. All possess the same basic features unless otherwise stated, but have the following limitations.

1. The number of spells available from a wand is limited to a maximum of four (4) low level spells from levels one through six, or two high level spells from levels seven through twelve, or a combination of one high level spell and two low level spells. Magic incantations from levels 13 to 15 cannot be instilled in a magic rod.

The number of spells available from a magic staff is limited to a maximum of eight (8) low level spells from levels one through six, or four high level spells from levels seven through twelve, or a combination of two high level spells and four low level spells. Magic incantations from levels 13 to 15 cannot be instilled in a magic rod. Also see number five for the exchange of low level spells for increased mega-damage.

2. The equivalent level of spell strength usually ranges from third to fifth level for wands and fourth to seventh level for staves. However, truly powerful alchemists and bio-wizards can increase the power by an additional two levels of spell strength.
3. The number of times the available spells can be cast varies. If a corrupted wand has only one spell, it can be cast six times per 24 hour period. Two spells means three times each, three means two times each, while wands with the entire range of four typically means that the spells can be selected and used as desired, in any combination or repetition, for a maximum of six times (that's a total number of six spells per 24 hours).

The situation is similar for a magic staff. If a corrupted staff has only two spells, they can be cast four times each per 24 hour period. Three spells, three times each; four spells two times each; five to eight spells means that the

spells can be selected and used as desired, in any combination or repetition, for a maximum of eight times (that's a total of eight spells per 24 hours).

4. The so-called "constant" or additional powers or abilities provided from true Millennium wands and staves are not an available feature.
5. Damage inflicted by a wand as a weapon is unchanged, 1D4 S.D.C. (1D4 M.D. to vampires).

Damage inflicted by a corrupted staff is a different story. Most corrupted staves are designed as weapons of evil and therefore usually have combat capabilities, not only in the type of spells available, but as a weapon in hand to hand combat. The typical corrupted staff inflicts 2D6 M.D. and double damage to vampires. An additional 2D6 M.D. can be added at the expense of one low level spell. This means

the maker of the staff could exchange one magic spell to inflict 4D6 M.D., or two magic spells to inflict 6D6 M.D. or four low level magic spells for a maximum damage of 8D6 M.D.!

6. Bio-wizards in particular, may use the wooden shafts and their storage of P.P.E. to supplement and power other magic devices. The magic stick may be the handle and true source of magic for a scepter, cane, spear, club or mace, or can even be built into or concealed in a helmet, crown, armor, box, or other enchanted object. These magic items will have the same range of spell casting powers as a corrupted wand or staff. If a Millennium wand is corrupted to be part of a weapon, the weapon can inflict 1D6 M.D. at the cost of one low level spell the same as the corrupted staff, up to a maximum of 4D6 mega-damage.

The Herbalists, Druids, Herbs, & Magic

Herbs, teas and magic potions play a key role in the everyday life of the people of England. They are used in just about every aspect of life from enhancing the taste of food to curing disease. Some potions are rumored to keep one forever young while others ward off evil spirits. The more powerful magic potions are comparatively rare and/or expensive, and must be created by somebody adept in such mystic arts.

Identifying the proper plants is very important. To a novice, one plant may look very similar to another, and yet while one brings health and long life, the other may cause sickness or death. Most people prefer to obtain their herbs from an **herbalist** or **dryad druid**, both experts in herbal medicine and magic. These individuals collect and usually store an ample supply of properly identified herbs and plants for medicinal purposes. A high level herbalist may have several assistants and students who gather and test the herbs prior to their use and sale. The more dangerous, magical and legendary herbs are inaccessible to most ordinary people because of the plants' precarious locations, rarity, powerful guardians or cost.

Herbalist O.C.C.

By Steven Sheiring

An herbalist is an individual indigenous to Rifts England, Scotland, and Ireland, although he may travel to or live in France and other parts of western Europe. The practitioner of this herbal magic can be male or female, human, elf or D-bee. The O.C.C. is unique, making the mage even more attuned to and in harmony with plant life than most druids.

In addition, the herbalist has innate mystical abilities that enable him to identify alien species, grow a tree from sapling to adult in a matter of minutes, perform metamorphosis, and

instill ordinary herbs with magic powers. His most sought after abilities are the creating of powerful teas and potions from these magic plants.

An herbalist must have been born and raised in Rifts England for at least the first ten years of his life. This is important because of the special diet of mutant mushrooms that must have been eaten weekly to instill the characters unique powers over vegetation. These mushrooms are permeated with microbes that, after years of consumption, cause a physical change in the person eating them. It is this transformation or mutation that so keenly attunes the practitioner of magic to plants and gives him his special mystic powers. Once the mutation is complete, the herbalist becomes as much a part of the land as the plants he loves and understands. One of these powers is the ability to channel ley line energy into plants and transform them into things of magic.

Mystic Herbology (new skill)

Holistic medicine gives a character a limited knowledge of herbs specifically in regards to their applications in healing and medicine. It does not include knowledge of rare or legendary plants or magic. This knowledge of plants and medicine will allow a character to assist a druid or herbalist, but does not enable the character to instill magic in plants nor to make magic potions.

The mystic herbology skill is far more expansive and complete. It includes where to find these herbs, when to pick them, how to prepare and dry/preserve them, a complete knowledge of poisons, plant lore and legends, magical properties, protection against the supernatural, instilling an herb with magic and the creation of ordinary and magic teas, tonics, elixirs, potions, salves and balms. **Base Skill:** 20% + 5% per level of experience. A failed roll means the treatment is flawed and will not work.

Note: The art of mystic herbology is a closely guarded secret known only to the herbalist O.C.C. and certain druid O.C.C.s. While the fruits of the magic may be shared, its secrets are not. ONLY the druids have the knowledge and power to create magic wands, staves and other items that are empowered by or use magic herbs; the herbalist cannot.

Herbalist O.C.C. Powers

- 1. Sense weather conditions.** The herbalist's sensitivity to plant life enables him to feel/sense rises and falls in temperature and barometric pressure, humidity, frost, wind speed and direction and similar, all of which enables the character to make reasonably accurate weather predictions for the next 24 hour period. He can also tell whether or not the plants and ground are dry and approximately how long it has been since the last rain. **Base Skill:** 40% +4% per level of experience.
- 2. Increase the potency of teas.** The herbalist can double the intensity of effects and the duration of teas, including how long they stay warm and flavor strength. Once the tea cools down, its enhanced benefits are lost. Not applicable to magic potions. **Base Skill:** 40% +4% per level of experience.
- 3. Detect poison by smell and taste.** Most plant toxins will have a telltale aroma which the herbalist recognizes instantly. Similarly, the character can recognize poison by tasting only a tiny grain or when mixed in food or drink before he has tasted enough to suffer its pains. **Base Skill:** 46% +4% per level of experience.
- 4. P.P.E.:** The herbalist is a more traditional practitioner of magic who is a living P.P.E. battery. He can draw on his own store of mystic energy or draw it from ley lines, nexus points and other living creatures. **Permanent base P.P.E.:** 2D4 × 10 plus the P.E. attribute number. Add 1D6 P.P.E. for each additional level of experience.

The Herbalist can regain four P.P.E. per hour at levels 1-5, six P.P.E. per hour at levels 6-10, and eight P.P.E. per hour at levels 11-15.

- 5. Bonuses:** +2 to save vs mind control whether it be psionic or chemical, +2 to save vs poison, +2 to save vs horror factor.
- 6. Mystic herbology.** The secret knowledge of using plants for magic. See the description above.

Special Magic Powers

Note: Each of the following special powers require P.P.E. energy to perform, like magic spells.

- 1. Identify alien/unknown plant life.** The herbalist can sense and identify the basic properties of an unknown plant, such as its growth cycle, whether it is edible or poisonous, or if it has any healing properties. This includes rare, exotic species from other lands or extraterrestrial plant life. This power might be considered "object read plants." **P.P.E. Cost:** 10 per each individual plant.
- 2. Sense location of a particular plant, tree or herb.** The herbalist must summon up this power after he has taken a hallucinogenic or herb known for its powers of divination. He can then see the location of the plant/tree/herb in his mind and is able to follow a mental picture of the path to

it. Range is limited to five miles (8 km) per level of experience and only one type of plant/herb can be focused on at a time. **P.P.E. Cost:** 5 points; underground water can be located the same way but costs 20 P.P.E. points.

- 3. Heal Plant Life.** The herbalist can link with a tree or plant to sense its pain or disorder. He can diagnose the exact cause of the plant's sickness whether it be frostbite, drought, physical damage, disease, or insect infestation. The sorcerer can then channel his own P.P.E. energy into the plant to cure it and/or give it more strength. **P.P.E. Cost:** 2 to heal a small plant or flower, 5 for shrubs and bushes, 10 to heal a sapling, 20 for a young adult tree, 40 to heal an old tree (100+ years), 70 to heal an ancient tree (500+ years) or an alien plant.
- 4. Accelerate the Growth of Common Trees & Plants.** An expenditure of P.P.E. and concentration will cause a single common (not exotic, alien or legendary) tree or plant/herb to grow to full maturity within 1D6 minutes. The master of plants can control and manipulate the growing plant, allowing him to mold its general shape and size. A tree can be grown to only a fraction of its normal height, like a banzai tree, or blossom to its maximum adult size in a matter of minutes. Note that the plant must have been already growing and cannot be grown from a seed. **P.P.E. Cost:** 30.
- 5. Temporarily Shrink Plants.** The sorcerer can cause full grown plants to fold up and seemingly shrink to half their true size. This is particularly handy when travelling through dense woodlands. A 50 foot (15.2 m) radius can be affected per level of experience. **P.P.E. Cost:** 30 and lasts up to 10 minutes per level of experience.
- 6. Shape/sculpt trees and plants.** This power enables the herbalist to alter the positions of branches, leaves, and burls or twist the trunk to create strange and sometimes frightening shapes out of trees and plants. The end result can be artistic landscaping, human characteristics, animal shapes, or twisted monster plants with branches that look like hands, burls that resemble eyes and so on. **P.P.E. Cost:** 35 per tree. The new shape is permanent unless it is again changed by its sculptor or another herbalist.
- 7. Shape wood.** The mage can also shape dead/processed wood with his hands! In effect, wood becomes modeling clay for the Herbalist. Almost anything from a pointed spear or bow to a canoe or statue can be created by working wood with his hands. In this regard, the power is similar to the stone master, except this practitioner of magic molds and sculpts wood instead of stone. This power can also be used to bend or twist arrows, spears, wooden handles, and table legs or used to change the features of a totem pole or wood carving. It cannot be used to punch holes in doors, floors, boards or boats. **P.P.E. Cost:** 40 points. The magical ability to sculpt and shape wood lasts for 20 minutes per level of experience.
- 8. Animate plants and trees.** The herbalist can make the branches of a tree or bush come to life with seemingly human characteristics. The largest branches of the plant or tree flail around like hands and arms that can hit, grab, and entangle. Although the pummeling plants and trees inflict only S.D.C. damage (typically 2D6 to 4D6), branches and vines can hold weapons, including energy weapons! However, the plant is -1 to strike with swords and the like and -4 to strike with energy and other modern weapons.

Combat: Attacks per melee are equal to the level of the herbalist. For example: An eighth level herbalist can animate a tree with eight attacks per melee round. Typically, the number of attacks is reflective of the number of branches animated, i.e. four branches with two attacks each or eight different moving branches. The tree is mentally manipulated like a puppeteer controlling his puppet. The herbalist can only animate one tree or plant at a time, although he may switch from tree to tree. The S.D.C. of an adult tree is $3D4 \times 100$, a typical large branch will have $3D6 \times 10$ S.D.C., smaller branches $1D6 \times 10$. Equivalent P.S. of an adult tree is 40, inflicting $4D6$ S.D.C. damage, a sapling has a P.S. 25 and inflicts $2D6$ S.D.C., a shrub has a P.S. 10 and inflicts $1D6$ S.D.C., while a vine has a P.S. 7 and does $1D4$ damage. P.P.E. Cost: 40 points. Duration is two minutes per level of experience.

9. **One with the forest.** This power is similar to the chameleon spells, enabling the herbalist to disappear completely among the foliage. While in this state the character cannot move, attack or perform any magic or psionics and there must be sufficient plant life and vegetation to blend with. Those searching for him will be unable to find him even though they may be standing right in front of him. Sensory devices and thermo-imagers will detect only the same cool radiation as the trees and plants around him. P.P.E. Cost: 10, and lasts up to five minutes per level of experience.



10. **Metamorphosis into a Tree.** The Herbalist can literally become a tree! This power is similar to any of the other magical metamorphosis spells, except only an herbalist can do it. As a tree he cannot be recognized as being any different than any of the other trees. As a tree, he cannot move, attack or use magic, but can rustle his leaves. The mage does retain all his senses and can hear, see, smell, feel and even speak (words sound like whispers on the wind). It is an ideal way to hide from or spy on people. Of course, he is vulnerable to any attacks that would hurt a tree, but the transformation does give him an additional 200 S.D.C. The magic can be cancelled at any time or lasts 10 minutes per level of experience. P.P.E. Cost: 150.

The Herbalist O.C.C.

Attribute Requirements: I.Q. and M.E. must be 11 or higher.

Alignment: Any, but often anarchist or unprincipled.

O.C.C. Skills:

Mystic Herbology (new) (+15%)
 Holistic Medicine (+25%)
 Identify Plants & Fruits (+25%)
 Preserve Food (+25%)
 Wilderness Survival (+25%)
 Land Navigation (+20%)
 Botany (+20%)
 Biology (+15%)
 Chemistry (+15%)
 Math: Basic (+20%)
 Language: English and two of choice (+20%)
 Literate in English (+20%)
 W.P.: Select two
 Hand to Hand: Basic

The hand to hand combat skill can be changed to expert at the cost of one "other" skill selection.

O.C.C. Related Skills: Select five other skills, plus two additional skills at levels three, six, nine, twelve and fifteen.

Communication: Any
 Domestic: Any (+10%)
 Electrical: None
 Espionage: None
 Mechanical: None
 Medical: Any (+5%)
 Military: None
 Physical: Any except acrobatics, gymnastics and boxing.
 Pilot: Any (+5%), except robot, power armor, tank or spacecraft (+10% to the horsemanship skill).
 Pilot Related: None
 Rogue: Any (+2%)
 Science: Any (+10%)
 Technical: Any (+10%)
 W.P.: Any
 Wilderness: Any (+10%)

Secondary Skills: The character gets to select three secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most herbalists start out with quite a bit.

Magic herbs and items: In addition to $1D4 \times 10 + 5$ non-magical herbs, the character starts with 15 magic herb items

The Planet Mars was the masculine version of Venus. It affected plants with a strong acrid taste, and includes garlic, onion, mustard, peppers, and tobacco.

The Planet Jupiter was supposed to affect the liver or arterial system. Its influence includes plants such as the oak tree, and plants with a pleasant odor, such as English myrrh, anise, cloves, and nutmeg.

The Planet Saturn was associated with plants that are poisonous or narcotic, such as marijuana or hemlock, plants with cooling qualities, such as barley or tamarind, and woody shrubs or trees with annual rings, such as elm, cypress, or pine. **Note:** The other planets of our solar system were not discovered until after most herbal folklore had been established and are not associated with any herbs/plants/trees.

Astrological signs were also connected with certain plants.

Aries — Plants ruled by Mars that could cure fevers & headaches.

Taurus — Plants of the earth like mushrooms.

Gemini — Mosses

Cancer — Water

Leo — Plants that help the heart and circulation of blood.

Virgo — Cereal plants, barley or oat or rye or wheat, and grasses.

Libra — Plants linked to romance and duality.

Scorpio — Plants related to sex organs; wormwood, basil, palms.

Sagittarius — Centaur and ruler of forests; trees: oak, beech, elm.

Capricorn — see Saturn

Aquarius — Frankincense and myrrh.

Pisces — Water, algae and seaweed.

Herbal Spices

Some common food spices among the people of Rifts England

Allspice, anise, lemon balm, basil, bay leaf, caraway, cayenne pepper, celery, chives, cloves, clover, coriander, cucumber, dill, garlic, ginger, marjoram, mustard, nutmeg, oregano, paprika, safflower, saffron, sage, sesame seeds, vanilla, and watercress.

Healing Herbs & Spices

An alphabetical listing of the various spice herbs/plants and their uses.

Next to the name is the disorder that the herb will soothe, reduce or cure. The herbs listed must be prepared by an herbalist, druid or doctor of holistic medicine to get their full benefits. Those unschooled in the use of herbs will prepare a tea that is too weak or too strong, possibly even poisonous. A tea that is too weak will have no effect. A tea that is too strong will taste bad and cause nausea and diarrhea. The special properties listed only apply when in tea form, unless otherwise noted:

1. Allspice — indigestion
2. Anise — alleviates cramps and nausea.
3. Balm — alleviates nervous problems, hysteria, melancholy, insomnia.
4. Bay leaf — digestive problems, as an ointment it can be used for bruises and skin problems, as a paste it can be applied to the chest for colds.
5. Caraway — promotes digestion of foods and used for various female problems.
6. Cayenne pepper — stomach pains and cramps.
7. Celery — skin problems and overweightiness

8. Chives — anemia
9. Cloves — nausea
10. Coriander — rheumatism and joint pain
11. Cucumber — heart and kidney problems
12. Dill — upset stomach and insomnia
13. Ginger — causes cleansing of body through perspiration, also for colds.
14. Mustard — internal inflammations and encourages blood flow
15. Nutmeg — mild hallucinogenic drug and stimulant.
16. Oregano — stiff joints
17. Paprika — colds and stimulant
18. Safflower — hysteria and colds
19. Saffron — coughs, stomach gas, insomnia. In large doses it acts as a poison to the nervous system.
20. Sage — nervous conditions, trembling, depression, and vertigo.
21. Watercress — tuberculosis, anemia, and eczema.

Herbal Teas

Some popular and common teas among the people of Rifts England

Next to the name is the disorder that the tea will soothe, reduce or cure. The teas listed should be prepared by an herbalist, druid or doctor of holistic medicine to get their full medicinal benefits.

1. Lemon balm — soothes the nervous system
2. Camomile — prevents nightmares, helps digestion
3. Red clover — soothes coughs
4. Cassina — mild narcotic
5. Catnip tea — stimulates one's appetite
6. Elder flower or berry — induces sleep and relieves respiratory infection
7. Horehound — cures/soothes coughs
8. Licorice root — thirst quencher
9. Lime flower — soothes the nerves and aids in digestion
10. Bee balm — induces sleep
11. Paraguay — stay awake; contains caffeine

Other tea and healing herbs/plants

1. Artichoke — heart disease
2. Asparagus — kidney problems
3. Black birch leaf — intestinal worms
4. Blackberry leaf — bleeding gums
5. Carrot — superior sight and nightvision
6. Catnip — bronchitis and diarrhea
7. Eucalyptus — deodorant & antiseptic, sore throat, lung disease
8. Heather — strengthens the heart and as an ointment, cures skin problems
9. Holly — arthritis
10. Hops — calming effect upon the nervous system
11. Lemon — colds, coughs, sore throat
12. Licorice — bronchial problems
13. Magnolia bark — cures tobacco addiction
14. Mint — general cure-all, insomnia, headache, stomach ache, nervous conditions, heartburn, nausea.
15. Mistletoe — circulatory problems, arteriosclerosis
16. Mulberry — laxative
17. Oats — chest problems
18. Radish — gall bladder, rheumatism, coughs

19. Strawberry — eczema and acne
20. Willow — internal bleeding

Minerals & Other

Non-Plant Medicinal Items

Next to the name is the disorder that the material will soothe, reduce or cure. The elixirs or salves listed should be prepared by an herbalist, druid or doctor of holistic medicine to get their full medicinal benefits.

1. Abalone Shell — fevers, red eyes and blurred vision
2. Actinolite — stomach cramps, colic
3. Alabaster Crystal — external ointment for eczema, burns, rashes
4. Centipede (dried) — convulsions, spasms, lockjaw
5. Cricket (dried) — boils, water retention, difficult labor
6. Dragon Bones — nervous disorders, fever, general healing
7. Earthworm (dried) — lung and breathing disorders
8. Epsom Salts — constipation, hangovers
9. Fluorite Mineral — resistance to tooth decay
10. Haematite Mineral — dizziness, headaches, hiccups
11. Leech (dried) — urinary infection, piles
12. Spanish Fly Beetle (dried) — urinary infection, poison
13. Sulfur — laxative, blood cleanser; skin problems as an ointment
14. Titanite Mineral — ointment to protect against sunburn
15. Wolf Spider (dried) — swelling, abscesses
16. Sheep Fat — made into soaps, cosmetics, medicinal creams

Herb Magic

By Steve Sheiring & Kevin Siembieda

Herb magic is similar to techno-wizardry in that mystic energy is summoned forth and placed into otherwise ordinary herbs, plants, fruits or branches to give them magical properties. Just as techno-wizards place magic energy into crystals and devices to create magic weapons and machines, the druid or herbalist uses the enchanted plant to instill magic and healing. Magic plants and/or herbs are then eaten or used to create magic powders, teas, potions and balms. Branches are turned into magic wands and staves.

The P.P.E. cost to create the magical herb is frequently higher than the druid's own amount of mystic energy and is especially true of wands and staves. Thus, druids gather at places of magic, like ley lines and nexus points to draw on their energy. Ceremonies at ley line nexus centers most often occur when the nexus is at peak energy such as summer and winter solstices. The druid can also draw on the energy from willing participants involved in the ceremony.

To gather additional P.P.E. when a nexus is not available, druids will sacrifice animals to draw on the doubled P.P.E. at the time of death. Despite legends to the contrary, the Druids of England, Ireland and most of Europe do not usually engage in human sacrifice. Only evil or insane rogues may entertain such a horrid practice on a regular basis. The only exception is

group of necromantic monsters known as the Blood Druids of France. These fiends actively engage in blood sacrifices and torture of intelligent life forms (described elsewhere).

The duration of the enchantment varies with the herb, wood and power. Some magic just costs more energy to create than others. Once the herb has been magically empowered it remains that way until it is ingested or otherwise used up. How soon an herb needs to be used depends on the magic. If it is contingent on the freshness of the fruit or plant then it will have to be used in a matter of days. Others can be dried or preserved indefinitely. Magic poisons stay potent for years. Wands and staves typically retain their magic powers until they are destroyed.

Wands & Staves. Unless stated otherwise, the typical wand or staff can unleash its power three times a day (24 hours). A wand has a structural damage capacity of 20, a staff 50. The creation of magic wands is a power exclusive to the druids. The herbalist cannot make them. Only one wand or staff can be created at one time. This keeps the number of magic items low. Furthermore, the druids are very careful about what they make and to whom it is given.

The P.P.E. Cost indicates the amount of mystic energy needed to instill the herbal magic or to create a magic wand or staff.

The Market Value is the average cost in credits to purchase these magic herbs, potions, ointments, wands and staves. Price may vary dramatically from place to place by as much as 200% higher or 30% lower.

Herbs Used in Magic

The following herbs must be prepared by an herbalist or woodland druid in order to draw out or instill their special magical properties.

Alder Tree: Native to Europe, Asia, and Africa, growing in wet woods and by lakes and streams. It is common throughout the British Isles. As a medicinal herb, it is used to treat diarrhea, fever, aches from fever, and colds. The fresh crushed leaves can be used to soothe chapped lips and skin.

Magical Properties: The leaves and wood can be instilled with magic. The burning of three enchanted leaves will summon forth a lesser air elemental; "whistling up the wind." A magic alder wand will allow the character to command the lesser air elemental he has summoned with the leaves. Only one elemental can be controlled at a time. The wand will also hold lesser elementals at bay and prevents them from hurting the individual as long as he has the wand. The wand is completely ineffective against greater air elementals. **P.P.E.:** 450 points to enchant the wand (has 20 S.D.C.) and 20 P.P.E. per each leaf. **Market Value:** 10,000 credits per leaf. The wand costs 600,000 credits and up.

Amaranth (Lady Bleeding): This a rare herb imported from the old American Empire (Central United States). Medicinally it is used to stop internal hemorrhaging and excessive menstruation. It is also used for diarrhea and dysentery.

Magical Properties: The herb is the symbol of immortality, constancy, and fidelity. It can be made into a powerful potion of youth. The drinker will look 4D4 years younger than he or she really is, restores hair loss and color, and will make the

individual feel strong and virile; also +2 to save vs poison, disease, and magic illnesses, +20% to save vs coma/death. The magic lasts three months. Note: The magic potion is addictive. When its magic wears off the user feels 4D4 years older than he really is and tires easily. He or she craves the feeling of youth and will try to purchase the potion again and again. Drinking more than one at a time has no cumulative effect. P.P.E.: 500 points per dose. Market Value: 450,000 credits per dose.

Ash Tree: Ash grows throughout the British Isles, thriving in the rich lime soil. As a medicinal herb, its leaves and barks are used as a laxative, to expel stomach parasites and to cure urinary and bladder infections and kidney disorders.

Magic Properties: Magic leaves are used in compresses to heal blisters or festering, open sores. The mystic compress heals the wound and restores 1D4 hit points or S.D.C. The same leaf can be used three times before the magic is used up. A magic wand made of ash will heal 1D6 hit points or S.D.C. and can be used three times per day. P.P.E.: 350 points to enchant the wand or staff and 15 P.P.E. per each leaf. Market Value: 5000 credits per leaf. A healing wand costs 350,000 credits and up.

Ash: Rowan (European or Mountain Ash): Originating in Scandinavia & Northern Europe, but also found scattered throughout the British Isles. According to Norse legends, life was centered around the great ash tree called Yggdrasil. The roots of Yggdrasil were in the domain of The Underworld, and the treetop entered into Asgard. It may also be a reference to an ancient Millennium Tree.

The berries contain large quantities of vitamin C (ascorbic acid) and can be made into tea, wine, liqueur, syrups, and jam/composites. Medicinal teas are used to relieve constipation and kidney disorders.

Magic Properties: The bark can be magically empowered, giving it regenerative powers similar to the restoration spell. When a pinch of the magic bark is chewed or ground into a powder and eaten it will stop internal bleeding and heal damaged tissue (restores 1D6 hit points or S.D.C.). It can also be prepared as a magic tea or potion which will magically regenerate/restore small missing limbs such as fingers, toes, ears, and nose (restores 2D6 hit points or S.D.C.). Alternately, a magic salve can be created from the enchanted bark. When immediately (within 15 minutes) applied to a severed limb of any size it will magically reconnect and restore the limb to the body like magic glue. P.P.E.: 750 points to enchant up to five pounds (2.3 kg) of bark. Market Value: 100 credits for a pinch, 30,000 credits for a magic tea or potion, 100,000 credits for the salve.

Belladonna (Deadly Nightshade): This dangerous perennial herb is found growing in woodlands and thickets throughout the British Isles, Europe, and the eastern United States. The dried leaves and root are used medicinally as a sedative, analgesic, and antispasmodic.

All parts of the plant are extremely poisonous if eaten, causing paralysis and cardiac arrest. The victim of poisoning cannot move or attack and suffers from 2D6 × 10 S.D.C./H.P. damage. Paralysis lasts for 2D6 minutes. Should the character survive, he will feel weak and nauseous for the next 3D6 hours. Reduce the victim's number of melee attacks by one and speed by half. The sick feeling and penalties lasts for 4D6 hours.

Magic Properties: Magic potion: Paralysis same as the spell. Lasts 2D4 minutes. P.P.E.: 30 points per potion. Market Value: 6000 credits.

Magic potion: Poison that will harm mega-damage creatures, causing temporary paralysis and 2D4 × 10 M.D. Lasts 1D6 minutes. P.P.E.: 55 points per potion. Market Value: 15,000 credits.

Blackthorn (Sloe): A spiny shrub that grows well in sunny hedges on poor, stony soil. It grows throughout England and Scotland. Medicinally, the ripe fruit is dried and used in teas to treat stomach, kidney and bladder disorders, including diarrhea. The fresh fruit can be made into juice, wine, syrup and jam.

Magic Properties: The fresh or dried fruit can be enchanted and eaten or made into a potion. Eating three enchanted berries or drinking one potion will give that person a bonus of +2 to save vs magic and psionic attacks from "evil" beings and +2 to save vs horror factor. The duration of the magic is 20 minutes. P.P.E.: 15 to enchant each berry. Market Value: 500 credits per three berries or potion.

Black Hellebore: A perennial herb native to southern and central Europe, usually in moist woods. It is used medicinally for neurological disorders.

Magic Properties: The dried leaves can be burnt like incense to create a relaxing and soothing train of thought sometimes used for meditative and divination purposes. P.P.E.: 15. Market Value: 30 credits a leaf.

A potion or tea that protects against psionic attacks. +6 to save vs all chemical mind control and hallucinogenics, +5 to save vs psionic attack and +2 to save vs possession. The protection from the elixir lasts for 15 minutes. P.P.E.: 65 to enchant the potion. Market Value: 10,000 credits per dose.

Potion: Cure magic curses of insanity. 1-60% chance of success. P.P.E.: 115 to enchant the potion. Market Value: 40,000 credits per dose.

Carlina Thistle: A shrub that grows throughout most of Europe. Magic Properties: A branch can be turned into a magic wand that can predict the coming of storms. The wand has three flowers that are open during fair weather but begin to close when it becomes humid and close completely when an impending storm is about to roll in within 4D4 minutes. P.P.E.: 175 points to create the wand or a walking stick. Market Value: 12,000 credits.

Castor Oil (Bean): Common to the British Isles, Europe and Asia. Medicinally the bean is used to "clean out the system" and is used to reduce constipation and stomach cramps. As a lotion, it soothes the skin or eyes.

Magical Properties: Magic beans can be made into potions to see the invisible or to negate blindness caused by magic. The duration of the first is typically ten minutes. A magic lotion can also be made that will wash and heal the eyes from poison, acid or pollutants. P.P.E.: 100 points to create a single potion or lotion. Market Value: Both potions and lotion cost around 3000 credits each per dose.

Catnip: A perennial herb with a tall, hairy, square stem and purple flower. The flowering plant grows wild over much of Europe and Asia, but is comparatively rare on the British Isles,

especially in England and Wales. Medicinally the flowering stem is used as a mild sedative, to relieve stomach cramps and diarrhea, and to treat nervous disorders.

Magic Properties: Chewing a magic catnip flower will make a fighter more fierce: +1 on initiative and +2 to strike, but -1 to parry and dodge. The dried magic flowers can be burnt like incense, releasing a pungent aroma, reminiscent of balm that will ward away wild felines and the kinnie ger. P.P.E.: 50 points per each flowering stem. Market Value: 1000 credits per each flower.

Cedar Tree: A hardwood tree that grows throughout most of Europe and the Mediterranean. Has no medicinal use.

Magic Properties: A branch can be turned into a magic staff. When the staff touches the ground, the person holding it is grounded and impervious to lightning and any sort of electrical discharge. Furthermore, all other types of energy blasts do half damage, but only when one end of the staff is touching the ground. As a weapon, the magic staff does 2D6 S.D.C. against most opponents, but 2D6 M.D. against energy beings. P.P.E.: 350 points to create the staff. Market Value: 200,000 credits and up.

Clover: Red: Common to the British Isles and most of Europe. The medicinal part of red clover is the flower, which is used to make teas, elixirs and syrups to sooth sore throats and quiet coughs and hoarseness. Externally, the clover is used in compresses and baths to treat rashes and burns. It also makes a pleasant drinking tea and can be used in salads or cooked and eaten like spinach (quite tasty).

Magic Properties: A magic ointment placed on the skin will heal burns and eliminate rashes and itchy bug bites (restores 1D4 S.D.C.). They can also be eaten as a magic food. Eating three red clover flowers will provide the nourishment of an entire meal. P.P.E.: 10 points per each clover flower. Five buds make three ounces of ointment. Market Value: 300 credits for an ounce of ointment, or 100 credits per each flower (to be eaten).

Clover: White (Dutch Clover): White clover is a creeping vine weed that grows in grassy places everywhere in the British Isles, Europe and North America. The flower is used medicinally for the treatment of coughs and severe diarrhea. It is also used to make antiseptic and anti-inflammatory ointments. Young leaves are edible and the flowers make a good tasting tea.

Magic Properties: A magical three leaf clover is a lucky charm that protects its owner from witches: impervious to possession and +1 save vs any spell cast by a witch.

A magic four leaf clover is a charm that enables its owner to see the invisible, makes him impervious to magic curses and illnesses and gives him a bonus of +1 to save vs possession, witch and faerie magic. P.P.E.: 210 points to empower a three leaf clover and 290 to empower a four leaf clover. Market Value: 30,000 credits for a three leaf clover and 50,000 for a four leaf clover.

Dwarf Elder (Danewart): A bush native to Europe and Asia. All parts of the plant have an unpleasant, fetid smell and are slightly poisonous. The flowers and fruits are used medicinally for treatments of dropsy and as a strong laxative. Large doses cause stomach cramps, vomiting, diarrhea and vertigo for 4D6

hours. Character penalties: All combat bonuses are half, speed is half and the performance of skills is -10%.

Magic Properties: Enchanted berries and leaves can be turned into a potion that prevents drunkenness. The magic will make a drunk instantly sober and prevent a sober man from becoming drunk regardless of how much alcohol he consumes. The magical sobriety lasts for one hour. Any booze that's drunk after that period will have full effect. P.P.E.: 25 points per each sprig of leaves and/or berries. One sprig is needed to make the potion. Market Value: 1000 credits.

Elder (Black Elder): A shrub native to Europe and North Africa is found throughout the British Isles. All parts of the plant are used medicinally, flowers, fruits, leaf and bark. It is used as a circulatory stimulant, anti-inflammatory agent, fever reducer, aspirin-like pain reliever and to fight the common cold and flu. It can also be made into a wine with hypnotic qualities, placing the drinker in a relaxed state.

Magic Properties: Enchanted berries and leaves can be turned into foul potions that are similar to the magic spells: minor curse, sickness and the luck curse. Fortunately, the effects of these bad luck potions last only 1D6 hours. P.P.E.: 25 points per each sprig of leaves and/or berries. One sprig is needed to make the potion. Market Value: 1000 credits.

Ergot Fungus: The fungus is found on rye in damp weather or poor harvesting conditions. When the ergot poisoned grain is baked in bread, it becomes the hallucinogenic LSD, causes vividly real and horrific hallucinations of monsters and demons.

Magical Properties: The fungus infected grain can be magically enchanted to create three magic potions. One causes the drinker to hallucinate (same as the magic spell) and combat illusionary monsters for 3D4 minutes. Another is to see through magic illusions — the potion drinker is not affected by illusionary magic for 2D4 minutes. The third is called the Mind's Eye and instills the following psychically sensitive powers for 2D4 melees: see aura, see the invisible, sixth sense, and clairvoyance. P.P.E.: 100 each. Market Value: The hallucinogenic costs 500 credits, the other two cost 20,000 credits per dose.

Foxglove (Faerie Caps, Dead Men's Bells, Digitalis): An herb that grows in woodlands all over the British Isles and Europe. All parts of the plant are extremely poisonous if eaten, causing severe stomach cramps, convulsions and heart palpitations. Victims of poisoning cannot attack or defend themselves while convulsing and suffer from 2D4 × 10 S.D.C./H.P. damage; convulsions last for 1D6 minutes.

Extracts from the herb are used medicinally to regulate heartbeat and control heart disease.

Magic Properties: Ironically, the magic herb is used to create potions to negate poison. P.P.E.: 35 points per each sprig of leaves and/or berries. One sprig is needed to make the potion. Market Value: 1000 credits.

Ginseng: Originating in Asia, the ginseng plants had been imported around the world before the Great Cataclysm and are still occasionally found growing in the British Isles and parts of Europe. It is common in the Americas and China.

The root is used medicinally as a cure for arthritis and rheumatism. An extract is also used to boost stamina and to combat motion sickness.

Magical Properties: The magic herb can be turned into magic potions that prevent fatigue or to increase speed.

Magic Potion: Impervious to fatigue. The drinker can work like a horse for 1D4+1 hours without feeling the slightest bit fatigued. P.P.E.: 60 points. Market Value: 1000 credits per dose.

Magic Potion: Super-speed. The potion increases the character's running speed by 40 points and provides the bonuses of +1 on initiative and +2 to dodge. The increased running speed lasts for ten minutes per level of the potion maker P.P.E.: 60 each. Market Value: 4000 credits per dose.

Holy Thistle (Blessed Thistle): An herb that grows in woodlands all over the British Isles and Europe. The leaves are used for medicinal purposes to cure the plague, as well as stomach disorders, indigestion and cramps.

Magical Properties: Chewing on a magic leaf or drinking tea brewed with a magic thistle leaf eliminates food poisoning, cramps and hangovers. P.P.E.: 20 points per each leaf. Market Value: 100 credits.

Magic potion: Cure magic sicknesses/diseases and/or alien diseases. P.P.E.: 200 points per dose of potion. Market Value: 30,000+ credits.

Magic potion: Instill supernatural strength! The character's normal P.S. attribute is temporally transformed into supernatural strength, inflicting mega-damage for 4D4 minutes. P.P.E.: 140 points per dose of potion. Market Value: 30,000+ credits per dose.

Horsetail is a fossilized plant found among coal deposits. Medicinally, it is used to help heal lungs, aid in general healing and heart disease.

Magical Properties: Used to make two different magic potions: Impervious to magic and toxic gases of all kind and breathe without air. Each potion lasts for 20 minutes. P.P.E.: 100 each. Market Value: 5000 credits each per dose.

Jimsonweed (thronapple): An herb that is native to North America but was introduced into the British Isles before the Coming of the Rifts. The leaves and seed are used medicinally to relieve muscle spasms in asthma and Parkinson's disease. All parts of the plant are poisonous and if eaten will cause 2D4 × 10 points of damage, temporary paralysis for 1D4 minutes, nausea and vomiting. Penalties from poisoning reduce the victim's attacks per melee, combat bonuses and speed by half. The sick feeling and penalties last for 3D6 hours.

Magical Properties: A dried magic leaf that can be smoked in a pipe or cigarette to keep faerie folk away. The smoker is also +1 to save vs faerie magic.

Chewing on a bit of magic jimsonweed will enable the character to see the invisible for the entire time the leaf is in his mouth. He is also +1 to save vs faerie magic. However, after 10 minutes the character will begin to feel nauseous and after 20 minutes he will suffer from poisoning (see above). P.P.E.: 15 points per leaf. Market Value: 500 credits per leaf.

Magic potion: Negate/reverse the effects of faerie foods and drinks. P.P.E.: 136 points per potion. Market Value: 25,000 to 50,000 credits.

Mandrake Root: A perennial herb that is a poisonous medicinal narcotic and aphrodisiac. The narcotic is used to dull people's senses. Penalties: No initiative, -2 to strike, parry and dodge, and attacks per melee are reduced to half.

Magical Properties: Chewing on a bit of magic mandrake root or drinking tea brewed with the enchanted root will instill the powers of dowsing or divine a glimpse of the future. The character also suffers from the plant's narcotic effects. P.P.E.: 50 points per root. A typical root can be divided into 10 bits. Market Value: 500 credits per bit.

Magic potion: Befuddle same as the spell. Lasts 2D4 minutes. P.P.E.: 50 points per potion. Market Value: 1000 credits.

Magic potion: Empathy same as the psionic power. Lasts for 3D4 minutes. P.P.E.: 40 points per dose. Market Value: 5000 credits.

Magic potion: Telepathy same as the psionic power. Lasts for 3D4 minutes. P.P.E.: 50 points per dose. Market Value: 10,000 credits.

Bio-manipulation Voodoo Doll: A whole mandrake root can be magically transformed into a magic weapon. The human-looking root serves as the focus to inflict bio-manipulation (same as the psionic power) on a particular victim. To activate the magic, the user must nibble a bit of the root and concentrate on the specific person he desires to attack.

He can then inflict any one of the bio-manipulation/evil eye afflictions on that person. One type of attack can be used per melee, but for each new melee the one affliction can be continued or changed to one of the others. Only one person can be attacked by this magical bio-manipulation at a time. Range is limited to line of sight with a maximum of 100 feet (30.5 m). P.P.E.: 300 points to create. Market Value: 150,000 credits.

Mistletoe: A perennial shrub that is widespread throughout the British Isles and much of Europe. Medicinally, the plant is used to lower blood pressure, stimulate the heart and fight heart disease. Eating the berries or ingesting too much mistletoe will cause nausea and vomiting, reducing the victim's attacks per melee and combat bonuses by half. A sick feeling and penalties last for 3D6 hours.

Magical Properties: Mistletoe has many magical properties. Potions include charismatic aura, impervious to fire, and float in air, all equal to a fifth level spell of the same name. P.P.E.: 75 points each potion per dose. Market Value: 50,000 credits each, per dose.

Magic Amulet: A sprig of the plant can be magically preserved as an amulet (same as the magic spell in the **Rifts RPG**, page 186). P.P.E. Cost: 290 points per each magic amulet/sprig. Market Value: 20,000+ credits each.

Oak Tree (Common): A deciduous tree with a short, thick trunk and large branches which form a massive crown of leaves. Common to the British Isles, much of Europe and North America. The bark is used medicinally to treat gastroenteritis and severe diarrhea. Druids consider it to be a sacred tree that symbolizes strength, masculinity, stability, and longevity.

Magic potion: The enchanted herb is used to make holy water. Holy water typically burns like acid when sprinkled or cast upon



vampires and other demons, inflicting 3D6 H.P./M.D. Holy water spilled in a circle prevents vampires and some other demons from entering the circle.

Magic acorn: A single acorn provides the nourishment of an entire meal. P.P.E.: 20 points per each acorn. Market Value: 2000 credits.

Magic oak leaf: Can be eaten or made into a tea or potion. Instills the magic power of chameleon same as the spell. Duration of the power is 10 minutes. P.P.E.: 25 points per leaf. Market Value: 2000 credits.

Magic oak bark: An acorn sized piece of bark can be eaten or made into a tea or potion. Instills the magic power of Armor of Ithan with an M.D.C. of 60. Duration of the power is 20 minutes. P.P.E.: 45 points per acorn size piece of bark. Market Value: 40,000+ credits.

Magic oak root: Can be eaten or made into a tea or potion. Instills the ability to track animals at an 88% proficiency. Duration of the power is one hour. P.P.E.: 25 points per chunk of root. Market Value: 1000 credits.

Magic Tea: Made from the leaf and bark of the oak. Instills the magic power of oracle same as the spell. P.P.E.: 70 points to make the enchanted brew. Market Value: 2000 credits.

Magic Wand of Dowsing: A “Y” shaped branch that can be used to locate other oak trees, water and ley lines. P.P.E. Cost: 130 points. Market Value: 25,000 credits.

Magic Oak Throwing Stick: Returns when thrown, double the normal range, and inflicts 1D6 S.D.C. to mortal foes and 2D6 M.D. to supernatural opponents. P.P.E. Cost: 330 points. Market Value: 135,000 credits.

Staff of Strength: A magical branch that cannot be broken or bent. As a weapon it inflicts 4D6 S.D.C. to mortal foes and M.D. to supernatural opponents. It also provides its owner with the following bonuses: +1 to save vs all magic and psionic attacks, +1 to save vs horror factor, additional stamina (fatigues at half the usual rate) and the ability to carry an amount of weight as if the character had supernatural strength. P.P.E.: 670 points. Market Value: 220,000 credits.

Rue (Herb of Grace): A perennial shrub that grows in southern Europe. Medicinally, it is used as a general healing agent, sedative and antispasmodic. Too much rue will cause nausea and vomiting; reducing the victim’s attacks per melee and combat bonuses by half. The sick feeling and penalties lasts for 3D6 hours.

Magic potion: The enchanted herb is used to make holy water. Holy water typically burns like acid when sprinkled or cast upon vampires and other demons, inflicting 3D6 H.P./M.D. Holy water spilled in a circle prevents vampires and some other demons from entering the circle. P.P.E.: 20 points per vial of water. Market Value: 100 credits per vial.

Magic potion: Magical sleep same as the spell. Sleeps for ten minutes per level of the potion maker. P.P.E.: 40 points per dose of potion. Market Value: 5000 credits.

Magic Wand of Sleep: A magical sprig of the plant can be preserved and attached to a magic wand. The wand can then cast the sleep spell three times a day. Range is 20 feet (6 m) or by touch. P.P.E. Cost: 230 points each magic. Market Value: 10,000 credits.

Anti-Magic Wand or Staff: A magical sprig of the plant can be preserved and attached to a magic wand or staff. The holder of the magic wood is +6 to save vs all magic and can perform the following three spells once per day: dispel magic barrier, negate magic and anti-magic cloud. The level of potency is equal to the level of its creator. The staff also inflicts 2D6 S.D.C. against mortal foes or 2D6 M.D. against creatures of magic. P.P.E.: 1930 points. Market Value: One million credits.

Solomon's Seal: Another perennial herb scattered throughout the woodlands of Europe and is native to the British Isles. Medicinally, it is used as a painkiller for headaches and body pain. All parts of the plant are poisonous and if eaten, will cause 2D6 points of damage, nausea and vomiting, reducing the victim's attacks per melee and combat bonuses by half. The sick feeling and penalties last for 4D6 hours.

Magical Properties: The burning of three enchanted leaves will summon forth a lesser elemental from any of the four elemental planes of existence, earth, water, fire or air.

A magic sprig of Elemental control. An enchanted sprig of Solomon's Seal is needed to command the lesser elemental summoned by the leaves. Only one elemental can be controlled at a time. The magic sprig will also hold lesser elementals at bay and prevent them from hurting the individual as long as he has the sprig. The leaves and sprig are completely ineffective against greater air elementals. P.P.E.: 750 points to enchant the sprig (has 9 S.D.C.) and 50 P.P.E. to enchant each leaf. Market Value: 20,000 credits per leaf. The sprig of elemental control costs 900,000 credits and up.

Willow Tree: Grows throughout parts of England, Ireland, Europe and the Americas. Medicinally, the leaves are used to eliminate fever, dysentery and food poisoning.

Magical Properties: Enchanted leaves can be made into a potion that makes the drinker impervious to energy attacks. Duration is five minutes per level of the maker. P.P.E.: 75 points. Market Value: 20,000 credits.

The wood can be turned into a magic lightning rod staff. When the staff is stuck into the ground, all forms of lightning and electrical discharges will be attracted to the staff rather than those around it. It is effective for a 100 foot (30.5 m) radius. Alternately, anybody holding onto the staff is impervious to electrical discharges. The staff is undamaged by the electrical barrage and is also impervious to all energy attacks. P.P.E.: 350 points. Market Value: 250,000 credits.

Wormwood: Originating in the Middle East, wormwood grows all over Europe and the Americas in dry waste places, such as roadsides, plains and grasslands. As a medicinal herb it is used to eliminate intestinal worms in both humans and animals, but will also attack the nervous system, causing seizures if the dose is too strong. It is a neurotoxin that can become habit-forming and constant use over years will cause serious brain damage. Only the flowering stems are used.

Magical Properties: The magic herb can be used as an ointment or powder to keep away goblins, ordinary worms and larvae, and the dreaded Worms of Taut. A goblin or Worm of Taut can not step through a doorway or cross a line made of magic wormwood. Nor can it turn a knob or open a box that is covered in the powder. The powder is sometimes sprinkled on containers to ward away maggots and other larvae. P.P.E.: 100 points to enchant up to 10 pounds (4.5 kg) of the herb per level of experience. Black Market Cost: 1000 credits a pound.

An alphabetical list of magic powers & cures from mystic herbs

Amulet: Mistletoe

Armor of Ithan: Oak tree bark

Befuddle: Mandrake Root

Chameleon: Oak tree leaf

Charismatic Aura: Mistletoe

Curses or Illness (inflicts): Black Elder

Combat Bonuses: Catnip

Control Lesser Elementals: Alder, Solomon's Seal

Divination: Ergot, Mandrake Root, Oak tea

Float in Air: Mistletoe

Food/Nourishment: Red Clover (3), Oak Acorn (1)

Hallucinogenic: Ergot grain, peyote, and various mushrooms

Healing: Ash tree compress or wand, Clover ointment heals burns & rashes, Holy Thistle (heals magic illness & alien diseases)

Heal/Negate Drunkenness: Dwarf Elder, Holy Thistle (chew, tea or potion), Oak, and Rue

Heal Eyes: Castor oil

Heal/Negate Magic Curses: Black Hellebore

Heal/Negate Magic Faerie Food: Jimsonweed potion

Heal/Negate Poison: Foxglove and Oak tree

Holy Water: Oak tree and Rue

Impervious to Energy: Willow tree

Impervious to Fatigue: Ginseng tea or potion

Impervious to Fire: Mistletoe

Impervious to Magic Gases & Toxic Clouds: Horsetail

Meditation: Black Hellebore

Narcotic: Ergot grain and Mandrake Root

Oracle: Oak tea

Paralysis: Belladonna potion

Predict Storms: Carline Thistle wand

Protection from Air Elemental: Alder tree wand, Solomon's Seal

Protection from Any Lesser Elemental: Solomon's Seal

Protection from Energy: Cedar tree staff, Willow tree,

Protection from Faeries: White Clover charm, Jimsonweed

Protection from Felines & Kinnie Ger: Catnip

Protection from Goblins: Wormwood
Protection from Lightning: Cedar tree staff, Willow tree staff
Protection from Witches: White Clover potion or charm
Protection from Worms & Worms of Taut: Wormwood
Psionic Powers: Ergot, Mandrake Root, Oak tea (oracle)
Regeneration: Rowan Ash (eaten or salve)
Save vs Coma: Amaranth potion
Save vs Horror Factor: Blackthorn potion or berries
Save vs Magic: Blackthorn potion or berries
Save vs Poison: Amaranth potion, Blackthorn potion
Save vs Possession: Black Hellebore potion or tea, White Clover (impervious)
Save vs Psionics: Blackthorn potion or berries, Black Hellebore
Sleep: Rue potion or tea
Sleep: Rue magic wand
See the Invisible: Carline Thistle
Super Speed: Ginseng potion or tea
Super Strength: Holy Thistle
Summon Air Elemental: Burn three Alder tree leaves
Summon Any Elemental: Burn three Solomon's Seals
Track: Oak root
Youth: Amaranth potion
Note: Also see herbs of legend.

Magic Sticks, Wands & Staves

Alder wand to control air elementals
 Carline wand to predict storms
 Carline staff to predict storms
 Oak staff of strength
 Oak throwing stick
 Oak wand of dowsing
 Rue wand of sleep
 Rue staff of anti-magic
 Solomon's Seal wand/sprig to control any lesser elemental
 Willow tree staff
Note: Also see herbs of legend.

Poisons

Belladonna (S.D.C. damage & penalties or magic M.D.C. poison)
 Dwarf Elder (S.D.C. damage & penalties)
 Foxglove (S.D.C. damage)
 Jimsonweed (S.D.C. damage & penalties)
 Mistletoe (penalties)
 Rue (penalties)
 Solomon's Seal (S.D.C. damage & penalties)

Herbs of Legend, Alien & Magic

Brain Tree

This is a bizarre alien plant that grows in caves, sewers, and other subterranean locations. It resembles a giant root with two brain-like clumps. These clumps have several bulbs or lobes, typically referred to as its "brain lobes." A white light radiates from these brain lobes and can fill a larger cavern with light. Since goblins and most subterranean creatures don't like light, these places are often free of monster infestation and used by D-Bees and humans.

It is safe to cut and eat a small piece of the root, which has a vinegar taste and is nutritious. However, to attack one of the brain lobes is to cause a psionic storm of crackling, electric energy. **Psychics 100 to 300 feet** (30.5 to 91.5 m) away will find it difficult to concentrate or use their powers, and will suffer from a pounding headache for 6D6 minutes after the incident. **Psychics within 100 feet (30.5 m)** feel like their head is being crushed by an invisible vice, cannot use any psionic abilities, skills are -40%, and attacks per melee are reduced by half. **Everybody within 20 feet** (6 m) of the brain tree is also bombarded by electric and psionic blasts that inflict 3D6 M.D. three times per melee round (15 seconds). The assault continues until everybody leaves the area (100 ft/30.5 m radius) and the attacks against it stop.

To continue to stand one's ground and try to pry out or destroy a brain lobe will cause that person(s) to be psionically and electrically fried! Each attacker suffers 6D6 M.D. three times per melee round (15 seconds) and each must roll to save vs paralysis (roll to save vs psionic attack). **A failed roll means** the brain tree has caused neurological damage and permanent paralysis: one limb can barely move. If the damaged limb is an arm, reduce the character's number of attacks by one, P.S. by

2 points and hand to hand combat bonuses by one point. If a leg is damaged, reduce the speed attribute and dodge bonus by half and all kick attacks are impossible.

Magic Properties: Alchemically speaking, the lobes from a brain tree can be used to create a number of powerful magic items.

1. Oracle: Tea or potion; same as the spell. P.P.E Cost: 70. Market Value: 2000 credits.

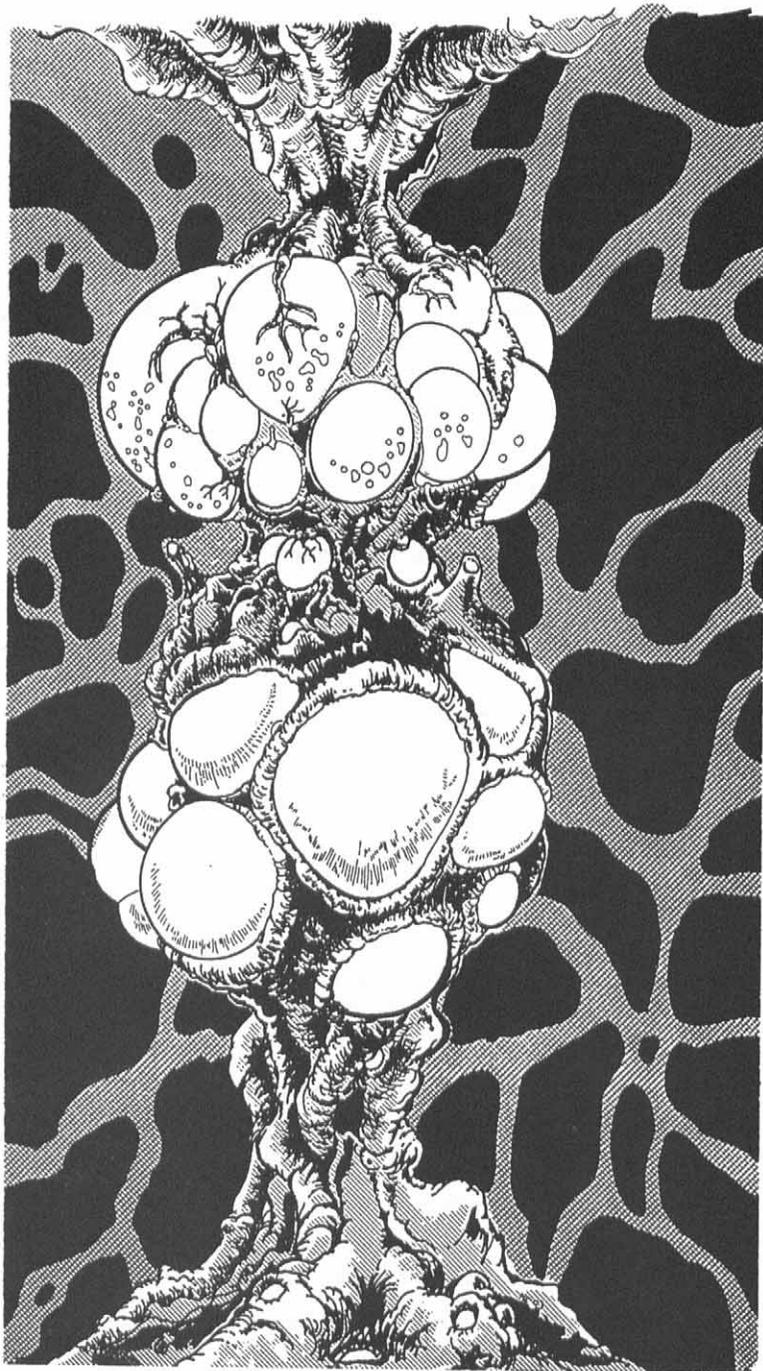
2. Eyes of Thoth: Potion; equal to a 10th level spell. P.P.E Cost: 36. Market Value: 2000 credits.

3. Trance: Potion; equal to a 10th level spell. P.P.E Cost: 64. Market Value: 12,000 credits.

4. Staff of Spirits: A wood or metal staff with a small brain tree lobe incorporated in it. The staff user can perform the following spells three times each per 24 hour period. All are equal to a 10th level spell. Commune with spirits, control entity, banishment (entity), turn dead, and exorcism. P.P.E Cost: 490 points. Market Value: A million+ credits.

5. Electrokinetic Rod: Typically a scepter style wand but can be a staff or made into a helmet as well. It instills the user with the power of electrokinesis equal to a 10th level mind melter and with the equivalent of 100 inner strength points available. I.S.P recovers at a rate of 10 points per hour. P.P.E Cost: 275 points. Market Value: 400,000+ credits.

6. Crystal Ball: Super rare and incredibly expensive. A crystal ball enables its user to see and hear what another person is doing. The only limitations are a 300 mile (480 km) range, a viewing period of 5 minutes per level of the viewer, and the viewer must have met and know any person or animal he is trying to observe.



P.P.E Cost: 1234 for a single crystal ball. Market Value: 250 million credits and higher.

Cobra Vine

A.k.a. Blood Plant or Vampire Plant

Another alien plant that has long tendrils that move like a snake and have a cobra-like head. The plant has a pungent odor that resembles decaying flesh, which attracts scavengers and predatory animals. The vines are sensitive to vibrations and strike out when an animal is near — the reach of a typical vine is three to six feet (0.3 to 0.9 m). The underside of the cobra-head has a sticky adhesive (a P.S. of 12 or higher is needed to pull it loose) which adheres to the animal. To hold the creature securely, 1D4+1 other cobra-headed vines also adhere themselves to the struggling animal (a typical plant will have eight

to ten vines). Once secured, tiny needles concealed in the cobra-head sink into the animal and drain its blood.

Once fed, the plant releases its prey. Small animals such as rabbits, raccoons, foxes and the like are usually killed, but their dead bodies attract other animals for the blood plant to feed on. Larger animal and humanoids can usually survive such an attack, suffering 4D6 points of damage direct to hit points, and staggers away, feeling weak for 24 hours. During the period of weakness, the character's number of attacks per melee, combat bonuses and speed are reduced by half. Large mammals are only in serious jeopardy when they stumble into a patch of several hungry plants. Cobra vines frequently grow in patches of 3D4 plants. **Note:** The cobra vine must feed on six pints of blood every five to seven days.

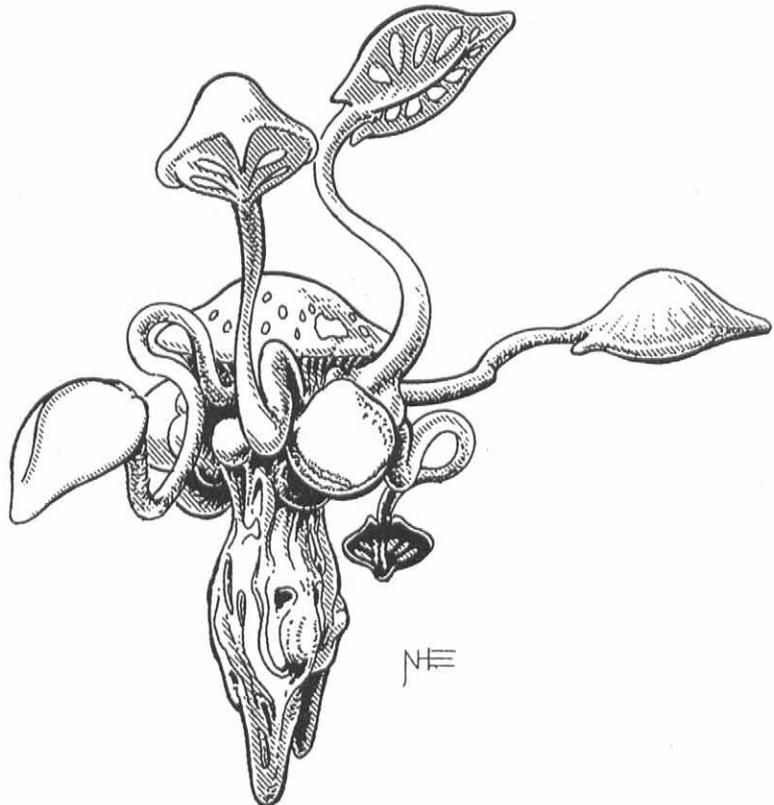
Magic Properties: As a magical herb, the vine has a few impressive properties.

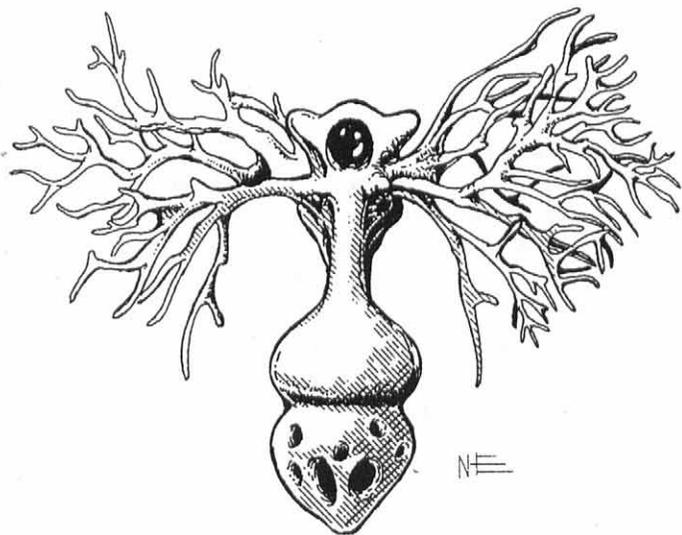
1. Cure a Vampire's Bite: A salve is made from the large, sack-like root and applied to the bite(s) on a vampire's victim. The ointment will cure any infection in the bite and, most important, dispel any control the vampire may have over that person, restoring him or her to normal. P.P.E Cost: 380. Market Value: 300,000+ credits.

2. Blood Tea: A tea or tonic is made from the blood stored in the sack-like root of the plant. The potion will cure anemia, leukemia, bone cancer, blood poisoning and other diseases of the blood. P.P.E Cost: 550. Market Value: 450,000+ credits.

Note: The live plants are also used by sorcerers, herbalists and monsters to guard their gardens and lairs. The plant can grow in virtually any soil except sand or clay, drawing most of its nourishment from the blood of its victims.

The cobra vine is quite rare in most of the world and is found primarily in the British Isles. They are also occasionally found in France, Spain and northern Africa, ironically, where there are no vampires.





Dagda's Scepter

This alien plant has no leaves, only a network of bright green branches. At the top of the stem is a dark green oval. The general shape, especially when pulled from the ground, resembles a scepter. Its healing powers and invulnerability to fire have earned it the name of Dagda's Scepter; according to Celtic mythology, Dagda is the Father of all gods and a symbol of strength, fire and life (the patron of ancient druids).

It is a sturdy S.D.C. plant and is completely impervious to fire and heat. Herbalists use the sap to make an ointment to soothe burns and rashes and some have learned that covering their entire body or clothing makes them impervious to fire but not to smoke or heat (the skin blisters, vision blurs and people faint from the heat and choke on the foul air).

Magic Properties: Herbalists and woodland druids can evoke many different magic results from the plant.

1. **Oracle:** Tea, potion or snuff; same as the spell. P.P.E Cost: 70. Market Value: 2000 credits.

2. **Sense Magic and Evil:** Tea, potion or snuff; equal to an 8th level spell. P.P.E Cost: 25. Market Value: 200 credits.

3. **Commune with Spirits:** Tea, potion or snuff; equal to an 8th level spell. P.P.E Cost: 50. Market Value: 1000 credits.

4. **Impervious to Fire:** Tea or potion; equal to an 8th level spell. P.P.E Cost: 50. Market Value: 3000 credits.

5. **Resist Fire:** Tea or potion; equal to an 8th level spell. P.P.E Cost: 20. Market Value: 500 credits.

6. **Invulnerability:** Tea or potion; equal to an 8th level spell. P.P.E Cost: 80. Market Value: 10,000 credits.

7. **Healing Ointment:** Heals burns, restoring 4D6 hit points or S.D.C. and reduces scarring. It can also be used on cuts and open sores, restoring 1D6 S.D.C. and reduces scarring. P.P.E Cost: 80. Market Value: 5000 credits.

The Faeries' Cauldron

This strange plant may be similar to Earth mushrooms but it is originally from an alien world and was carried to Earth through a dimensional rift. The tops of the plant resemble a large bowl or cauldron shape mounted on long sturdy stalks. The bowls collect and hold rain water and moisture. The herb

has little to do with faeries, but because of its innate magical properties and the fact that mushrooms, especially magic mushrooms, are associated with faeries, it has been named the Faeries' Cauldron. Furthermore, faeries and sprites are often seen swimming and bathing in the little pools of the cauldrons.

The plant is only found near ley lines and nexuses, but never directly on a ley line or at a nexus epicenter. A typical Faeries' Cauldron has six to eight bowl shaped tops, two or three of which are rather large. The alien mushroom usually grows in small clusters of 2D4 individual plants. They are reasonably common in England, Wales and Ireland, but extremely rare outside of the British Isles. Even in England, the average person avoids the plant and some superstitious people actually smash them wherever they are found.

The plant has several magic uses in its natural, unaltered form.

1. The Faeries' Cauldron is a P.P.E. battery. The cauldrons/bowls can be broken at the stem (S.D.C. object) and will remain fresh and continue to hold magic energy. Each small cauldron/bowl contains 2D6 P.P.E. while large bowls and the root bulb each have 5D6 P.P.E. points. The mystic energy can be drained from each of the plant's bowls like the cells of a battery. However, each time a cauldron/bowl is drained of P.P.E., it shrivels and spoils.

Spoiled Faeries' Cauldron mushrooms are **poisonous**, causing stomach cramps, vomiting, diarrhea and vertigo for 3D6 hours, even to mega-damage creatures and supernatural beings. **Penalties:** All combat bonuses are half, speed is half and the performance of skills is -20%. Sudden movement gives a sensation of vertigo and dizziness, causing the character to lose his balance, half his melee attacks and initiative.

2. The bowl part is tasty and can be eaten. The P.P.E. safely dissipates into the environment when eaten and does not provide the creature who eats it with any special powers. If the bowl is broken, the energy also dissipates and the mushroom meat spoils within 24 hours. If kept whole, the bowl will stay fresh and edible indefinitely (for years). Until it is eaten or drained of mystic energy, the plant retains its P.P.E. reserve.

3. In its natural environment, the bowls or cauldrons collect rain water. This water becomes enchanted. Those who drink of the water will experience the dulling of the senses as is common to narcotics. **Penalties:** No initiative, -2 to strike, parry and



dodge, and attacks per melee are reduced by half. However, the drinker can also see the invisible, is healed of 2D6 points of damage (if injured) and is cured of stomach cramps, worms, nausea and/or diarrhea.

4. If the blood of a humanoid gets into a magic mushroom cauldron it is transformed into a deadly toxin. The poison does $2D4 \times 100$ hit points and S.D.C. damage to humanoids and $2D4 \times 10$ M.D. to mega-damage creatures. The poison must be ingested to have any effect. Market Value: 45,000 credits.

5. If faeries' blood, including sprite, pixie, brownie, bogie or leprechaun, gets into a cauldron it turns into a magic potion. He who drinks of it will shrink to 12 inches tall, sprout butterfly wings, fly (45 mph/72 km), prowl 55%, see the invisible, is +3 to save vs magic and +6 to save vs faerie magic. However, all attributes, combat bonuses, S.D.C./M.D.C. and skill proficiencies are temporarily reduced by half. The metamorphosis lasts 2D4 hours and cannot be negated before the magic has run its course. Market Value: 200,000 credits.

6. If dragon's blood falls into a magic cauldron it is transformed into a potion of metamorphosis. He who drinks of it can metamorphosis into any living creature (any of the spells, including plant metamorphosis). The transformation lasts 2D4 hours and cannot be cancelled before the magic has run its course. Market Value: 150,000+ credits per potion.

7. When there are six or more plants, the Faeries' Cauldron sometimes grows in a circular formation; typically a 10 to 20 foot diameter (3 to 6 m). These magic mushroom circles are rare and powerful. Supernatural beings, including vampires, zombies, mummies, animated dead, ghouls, golems, entities, lesser demons and lesser elementals, cannot enter the circle and are repelled by its magic. Most animals can sense the magic and avoid the circle too.

Faerie folk, and other creatures of magic, often seek refuge inside these circles and sometimes build a faerie mound (dwelling place) in the center. Circles not inhabited by faeries can be used as safe havens by woodland travelers — taking refuge at a faeries' circle and mound will cause an encounter with the inhabitants of the mound. Those who sleep within the circle will have a restful sleep and awaken refreshed and in high spirits.

Practitioners of magic can step inside the circle and draw on as much as 200 P.P.E. without damaging the plants. Any attempt to draw on more energy than that will cause three claps of thunder, followed 15 seconds later by bolts of lightning striking the mage and everybody inside the circle (6D6 M.D.). Additionally, dangerous insects, such as the giant clamp-mouth dragonfly, flash beetle and petal thing, will arrive within a minute and attack anybody in the area. It is important to note that these alien creatures frequently inhabit the same areas and are attracted by the expenditure of P.P.E. energy and noise.

The herbalist and woodland druids can use the Faeries' Cauldron to create the following potions (all are equal to 7th level spells):

1. Water to wine: The potion is poured into one to ten gallons (3.8 to 38 liters) of water and transforms it into good quality wine. P.P.E Cost: 25. Market Value: 350 credits.

2. Spoil food or water: The potion is poured into or onto water or a beverage (one to ten gallons/3.8 to 38 liters) or up to 70 pounds (31 kg) of food making it spoiled/uneatable. P.P.E Cost: 35. Market Value: 500 credits.

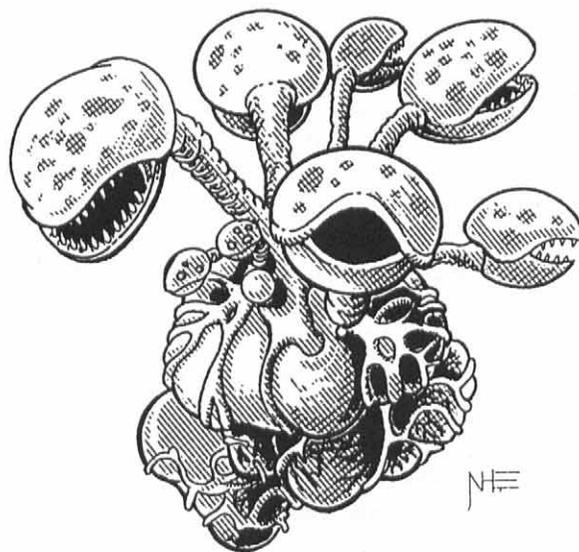
3. Negate Poison: Including M.D. poisons. P.P.E Cost: 30 points. Market Value: 50,000+ credits each.

4. Any type of metamorphosis potion. P.P.E Cost: 85 each. Market Value: 250,000+ credits each.

5. Petrification: The poor fool who drinks this potion is turned into stone. The magic potion can be added to a glass of wine or other liquid as long as there is less than eight ounces (0.2 liters). The transformation is permanent unless stone to flesh magic is used to reverse the magic. P.P.E Cost: 213 each. Market Value: 750,000+ credits each.

6. Stone to Flesh: The potion is poured onto the head of a victim of petrification and returns the person to the living. The potion can also be drunken ahead of time to make the drinker impervious to petrification (lasts 20 minutes). P.P.E Cost: 113 each. Market Value: 500,000+ credits each.

Note: Of course, the herbalist and druids can use the Faeries' Cauldron to create the previously listed natural magic and super-poison, as well as use the cauldrons/bowls as P.P.E. batteries (talisman).



Snapper Heart

This vicious looking plant gets its name from its four to eight bulbous heads lined with teeth and its heart shaped root. It is an alien venus flytrap that stands about three feet (0.9 m) high and feeds on large insects and small mammals like mice and birds. It is pretty harmless to humanoids and large mammals, except to foolish humanoids who stick their finger in the mouth and get bitten (1D4 S.D.C.).

Wilderness folk claim that eating a few ounces of the root will instill a warrior with courage and strength. This is true in the sense that eating two to four ounces of the root causes a reaction like that of a powerful amphetamine (speed) and mild hallucinogenic. The root eater feels more powerful and confident and is filled with a sense of urgency and reckless excitement. These people will take foolish risks and are extremely anxious to do something right now. They enjoy temporary bonuses of +2 on initiative, +1 to parry and dodge, +2 to P.S. and Spd. attributes as long as they are high. The high and bonuses last for about $2D4 \times 10$ minutes. When the high is gone, they are exhausted and weak: reduce speed by half, combat bonuses are

-1 and skills performance is -20% for 1D4 hours. They also feel really hungry. Regular users will become addicted and believe they are only at their full potential when high (penalties apply all the time when not on the drug).

Herbalists, alchemists, and drug dens may offer the herb as a tea, potion or snuff, but the duration of these are half that of eating two to four ounces of the raw root. It has no other special properties.

Note: Found in Scotland, Ireland, and to a lesser degree in northern France, Belgium and southern Germany.

Towershrooms

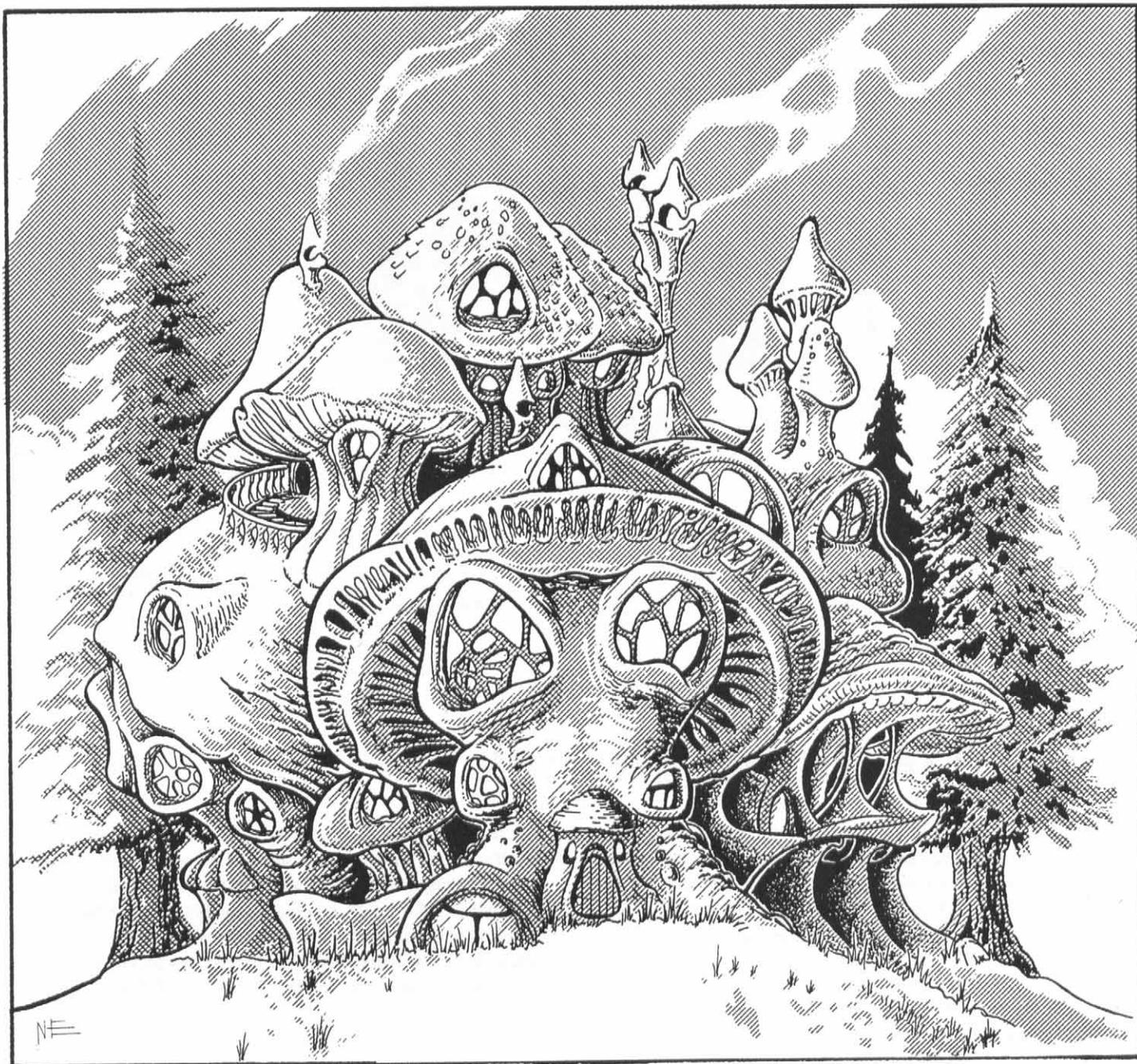
There are six known varieties of towershroom, giant mushroom that seem to thrive in the British Isles and much of northwestern Europe. Two of their most notable features are that the stem of the plant is hollow and the entire plant is a modest

mega-damage structure. These two features have encouraged many people, especially wilderness folk, to build homes inside the living plants! Most of these giant mushrooms are found in dense forest areas.

Features:

1. The hood or top of the typical towershroom has $1D4 \times 100$ M.D.C.
2. Walls: The average ten square feet of the hollow stem has $4D4$ M.D.C.
3. The place always smells fresh.
4. Typical plant lives for 50 years.

Note: The plant has no special herbal or magic properties. Sections cut out of the 'shroom spoil within 6D6 hours and lose their mega-damage structure. Only the living plant is a mega-damage life form.





The Woodland Druids

The woodland druids of England have three divisions within their order, the **Dryads**, **Filidh**, and **Scathach**. Each of the three are seen as equals and all are considered part of the whole within the druidic society. While each shares identical beliefs, it is in the area of skills and powers that they vary dramatically.

The teachings of the druids can be summarized as: Do no evil, be strong and courageous, be free, help others to be free, enjoy life and share its wonders. Most druids have a high regard

for nature and all things living. While they oppose the wanton destruction of forests and wildlife done out of neglect or greed, they wholeheartedly agree with prudent use of the environment and wildlife for lumber, housing, medicine and industry. Since supernatural monsters are a major threat to all life in the world, these druids of Rifts Earth find themselves locked in a constant struggle against them. They spend much of their time fighting demons and monsters or otherwise thwarting their evil schemes and protecting innocent people from them.

The Filidh O.C.C.

Herbalist & Bard

The Filidh are prophets, scholars, philosophers and healers. In many respects, the Filidh is a bard. They are dedicated to the study of life and to spread this knowledge through words, story, song, and dance. This study of life focuses on the supernatural and healing through the use of herbs. Thus, each filidh is an expert herbalist and warrior against evil supernatural forces. In their pursuit for knowledge, many have learned to use such modern tools as radios, computers, cameras, blasters and vehicles.

Their knowledge of magic herbs is limited to divination, clairvoyance and protection against the supernatural. The ability to see the future, and other psychic abilities that warn of danger or give guidance and protection, are derived from special or magic herbs and plants. These druids are also often friends of the Millennium tree and get visions, blankets of healing and the occasional Millennium wand from these Trees of Life.

O.C.C. Powers

- 1. P.P.E.:** The druids have far less P.P.E. than most other practitioners of magic. Take the P.E. attribute number and multiply it by two to determine the character's P.P.E. base. Add 1D6+3 points for each level of experience.
- 2. Bonuses:** +4 to save vs faerie magic, foods and drinks, +4 to save vs poisons and unwanted magic potions and foods. +1 to save vs all other types of magic, +4 to save vs horror factor.
- 3. The creation and use of magic herbs for divination, visions and protection against the supernatural.** The Filidh can create and use magic herbs to see the future, simulate other psychic sensitive powers and to combat supernatural beings.

The Filidh O.C.C.

(Pronounced: Fil leed)

Attribute Requirements: I.Q. and M.A. must be 11 or higher.

Alignment: Any, but usually good.

O.C.C. Skills:

- Mystic Herbology (+10%)
- Identify Plants & Fruits (+10%)
- Wilderness Survival (+10%)
- Land Navigation (+10%)
- Pilot: Horsemanship (+20%)
- Pilot: Sailboat (+10%)
- Math: Basic (+20%)
- Languages: English, Euro, Faerie Speak, Gobblely (+20%)
- Literate in English/American and Euro (+20%)
- Astronomy (+10%)
- Anthropology (+10%)
- Lore: Faerie (+10%)
- Lore: Demons & Monsters (+20%)
- Sing (+20%)
- Dance (+20%)
- Boxing
- W.P.: Select two ancient and two modern
- Hand to Hand: Martial Arts

The hand to hand combat skill can be changed to assassin if the character is of evil alignment.

O.C.C. Related Skills: Select three other skills, plus two additional skills at levels three, seven, ten and fourteen.

Communication: Any (+10%)

Domestic: Any (+15%)

Electrical: None

Espionage: Escape artist, forgery, intelligence, and tracking only (+5%)

Mechanical: None

Medical: First aid or paramedic (+5%)

Military: None

Physical: Any except acrobatics and wrestling.

Pilot: Any (+5%), except robot, power armor, tank or spacecraft

Pilot Related: Any

Rogue: Any

Science: Any (+10%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select three secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most filidh start out with quite a number of items.

Magic herbs and items: One wand and a staff of choice and 12+1D4 magic herbs or items made from enchanted herbs.

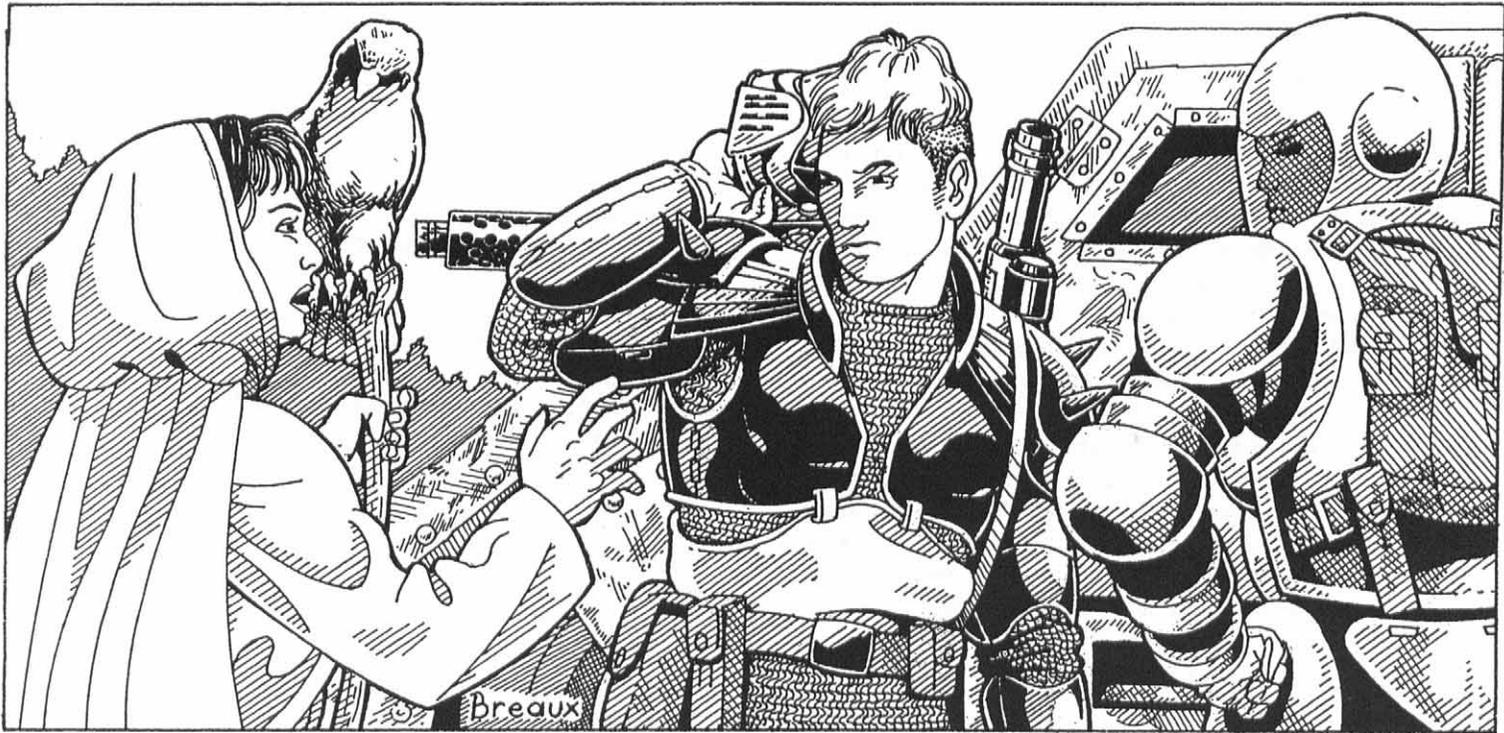
Common items: First-aid kit and common healing herbs, rope and/or lightweight nylon cord (50 feet/15.2 m), two iron spikes, silver cross, silver dagger, six wooden stakes made of hawthorn, 1D4 wood throwing sticks, 1D4 cloves of garlic, knapsack/back-pack, two saddlebags, utility belt, pouches or sacks, flint and tinder box, a lighter, flashlight, air filter, and a hat or a hooded cloak (with many inside pockets). All carry a nicely carved walking stick or staff which doubles as a weapon and may be magic.

Traditional garb: Clothing is usually stylish as well as practical. Often Robin Hood style clothing, high boots, soft leather gloves, and ornate medallions and jewelry. Cheerful and warm colors are usually selected. Many wear magical bark armor from the Millennium tree or a medium weight synthetic armor.

Vehicle: Starts with a fine quality riding horse and is likely to acquire a second or third as the character prospers (used as pack animals and alternate rides). The druids always feel more comfortable riding an animal rather than a mechanical vehicle.

Money: 4D4×1000 in credits, 1D4×1000 worth of gems and precious metals. Other conditions and comments are the same as the dryad.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered only if absolutely necessary.



The Dryad O.C.C.

Master of Herb Magic

The dryad are the masters of herb magic, healing, and the creation of magic herbs, foods, wands and staves. Everything there is to know about holistic medicine, herbs, herb magic and the creation of potions, powders, teas, balms, and magic wooden weapons is known to these druids, who are said to be the most powerful of all. This may be true in regards to pure mystic knowledge about plant life and their ability to instill plants with magic. However, the dryad is far less knowledgeable about the world and other areas of skill.

Unlike the other two orders within the woodland druid society, only women are taught the mystic arts of the dryad.

O.C.C. Powers

- P.P.E.:** Druids have far less P.P.E. than most other practitioners of magic. Take the P.E. attribute number and multiply it by three to determine the character's P.P.E. base. Add 10 points for each level of experience.
- Bonuses:** +6 to save vs faerie magic, foods and drinks, +5 to save vs poisons and unwanted magic potions and foods. +2 to save vs all other types of magic, +1 to save vs horror factor.
- Mystic herbology: The creation and use of magic herbs of all kinds.** The dryad can create and use magic herbs for healing, helping, protection, hurting and to create ointments, wands and staves. They are the ultimate masters of herb magic.

The Dryad Druid O.C.C.

(Pronounced: Dray ad)

Attribute Requirements: I.Q. and M.E. must be 12 or higher.

Alignment: Any, but usually good.

O.C.C. Skills:

- Holistic Medicine (+20%)
- Mystic Herbology (+20%)
- Identify Plants & Fruits (+20%)
- Botany (+15%)
- Biology (+15%)
- Pathology (+10%)
- Chemistry (+15%)
- Math: Basic (+15%)
- Wilderness Survival (+20%)
- Land Navigation (+20%)
- Preserve Food (+20%)
- Language: English, Gobblely and two of choice (+15%)
- W.P.: Select two
- Hand to Hand: Basic

The hand to hand combat skill can be changed to expert at the cost of one "other" skill selection.

O.C.C. Related Skills: Select three other skills, plus two additional skills at levels three, seven, eleven and fifteen.

- Communication: Any
- Domestic: Any (+5%)
- Electrical: None
- Espionage: Escape artist and intelligence only (+5%)
- Mechanical: None
- Medical: First aid or paramedic (+5%)
- Military: None
- Physical: Any except acrobatics, gymnastics and boxing
- Pilot: Any (+5%), except robot, power armor, tank or spacecraft (+10% to the horsemanship skill).
- Pilot Related: None
- Rogue: Any (+5%)
- Science: Any (+5%)
- Technical: Any (+5%)
- W.P.: Any
- Wilderness: Any (+10%)

Secondary Skills: The character gets to select three secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most dryads start out with quite a bit.

Magic herbs and items: Two wands or a wand and a staff of choice and 15+1D4 magic herbs or items made from enchanted herbs.

Common items: Clothes and shoes suitable for wilderness travel, a complete medical kit, small shovel and hand pick for digging up plant roots and bulbs, hand axe, rope and/or lightweight nylon cord (50 feet/15.2 m), two iron spikes, two wooden throwing sticks (1D6 S.D.C.), several types and sizes of knives, scissors, laser scalpel, knapsack or back pack, utility belt, a dozen small sacks, a box of 50 small plastic bags (also for specimens), a lighter, flashlight, and air filter.

Traditional garb is white and/or light tan or light green clothing. Most wear magical bark or leaf armor from the Millennium tree or a light synthetic armor.

Vehicle: None to start; likes to walk. May acquire a riding animal at some point. Most never learn how to drive a vehicle of any kind and many never learn to ride a horse.

Money: 2D6 × 1000 in gems and precious metals, 2D6 × 100 in credits. Tends to give money away or spends it on more herbs and equipment. Payment for healing and magic can range from a few credits to several thousand, or a trade of goods for services. Depending on the circumstance a fair trade may be a bowl of soup or a place to sleep for a potion that would normally be worth thousands. A kind hearted dryad will often bestow her healing teas, potions and magic for free or at a low cost. Most dryads are out to help and comfort others, not make a profit. A character is not likely to get more than 20% of the fair market price when selling to a merchant or hospital.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered only if absolutely necessary.

The Scathach O.C.C.

The name is derived from a Celtic warrior goddess known as Scathach nUanaind (*sic*), heralded for her martial arts, combat skills, and physical prowess. The scathach druids are both warriors and blacksmiths able to create and use magic stones, iron and wood. They are also expert metal- and wood-workers.

O.C.C. Powers

1. **P.P.E.:** Take the P.E. attribute number and multiply it by two to determine the character's P.P.E. base. Add 1D6 + 4 points for each level of experience.
2. **Bonuses:** Add 1D6 to P.S. attribute; +3 to save vs faerie magic, foods and drinks, +3 to save vs poisons and unwanted magic potions and foods. +2 to save vs all other types of magic, +2 to save vs horror factor.
3. **The creation and use of magic herbs of all kinds.** The scathach can create and use magic herbs, but are not as adept as the other two orders of druids. Their focus is on creating weapons and items for protection and the use of

magic herbs in the creation of magic irons, cauldrons and weapons.

Special Magic Powers

1. **Magic Cauldrons!** A magic cauldron is made from iron and must be entirely hand crafted by a Scathach. As the druid makes the metal container, he evokes earth magic, summoning mystic energy from the ley lines and sprinkling magic powder from appropriate magic herbs and wood. The process usually takes months, mainly because the three key stages of magic construction requires going to a place of magic during a time of peak energy. Each of the three phases require 133 P.P.E.

A magic cauldron can be any size desired, from the size of an average pot to a five gallon kettle. Small ones will have 2D4 × 10 M.D.C. while large ones will have 2D4 × 100 M.D.C.; reducing the M.D.C. to zero destroys the cauldron. Like the creation and distribution of magic herbs and wands, the druid is careful not to make too many and not to give (occasionally sell) them to people who will misuse them.

Magic Boiling Cauldron. The cauldron is cool to the touch on the outside, but when food or liquid is poured inside, the pot becomes boiling hot only on the inside without needing a fire lit under it. P.P.E.: 450 points to enchant. Black Market Cost: 30,000 credits.

Magic Cauldron of Destruction. Any magic item, including indestructible rune weapons, can be melted down into worthless slag or ash when heated inside this powerful magic cauldron. However, this can only occur at a ley line nexus on the days of winter or summer solstice or during a lunar or partial solar eclipse. Most items are destroyed within one hour, rune weapons must bake for 1D4 + 1 hours. P.P.E.: 1600 points to enchant. Black Market Cost: 80 million credits to as much as ten times higher! Very rare!! Note: A Scathach must be tenth level or higher to create this cauldron.

Cauldron of Endless Water. This cauldron always looks empty, but when a glass, mug or other container is dipped or placed inside, it becomes filled with fresh, cool water. P.P.E.: 600 points to enchant. Black Market Cost: 40,000 credits.

Magic Cauldron of Plenty: Food or drink that is prepared in the cauldron will feed ten times as many people as a normal cauldron its size. Note that simply placing food or drink inside the cauldron does not change the items in any way. The food or drink must actually be cooked inside it. P.P.E.: 700 points to enchant. Black Market Cost: 300,000 credits.

Magic Cauldron of Purity. Any food or drink prepared in this cauldron is safe to ingest. The cauldron magically destroys any poisons, dangerous chemicals, pollutants, disease or magic which may have been present before it was cooked. Magic herbs and potions can be negated and rendered useless by cooking them in this pot. P.P.E.: 800 points to enchant. Black Market Cost: 150,000 credits.

2. **Other Magic Irons.** All are rare commodities in the market place, especially away from the British Isles.

Magic Chains: Never bends, dulls or rusts, and only a supernatural strength of 40 or higher can break a link. Each link has 10 M.D.C. P.P.E.: 10 points to enchant each link. Black Market Cost: 500 credits per one foot (0.3 m) length of chain.

Magic Hammer: Never bends, dulls, or breaks and is impervious to even mega-damage fire and heat. Inflicts 2D4 S.D.C. when used as a weapon. P.P.E.: 110 points to enchant. Black Market Cost: 8,000 credits.

Magic Horseshoes: Enables the horse who wears them to run 25% faster, exert itself for twice as long before becoming exhausted, and leap ten feet (3 m) higher and farther. P.P.E.: 100 points to enchant each shoe. Black Market Cost: 40,000 credits a pair.

Magic Javelin (iron): Never bends, dulls or rusts, and inflicts 3D6 S.D.C. damage to mortal foes, but 3D6 M.D. against supernatural foes and creatures of magic. The javelin itself has 100 M.D.C. P.P.E.: 250 points to enchant. Black Market Cost: 15,000 credits.

Magic Mallet (large): A bigger version of the hammer. Never bends, dulls, or breaks, is amazingly lightweight for an item its size and is impervious to even mega-damage fire and heat. Inflicts 2D6 S.D.C. when used as a weapon. P.P.E.: 200 points to enchant. Black Market Cost: 12,000 credits.

Magic Manacles: The lock cannot be picked even by magical means, such as the escape spell, and only a supernatural strength of 50 or higher can force them open. The manacles never rust and have 100 M.D.C. P.P.E.: 500 points to enchant. Black Market Cost: 200,000 credits per each set.

Magic Nails: Never bend or rust. P.P.E.: 5 points to enchant each nail. Black Market Cost: 30 credits a dozen.

Magic Spikes: Indestructible and never dulls or bends. P.P.E.: 10 points to enchant each one. Black Market Cost: 50 credits for a half dozen.

Magic Sword: Indestructible and never dulls. +1 to strike and parry. Inflicts 2D6 S.D.C. to mortal foes but double damage to mortal forces of evil and 2D6 M.D. to creatures of magic and the supernatural. The sword has 80 M.D.C. P.P.E.: 270 points to enchant. Black Market Cost: 25,000 credits.

Magic Throwing Iron: Never dulls or bends. Inflicts 2D4 S.D.C. to mortal opponents, but does 2D6 M.D. to creatures of magic and supernatural beings, including vampires. The iron has 40 M.D.C. P.P.E.: 200 points to enchant. Black Market Cost: 10,000 credits each.

3. Weapons of Wood. All are rare commodities in the market place, especially away from the British Isles.

Magic arrows made of Hawthorn: Damage to normal creatures is 2D4 S.D.C., to vampires: 1D4 × 10 M.D., and to zombies, mummies and other animated dead or undead: 2D6 M.D. P.P.E.: 10 points to enchant each arrow. Market Value: 50 credits per arrow.

Magic arrows made of Alder: Damage to normal creatures is 2D4 S.D.C., but inflicts 6D6 M.D. to air elementals. P.P.E.: 60 points to enchant each arrow. Market Value: 1500 credits per arrow.

Magic arrows made of Cedar: Damage to normal creatures is 2D4 S.D.C., but inflicts 6D6 M.D. to energy beings and entities. P.P.E.: 40 points to enchant each arrow. Market Value: 500 credits per arrow.

Magic arrows made of Oak are strong and stable. +1 to strike, fly twice as far as normal and inflict an extra +6 S.D.C. P.P.E.: 30 points to enchant each arrow. Market Value: 100 credits per arrow.

Magic Bow made of pine: The bow and its string will never break and all arrows launched from it fly straight and sure. +1 on initiative, +1 to strike. P.P.E.: 80 points to enchant the bow. Market Value: 2000 credits.

Magic Flute: Music played on this instrument always sounds of professional quality. P.P.E.: 120 points to enchant the flute. Market Value: 3000 credits.

Magic War Hammer: Made of oak and iron, surprisingly lightweight, but inflicts an amazing 4D6 S.D.C. damage to mortal foes, 2D6 M.D. to supernatural foes, 4D6 M.D. to vampires and is +1 to strike and parry. P.P.E.: 220 points to enchant the flute. Market Value: 3000 credits.

Magic Throwing Stick: Never breaks or bends. Inflicts 1D6 S.D.C. to mortal opponents, but does 2D6 M.D. to creatures of magic and supernatural beings, including vampires. P.P.E.: 180 points to enchant. Black Market Cost: 10,000 credits each.

The Scathach Druid O.C.C.

(Pronounced Scathach)

Attribute Requirements: P.S. and P.E. must be 14 or higher.

Alignment: Any, but usually good.

O.C.C. Skills:

Mystic Herbology (+5%)

Identify Plants and Fruits (+10%)

Wilderness Survival (+10%)

Land Navigation (+10%)

Boat Building (+15%)

Carpentry (+15%)

Cooking (+15%)

Math: Basic (+15%)

Language: English, Gobblely and two of choice (+15%)

Horsemanship (+10%)

Pilot: Sailboats (+10%)

Pilot: Motorboats (+10%)

Pilot: Ships (+10%)

W.P. Archery & Targeting

W.P. Blunt (particularly hammers)

W.P.: Select three additional weapon skills

Body Building

Boxing

Hand to Hand: Martial Arts

The hand to hand combat skill can be changed to expert at the cost of one "other" skill selection.

O.C.C. Related Skills: Select four other skills, plus two additional skills at levels three, seven, eleven and fifteen.

Communication: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Escape artist and intelligence only (+5%)

Mechanical: None
Medical: Paramedic (+5%)
Military: None
Physical: Any except acrobatics
Pilot: Any (+5%), except robot, power armor, tank or spacecraft.
Pilot Related: None
Rogue: Any
Science: Any (+5%)
Technical: Any (+5%)
W.P.: Any
Wilderness: Any (+10%)

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most start out with quite a bit of equipment.

Magic items: Two cauldrons of choice, except the cauldron of destruction, a magic hammer, two other magic irons or items of wood and iron, and one magic weapon, plus the druid's horse is shod with magic horseshoes. He also has 2D4 magic herbs or items made from magic herbs.

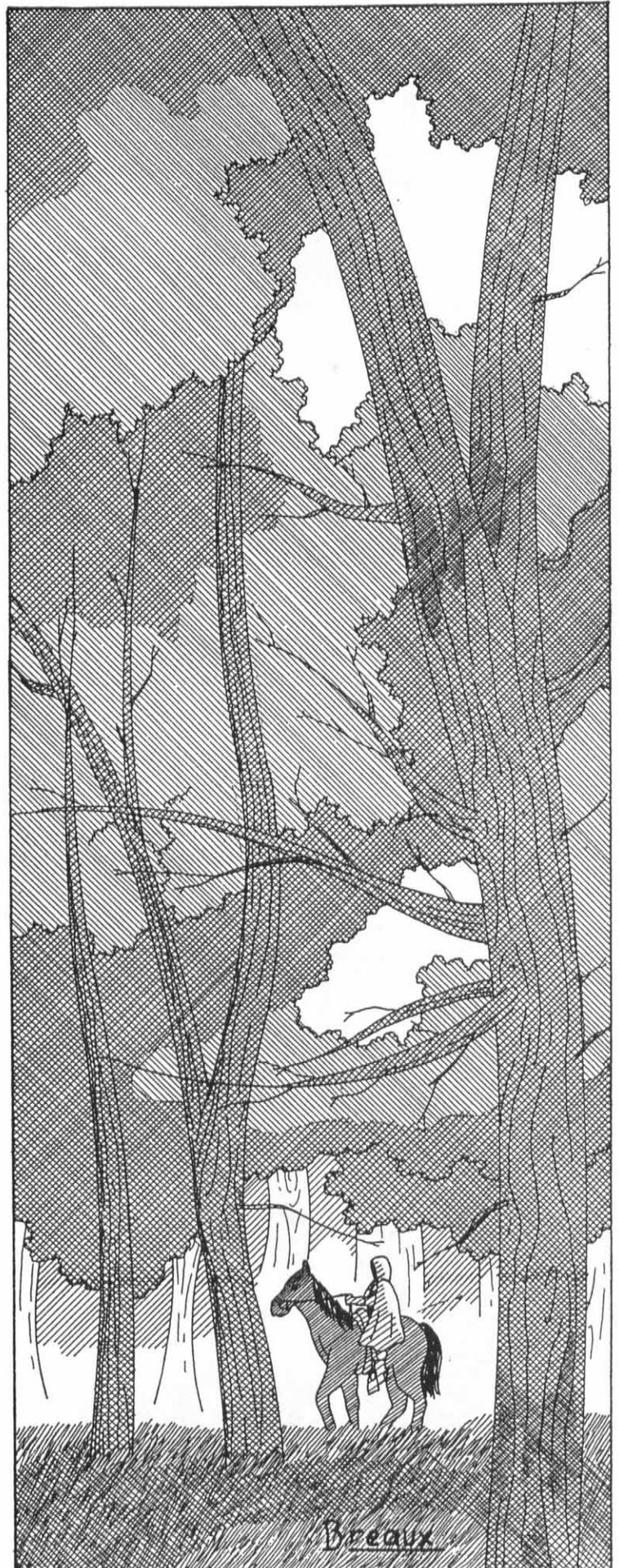
Common items: Metalworking tools such as large tweezers, pliers, prongs, clamps, files, large mallet, and work hammers, all kept inside a sturdy, reinforced satchel or crate (or cauldron). Portable tool kit for more delicate work, 10 foot (3 m) length of chain, 30 feet (9 m) of rope, six spikes, three dozen large nails, knapsack/back-pack, utility belt, pouches or sacks, a lighter, flint, flashlight, air filter, laser scalpel or tool, and a metal knife (1D6 S.D.C.).

Traditional garb is shirt and pants of any color, black, insulated boots, gloves, and a black work apron. Most wear heavy armor when on the road.

Vehicle: Starts with a good quality riding horse wearing magic horseshoes. Most druids feel more comfortable riding an animal rather than a mechanical vehicle.

Money: 3D6 × 1000 in credits and 1D6 × 1000 in gems and precious metals. Same conditions and comments as the dryad.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered only if absolutely necessary.



The Millennium Druid O.C.C.

The Millennium Druids pattern their lives after their sacred Tree of Life. They are peace loving men and women of healing and learning who have dedicated themselves to the protection of the Millennium Trees and all life. The druids are vegetarians who eat only fruits and vegetables, never any living animal, including fowl, fish or insects. However, they are not fanatics and do not chastise others who do eat the flesh of animals.

Most of the Millennium Druids wander the land like gentle knights-errant, teaching, helping and healing the people and animals they encounter. Teaching includes farming hints, faerie and monster lore, basic math and the philosophy of peace, love, kindness, unity, joyous life and liberty.

Help can manifest itself in many ways. The druids will help rid farmers of blights, calm storms, summon rains, heal livestock, attend to the sick, offer advice, help settle disputes, warn of dangers, and defend the weak. They are especially vigilant for downtrodden people who suffer under the yoke of more powerful and meaner lords, gangs, bullies and monsters. The druids are big proponents of equality and freedom for all intelligent beings. Although they are peace loving and always try to use reason, kindness and compromise to resolve disputes, they will fight to protect themselves and others. However, they seldom fight to the death, which means they allow many enemies to live. Often these enemies do not learn from their example, but go on to plot revenge. Some, however, do go on to become better people and occasionally, even give up their diabolical ways and become Millennium Druids.

The vast majority of Millennium Druids are always on the move, going from forest to forest and travelling to one town or village after another. Half of them have a regular circuit they travel in a specific region. These druids who have dedicated themselves to a particular region seldom disappear to participate in journeys that will take them far away from the people who rely on them. However, there are those dedicated to a life of wandering and adventure. These druids travel all over the world to spread the ways of peace, to help the less fortunate, and to find other Millennium Trees. Typically these nomads try to return home every few years, but some disappear for decades at a time and others never return (killed during a quest or crusade or make a new home at a place where the druid feels people need him or her most).

One of the druids' other purposes in life is to find, purchase or capture and return corrupted magic wands and staves to the Tree of Life so that they will not be used for evil. Likewise, they will try to retrieve any wand or staff that is being used for evil or held captive by an evil being. This is something that often sends the druid into dangerous situations and even combat.

The Powers of the Millennium Druid

One might argue that the real powers of these druids are kindness, strong will and dedication to their beliefs rather than magic. As for their mystic powers, the Millennium Druids derive all of their abilities from the sacred Trees of Life. These druids are not spell casters, warlocks, psychics or shape changers.



However, they are the best friends of the Millennium Trees and therefore, the recipients of many of its "gifts." The druids spend years learning holistic medicine and discussing their philosophies of life and nature. All Millennium Druids regularly visit several Trees of Life, selecting one or two as their favorite. This favorite tree(s) is probably the one closest to the druid's region of operation and is the one visited most often. The druid is usually extremely open and honest to the trees, telling them everything on his mind and relating his adventures and good works.

The more each tree knows about the druid, the more likely it will help him in a time of need. Most Millennium Trees who recognize the druid will often freely impart the gifts of healing (including a leaf blanket of healing), purify food and water, camouflage, sixth sense warnings and visions. The other gifts, especially resurrection, restoration, weather control, ley line teleportation, conjuring and controlling a Millennium storm, body armor and magic wands, weapons, and staves, are not given unless the tree knows the druid well and trusts him completely. The druid's favorite tree is the most likely to grant him more leverage, particularly if the druid has proven himself under extremely difficult conditions and/or is high level (has a long history with the tree, 7th level and up).

The Millennium Tree remembers everything it hears and can be a great source of seemingly mystic information, knowledge and divination. Of course, this information is bestowed to the druid in answer to his concerns, fears and questions or as a warning in the form of a vision or dream. Sometimes these visions are perfectly clear and accurate, other times they can be a little or a lot unclear or misinterpreted. Visions regarding the future, especially the distant future, are the most cryptic and the tree may even be unable to answer in any other way.

The Millennium Druid O.C.C.

Attribute Requirements: M.E. and P.E. must be 10 or higher.

O.C.C. Skills:

- Land Navigation (+20%)
- Wilderness Survival (+10%)
- Identify Plants & Fruits (+10%)
- Preserve Food (+10%)
- Holistic Medicine (+15%)
- Lore: Faerie (+15%)
- Math: Basic (+15%)
- Language: Faerie Speak and Euro (+20%)
- W.P.: Blunt (staves and clubs)
- Hand to Hand: Basic can be selected as one "other" skill or Hand to Hand: Expert at a cost of two "other" skills.

O.C.C. Related Skills: Select eight other skills, plus two additional skills at levels three, seven, eleven and fifteen.

- Communication: Any
- Domestic: Any (+15% cook, all others +10%)
- Electrical: None
- Espionage: Detect ambush, escape, and intelligence only (+5%).
- Mechanical: None
- Medical: None
- Military: None
- Physical: Any except acrobatics, boxing, wrestling, and hand to hand other than those already noted. (+5% where applicable)

Pilot: Any except robot, power armor, tank, or spacecraft. (Horsemanship is +20%, all others +5%.)

Pilot Related: None

Rogue: Any

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Millennium Druids start out with an impressive number of magic items provided by their favorite Tree of Life. These items include one blanket of healing, leaf or bark armor (the latter is often worn under a robe), one magic throwing stick, one wand of choice or one staff of choice, excluding the Staff of the Serpent, Prosperity and Life; these are typically reserved for more experienced druids. High level druids will have a magic staff, as many as four magic wands, two to four throwing sticks, two to four blankets of healing and possibly a magic javelin as well.

Common equipment includes a medical kit complete with disinfectants, aspirin, salves to relieve itchy or burning rashes and insect bites, basic healing herbs and toxins, bandages, surgical scalpels, needles, thread, and related items, plus knapsack/back-pack, utility belt with many containers, flint and tinder, as well as matches or a lighter, flashlight, 100 ft (30.5 m) rope, grappling hook, tinted goggles or sunglasses, an air filter, a metal knife (1D6 S.D.C.), a wooden knife (does 1D4 S.D.C.), 1D4+1 non-magical throwing sticks (does 1D6 S.D.C. damage, effective range 200 ft/61 m), and a wooden staff (if he or she doesn't have a magic one; does 2D4 S.D.C.). Those skilled in archery or the sling will have that weapon instead of the staff or non-magic throwing sticks.

Traditional garb is a green, tan, brown or white hooded robe or full length, hooded cloak, bark or leaf armor and sandals made of wood, cloth or other non-animal substance.

Most (90%) will ride a horse. Experienced druids may ride a pegasus, unicorn, dragondactyl, gryphon or similarly exotic animal (-10% on horsemanship skill for these exotic creatures).

Note: A Millennium Druid can also use modern and energy weapons, vehicles and equipment, but few have any at the start of their career. Machines are typically acquired from adventures and journeys to other lands. Ultimately, the Millennium Druid prefers natural weapons, clothing, means of transportation, and equipment. Note that magic items are considered natural.

Money: 2D6 × 100 in valuables. Has little need for money. Most wilderness people in the British Isles, France and most of western Europe will gladly give Millennium Druids a place to stay, food to eat, and basic supplies, including clothes and a riding animal. Even experienced druids will rarely have more than 40,000 credits or equivalent valuables other than magic items, means of transportation and travelling gear.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered only if absolutely necessary.

Powers that can be available to Millennium Druids at the Tree of Life

Note: All of these powers are described under the description of the Millennium Tree. Most of these powers are only available at the location of a Millennium Tree. This means that the person to be healed, hidden, or protected must be brought to the tree where the druid makes his plea and hopefully, the tree responds.

Bark for body armor
Bark shield
Camouflage
Control ley line storms/create Millennium Storms
Control normal weather
Leaf: blanket of healing
Leaf for body armor
Ley line teleportation
Magic wands, weapons & staves
Powers to heal
Purify food & water
Resurrection
Restoration
Sixth sense warnings
Visions & dreams



Chiang-Ku R.C.C.

Inspired by concepts from
Alex Marciniszyn

The Creators of Tattoo Magic

The wisest masters of magic and the most experienced dimensional travelers will tell you that the legendary Chiang-Ku dragons have been extinct for a thousand years or more. The mysterious dragons visited the Earth about ten thousand years ago and found the tiny planet to be a quiet, peaceful refuge from their multi-dimensional travels. A few thousand years later, they adopted it as one of their favorite homes away from home (nobody knows where the dragons originated).

The Chiang-Ku have always been fond of human beings and found the rise of human civilization, particularly in Atlantis, Africa and China, to be of great interest. After a while, they integrated themselves into human society, at first disguised as humans, but later accepted as benevolent, serpentine visitors from another world. The Chiang-Ku graciously shared their knowledge of magic, ley lines and the Megaverse with their

human companions. They taught dimensional travel and stone and tattoo magic to the Atlanteans and select African civilizations. The knowledge of "Feng-shui" (geomancy), astronomy, pyrotechnics, and mathematics were shared with the Chinese. They helped to build Atlantis and, much later, the pyramids of Egypt and many of the standing stones of England and France. Some dragons lived among humans for thousands of years, while others would stay for only a while (weeks, months, years) and then continue on with their dimensional travels, only to "pop" by to visit every millennium or so.

When ancient Atlantis disappeared in the wake of a horrible dimensional disaster, hundreds of Chiang-Ku perished with it. Those who survived fled Earth for fear of becoming trapped on the planet, as its mystic energies began to wane at an astonishing rate; a strange anomaly somehow linked to the disappearance of

Atlantis. The majority of the Chiang-Ku left earth around 1500 B.C. when magic energy became a rare commodity. The tiny remaining handful, found themselves trapped and forced to live out their lives on Earth in secrecy. With the exception of the 20th century villain known as Chiang-Six (see **Villains Unlimited**), the last of the dragons perished shortly after the advent of written history. It may have very well been one of the last Chiang-Ku dragons that fell to Saint George.

What transpired in other dimensions to cause the dragons' numbers dwindling to near extinction remains a mystery. Some have suggested that the dragons became embroiled in a war between dimensions and suffered cataclysmic casualties. A more likely explanation is that the dragons contracted a deadly virus during a visit to an alien dimension. The virus could have spread like a plague, killing hundreds of thousands of Chiang-Ku. Despite the common belief that the dragons became extinct long ago, there is mounting evidence that the Chiang-Ku *do* exist and may, in fact, have returned to Rifts-Earth. However, none of these rumors have been substantiated.

The Chiang-Ku of Rifts Earth

The Chiang-Ku dragons, friends of humankind, do exist, but hover at the edge of extinction. Exactly how many remain is unknown even to the dragons themselves. They speculate that there are probably as many as one hundred scattered throughout the Megaverse. Approximately two dozen have returned to Earth, half of which live in England.

Nog Henge Druids The Enemies of Camelot

There are eleven dragons disguised as humans and operating as the druids known as the Nog Henge — The Protectors of Man and Faerie. All have good alignments, ranging from unprincipled to scrupulous and principled. Most people of England consider these men and women to be members of a mysterious sect of tattooed druids. Because of the tattoos, some mistakenly believe them to be True Atlanteans. The druids seem to keep to themselves, appearing only during times of disaster and uncertainty to offer guidance and protection to humans, human-looking humanoids and faerie folk. They are said to hold the secrets to great magic and can see the future. They are believed to inhabit the highlands of Scotland, coming to the lowlands and forests of England only during times of need.

The Nog Henge are especially loved and revered by farmers, wilderness people and faerie folk who live away from New Camelot, large towns and villages. The druids have helped these hard working people toil in the fields, build homes, find water, calm storms, help give birth to humans and livestock, heal the sick, and fight evil men and monsters for the sake of the weak and innocent. The Nog Henge are as loved by the denizens of faerie as much as they are by the country people. As a result, the druids regularly rescue humans kidnapped, enchanted, or pestered by the mischievous little people and have served as negotiators between big folk and faerie folk to resolve disputes.

The country people have noticed that the Nog Henge have an apparent disdain for the people of Camelot, particularly the Nexus Knights. Faerie folk are downright antagonistic toward the Nexus Knights and flee from Mrrlyn. This has made other druids and country folk leery and suspicious about the blossoming kingdom and the powers that rule it. This annoys Mrrlyn, however the sorcerer has not taken any action against the druids, believing they are simply the paranoid members of a small, strange cult, hardly worth his attention. He has no inkling that the mysterious Nog Henge are really Chiang-Ku dragons disguised as human beings.

The dragons know Mrrlyn to be an evil, manipulating and powerful alien intelligence and recognize him as the "old enemy" who "hides in the shadows of men" and "disguises himself as an angel and benefactor of men," as foretold in the prophesies enumerated in the *Edict of Planetary Distress* from Lazlo. They try to protect the unallied wilderness folk from Mrrlyn's schemes by supporting their autonomy, educating them (mostly basic math, farming, building and survival skills) and by making them cautious of the forces at work in New Camelot — a campaign that has been extremely successful.

The Nog Henge have also taken subtle action against Mrrlyn by helping or protecting his enemies, particularly other good humans, elves and dragons. They have never confronted Mrrlyn openly nor have they suggested to anybody that he is an alien intelligence for fear that such attacks would evoke his terrible wrath and threaten their continued existence and good works. If Mrrlyn catches on to their handiwork, he could destroy them with relative ease, especially at this point in time. The Chiang-Ku understand the danger, but are compelled to take the risk to help their beloved humans. The Chiang-Ku are creatures of action and will defend friends and allies with their last dying breath.

The Chiang-Ku's subtle actions against a powerful and dangerous being such as Mrrlyn may be the best explanation as to why there are so few Chiang-Ku in the world today. Other, more selfish creatures would avoid making enemies of godlings and alien intelligences, go into seclusion and let their numbers grow to prevent extinction. Not the Chiang-Ku. They are loyal, morally motivated creatures with strong emotions, who can't keep their noses out of trouble — at least not when an individual, group or race they have fondly adopted (like humans) is threatened. The only thing that may be keeping their race from total obliteration at the hands of more powerful enemies is that the Chiang-ku are incredibly clever masters of subterfuge and disguise. They are often content to set things into action behind the scenes, inspiring kings and warriors to take direct action and lead their people to glory.

Other notable Chiang-Ku Dragons

Prrcyvel (pronounced Pur-seh-val), one of the bravest knights of New Camelot and best friend to the young king Arr'thuu is a metamorphosized Chiang-Ku. He serves as a spy for his brethren, operating as the Nog Henge, carefully providing them with his observations, information, and secrets. Prrcyvel also serves as the conscience to the king and really does love him as a brother and is his best friend. However, the good knight realizes that Arr'thuu is presently blinded and manipulated by Mrrlyn.

Arr'thuu reveres the sorcerer as a father, mentor, genius and champion of justice. Thus, Prreyvel waits for Mrrlyn to make mistakes which may give him the opportunity to remove the blindfolds from the king's eyes and help him see his way to true justice, freedom and greatness. Such are the ways of the Chiang-Ku. **Note:** Complete character stats for Prreyvel are found in the section describing *New Camelot*.

Among the other notable dragons is **Jina Gir Song** who has joined the forces of the New German Republic to help them in their battle against inhuman invaders. She is renowned among the Chiang-Ku as a destroyer of evil supernatural forces and it is rumored that it was her ancestors who developed tattoo magic and created the first undead slayers. Consequently, she finds it intolerable that the Splugorth and the Minions of Atlantis have used the secrets of tattoo magic to enslave humans. She hopes to help the NGR defeat the monsters who invade their land (and who she knows are sometimes assisted by Atlantis), help them become stronger and ultimately wage war against Atlantis. Of course, Jina has disguised herself as a human; a tattooed undead slayer to be exact.

There are also three Chiang-Ku on the continent of Africa. **Pharaoh Rama-Set** is a corrupt and evil monster who sits on the throne of the Phoenix Empire in the land of the ancient pharaohs, Egypt. He serves the elder gods in the pantheon of Set and aids these lords of darkness and death in their eternal battle against the gods of light and their quest to dominate and control the denizens of Earth.

The second dragon calls himself **Abkii, The Defiant** (pronounced Ob-Key). He wanders the land in search of good alcohol, parties and adventure. He is a party animal who loves to drink, brawl, make love and have sophomoric fun, as much as he does defending the weak and partaking in epic adventures. He is especially fond of helping the underdog (if they are deserving) and delights in battles where the good guys are outnumbered ten to one or worse. During his numerous journeys, partying and adventures, he has come to befriend many noble warriors and powerful beings who sometimes join him on his crusades.

The third is a young dragon, barely 500 years old, named **Fang-Lo**. She has been driven to action by bedeviling visions of four powerful demon lords and with them, unimaginable suffering and death. She has seen that these four will unleash a plague of destruction so devastating that all life on Earth is threatened unless they can be stopped. She has also envisioned that New Phoenix is where the four will unite and become virtually unstoppable. Somehow, Rama-Set and the gods of darkness will play a dangerous role in this affair, although exactly what that role in this drama has not yet been revealed to her. Fang-Lo has gone to the continent to find the fabled Abkii and other champions to stop the four monsters before they can unite.

Author's Note: You'll just have to look for **Rifts World Book Four: Africa** for more details about the goings on in Africa. Four other Chiang-Ku live in China and others are occasionally encountered around the world, but seldom recognized as dragons.

Chiang-Ku Dragon R.C.C.

Note: Stats are given for both the adult and hatchling.

Alignment: Any, but typically good or selfish. The Nog Henge are all good.

Attributes (adult): I.Q.: 3D6+12, M.E.: 3D6+12, M.A.: 3D6+12, P.S.: 3D6+12, P.P.: 2D6+10, P.E.: 2D6+10, P.B.: 2D6+10, Spd.: 3D6+12. **Attributes (Hatchling):** I.Q.: 3D6+4, M.E.: 3D6+4, M.A.: 3D6+4, P.S.: 3D6+4, P.P.: 2D6+3, P.E.: 2D6+3, P.B.: 2D6+3, Spd.: 3D6+4.

M.D.C./Hit Points (adult): 4D4×100 when in human form, but always add 1000 when transformed into its natural serpent form. **Hatchlings** are 1D4×100 in human form, plus 100 when in serpent form.

Horror Factor: 13 for an adult, 9 for a hatchling.

P.P.E.: 2D4×100+200 adult or 2D4×10+20 as a hatchling.

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage) and can bio-regenerate 1D4×10 M.D. points every five minutes.

Metamorphosis: The power of metamorphosis is another natural power common to most dragons, but no dragon possesses the degree of control and duration as the Chiang-Ku. Even as a hatchling, the dragon is a shape changer supreme, able to completely alter its physical shape to look like any living animal, from human being to raven, and can even *turn into mist*. Unlike its kin, there are few limitations other than the inability to metamorphosize into inanimate objects or insects. The minimum size of the transformed body is the size of a cat and the maximum size can not exceed its own.

The transformation lasts indefinitely — weeks, months, or years. Even when rendered unconscious or sleeping, the Chiang-Ku retains its false shape. Only coma or death will transform the dragon into its true serpentine body. Of course, a Chiang-ku can alter its shape any time it consciously desires to do so. The dragon's shape-changing prowess is so great that it can try to copy/imitate a particular person or a specific animal (pet, watchdog, etc.) at a skill proficiency of 10% at level one +5% per each additional level of experience. **Note:** Regardless of his shape, a dragon is a dragon, with all its natural powers and abilities. So a hatchling metamorphed to look like a goat can still talk, cast spells, and kick with the strength of a dragon. The metamorphosis does not instill any of the abilities of the animal or person the dragon is imitating.

Teleportation and Breath weapons: Are not among the powers of the Chiang-Ku.

Psionic Powers (natural abilities): Major psionic; players select a total of seven psychic powers from one of the following three categories: sensitive, healing or physical. Super psionics is not available. Select an additional two powers from any of the three categories at levels three, six, nine and twelve. **I.S.P.:** 3D4×10.

Magic Knowledge: The Chiang-Ku are born with a full understanding of magic, the complete knowledge of tattoo magic, and the creation of the Elixir of Power and Deceit. However, the Chiang-Ku know no spell magic unless they study the arts of wizardry. They can, however, intuitively use all types of *techno-wizardry* devices without instruction, read magic, use scrolls, and recognize magic circles, rune weapons and

enchantment. They can also sense the presence of ley lines, nexus points and other dragons within a range of 20 miles (32 km). Note that this sensing ability can not pinpoint specific locations, only whether the target is near or distant and the general direction.

The most common areas of mystic knowledge are those of the tattoo master who is also a scholar and adventurer (50%), ley line walker (15%), stone master (10%), temporal wizard (10%), shifter/summoner (5%), diabolist (5%), with the remaining five percent used for pursuing other forms of magic or other areas of knowledge.

Spells: The Chiang-Ku who studies spell magic like that used by a ley line walker or temporal wizard must learn the magic by the usual method of instruction from a mage. Knowledge gained from such tutelage is limited to magic, magic combat, language and reading skills from that O.C.C.; the other skills are not applicable. The dragon's magic knowledge and powers increase per level, but the Dragon R.C.C. experience table is used rather than the O.C.C. table.

Tattoo Magic: All Chiang-Ku can create magic tattoos on humans, elves, ogres, themselves and fellow Chiang-Ku. Tattoo magic is not known to work on any other life forms. The gift of magic tattoos is something they give away very sparingly and always with great care and secrecy (many are so secretive that they pretend to be somebody else by assuming the shape/identity of an alter-ego who bestows the tattoos). Only the most deserving receive such a gift, whether that individual be a human ally, slave or servant; evil Chiang-Ku often create two to six powerful protectors or servants to help them. The Chiang-Ku possess all the same knowledge as the Splugorth (see **Rifts World Book Two: Atlantis** for complete details about tattoo magic).

The Tattoos of the Chiang-Ku: All Chiang-Ku have the Marks of Heritage, which include the Eye of Knowledge (understands and speaks all languages at 96% efficiency and is literate at 82%) and a Flaming Sword (creates an M.D.C. sword out of thin air; 2D6 M.D. damage). Note that "True" Atlanteans also bear similar "Marks of Heritage," including the flaming sword. Ordinary Chiang-Ku can give themselves one new tattoo from any category once every other level of experience (levels 2, 4, 6, 8, 10, 12, and 14).

Chiang-Ku Tattoo Masters will have the Marks of Heritage plus two additional magic weapons of choice and two simple weapons (S.D.C.) of choice. The tattoo master also has the *rose of healing* (restores 3D6 S.D.C. and 1D6 hit points) and the *Phoenix rising from the flames*, which instills the power of super-healing (restores up to 50 S.D.C. points and 50 hit points or 100 M.D.C.) and even the resurrection of others is possible, but at a cost of permanently draining the dragon of one P.E. point, 1D6 M.D.C. and 2D6 P.P.E. points (see **Rifts Atlantis**, page 92). The tattoo master gives himself one additional power tattoo every other level of experience. Furthermore, he gets one additional tattoo from any of the other categories: simple weapon, magic weapon, animal or monster, for each level of experience, starting at second level.

Bonuses for Tattoo Masters: +1 to save vs all magic, +1 to save vs horror factor, +2 P.E. attribute points, and they recover P.P.E. twice as quickly as normal. **Note:** The mystic tattoos are very visible when in human or humanoid form. They are far less obvious when the creature is in dragon form.

Combat abilities: Typically equal to hand to hand: basic or can exchange two R.C.C. skills to upgrade combat to expert or martial artist.

Average Experience Level of an Adult: 1D6 + 7 levels of experience. Use the "Dragon" experience table regardless of the creature's mystic knowledge and training.

Combat/Attacks Per Melee (adult): Varies with the level of experience. The number of tattoo magic attacks or psionic attacks is equal to the number of hand to hand attacks/actions.

Bonuses (adult): +1 to strike, +2 to parry, +2 dodge, +4 damage, +2 to roll/pull punch, critical strike on unmodified 19-20, +1 save vs psionics, +3 to save vs spell and illusionary magic, +1 to save vs circle magic and +4 to save vs horror factor. **Hatchlings** are +1 melee attack, +1 to save vs all magic and +2 to save vs horror factor.

R.C.C. Skills: All domestic skills, basic math (+10%), art (+10%), land navigation, wilderness survival, streetwise, disguise (+5%), holistic medicine (+5%), climbing (+10%), faerie lore (+15%), demon & monster lore (+5%), select two basic piloting skills (+5%), and three ancient and three modern weapon proficiencies. The I.Q. bonus is also applicable to all skills.

Appearance: The dragon's natural form is that of an emerald green, six legged lizard with a short tail. The head is slender and angular, the mouth filled with sharp, spike-like teeth. The body is covered by triangular scales. The front legs can be used like arms, and all of the feet have three toes, with an opposable thumb and black claws; all are prehensile. The tail has no special feature or abilities.

Size (adult): 12 to 20 feet (3.6 to 6.1 m) long, including the tail which is typically one-quarter of the overall length. Stands about four feet (1.2 m) at the shoulders. In human form the dragon can range from about five to six feet (1.5 to 1.8 m) tall. Hatchlings are typically 10% smaller.

Weight (adult): 200 lbs (90 kg) in human form, 1000 lbs (450 kg) in serpent form. Hatchlings are about 20% lighter.

Average Life Span: 6000 years old.

Standard Equipment: Probably just a set of clothing, an energy pistol, two ancient weapons and 2D6 × 100 credits worth of gems or gold. Most will rely on their magic more than man-made weapons or armor and will often regard articles of clothing and human possessions as "props" for their human disguises. Of course, a Chiang-Ku dragon can accumulate a vast fortune and many possessions, but this will depend on the dragon's alignment, goals and aspirations. Many who are of a good alignment will spend their money on the less fortunate.

Cybernetics: None, incompatible.

The Elixir of Power and Deceit

The Chiang-Ku dragons hold the secret to the creation of a powerful magic potion known as the Elixir of Power and Deceit. The sole purpose of the elixir is to dominate and enslave others. Thus, only dragons of an anarchist or evil alignment ever use this dark, controlling magic and it is *never* taught to any other race.

The elixir can be prepared as a tea or similar beverage. It gives great power to those who drink the potion as well as an emotional high and feeling of ecstasy. Having superhuman power is a perfect lure for those who are greedy, power hungry, selfish

or vengeful. Unfortunately, the power is very limited and fleeting, lasting only two weeks. Often the thrill of the power and the intoxicating sense of excitement and ecstasy that accompanies the power, sends the user begging for another elixir and a new super ability. This is exactly what the foul-hearted dragon wants, because with each potion, the drinker falls more and more under the control of the brew maker! With time, the drinker becomes the pawn or complete slave of the elixir maker.

The mind controlling effects of the magic elixir on the drinker are cumulative and are as follows:

- -1 to save vs magic cast by the creator of the brew.
- -1 to save vs psionic attacks or any form of mind control (hypnosis, drugs, magic, etc.) directed against him by the creator of the brew.
- Is 10% more likely to trust, obey, and follow the word of the brew's creator with each drink.

After nine drinks (90%), the individual will do absolutely anything the creator of the brew asks of him. The enchanted person can only roll to save vs psionic attack/mind control when asked to kill one's self or to hurt a loved one.

Brew creators with an M.A. of 20 or higher (60% chance to evoke trust or intimidation) will see the same results after their victim has drunk the brew six times.

- All of the effects are cumulative and last indefinitely. There is no limit to the number of individuals who can be controlled by this method.

Breaking the spell

The only way to break this powerful enchantment is to force the maker of the brew to drink his own concoction. If he drinks the Elixir of Power and Deceit he loses his control and influence over ALL of his enchanted minions. The brew maker can never use the elixir to empower himself with super abilities.

An anti-magic cloud will temporarily negate the sorcerer's enchantment, but outside of the cloud or the moment the cloud disappears, the enchantment is again in force.

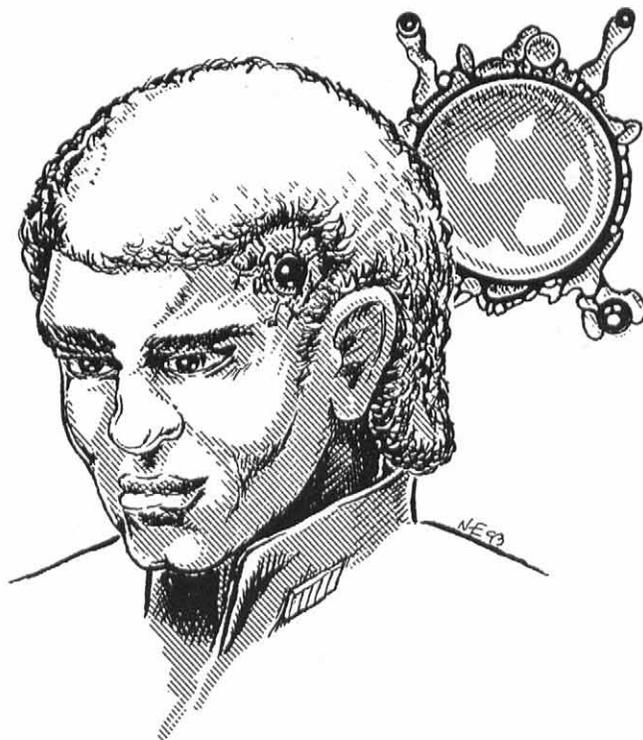
The Powers of the Elixir

Characters cannot choose the same power more than twice and only one power can be instilled at a time. The evil Chiang-Ku who creates the potion usually charges money or an exchange of services for the drink. If he wants to control a character badly, the price may be amazingly inexpensive or even offered as a gift. However, most Chiang-Ku charge $3D4 \times 100,000$ credits for each drink/power and frequently two to ten times more, especially for the most coveted powers. These diabolical schemers find it amusing that the purchaser of the elixir will pay him millions to become his slave. **Note:** The elixir does not work on dragons. The powers last for only two weeks. These are the only powers available:

Control Fire: The equivalent to the following spells: ignite fire, fuel flame, fire bolt and circle of flame, plus fire does half damage to the character. Each use of a fire power counts as one melee action/attack.

Control Wind: The equivalent to the following spells: breathe without air, float in air and wind rush.

Dragon Strength: Gives the character a P.S. of 25; supernatural strength — punches and kicks inflict mega-damage.



Fly: Same as the super power: wingless flight or the fly like an eagle magic spell but lasts for two weeks.

Impervious to Fire: Even mega-damage fire and heat inflict no damage.

Invisibility: The character can turn invisible at will and remain so indefinitely (will become visible if he falls asleep, is knocked unconscious or killed). Everything he is wearing and carrying also turns invisible, but cannot turn other people or human-sized object invisible even if he is carrying them.

Invulnerability: Same as the super-power or magic spell, only it lasts for two weeks nonstop.

Man of Metal: Same as the super power: alter physical structure: metal, which effectively transforms the character into a living metal statue with 600 M.D.C. and supernatural strength — See **Rifts Conversion Book**, page 46, for complete details.

Man of Stone: Same as the super power: alter physical structure: stone, which effectively transforms the character into a living stone behemoth with 450 M.D.C. and supernatural strength — See **Rifts Conversion Book**, page 46, for complete details.

Man of Shadows: Same as the super power: darkness control or the equivalent of the spells nightvision and shadow meld that lasts for two weeks.

Project Energy: The equivalent of shooting a 5D6 M.D. bolt of energy from the character's eyes or hands, range is 600 feet (183 m) and each blast counts as one hand to hand attack/melee action.

Underwater Abilities: The equivalent of the spells swim as a fish (superior) and nightvision, only it lasts for two weeks.

Children of the Earth & Stars

Many people consider the earth and star child to be a type of druid or elemental warlock. This misconception is understandable, because most are naturalists who share an affinity with wildlife and their magic powers seem to come from the earth itself or the heavens.

Although neither O.C.C. is a practitioner of magic in the traditional sense, the characters do derive their powers from the potential psychic energy (P.P.E.) released by ley lines, nexus junctions, people, animals and even plants. It is the focus and orientation of the individual that shapes the powers of the magic and the physical transformation that occurs. The transformation turns the earth child into a creature of stone and the star child into a creature of light. The entire transition happens in an instant and can be maintained indefinitely. There is no limit to the number of times the character can perform the metamorphosis.

Children of the earth or stars are limited to specific clans of humans found in England. Most of these "children" are raised from infancy to believe they have the power within them. In this sense, it is a pseudo-religion or philosophy, like the druids'. The children are taught to believe in the powers of the earth or the stars and that they can channel that power through them. Because they see people all around them using the power, and because they are taught such things at an early age, in an environment rich with magic energy, the children learn quickly and easily. By age six, most have mastered the transformation.

The phenomenon of the earth and star children is known to exist only in the British Isles, although there are rumors that tell of similar practitioners in the mountains of Tibet. There are only two known, originating tribes of humans who possess this knowledge, the **Tarramar Earth Children** who inhabit the Island of Mann and the **Lleumar of Orkney, Scotland**. Members of these tribes or clans wander all over the British Isles and have explored the continent as well, but their place of origin is the British Isles where they return to raise their young. Ideally an earth or star child should marry within his or her own clan, but unions between the earth and the stars is possible and will bear offspring with the power, but the child must choose which path, earth or the stars, he will follow.

It is said, to marry outside the clan is to "... forbid one's child the power of the earth or stars, for only a child born of 'The Children' will inherit the power." Actually, this isn't entirely true. Even if one of the parents is an ordinary mortal, there is a chance the child will have the power, but only if it possesses major psionic abilities, is shown how to metamorph and is indoctrinated by the parent who knows the mystic teachings. These children are also likely to be late bloomers, with powers manifesting themselves at the age of nine or ten instead of six like most. In all cases, it is best if the child is brought to live among the clan where he or she will be surrounded by others with the same powers and philosophies.

It is interesting to note that there have been the occasional, adopted D-bee and human from ordinary, mortal parentage that have also exhibited the powers of the earth and stars. However, in each case, the child had psionic powers and was brought to

the tribe as an infant (each was a late bloomer). This would seem to confirm the theory that the acquisition of the power is as much environment and mind over matter as it is heredity. Many have tried to duplicate the teachings and powers, but all have failed. Only the true children of the earth and stars, or those lucky few raised by either class since infancy, can draw on this magic.

Note: Supernatural beings cannot command the powers of the earth and star child. There are only about 2000 members from each respective tribe.

Like the druids, the earth and star child have a high regard for life, nature and freedom. They hate the enslavement of any intelligent being and the mistreatment of animals. Unlike the druids, they do not serve others as teachers, priests or healers, but are nomads and adventurers, wandering and visiting strange lands and learning about other people. When they encounter injustices against life or land they take action to right the wrong or to avenge the injured.

Those who mistreat others are seen as villains. Ironically, humans and other intelligent life forms are often seen as destroyers of the land and enslavers of life. Those who are seen as destroyers and enslavers are creatures without honor. Beings without honor can be ignored, belittled, mistreated, deceived, attacked from behind, tortured and killed without regret. However, creatures of honor, human and inhuman, should be treated with respect, never tormented, never made to suffer indignities or a lingering death.

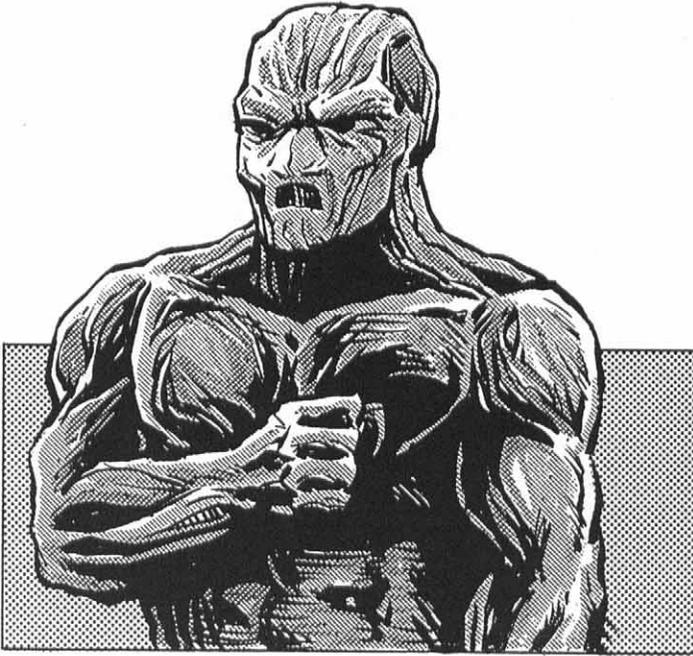
The Earth Child R.C.C.

The earth child is a Racial Character Class (R.C.C.) because the character's reliance on magic is second nature to him and it physically transforms the person into a magically empowered, mega-damage being. For all intents and purposes the earth child is a creature of magic.

The child believes he draws his powers from the living "spirit" of the Earth. In a sense he does, because he draws on the mystic energy that flows through the planet along ley lines and that which permeates all living creatures. The tight focus on the earth and the vision of the earth as a source of strength, purity, growth/fertility, birth and rebirth (as demonstrated by the cycles of plants) gives the earth child his powers.

The character shares the druid's respect for life and nature. He or she believes that the earth is the giver of all life and source of strength, both spiritually and physically. The earth child is usually an excellent wilderness scout and/or huntsman, but never destroys anything without purpose, never kills for pleasure or hunts more than is needed. Despite the transformation to stone, the character has little in common with elementals or warlocks. The earth child cannot communicate with elementals nor command them, nor can he weave magic spells. However, the indi-

vidual is attuned, physically, mentally and mystically, to the earth and nature.



The Earth Transformation

The earth child draws on available P.P.E. from the environment, animals and ley lines to instantly transform himself into a giant, mega-damage creature of stone! The transformation is instantaneous and frightening. The character's size and mass is doubled and the human flesh is now covered by a stony veneer, grey or brown in color. The person's features can hardly be seen and there is no sign of clothing (is it underneath the rocky hide?). The monstrous stone man stands approximately 12 feet (3.6 m) tall and resembles a sinister stone golem or earth elemental. His once human strength is replaced by supernatural strength and his frail human body is now a mega-damage juggernaut.

The Power of Earth

Note: These abilities are only applicable when transformed into a creature of stone.

1. **Mega-damage body:** 40 M.D.C. per level of experience. The body regenerates 40 M.D.C. a minute (4 melee rounds).
2. **Impervious to faerie magic.** Faerie spells, charms, foods and drinks have no effect on the transformed earth child.
3. **Impervious to poison.** Poisons, drugs and other chemicals, including toxic gases, have no affect on the earth child.
4. **Resistant to fire and cold.** Fire, heat and cold inflict one-quarter their normal damage, including magic fires and dragon's breath.
5. **Supernatural strength.** The character's normal P.S. and P.E. are transformed into supernatural strength and endurance.
6. **The strength of the earth.** The character can summon additional "strength" from the Earth thereby increasing his size by two feet (0.6 m), mass by 20%, supernatural P.S. by 4 points, and M.D.C. by 40 points. This increased power can be summoned as often as once per melee (ever 15 seconds) with cumulating results.

Unfortunately, each summoning of additional earth strength temporarily reduces the character's mental abilities: reduce I.Q. and M.A. by two points and M.E. by one point.

The lower the I.Q. becomes the more savage, reckless and unthinking the earth child becomes. When the I.Q. drops to six or below, the earth child becomes a primordial monster consumed with defeating his immediate foe and smashing anything and anybody who gets in his way. He does not recognize friends and cannot tell the difference between right or wrong! He is an unleashed uncontrollable force of nature like an erupting volcano. This berserker rage lasts for an agonizing 4D4 minutes. After which time the character collapses and falls into a coma-like trance. 4D4 minutes after the collapse he returns to human form and regains consciousness. The earth child remembers nothing of the events which transpired during his rage.

7. **Sense the location of water.** The earth child becomes a living dowsing rod. The character can sense water, including underwater springs and wells, within 10 miles (16 km) per level of experience. The behemoth can also tell whether the water is safe to drink by tasting it himself.
 8. **Recognize plants, fruits and poison.** Same as the wilderness skill, but at 98% accuracy. He can also tell if food, water or drinks are poisonous or spoiled by tasting it.
 9. **Repel and attract animals.** The stone giant can just look at an animal and growl or bellow to cause it to flee and not return. The power is similar to the spell of the same name, except that it can be used to scare away any animal, not just predators. Range: 40 feet plus 10 feet (3 m) per level of experience. When the earth child is angry, he automatically sends out hostile vibrations at twice the range, sending birds and other animals racing out of harm's way.
- Conversely, the individual can attract animals to him as long as his intentions are kind or protective. The slightest hostile thought will send the animals scurrying away.
10. **P.P.E.:** The star child's base level of potential psychic energy is the P.E. attribute number times two. This base amount does not increase with experience.
 11. **Bonuses:** +1 on initiative, +3 to roll with impact, +2 to save vs horror factor, +2 to save vs magic. Lives twice as long as normal humans, 120 to 200 years old. When in human form the skin colors are tanned or grey and hair color is brown to black.

Psionic Powers

All earth children are major psionics. Base I.S.P. is determined by taking the number from M.E., rolling 4D6 and adding both together. Add the roll of 1D6+1 for each level of experience and add it to the I.S.P. base. **Eight (8) psionic powers** are selected from the physical power category. Psionic abilities can be used when in human or stone form.

The Earth Child R.C.C.

Attribute Requirements: M.E. and P.E. must be 12 or higher.

Alignment: Any, frequently anarchist.

O.C.C. Skills:

Math: Basic (+10%)

Wilderness Survival (+20%)

Land Navigation (+20%)

Preserve Food (+10%)
 Track Animals (+10%)
 Language: English and two of choice (+15%)
 W.P.: Select four of choice.
 Climbing (+10%)
 Hand to Hand: Expert
 Hand to Hand: Assassin can be selected if the character is of an evil alignment.

O.C.C. Related Skills: Select eight other skills, plus two additional skills at levels three, seven, eleven and fifteen.

Communication: Any
 Domestic: Any (+5%)
 Electrical: Basic only
 Espionage: Escape artist and intelligence only (+5%)
 Mechanical: None
 Medical: First aid or paramedic (+5%)
 Military: None
 Physical: Any except acrobatics and gymnastics
 Pilot: Any (+5%)
 Pilot Related: Any
 Rogue: Any (+5%)
 Science: Any (+5% and +10% to botany)
 Technical: Any (+5%)
 W.P.: Any
 Wilderness: Any (+10%)

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most earth children start out with very little. Clothes and shoes suitable for wilderness travel, first aid kit, rope and/or lightweight nylon cord (100 feet/30.5 m), six spikes, six wooden stakes, clove of garlic, knapsack/backpack, utility belt, pouches or sacks, a lighter, flashlight, an air filter, a metal knife (1D6 S.D.C.), wooden staff or walking stick and weapons of choice (typically reflective of W.P. skills). Most earth children are attracted to heavy weapons.

Traditional garb is brown and/or green clothing. Most wear heavy body armor that's brown, tan or camouflage.

The earth child often has a pet canine (dog, fox, wolf) or bear, wild cat, falcon or eagle.

Money: 4D6 × 100 in valuables, 1D6 × 100 in credits.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered only if absolutely necessary.

The Star Child O.C.C.

This mystical character is also known as "The Shining One," or "Child of Lugh or Llew," an ancient Celtic and Welsh god. The powers of the Shining One are created similarly to the Earth child, but instead of focusing on the earth, this character focuses on the sun, stars, and light of all kinds.

The Star Transformation

The star child draws on available P.P.E. from the environment, animals and ley lines to instantly transform himself into a shining mega-damage creature! The transformation is unique and impressive. The character's features and clothing can hardly be seen. Instead, the character appears to be a humanoid figure composed of bright light.

The Power of Light

Note: These abilities are only applicable when transformed into a creature of light.

- Hard to see and hit.** Every time the character summons the "light of the stars," he is enveloped by an aura of energy and light so bright that it is difficult to look directly at him. This means attackers within 30 feet (9 m) or closer are -5 to strike. Those further away are only -2 to strike the glimmering target.
- Mega-damage aura:** 20 M.D.C. per level of experience. The aura regenerates 20 M.D.C. a minute (4 melee rounds).
- Impervious to radiation, lasers and all light beams.** The shining, protective aura reflects light blasts and protects against harmful radiation. Fire and heat does half damage, and the character is never blinded by light, regardless of its intensity, even when in human form.
- Supernatural Strength.** The character's normal strength transforms into supernatural strength.
- Perfect sense of direction & time,** by position of the sun and stars. Always knows when light of dawn approaches and the exact time of its arrival.
- See all spectrums of light and radiation.** This also enables the character to see in the dark as if it were daytime. Also +5 to save vs magic illusions and holographic images. This super-vision enables the character to see the equivalent of a multi-optic band, minus the telescopic sight. The spectral vision also enables the character to see radiation waves and see structural weaknesses in metals.
- Expel light.** Bolts of light can be fired from the hands and eyes of the star child. The bolts do not inflict damage but temporarily blind an opponent for 1D4 melees (15 to 60 seconds). While blind, the person is -5 to strike, -8 to parry and dodge, and likely to stumble and fall for every 10 feet (3 m) of movement (50% chance). Only vampires are hurt by the light. They will flee from the transformed figure of light and suffer 6D6 M.D. from each light blast. All light blasts are +6 to strike.
- The light is so brilliant that it will burn out photosensitive sensors, destroys exposed film and temporarily knock out infrared and heat sensors or optics.
- Ignite fire** like a magnifying glass does with the sun's rays.
- Soothing heat.** Affects others by increasing the normal rate of healing to twice as quick, reducing muscle aches and pains by half and making people relax in its warm glow. Unfortunately, it also makes people sluggish and sleepy, like a lizard sunning itself. Characters under the soothing influence must roll to save vs magic (-2) or suffer from slowed reaction, -2 on initiative, -2 to strike, -1 to parry and dodge, and speed is reduced by 10%. The power

can be directed at one person or everybody within a 30 foot (9 m) radius.

10. **P.P.E.:** The star child's base level of potential psychic energy is the P.E. attribute number times two. This base amount does not increase with experience.
11. **Bonuses:** Add 1D6 to the M.E. and 2D6 to the Spd attributes, +2 on initiative, +1 to dodge, +1 to roll with impact, +2 to save vs horror factor. Lives twice as long as normal humans, 120 to 200 years old. Complexion is pale and hair color is blonde, light red, silver, or platinum.
12. **Float in the air.** The transformed star child can float above the ground up to 10 feet per level of experience, for an indefinite amount of time. He or she can also move around by floating but at a maximum speed factor of 14. To go any faster the character must become a shooting star.
13. **Shooting Star.** This is a dangerous power that should be used with great caution. The star child can travel at a velocity approaching the speed of light, blasting off in a blinding flash and disappearing in the blink of an eye. Unfortunately, he cannot regulate the speed, it's all or nothing.

Theoretically, the character can reach any place on the planet (and even the moon) in a second or two as long as he has a good idea where he's going. However, the concept of time, space and self becomes warped when transformed into a beam of light. The disoriented character loses track of time and forgets where it was he had planned to go. Consequently, the shooting star may disappear, zooming around aimlessly for minutes, hours or even days before he remembers and lands.

The ability to remember and reach a desired destination is 3% per level of experience. A failed roll means a roll on the following table to determine how long it took to reach the desired destination or to return to the place he started from (player's choice).

- 01-12 3D6 minutes have passed.
- 13-24 6D6 minutes have passed.
- 25-37 Only 1D4 seconds have passed.
- 38-50 1D6 minutes have passed.
- 51-62 One hour has passed.
- 63-75 4D4 hours have passed.
- 76-88 6D6 hours have passed.
- 89-00 1D4 days have passed.

When travelling at near light speed, the character becomes light and has no physical body to crash into objects, but is reflected and bounces off objects without damaging them or himself. As a beam of light he can fit through any opening that light can penetrate, including cracks and keyholes.

Psionic Powers

All star children are major psionics. Base I.S.P. is determined by taking the number from M.E., rolling 4D6 and adding both together. Add the roll of 1D6+1 for each level of experience and add it to the I.S.P. base. **Eight (8) psionic powers** are selected from the psychic sensitive or healing category. Psionic abilities can be used when in human form or as the embodiment of light.

The Star Child R.C.C.

Attribute Requirements: M.E. and P.E. must be 12 or higher.

Alignment: Any, frequently anarchist.

O.C.C. Skills:

- Astronomy (+20%)
- Math: Basic (+20%)
- Wilderness Survival (+10%)
- Land Navigation (+10%)
- Navigation (pilot related, +10%)
- Read Sensory Equipment (+10%)
- Language: English and two of choice (+15%)
- W.P.: Select three of choice.
- Climbing (+10%)
- Swimming (+10%)
- Running
- Hand to Hand: Basic

Hand to hand: expert can be selected at a cost of one "other" skill.

O.C.C. Related Skills: Select eight other skills, plus two additional skills at levels three, seven, eleven and fifteen.

- Communication: Any (+10%)
- Domestic: Any (+5%)
- Electrical: Basic only
- Espionage: Escape artist and intelligence only (+5%)
- Mechanical: None
- Medical: First aid or paramedic (+5%)
- Military: None
- Physical: Any except acrobatics and gymnastics
- Pilot: Any (+5%)
- Pilot Related: Any (+10%)
- Rogue: Any
- Science: Any
- Technical: Any (+10%)
- W.P.: Any
- Wilderness: Any (+10%)

Secondary Skills: The character gets to select five secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most star children start out with very little. Clothes and shoes suitable for wilderness travel, first-aid kit, rope (100 feet) and/or lightweight nylon cord (200 feet/60 m), two grappling hooks, six spikes, knapsack/back-pack, utility belt, pouches or sacks, a lighter, flashlight, an air filter, a metal knife (1D6 S.D.C.), wood staff or walking stick and weapons of choice (typically reflective of W.P. skills). Most star children are attracted to laser weapons and magic items.

Traditional garb is white or light tan clothing. Most wear light body armor that's also white, silver or tan in color.

Money: 4D6 × 100 in valuables, 1D6 × 100 in credits.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered only if absolutely necessary.

Intelligent Life Forms

Dabugg R.C.C.

(Optional Player Character)

By Steve Sheiring & Kevin Siembieda

The Dabuggs are natural enemies of the sectle race which means they are likely to be from the same planet where they compete as warring rivals. Each loathes the other and never associates with each other except under the most extraordinary set of circumstances and even then, they are likely to engage in arguments, brawls and even duels to the death.

Dabuggs are basically human looking D-Bees with one or more additional insect or arachnid-like, appendage, feature, or ability. Imagine a normal human, but with the addition of functioning insect wings, large, round compound eyes, the ability to spin a web and so on. They frequently hide their true nature from other humanoids whom they are likely to see as an enemy and/or source of food. Dabuggs feed on the blood and internal organs of mammals, including humans and D-bees. They are also extremely aggressive, predatory, territorial and driven to conquer and enslave other intelligent life forms.

These arachnid-like beings are fearless warriors who love to fight. They respect brute strength, cunning and winning. They are energetic, inventive, adapt well to new environments and are community/swarm oriented. They operate under two main premises, survival and the extermination (pardon the pun) of all sectles. Survival usually includes domination over other intelligent beings. Of course, there are more conservative and extreme factions among both races.

Few people in the British Isles are aware that the dabuggs inhabit the islands in the numbers that they do. Most of the larger kingdoms, towns and villages, including New Camelot, have a few (2D6) dabuggs living among them; typically the most human looking. There are at least six villages (1D4 × 100 members each) populated entirely by the aliens and a large community of 1200 plus 500 D-Bees living on one of the northern islands. Dabuggs outnumber the mantaz sectles two to one.

Special Insect Powers

1. Insect Metamorphosis. All dabuggs have the ability to transform into a giant insect or spider during moments of extreme stress, tension, anger, or in the heat of battle. When this happens, they effectively become giant berserker bugs and remain in this state until the source of the stress is eliminated or collapses from exhaustion. Each dabugg can transform into only one insect form but there is much variety among the population, mostly different variations of spiders, scorpions and beetles.

The size of the giant arachnid or insect is anywhere from 7 to 12 ft high (2.1 to 3.6 m). The giant monster has the following bonuses: 100 additional M.D.C., +20 to speed, +6 to strength, bite/mandibles or stinger that inflicts 3D6 M.D. and can leap three times farther than when in a humanoid body.

- 2. Natural Abilities (humanoid body):** Mega-damage creature, nightvision 60 ft (18 m), excellent sense of smell, track by smell 60%, smell blood from up to a mile (1.6 km) away, leap up to 10 feet (3 m) high or lengthwise and swim 70%.
- 3. Bonuses (humanoid body):** +1 on initiative, +1 to strike, +1 to dodge, +1 to save vs poison and +1 to save vs horror factor.
- 4. Insect Traits & Abilities (humanoid body).** Roll on or select from the following tables to determine what other insect powers the alien may have.

How Many Additional Insect Traits:

01-20 One

21-40 Two

41-60 Three

61-80 Four

81-00 Five

Features & Appendages

01-30 Insect Wings: Flight 2D4 × 10 mph

31-40 Two additional arms: Adds two attacks per melee.

41-50 Two additional legs for running and jumping: The character can leap 30 ft (9 m) up into the air and run at 50 mph (80 km).

51-60 Stinger tail: Inflicts 2D6 M.D. and causes paralysis unless the victim rolls to save vs poison. A failed roll means the character cannot move for 1D4 melee rounds (15 to 60 seconds). Multiple stings have a cumulative effect.

61-70 Ability to spin a sticky web. The dabugg can easily climb the web 90/80% or use it as a rope or to make a net to ensnare opponents (takes about one minute to weave a human size net).

71-80 Ability to cling to and climb walls, ceilings, rock, concrete, trees, wood and most porous substances. Speed running along walls or upside down is half normal.

81-90 Clawed hands & feet: Adds 1D4 M.D. to punches or kicks and +10% to climbing skill.

91-00 Insect strength: Adds 1D4+4 to P.S. attribute and can carry 200 times P.S.

Insect Mouth

01-20 Superior Taste: Recognizes food, herbs, minerals, insects and other substances by nibbling on the object of his curiosity. The nibble may pinch or scratch but does no damage. 80% accuracy in identifying tastes.

21-40 Small mandibles and insect-like jaw: Bite inflicts 4D6 S.D.C.

41-60 Toxic Chemical Spray: Range 20 ft (6 m), causes 1D4 × 10 S.D.C. damage or 1D4 M.D. plus causes blurred vision and nausea. Victims must save vs poison (-2 to save) or be -1 to strike, parry and dodge.

61-80 Acid Chemical Spray: Range 20 ft (6 m), causes 3D6 × 100 S.D.C. damage or 3D6 M.D.

81-00 Chemical Trail: The character secretes a chemical that is left on the ground and foliage, allowing the dabugg or others

of its species to follow the trail. This chemical can also be sprayed on an opponent, animal or vehicle to track it. Ability to track the scent is 92%. That number is reduced to 42% after one rain or washing and to zero after two or more rains or washings. Range of the spray is 20 ft (6 m).

Insect Eye

01-20 360 degree area of sight: Cannot be surprised from behind. Automatic parry & dodge plus +1 to parry & dodge.

21-40 Polarized sight: 95% chance to tell direction by looking at sunlight and the position of the sun. Not affected by glare and bright light.

41-60 Hard eye: Encased in a 30 M.D.C. cover.

61-80 Advanced eye is smaller, about twice the size of a human eye, and has mammal-like vision capable of seeing color and small details. It can see ultraviolet and polarized light.

81-00 Thermo-imaging: Can see infrared light and heat emanations.

Insect Antenna

01-15 Track and maneuver by smell alone: 75%; roll once for every 2000 feet (610 m). Double range for the chemical secretions of that species and four miles (6.4 km) for smelling the chemical alarm of that species (automatically recognizes alarm chemicals). A failed roll means the scent trail is temporarily lost; two successful rolls out of three means the trail has been rediscovered.

16-30 Identify common, known smells, and insect chemical smells: 90%. Range: 1200 feet (365 m).

31-45 Remember and identify a specific scent: 50%. Range: 1200 feet (365 m). Smell the coming of rain and large fires: 60%; two miles (3.2 km) range.

46-55 Antenna: Touch Powers: Accurately identify common, known objects/substances: 70% (30% if uncommon).

56-65 Antenna: Identify Temperature: 80% within 1D6 degrees by touch, includes air temperature. Accurately identify wind direction: 80%.

66-80 Antenna: Hearing/vibration/motion sensing abilities: Track by sound alone: 60%. Can locate human prey by following the vibration of a running car or robot engine, voices, noise from movement, or the audio transmissions of a television set or radio. Range: 1000 feet (350 m).

81-90 Hear ultrasonic sounds; super keen hearing: Average range 2000 feet (365 m).

91-00 Communicate with ultrasonic sound: Average range 2000 feet (365 m). Can also produce and communicate using sounds audible to humans.

Insect Exoskeleton Body Armor

01-25 Tough skin: Add an additional 30 M.D.C.

26-50 Light Armor: Add an additional 100 M.D.C.

51-75 Medium Armor: Obvious armor plates, add 200 M.D.C.

76-00 Heavy Armor: Obvious heavy plates, add 300 M.D.C., but reduce speed running and flying by 20%, prowl, swimming and climbing skills (if any) by -10%.

Dabuggh R.C.C. (Pronounced: Dah bug)

Alignment: Any, but most are anarchist or evil predators.

Attributes: I.Q. 6+3D4, M.E. 12+2D4, M.A. 4+2D6, P.S. 12+2D6, P.P. 12+2D4, P.E. 12+2D4, P.B. 3D6, Spd 5D6 running, some may have greater speed or wings to fly (30%

have wings and can fly at a speed of 2D4×10 mph). P.S. is considered supernatural.

Hit Points: Mega-damage creature

M.D.C.: 2D4×10 plus 1D6 M.D.C. per level of experience.

Horror Factor (when recognized): 10, **P.P.E.:** 6D6+6

Average Level of Experience (NPC): 1D4+4, use the same experience table as the Earth and Star Child.

Combat: Hand to hand: expert or assassin.

Magic: None, although they may use magic weapons and potions. They do have a fairly high P.P.E. of 6D6+6.

Psionics: None

Average Life Span: 200 years

Habitat: Virtually anywhere that humans can live. Currently, dabuggghs are mainly found in the British Isles where they emerged from a dimensional rift decades ago. They have also gone off to explore parts of Europe and have established a few colonies on the continent. Individuals and small groups also live among (and feed on) human and D-bee communities, including New Camelot and the New German Republic.

Enemies: Sectles, humans and humanoids (the latter being a potential enemy and food).

Size: 5 to 7 feet tall (1.5 to 2.1 m) tall, with powerful builds and tough, bronze skin.

Weight: 180 to 250 pounds (81 to 112.5 kg)

Standard Equipment: Most will use any human weapons, tools, vehicles and devices, but cannot build such items themselves. Typical items include back-pack, utility belt, pouches or sacks, a lighter, flashlight, knife, energy pistol, energy rifle, and either 1D6 grenades or a vibro-blade. They also love magic items and weapons.

Traditional garb: None, most can wear anything that humans wear. Those with wings tend to wear loose fitting clothing (wings can be folded to be surprisingly flat).

Money: Starts with 4D6×100 in credits.

Cybernetics & Bionics: Artificial enhancements are seldom considered.

Note: A female dabuggh lays 2D4 eggs once every spring. The eggs are hidden in a basement or cave and covered with a pile of leaves, sticks and/or bones for warmth and concealment. Their numbers are growing rapidly.

R.C.C. Skills:

Math: Basic (+15%)

Wilderness Survival (+15%)

Land Navigation (+10%)

Identify Plants & Fruits (+10%)

Preserve Food (+10%)

Track Animals (+10%)

Language: Faerie Speak and two of choice (+20%)

Climb (+10%)

W.P.: Select five

Hand to Hand: Expert

Hand to hand assassin can be selected if the character is of an evil alignment.

O.C.C. Related Skills: Select six other skills, plus two additional skills at levels three, six, ten and thirteen.

Communication: Any (+5%)

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+5%)

Mechanical: None

Medical: First aid or holistic medicine (+5%)
 Military: Any (+10%)
 Physical: Any except acrobatics and gymnastics
 Pilot: Any, except spacecraft and robots (+5%)
 Pilot Related: None
 Rogue: Any (+5%)
 Science: Math only (10%)
 Technical: Language, literacy, lore, computer operation and writing only (+10%)
 W.P.: Any
 Wilderness: Any (+10%)

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Mantaz Sectle R.C.C.

(Optional Player Character)

By Steve Sheiring & Kevin Siembieda

Mantaz sectles are very insect looking humanoids that resemble a giant preying mantis. Their entire body is encased in a natural mega-damage armor. The body is bright green on the

top with a yellow, orange or tan underside and large, yellow or gold eyes. Despite their insect appearance, sectles are warm-blooded creatures possibly related to birds. They may not be as attractive as the more human looking dabuggghs, but are not the least embarrassed by their insect appearance and do not eat or enslave other intelligent life forms.

Sectles prefer to keep to themselves, living in tiny communities of 1D6×10 members. Males and females are superior hunters of animals. They do not molest humans or other intelligent life forms unless provoked. They only fight the dabuggghs without provocation. Unfortunately, their inhuman appearance makes them the targets of human supremacists and trigger-happy travelers.

The big green bug-people can make trustworthy and loyal friends. They are courageous in combat yet gentle and compassionate toward their own and most other intelligent creatures.

Special Powers

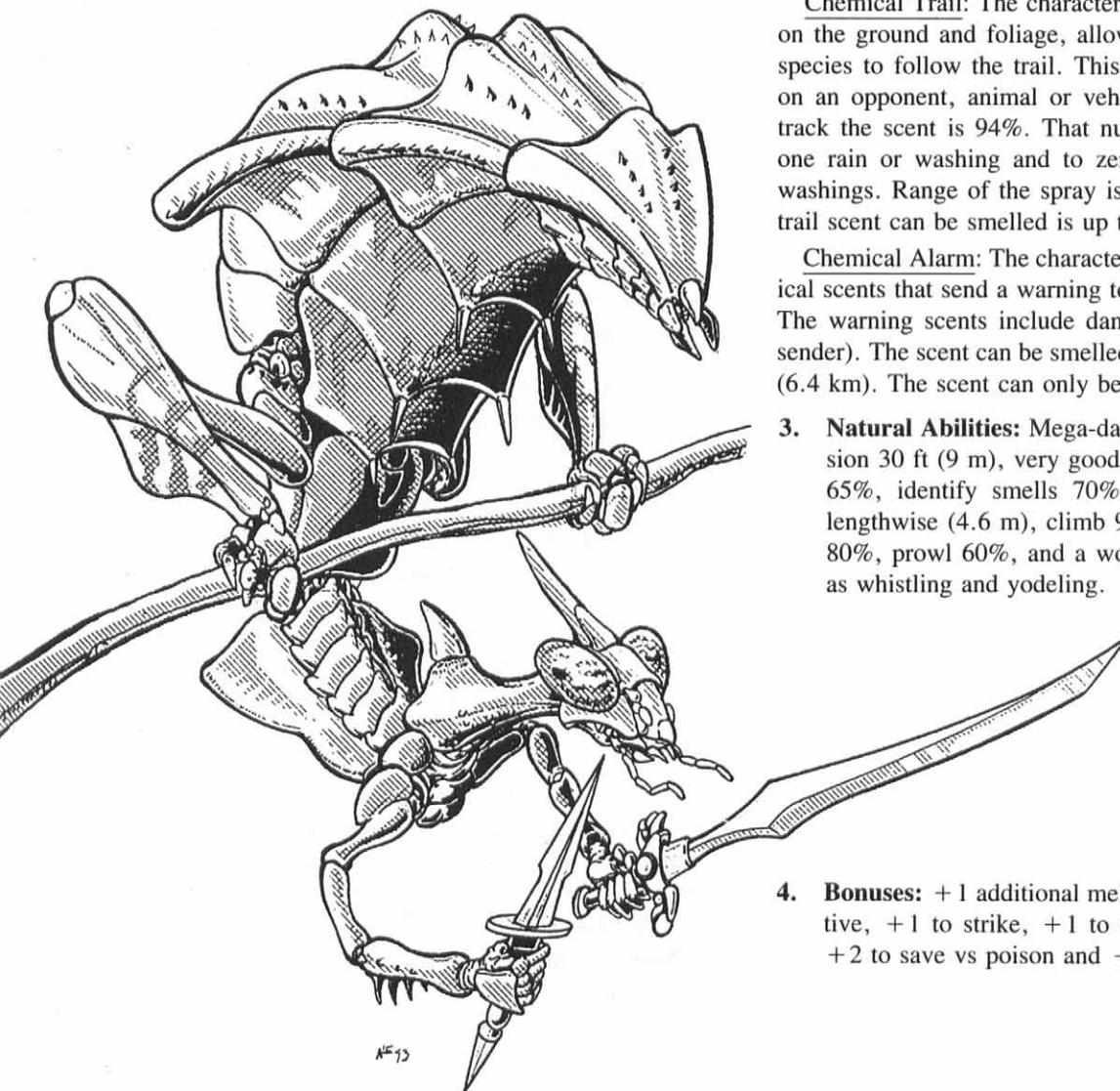
1. **Magic Powers:** Sectles have the following faerie-like powers: Nightvision 90 ft (27.4 m), see the invisible, chameleon, globe of daylight, and tongues. Each spell can be performed four times per 24 hour period and spell duration is equal to the character's level of experience.
2. **Chemical Sprays:** The sectle can secrete two different types of chemicals from the tip of its lower abdomen.

Chemical Trail: The character secretes a chemical that is left on the ground and foliage, allowing the sectle or others of its species to follow the trail. This chemical can also be sprayed on an opponent, animal or vehicle to track it. The ability to track the scent is 94%. That number is reduced to 44% after one rain or washing and to zero after two or more rains or washings. Range of the spray is 20 ft (6 m). The distance the trail scent can be smelled is up to two miles (3.2 km) away.

Chemical Alarm: The character can secrete a variety of chemical scents that send a warning to other members of its species. The warning scents include danger, attack, and death (of the sender). The scent can be smelled a distance of about four miles (6.4 km). The scent can only be smelled by other sectles.

3. **Natural Abilities:** Mega-damage creature, normal nightvision 30 ft (9 m), very good sense of smell, track by smell 65%, identify smells 70%, leap up to 15 feet high or lengthwise (4.6 m), climb 90/80%, acrobatics 80%, swim 80%, prowl 60%, and a wonderful singing voice, as well as whistling and yodeling.

4. **Bonuses:** +1 additional melee action/attack, +2 on initiative, +1 to strike, +1 to dodge, +1 to save vs magic, +2 to save vs poison and +2 to save vs horror factor.



Mantaz Sectle R.C.C.

(Pronounced: Man Taz Sect tal)

Alignment: Any but most are anarchist or good.

Attributes: I.Q. 10 + 1D6, M.E. 12 + 2D6, M.A. 10 + 2D6, P.S. 18 + 2D6, P.P. 12 + 2D6, P.E. 12 + 2D6, P.B. 2D6, Spd 6 + 4D6 running, but is twice as fast swinging through trees. P.S. is considered supernatural.

Hit Points: Mega-damage creature

M.D.C.: 3D4 × 10 plus 2D6 M.D.C. per level of experience.

Horror Factor: 10, **P.P.E.:** 6D6

Average Level of Experience (NPC): 1D4 + 3, use the same experience table as the Earth and Star Child.

Combat: Hand to hand: expert or martial arts

Magic: See special powers number one. Sectles may also use magic weapons, wands, staves and potions. They have a high P.P.E. as a result of their natural magic powers and M.D. nature.

Psionics: None

Average Life Span: 180 years

Habitat: They can live just about anywhere that humans can live, but prefer forests or jungles and love to live in Millennium Trees (where they are generally peaceful creatures, attacking only dabuggs or those who threaten the tree). Currently, sectles are mainly found in the British Isles where they emerged from a dimensional rift decades ago. There are also a couple of tiny colonies in France and Africa.

Enemies: Dabuggs and humanoids (the latter beings frequently attacking sectles out of fear of monsters).

Size: 7 to 9 feet tall (2.1 to 2.7 m) tall.

Weight: 200 to 300 pounds (90 to 135 kg)

Standard Equipment: Most will use any human weapons, tools, vehicles and devices, but cannot build such items themselves. Typical items include back-pack, utility belt, pouches or sacks, a lighter, flashlight, energy pistol, energy rifle, knife, sword, or vibro-blades, neuro-mace or magic wands, staves, weapons and items. They seldom wear any clothes or body armor.

Money: Starts with 3D6 × 1000 in credits.

Cybernetics & Bionics: Artificial enhancements are seldom considered.

Note: There are other types of sectles but only the mantaz sectle has been rifted to Earth. A female lays 1D4 eggs once every spring. The eggs are usually secured in tall trees, especially Millennium Trees, and watched 24 hours a day by 1D4 guardians. Their numbers are about half those of the more human looking dabuggs and they also fall victim to attacks more frequently because of their frightening insect appearance.

R.C.C. Skills:

Math: Basic (+10%)

Wilderness Survival (+20%)

Land Navigation (+20%)

Holistic Medicine (+5%)

Identify Plants & Fruits (+15%)

Preserve Food (+15%)

Track Animals (+15%)

Sing (+15%)

Faerie Lore (+10%)

Language: Faerie Speak, Dragonese and two of choice (+20%)

Climb (+10%)

W.P.: Select three ancient and two modern

Hand to Hand: Expert

Hand to hand: expert can be changed to martial arts at the cost of one "other" skill.

O.C.C. Related Skills: Select four other skills, plus two additional skills at levels three, seven, eleven and fifteen. Also see natural abilities, which offer instinctive skills/abilities such as acrobatics and climbing.

Communication: Any

Domestic: Any (+5%)

Electrical: None

Espionage: Any (+5%)

Mechanical: None

Medical: First aid or holistic medicine (+5%)

Military: Any (+10%)

Physical: Any except gymnastics

Pilot: Any, except spacecraft and robots (+5%)

Pilot Related: None

Rogue: Any

Science: Math, biology and botany only (+10%)

Technical: Any (+5%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

The Cernun Mystic R.C.C.

A.K.A. Ram-Horned Serpent Men (Optional Player Character)

The appearance of these supernatural creatures is especially interesting considering the "ram-horned" serpent was a major icon of the ancient Celts, especially in Gaul (ancient France). It seems likely that these serpent men, who call themselves Cernun, have visited Earth in the past and the superstitious people of the Celtic world saw them as gods. This is all the more likely when one considers that there is a ley line nexus in France that is linked to the Cernun dimension. A particularly powerful cernun may have been Cernunnos, Lord of Animals, one of the oldest Celtic deities and the symbol of fertility, growth, and renewal/regeneration. The serpent men's ability to regenerate and their control over the gigantes would explain much of this symbolism.

Cernun have a thick body that ends in a thick, powerful tail. The arms are thin and human-like, the legs are muscular, with large, clawed feet for climbing. When they disrobe and lay flat on their belly, they look very snake/serpent-like. All are ambidextrous and double jointed at the hip, shoulder and wrist.

Note: The majority of these intelligent creatures of magic are greedy and seek vast wealth, fame/fear, and power. The cover of this book depicts a cernun mentally controlling a gigantes to attack a group of travelers.

Special Powers

All cernun are *mystics* and have all the powers of the mystic O.C.C., see **Rifts RPG**, pages 85-87. In addition, they have the following powers and bonuses.

1. **Control Gigantes.** One of the Cernun's powers is the ability to telepathically and empathically communicate with and mentally control the monstrous giants known as the Gigantes. This strange link and the fact that the cernun refer to them as "their children" has suggested to some that the mutant giants are the creation of the cernun. Certainly most of these serpent men are accompanied by one or two gigantes servants or protectors. Gigantes appear to populate the cernun's homeworld at least to some degree, where they serve their reptilian masters.

Range of telepathic and empathic communication is 500 feet (153 m) plus 100 feet per level of experience. Complete mind control is limited to gigantes with an I.Q. of 6 or lower.

2. **Complete Bio-Regeneration.** The serpent men can completely regenerate lost limbs in a matter of days. Digits on

the hands and feet, horns, and teeth regenerate in 48 hours, a hand 72 hours, an arm five days, and a leg or tail nine days. Of course decapitation cannot be restored through regeneration. Mega-damage to the body can be healed at a rate of 6D6 M.D. per hour of meditation and leaves no scars.

3. **Natural Abilities:** Mega-damage creature, nightvision 90 ft (27.4 m), keen color vision similar to a human's, leap up to 10 feet (3 m) high or lengthwise, climb 80/70%, swim 90%, hold breath underwater for four minutes, and is ambidextrous and double jointed (+15% to escape artist skill).
4. **I.S.P. and Psionics:** Same as the Mystic O.C.C.; 1D4 × 10 plus the character's M.E. number for the I.S.P. base. Add 1D6 + 1 I.S.P. for each additional level of experience.
5. **P.P.E.:** 1D6 × 10 + 10 plus the P.E. attribute number equals the character's energy base (has a bit more mystic energy than the average mystic). Add 2D6 per each additional level of experience.
6. **Additional Mystic Knowledge and Abilities.** Identical to the Mystic O.C.C., see **Rifts RPG** pages 85-87.



Cernun Mystic R.C.C. (Pronounced Seer None)

Alignment: Any, but most are anarchist or evil.

Attributes: I.Q. 8 + 2D6, M.E. 10 + 2D6, M.A. 10 + 2D6, P.S. 8 + 2D6, P.P. 8 + 2D6, P.E. 10 + 2D6, P.B. 2 + 2D6, Spd 6 + 3D6

Hit Points: Mega-damage creature

M.D.C.: 1D4 × 10 + 8 plus 2D4 M.D.C. per level of experience.

Horror Factor: 9,

Average Level of Experience (NPC): 1D4 + 3, use the same experience table as the mystic.

Combat (NPC): Hand to hand: expert or assassin.

Magic: See the Mystic O.C.C. in **Rifts**, pages 85-87. They love magic weapons, wands, staves, potions and items of all kinds.

Psionics: See the Mystic O.C.C. in **Rifts**.

Average Life Span: 380 years

Habitat: They can live just about anywhere that humans can live, but prefer forests or jungles. Cernun are rare on Rifts Earth, with fewer than a thousand on the entire planet. They are most likely to be encountered in France, Spain, the British Isles, western Europe, Africa and Atlantis.

Enemies: No natural enemies but most cernun are evil sorcerers and a threat to good beings.

Size: 5 to 7 feet tall (1.5 to 2.1 m) tall.

Weight: 200 to 300 pounds (90 to 135 kg)

Standard Equipment: Most will use any human weapons, tools, vehicles and devices but cannot build such items themselves. Typical items include loose fitting robe or clothing, utility belt, pouches or sacks, a lighter, air filter and gas mask, tinted goggles or sunglasses, flashlight, wood cross, silver dagger, energy pistol or energy rifle, 1D4 + 1 E-clips and a magic wand or staff of choice. They seldom wear any body armor, but when they do, it is likely to be light.

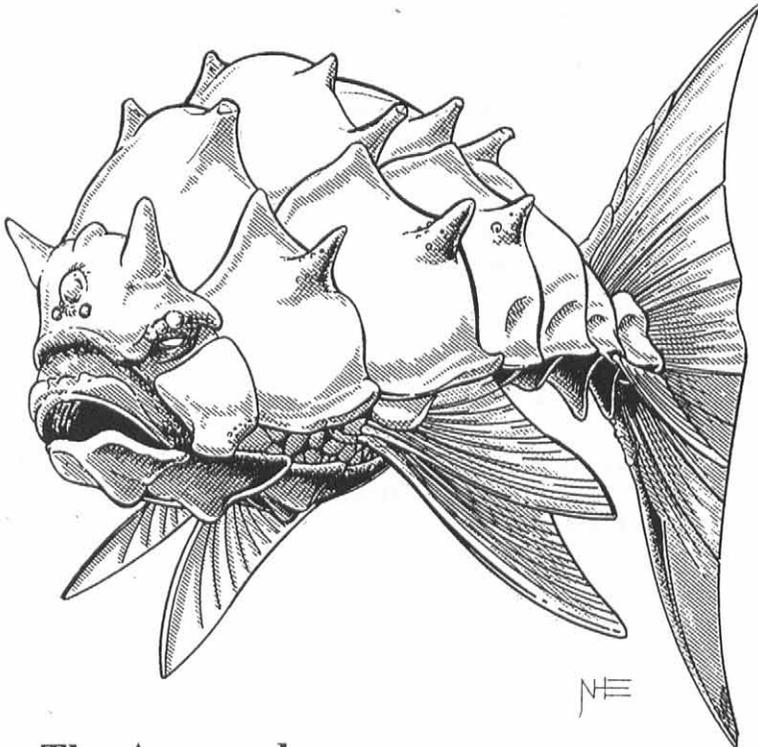
Money: Starts with 4D6 × 1000 in credits, and 3D6 × 100 in other valuables.

Cybernetics & Bionics: Artificial enhancements are seldom considered.

Skills: Same as the Mystic O.C.C. plus basic math (+20%)

Aliens, Insects & Monsters

With the alien vegetation came alien insects and monsters. The British Isles have an abundance of unique alien life forms in their forests. Many, such as the petal thing, flash beetle, crawlie, and clamp-mouth dragonfly, are attracted to magic energy which abounds in this part of the world. They don't feed on the mystic energy, but rather the mystics and other creatures who come to use or feed on the energy. These aliens feed on the flesh and/or blood of other living creatures, including faerie folk, humans, D-bees, peryton, and animals.



The Armored Devil Fish

This is one of the many sea monsters that inhabit the waters around the British Isles. The name is derived from its heavy, horned, armored plates and the two devil horns on its enormous head. The giant fish has been known to rise out of the sea and swallow rowboats whole in a single gulp! The creature has learned that food/men ride the waves in boats and attacks them by ramming the sea vessel with its head and upper body. It then devours those who fall into the water.

Alignment: Considered to be an evil predator.

Attributes: Animal attributes are much more consistent than for humanoids so there is less range for variation; the weak perish. Low animal intelligence: I.Q. 2 + 1D4, M.E. 10 + 1D6, M.A. 2D6, P.S. 20 + 3D6, P.P. 20 + 2D6, P.E. 20 + 1D6, P.B. 2D4, Spd 32 + 3D6 swimming.

Hit Points: Mega-damage creature

M.D.C. by Location:

*Eyes (2) — 10 each

Large Fins (4) — 40 each

Large Tail Fin (1) — 55

**Main Body — 650

* The eyes are tiny and protected by armored protrusions, making it very difficult to hit. The attacker must make a called shot and even then he is -4 to strike. If blinded, the monster will attack by using its sonar and sense of smell — fighting to the death.

** Destroying the main body kills the monster.

Horror Factor: 13, **P.P.E.:** 16

Natural Abilities: Mega-damage creature, swim, breathe underwater, nightvision 200 ft (60 m), move in the dark and locate prey using its sonar and sense of smell, and track by smell 70%.

Combat: Four physical attacks by biting and head butts or two body ramming.

Bonuses: +1 on initiative, +5 to strike, +2 to dodge, +3 to save vs poison and +2 to save vs magic.

Damage: 3D6 M.D. from head butts, 1D6 × 10 M.D. from bites, or 2D6 × 10 from ramming/body blocks.

Magic: None

Psionics: None

Average Life Span: 200 years

Languages: Unknown

Value: Little. The creature's heavy armored plates are sometimes used to plate ships. Each of its nine large plates are worth about 2000 credits, hardly worth the trouble.

Habitat: The waters around Scotland and the North Sea, the Mediterranean and the Devil's Sea near Atlantis; possibly elsewhere as well.

Enemies: Everything is a potential enemy or food.

Size: 20 to 30 feet (6 to 9 m) tall, 30 to 60 feet (9 to 18 m) long and 10 to 20 feet (3 to 6 m) wide, which is also the width of its maw.

Weight: 30 tons

Note: The monster is edible and tastes delicious.

Crawlies

A.K.A. Hill Beetles

Crawlies are centipede-like visitors from another dimension. They love rocky land, hills and mountains, consequently, they are found almost exclusively in Scotland and mountainous parts of Europe and Africa. Crawlies are the least aggressive of the alien insects, and are easily frightened. When spooked and cornered, they attack and often fight to the death.

The creature feeds mostly on carrion, garbage, eggs, and slow moving animals, including humanoids. They are the bane of trappers because crawlies will often eat their catches right in the traps.

They are fair diggers and frequently dig pits (seldom deeper than 12 feet/3.6 m deep) to trap animal and human prey. In such cases, there is usually a community of 4D6 nearby, with 1D4 hiding among the rocks or underbrush waiting for their trap to be sprung. The creatures live in a network of shallow burrows, like giant rabbits. If flipped on its back, it will take the crawlle 1D4 melee rounds to flip itself rightside up. During this time



its soft underbelly is vulnerable. The fragileness of its underside also makes it vulnerable to explosives rolled underneath it.

Alignment: Considered to be anarchist; predatory insect.

Attributes: Animal and insect attributes are much more consistent than for humanoids so there is less range for variation; the weak perish. Low animal I.Q. 1D4, M.E. 3+1D6, M.A. 1D6, P.S. 20+1D6, P.P. 10+1D6, P.E. 20+1D6, P.B. 1D6, Spd 20+1D6 crawling on the ground, half as fast digging — cannot fly.

Hit Points: Mega-damage creature

M.D.C. by Location:

*Eyes (2) — 12 each

Armored Top Abdomen — 180

Abdomen Underside — 60

Legs (24) — 20 each

*Large Antennae (2) — 30 each

*Small Antennae (2) — 8 each

Head — 80

**Main Body — 200

* The eyes and antennae are small targets that can only be hit by a called shot and even then the attacker is -3 to strike. If both eyes are destroyed, the creature uses its sensitive antennae to locate prey and attack, but loses its dodge bonus and all other combat bonuses are reduced by half.

** Destroying the main body or the soft abdomen underside kills the monster.

Horror Factor: 8, **P.P.E.:** 4

Natural Abilities: Natural M.D.C. armor plating, nightvision 200 ft (60 m), move in the dark and locate prey using its feelers/antennae which have an incredible sense of touch, exceptional hearing, track by smell 80%, identify smells 80%, dig 80%, climb 90%, swim 40%, and prowl 40%.

Combat: Three attacks per melee.

Bonuses: +1 on initiative, +3 to strike and parry with its tail/hindquarters, +1 to dodge, +8 to save vs poison and +2 to save vs magic.

Damage: 2D4×10 S.D.C. or one M.D. point from a bite, or 1D4 M.D. from a swat by its tail. It can also spray a fluid from its mouth that works like tear gas, causing the eyes and throat to burn. Victims are -10 to strike, parry and dodge and lose one melee action. Range of this chemical spray attack is 10 feet (3 m) and covers a six foot (1.8 m) area.

Magic: None

Psionics: None

Average Life Span: 8 years.

Languages: None, other than a clicking of its armored plates.

This clicking is performed when the burrow is being invaded or to sound an alarm.

Value: Little. Its armor plates really aren't suitable for making armor; too thick and heavy. The glands containing the chemical spray are worth about 500 credits each, but hardly worth the trouble to get. Crawlies don't taste too bad and can be eaten. The creatures are too stupid and erratic to be trained and used as a riding animal. Only the alien mantaz sectle (elsewhere in this section) and simvan monster riders (see **Rifts Sourcebook One**) can ride the thing.

Habitat: Rocky and mountainous areas. Occasionally forests.

Enemies: Humanoids, faerie folk and animals, especially slow moving ground creatures. Will attack and eat just about any living being smaller than 12 feet (3.6 m).

Size: Three feet (0.9 m) tall and 10 to 15 feet (3 to 4.6 m) long.

Weight: 900 pounds (405 kg)

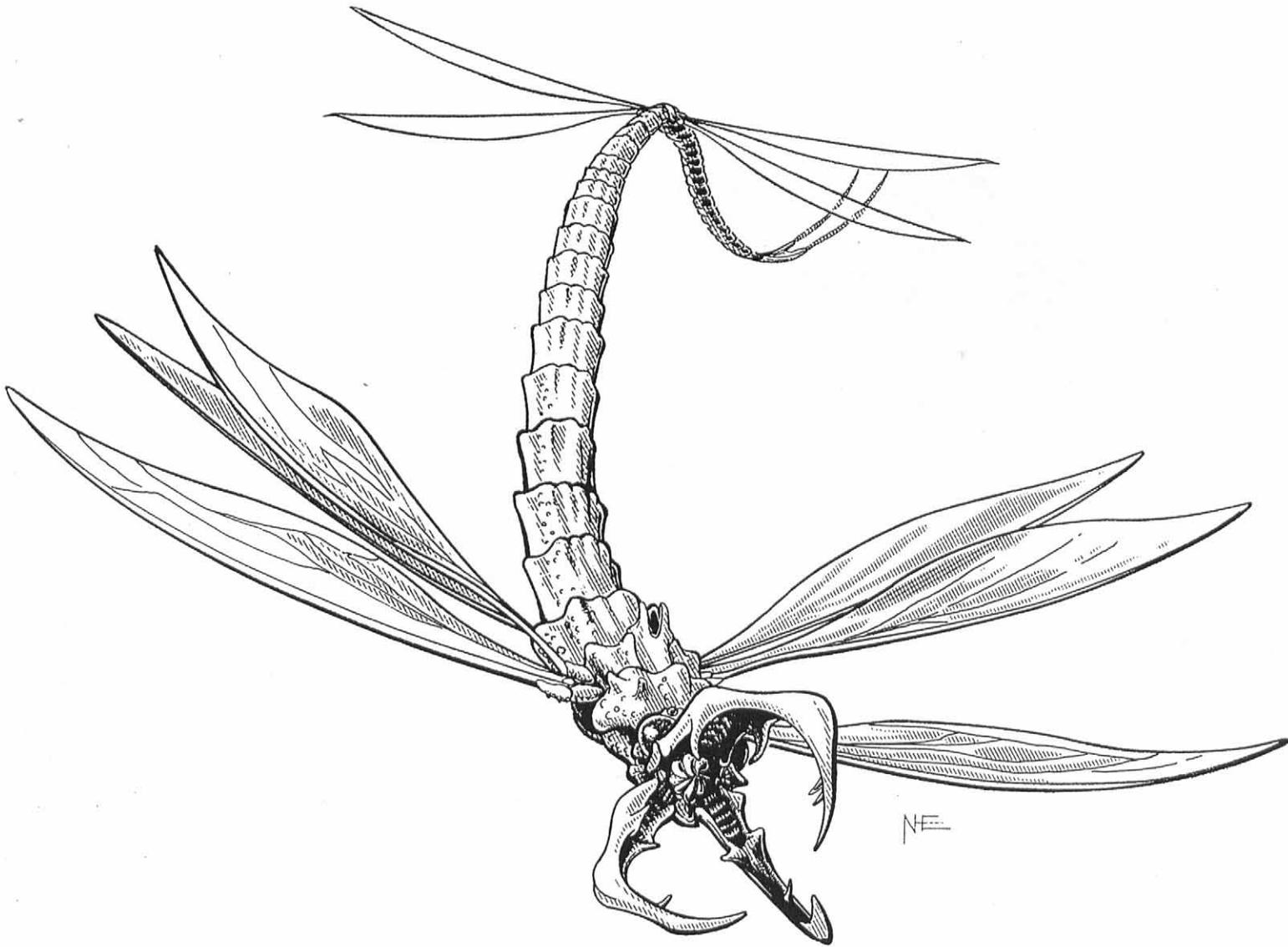
Giant Clamp-Mouth Dragonfly

This is a terrifying monster with huge, gaping mandibles, mega-damage armored body and four pairs of wings and serpent-like body. The giant mandibles are used to grab prey and hold them tight in the mouth. When the prey is captured, the creature flies away to devour it. Once ensnared in these powerful jaws, it takes a combined strength of 40 or greater to force them open. The real danger is not from the huge, frightening jaws but the comparatively tiny mouth inside. The prey trapped by the mandibles is torn apart by the smaller inner mouth — eaten alive. They eat only living prey and are attracted to P.P.E.

The wings are the creature's most vulnerable body part, but even a clamp-mouth dragonfly that cannot fly will snake around on the ground and can be a deadly opponent.

Believe it or not, these monsters are hunted by daring, some would say crazy, human and D-bee woodsmen for their valuable body armor, which can be made into plate armor for humanoids. The best way to kill the creature without damaging its armor is to leap on its back, aim just behind the eyes and before the first set of wings and blow its brains out. The rear head plate has 65 M.D.C. Of course, hanging on to be able to inflict sufficient damage is really the trick.

The insect will spin around and speed through the branches of trees in an effort to knock its attacker off its back. The character must roll percentile dice under his or her P.S. number to hold on. Getting battered from tree branches causes 5D6 S.D.C. damage per melee (15 seconds) and he cannot attack while holding on for dear life. Getting knocked off causes an additional 6D6 damage and the loss of initiative and two melee attacks. Even characters inside mega-damage armor suffer one-quarter the damage from the battering and fall. The angry dragonfly is likely to turn around and attack. Others may also be attracted by the sounds and smells of battle. A safer way is to use robot vehicles or power armor to grab the monster and hold it down. However, the dragonfly avoids creatures around 20 feet (6 m) or larger and is often too fast for large robots.



Alignment: Considered to be anarchist or evil; predatory insect.

Attributes: Animal and insect attributes are much more consistent than for humanoids so there is less range for variation; the weak perish. Low animal I.Q. 1D4, M.E. 8 + 1D6, M.A. 1D6, P.S. 20 + 1D6, P.P. 10 + 1D6, P.E. 14 + 1D6, P.B. 1D4, Spd 4D6 crawling on the ground, 2D4 × 10 flying.

Hit Points: Mega-damage creature

M.D.C. by Location:

*Wings (10) — 10 each

**Eyes (2) — 12 each or 24 each

Rear head plate — 65

Head — 250

Mandibles (3) — 100 each

Main Body — 450

* Destroying four of the front wings will prevent the creature from flying. Destroying the four back wings reduces its speed by 25% and causes the greater length of the body to droop and drag; reduce dodge bonus by half.

** The eyes are small targets protected by bony armor. They can only be hit by a called shot and even then the attacker is -3 to strike. When prey is held in the mandibles, a semi-transparent protective film drops over the eyes to protect them from possible attacks by the prey. If both eyes are destroyed, the

creature loses its initiative and dodge bonuses but has an excellent sense of smell and can still locate prey and attack.

Destroying the main body kills the monster.

Horror Factor: 13, **P.P.E.:** 10

Natural Abilities: Natural M.D.C. armor plating, nightvision 120 ft (36.6 m), track by smell 80%, fly, climb 30%, swim 60%, and prowl 50%. It also exudes a chemical when angry or when engaged in battle. This chemical can be smelled by other dragonflies and flash beetles, which attracts 1D4 other dragonflies or flash beetles — all are hungry.

Combat: Four attacks per melee.

Bonuses: +2 on initiative, +5 to strike, +5 automatic dodge, +6 to save vs poison and magic.

Damage: Bite from giant mandibles 2D6 M.D. or pin attack to ensnare and hold its prey in its teeth. Prey trapped in the giant mandibles is torn apart by the smaller inner teeth which rips and tears at the ensnared prey: inflicts 6D6 M.D. per melee (15 seconds). It can also lash out with its tail like a whip, doing 1D4 M.D., or ram with a body block, doing 1D6 M.D. and there's a 50% chance of knocking the prey down, causing him to lose initiative and one melee attack. A body block counts as two attacks.

Magic: None

Psionics: None

Average Life Span: 15 years.

Languages: None, other than clicking its mandibles.

Value: The eight plates beyond the head can be made into mega-damage armor and have a market price of 1200 credits a plate. The creatures are too stupid, erratic and aggressive to be trained and used as a riding animal. Only the alien mantaz sectle (elsewhere in this section) and simvan monster riders (see **Rifts Sourcebook One**) can ride the thing.

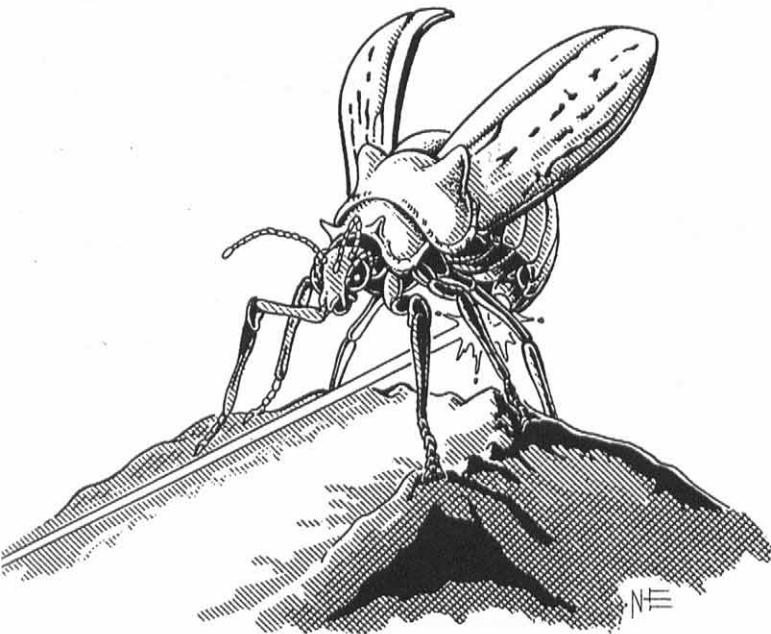
Habitat: Forest areas, in and around Millennium Trees, near ley lines, nexuses, faerie mounds, and other places of magic. They abound in the British Isles and much of western Europe and Africa.

Enemies/prey: Humanoids, faerie folk, gryphon, peryton, and animals. Will attack and eat just about any living creature smaller than 15 feet (4.6 m).

Size: 20 to 50 feet (6 to 15.2 m) long. Wing-span is one-third the body length.

Weight: 1000 to 2000 pounds (450 to 900 kg)

Notes: Clamp-mouth dragonfly armor offers 65 M.D.C. and has good mobility (-5% to prowl). The weight of human-sized armor is 25 pounds (11.4 kg). Market price is 34,000 credits. Three of the large plates are needed.



Flash Beetle

Another alien visitor who has made his home in the British Isles and much of Europe is the flash beetle. It derives its name from the laser-like energy beam that it fires from its abdomen.

The beetle feeds only on living creatures (S.D.C. or M.D.C.) and is attracted by the use of mystic energy and places of magic. They are solitary hunters and are not as aggressive as the clamp-mouth dragonfly.

Alignment: Considered to be anarchist or evil; predatory insect.

Attributes: Animal and insect attributes are much more consistent than for humanoids so there is less range for variation; the weak perish. Low animal I.Q. 1D4, M.E. 8 + 1D6, M.A. 1D6, P.S. 24 + 1D6, P.P. 12 + 1D6, P.E. 14 + 1D6, P.B. 1D6, Spd

24 + 2D6 crawling on the ground, 1D4 × 10 + 10 flying.

Hit Points: Mega-damage creature

M.D.C. by Location:

*Wings (4) — 25 each

Wing Casings (2) 150 each

**Eyes (2) — 20 each

Armored Top Abdomen — 220

Abdomen Underside — 90

Legs (6) — 50 each

**Antennae (2) — 15 each

Head — 130

Main Body — 300

* Destroying a pair of wings will prevent the creature from flying. Destroying three legs reduces its running speed by 50%.

** The eyes and antennae are small targets that can only be hit by a called shot and even then, the attacker is -2 to strike. If both eyes are destroyed, the creature uses its sensitive antennae to locate prey and attack, but loses its dodge bonus and all other combat bonuses are reduced by half.

Destroying the main body or the soft abdomen underside kills the monster.

Horror Factor: 10, **P.P.E.:** 4

Natural Abilities: Natural M.D.C. armor plating, nightvision 120 ft (36.6 m), exceptional hearing, track by smell 88%, identify smells 88%, fly, climb 80%, swim 40%, and prowl 40%. It also exudes a chemical when angry or when engaged in battle. This chemical can be smelled by other flash beetles and clamp-mouth dragonflies and may attract 1D4 of each — all are hungry.

Combat: Three attacks per melee.

Bonuses: +3 on initiative, +5 to strike with energy beam, +4 to strike, parry and dodge physical attacks, +4 to save vs poison and magic.

Damage: 4D6 × 10 S.D.C. or 1D6 M.D. from the flash beam (1000 ft/305 m range), or 1D4 M.D. from a bite (small mandibles). Strike, kick or stomp with the legs also inflicts 1D4 M.D.

Magic: None

Psionics: None

Average Life Span: 8 years.

Languages: None, other than clicking its legs.

Value: None. Its armor plates really aren't suitable for making armor; too brittle. The creatures are too stupid, erratic and aggressive to be trained and used as a riding animal. Only the alien mantaz sectle (elsewhere in this section) and simvan monster riders (see **Rifts Sourcebook One**) can ride the thing.

Habitat: Just about anywhere, from forests to grasslands and mountains. Frequently near Millennium Trees, ley lines, nexuses, faerie mounds, and other places of magic. They abound in the British Isles and much of Europe and Africa.

Enemies: Humanoids, faerie folk and animals, especially slow moving ground creatures. Will attack and eat just about any living being smaller than 12 feet (3.6 m).

Size: Eight feet (2.4 m) tall and 15 to 20 feet (4.6 to 6. m) long. Wing span is half the body length.

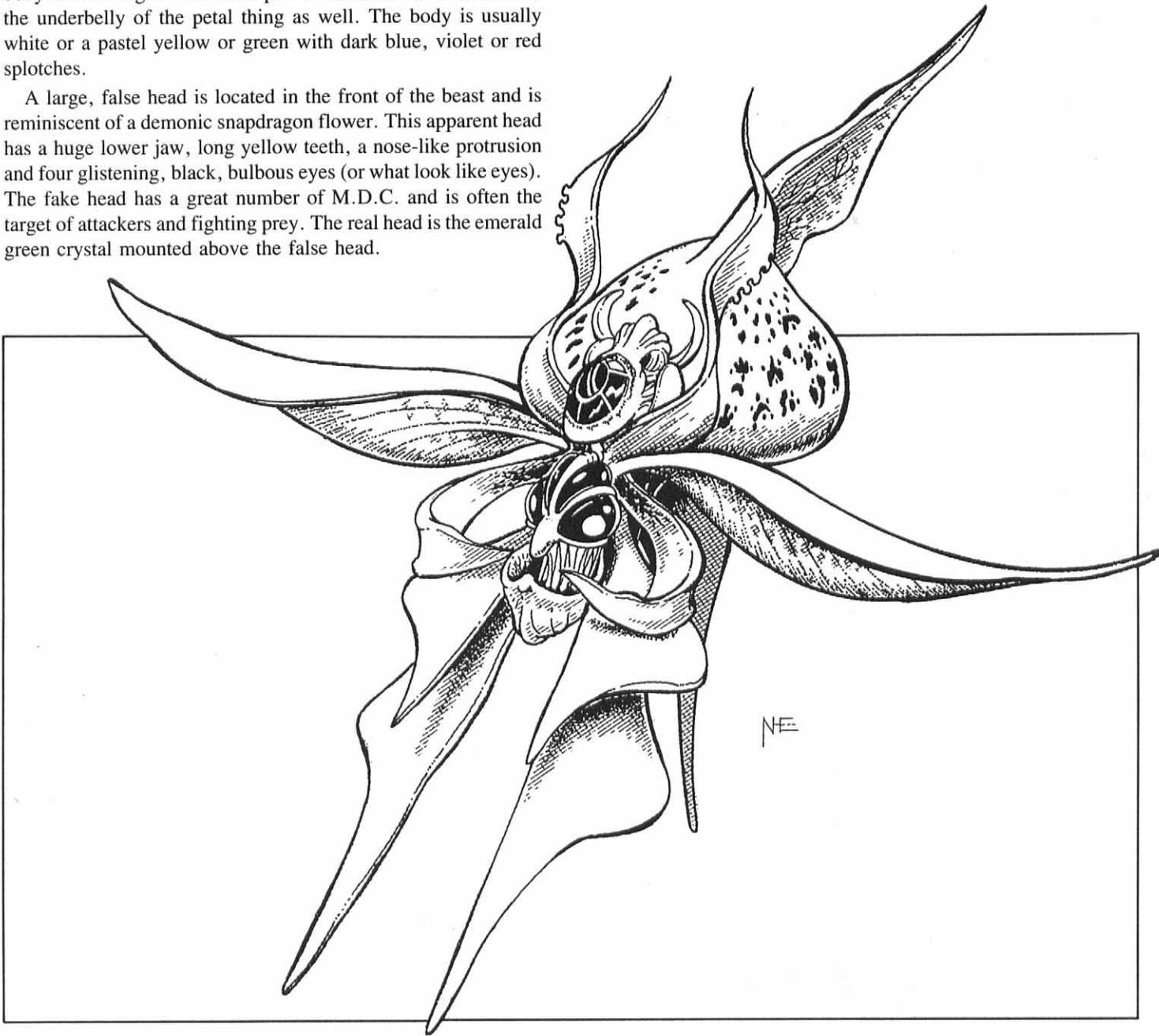
Weight: 2000 pounds (900 kg)

Note: Typically a solitary hunter, but are occasionally encountered in groups of 1D4 + 1.

Petal Thing

This horrible monster is not an insect or a plant, but an alien nightmare that resembles both. The petal thing has a large, soft body with a large fin at the top. An identical fin is located on the underbelly of the petal thing as well. The body is usually white or a pastel yellow or green with dark blue, violet or red splotches.

A large, false head is located in the front of the beast and is reminiscent of a demonic snapdragon flower. This apparent head has a huge lower jaw, long yellow teeth, a nose-like protrusion and four glistening, black, bulbous eyes (or what look like eyes). The fake head has a great number of M.D.C. and is often the target of attackers and fighting prey. The real head is the emerald green crystal mounted above the false head.



Sprouting from the top and sides of the false head are four small, leafy looking fins or tentacles and two large, leaf-like appendages that flutter slowly in the air. The four smaller appendages are used like arms and hands although they are not very good for picking up and holding items. They are white or pale yellow or green, with hints of blue or violet. The large fins are a pale yellow-green color on top but a vibrant green on the underside, giving them an even more leaf-like appearance. The large, leafy fins are used like wings to propel itself at greater speeds or heights.

Underneath the false head are four petal-like appendages that are white, pink, pale yellow or pale green. They appear to be mainly ornamental although they can be used to push or catch

prey like the cow-catcher on the front of old trains. These appendages are hard and bony.

The petal thing is usually seen floating in the air, hidden among the branches of trees or other foliage. It is graceful to watch as it hovers in the air, elegantly fluttering and unfurling its leafy tentacles, wings and fins. In fact, it is hypnotic, lulling the observer into a relaxed state. The monster can appear deceptively slow, but with one or two sweeps of its large, leafy wings it can shoot forward, backwards, up or down like a bullet. A favorite tactic is to hypnotize its prey then swoop forward with astonishing speed to attack.

Petal things are psionic monsters that feed on the P.P.E. of living creatures, similar to the psi-stalker. It prefers to kill its

prey for two reasons; one, for the increased amount of psychic energy at the moment of death and, two, because it likes to kill.

Alignment: Considered to be an evil predator.

Attributes: Animal attributes are much more consistent than for humanoids so there is less range for variation; the weak perish. Low humanoid intelligence: I.Q. 2 + 2D6, M.E. 16 + 1D6, M.A. 10 + 2D6, P.S. 12 + 1D6, P.P. 12 + 1D6, P.E. 12 + 1D6, P.B. 18 + 2D6, Spd 22 + 6D6 flying in spurts lasting up to six minutes, but usually hovers at a speed of 6 to 22. P.S. and P.E. are considered supernatural.

Hit Points: Mega-damage creature

M.D.C. by Location:

*Eye Crystal/True Head (1) — 100

Large Fins (2) — 70 each

Leafy Tentacles (4) — 40 each

Large Leafy Wings (2) — 90 each

Bony Petals (4) — 120 each

False Head — 240

**Main Bulbous Body — 140

* The eye crystal is a comparatively small target that can only be hit by a called shot and even then, the attacker is -2 to strike. The crystal can be covered and protected by one or more of the four tentacles. If the crystal is destroyed, the creature is blind and its psionic powers are reduced by half.

** Destroying the main body kills the monster.

Horror Factor: 11 when the petal thing lunges to attack.

P.P.E.: 4

Natural Abilities: Mega-damage creature, hover and fly, hypnotic movement that relaxes its prey, armor plated petals, nightvision 200 ft (60 m), move in the dark and locate prey using its tentacles, good hearing, sense P.P.E. energy from living creatures, track by P.P.E. sense 68%, swim underwater 80% and at half the speed it can fly. Also see psionic powers.

Combat: Four physical or four psionic attacks per melee.

Bonuses: +1 on initiative, +3 to strike and parry with its tail/hind-quarters, +1 to dodge, +8 to save vs poison and +2 to save vs magic.

Damage: 1D6 M.D. from strikes by the tentacles or wings. It can ram or catch prey in its petals like a cow-catcher on the engine of a train. A flying ram inflicts 3D6 M.D. and has a 68% chance of knocking an opponent down, including robot vehicles, causing that character to lose initiative and one melee attack. If caught in the petals, the creature will continue to fly at great speed to hold its prey more securely and attack psionically. Prey caught in the petals are minus two melee attacks. A body block/ram counts as two attacks. Also see psionic powers.

Magic: None

Psionics: I.S.P. 4D6 × 10, powers are equal to a sixth level psychic. Powers: Mind block, empathy, empathic transmission, pyrokinesis, mind bolt, mentally possess others, resist fatigue and bio-regenerate (2D6 M.D.). **Special Hypnotic Power:** Hypnotic movement that relaxes its prey, lulling whatever creature that watches it into a relaxed state and then attack. The hypnotized victim has no initiative, cannot parry or dodge the initial attack, loses one melee action and all combat bonuses are reduced by half for the first melee round!

Average Life Span: 120 years.

Languages: May communicate empathically.

Value: None except as a watchdog or attack animal. A simvan monster rider (see **Rifts Sourcebook One**) is impervious to its hypnotic attack and can communicate and relate with it better than most others and might even be able to convince it to work with him or let him ride it.

Habitat: Forests and jungles. Known to inhabit most of Europe, Asia and parts of Africa. Not found in North or South America or Australia.

Enemies: Everything is a potential enemy or food.

Size: The body bulb is only three feet (0.9 m) tall and four feet (1.2 m) wide, but the petals and top fin gives it an overall height of 12 to 18 feet (3.6 to 5.5 m).

Weight: 300 pounds (135 kg)

Note: Not recommended as a player character, but the petal thing is smart enough to be used as one (GM's decision). The best alignment it can possibly have is unprincipled or anarchist. Remember, they love to hunt and kill, that's what this thing does. It couldn't care less about money or magic items, except perhaps as bait for a trap.



Stone Ball Bug

This strange creature from another world is a scavenger that feeds on the carcasses of dead animals and is not a threat to humanoids. It looks like a sphere made of stone mounted on twelve tiny legs. To protect itself, the stone ball bug pulls its feet into the armored ball and waits until trouble passes it by. Country folk use them to play with like bowling balls and they are sometimes kept as a pet or as living garbage disposals. Superstitious folk swear they bring good luck, probably because the bug eats decaying food getting rid of material that might harbor disease. Herbalists sometimes use the ground legs of dead bugs to make potions to negate all types of poisons and to cure stomach ailments.

Alignment: Considered to be anarchist.

Attributes: Animal and insect attributes are much more consistent than for humanoids so there is less range for variation; the weak perish. Low animal I.Q. 1D4, M.E. 4 + 1D6, M.A. 1D6, P.S. 1D6, P.P. 1D6, P.E. 20 + 1D6, P.B. 1D6, Spd 2 + 1D6 crawling on the ground.

Hit Points: Mega-damage creature

M.D.C. by Location:

Legs (12) — 1 each

Front Pincer Arms (2) — 3 each

*Main Body — 60

*Destroying the main body kills the critter.

Horror Factor: 0, **P.P.E.:** 12

Natural Abilities: Natural M.D.C. armor plating, nightvision 100 ft (30.5 m), move in the dark and locate prey using its sense of touch, track by smell 60%, identify smells 60%, climb 60%, swim 40%, and prowl 40%. They don't seem to need to breathe and can walk on the bottom of riverbeds for hours.

Combat: None.

Bonuses: +10 to save vs poison and +5 to save vs magic and psionic attacks.

Damage: None

Magic: None

Psionics: None

Average Life Span: 80 years.

Languages: None

Value: Little, other than as an odd pet worth about 20 credits in the British Isles, but might be worth ten times more in places that have never seen one before.

Habitat: Garbage dumps, graveyards, slaughterhouses, and alleyways of villages, towns and cities, as well as in forests.

Enemies: None

Size: About the size and weight of a bowling ball.

Weight: 8 to 14 pounds (3.6 to 6.4 kg)

Temporal Magic

Temporal magic is a type of spell magic that specifically involves manipulating and warping space and/or time. It is practiced by a trio of dimension travelling occupational character classes (actually one is an R.C.C.): the temporal wizard, temporal warrior and temporal raider. Temporal magic spells and rituals are unique and available only to these O.C.C.s. Only high level practitioners of magic (9th level and higher) ever get the opportunity to learn temporal magic spells (rarely spells above 12th level). Some gods, godlings, demon lords and supernatural beings may be temporal wizards or know some temporal spells.

Temporal Wizard

The temporal wizard is a master manipulator of space and time. It is the wizard and the raider who have the greatest knowledge and command over temporal magic. Most travel the dimensional megaverse and are likely to have secret sanctuaries and friends in 1D4+1 different dimensions.

Some forms of dimension, space and time spanning spells are included among the common incantations of the ley line walker and similar O.C.C.s. These include detect concealment, shadow meld, time slip, teleportation, mystic portal, dimensional portal and others. The rare temporal spells are closely guarded secrets. In most instances (70%), the temporal wizard can only learn these mystic secrets from the demonic temporal raider. The price for such knowledge is a minimum of six years of apprenticeship known as "the bond of servitude." It is during this period that the mage learns the secrets of spell magic and the power of greed and villainy.

The servant/apprentice must assist his mentor in any way asked, as well as protect him. Being in the service of a dimensional raider is likely to involve treachery, deception, theft and murder, leading to many deadly adventures and battles before the master judges his apprentice to be worthy of "The Knowl-

edge." It is only in the last year or so of service that the apprentice is finally taught the ways of temporal magic.

Frequently, the apprentice will agree to an extended period of servitude, this time as a partner rather than an underling. The extended period of servitude is limited to four years and dramatically accelerates the character's level of experience. At the end of the four years (ten total), the wizard can elect to serve for an additional four years, but no longer. The demonic raider can have as many as four student partners and scores of underlings and slaves to do its bidding. At the end of the eight year partnership (14 years of servitude in total), the wizard and his mentor part ways and may become rivals or enemies. However, both the wizard and the raider tend to avoid conflicts between themselves and the wizard will usually defer to his master's greater knowledge and power.

Temporal Wizard Abilities

1. Initial magic knowledge and additional bonuses:

After six year initiation: The character is a first level temporal wizard. +2 to save vs mind control (magic, psionic or drugs), +6 S.D.C. bonus. Can be any alignment and does not yet suffer any penalties or insanity.

Magic Abilities: 2D4 × 10 + 40 P.P.E., in addition to the P.E. attribute number. Add 2D6 per level of experience.

Temporal magic: See dimensional anomaly, time maelstrom and seven spells of choice.

Other spell magic: Tongues, see the invisible, sense magic, detect concealment, fool's gold, chameleon, befuddle, teleport: lesser, close rifts, dimensional portal, armor of Ithan and four spells of choice (any level). Tends to be attracted to spells that manipulate time and space and illusionary magic. The character can learn one new temporal magic spell and one new conventional spell every level of experience; player's choice.

After ten years of servitude: Starts as a third level temporal wizard. Additional bonuses: +2 to save vs horror factor, +1

to save vs possession, +1 to save vs illusion and mind control, +12 S.D.C. Can be any evil or selfish alignment (years of deliberate acts of kindness and striving to be a good person can elevate the character's alignment to scrupulous).

Magic Abilities: $2D4 \times 10 + 70$ P.P.E., in addition to the P.E. attribute number. Add $2D6$ per each additional level of experience.

Temporal magic: See dimensional anomaly, dimensional pockets, D-phase, time warp: send, time maelstrom and seven spells of choice.

Other spell magic: Tongues, see the invisible, sense magic, detect concealment, fool's gold, chameleon, befuddle, escape, teleport: lesser, teleport: superior, close rifts, dimensional portal, armor of Ithan and five spells of choice (any level). Tends to be attracted to spells that manipulate time and space and illusory magic. The character can learn one new temporal magic spell and one new conventional spell for each additional level of experience; player's choice.

Penalties & Insanity: Reduce P.B. by two points and M.A. and P.S. by one. Roll once on the following insanity table.

After 14 years of servitude: The character is a fifth level temporal wizard. +4 to save vs horror factor, +4 to save vs possession, +2 to save vs illusion and mind control, +20 S.D.C. bonus. Must be an evil or anarchist alignment.

Magic Abilities: $2D4 \times 10 + 95$ P.P.E., in addition to the P.E. attribute number. Add $2D6$ per each additional level of experience.

Temporal magic: See dimensional anomaly, sense dimensional anomaly, dimensional pockets, D-phase, time warp: fast forward, time warp: send, time maelstrom and seven spells of choice.

Other spell magic: Tongues, see the invisible, sense magic, detect concealment, fool's gold, chameleon, befuddle, escape, teleport: lesser, teleport: superior, close rifts, dimensional portal, shadow meld, time slip, befuddle, armor of Ithan and six spells of choice (any level). Tends to be attracted to spells that manipulate time and space and illusory magic. The character learns one new temporal magic spell and one new conventional spell for each additional level of experience; player's choice.

Penalties & Insanity: Reduce P.B. by half, I.Q. by one, P.S. by one, M.E. and M.A. by two points. Tends to have a dark, untrusting view of people and the world. Roll twice on the following insanity table.

2. Magic Bonuses: +2 to save vs horror factor at levels one, four, eight and twelve. +1 to save vs magic at levels one, three, six, nine, eleven & fourteen. +1 spell strength at levels two, five, nine, and thirteen.

3. Automatically senses the opening, closing and location of dimensional rifts within a 20 mile (32 km) area. Similar to the ley line walker's power.

4. Automatically senses the opening and closing of dimensional rifts, envelopes, mystic portals, dimensional teleportation, and time holes within half a mile (0.8 km).

5. Ley Line Phasing. Same as the ley line walker's power. The power to teleport from one place on a specific ley line to another place on the same ley line. To initiate a ley line phase/

teleport, the mage must concentrate, opening himself to the ley line energy and focusing all of his attention to the task of teleporting. Engaging in conversation, combat, or even self defense, will break the concentration, forcing the character to start over. $1D4$ melees (15 to 60 seconds) of concentration is required to phase.

The ley line teleport is always on target because the wizard is attuned to the ley line and will appear exactly at the point desired. However, there is no way that the character can know what is presently happening in that area and could phase himself into the middle of an armed camp.

The ability to perform a ley line phase is common to all temporal wizards. It costs no P.P.E. to perform, but does take its toll on the body, limiting the number of possible phases to a maximum of four per hour and four plus one per level of experience in any 24 hour period. The character can only teleport himself and his possessions, and the new location must be on the same ley line, like a mystic railway. To switch lines the wizard must first travel to that connecting ley line junction. Also see **Rifts RPG**, page 83.

The Temporal Wizard O.C.C.

Attribute Requirements: I.Q. 11, P.E. 12 or higher. A high M.E. is also suggested but not mandatory.

O.C.C. Skills:

Astronomy (+15%)

Navigation (+10%)

Land Navigation (+20%)

Wilderness Survival (+10%)

Math: Basic (+25%)

Pilot: Two of choice (+10%)

Lore: Demons & Monsters (+20%)

Language: Dragonese and two others of choice (+20%)

Hand to Hand: Basic can be selected as one "other" skill or

Hand to Hand: Expert at a cost of two "other" skills.

O.C.C. Related Skills: Select seven other skills, plus two additional skills at levels three, six, ten and thirteen.

Communication: Any

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Escape, forgery and intelligence only (+10%)

Mechanical: Automobile only (+5%)

Medical: First aid or paramedic only (+5%)

Military: None

Physical: Any except acrobatics, gymnastics and boxing.

Pilot: Any except robot or power armor (+5%).

Pilot Related: Any (+5%)

Rogue: Any (2%)

Science: Any (+5%)

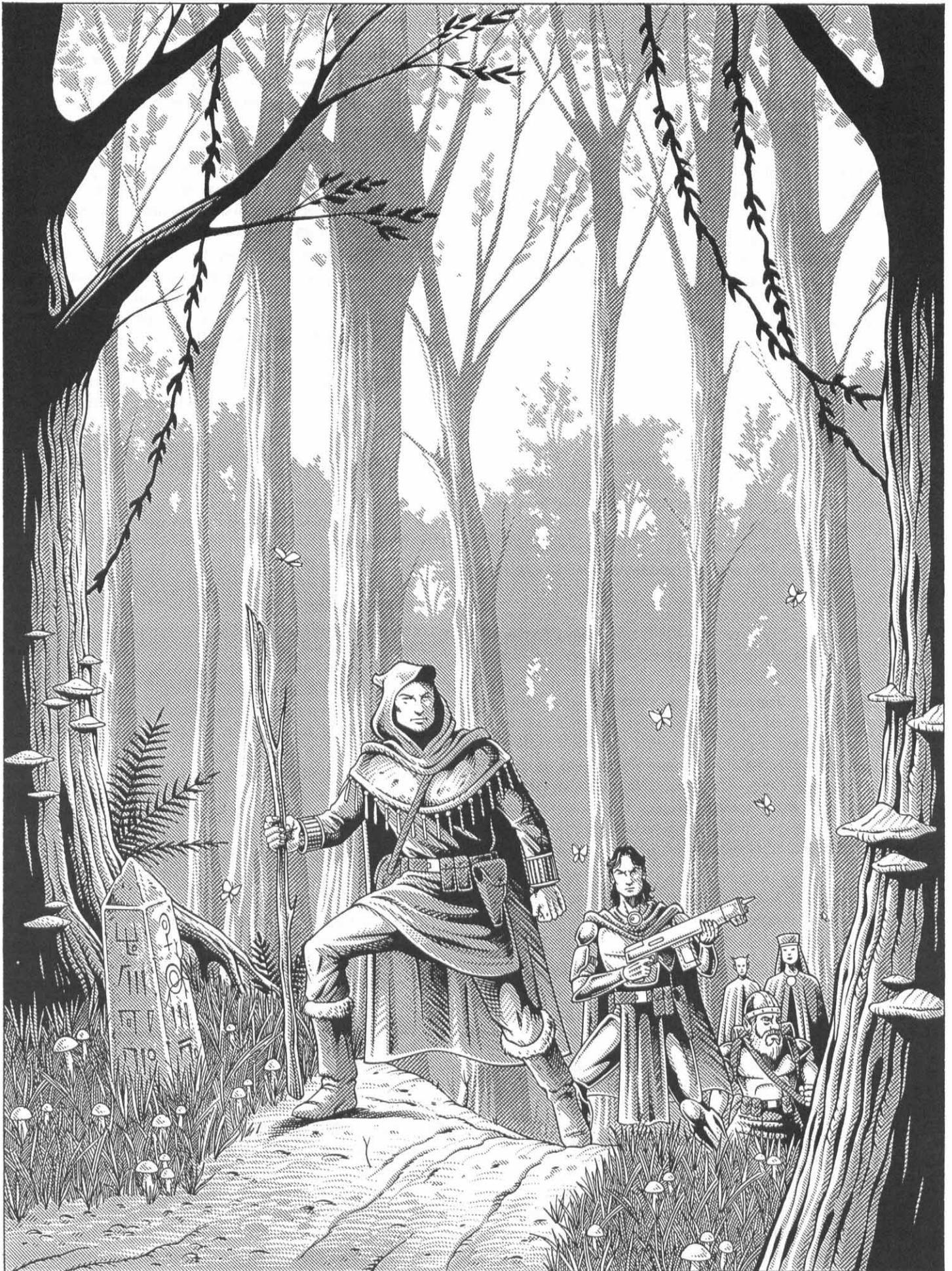
Technical: Any (+5%)

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets to select five secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

Standard Equipment: Typically includes an environmental space suit, air filter and gas mask, mini-oxygen tank (15 minutes of air), tinted goggles or sunglasses, knapsack/back-



pack, utility belt with many containers, laser distancer, lighter, flashlight, a silver cross, pair of wooden stakes and a mallet, a metal knife (1D6 S.D.C.), laser scalpel, energy pistol, and one light energy rifle or minor magic weapon, 1D4 + 1 extra energy clips for each.

Traditional garb: Like their mentor, the temporal wizard has a thing for capes and cloaks, and the following color scheme: black, grey, silver, white (to differentiate themselves from the other temporal classes), and any shade of blue. A splash of color such as red, amber, gold or purple is often incorporated into the color scheme. Light M.D.C. body armor is frequently worn under their cloaks (seldom wear heavy armor because it reduces their speed and mobility by half).

Most (90%) will ride an otherdimensional monster like a horse (no horsemanship penalty), hover cycle, hover vehicle or use a jet pack.

Money: Most of the temporal O.C.C.s are selfish, greedy or power hungry beings who tend to accumulate vast fortunes and build kingdoms. The character's years of apprenticeship with the raider means he starts out with an impressive amount of equipment and money. 1D6 × 10,000 in credits and 2D6 × 10,000 credits worth of gems and precious metals.

Cybernetics & Bionics: Artificial enhancements will be considered only to replace limbs and organs, and then bio-systems will be desired, because mechanical systems interfere with magic.

Random Insanity Table

01-10 Pacifist. Hates fighting and tries to avoid it whenever possible.

11-15 Phobia: Fears god-like beings, especially alien intelligences.

16-20 Obsessed with fighting and competition (loves it), especially with other temporal O.C.C.s, True Atlanteans, and supernatural creatures.

21-30 Obsession: Power. Wants to be a god and from this day forward strives to attain ultimate power, especially magic power. Will covet mystic knowledge, rune weapons, and other magic items.

31-40 Obsession: Temporal raiders — hates them and tries to kill them or steal their treasures or cause them great amounts of trouble whenever possible.

41-45 Obsession: Timeliness. A fanatic about being punctual and must always know the exact time, day and year (has at least three clocks/watches). Tends to be hyper, nervous and jumpy when running late or afraid of being late.

46-50 Phobia: Terrified of temporal raiders! Suspicious of temporal wizards and warriors.

51-55 Obsession: Danger; loves it — takes needless risks.

56-60 Obsession: Time is meaningless. Always 3D6 minutes late, even for important things, and may be 1D4 hours late for unimportant things. Has a very cavalier attitude about time and life, laid back, easy going; doesn't care about getting older either. "Time. What is time anyway? A state of mind."

61-65 Paranoid: Doesn't trust creatures of magic, especially men of magic, dragons, Millennium Trees, gods and demons.

66-70 The eternal pessimist. Always anticipates the worst outcome and grumbles about it all the time; i.e., "This is a bad idea. We'll never make it. Oh god, what are the odds? How stupid. We're in trouble now. I told ya so!" and so on.

71-75 Cruel streak. Merciless in combat. Will use deception, treachery and torture against an enemy. Says and does cruel things even to friends when embarrassed, frustrated or angry.

76-80 Paranoid: Dimensional travelers. Doesn't trust other temporal wizards, warriors or raiders, as well as Chiang-ku, True Atlanteans, Sunaj assassins, the Splugorth and other dimensional travelers.

81-85 Fear of success. This character will sabotage himself at critical moments. The following penalties apply during critical or high pressure situations: -3 on initiative, -3 to strike, parry and dodge, -15% on skill performance, and won't take chances (or hesitates too long).

86-90 Obsession: Magic. Covets magic knowledge and all manner of magic weapons and items.

91-95 Disgusted by anything slimy. Will go to any length to avoid it.

96-00 Phobia: Physical Transformation. Hates to be magically transformed (4-D transformation and all metamorphosis spells, to name a few), avoids it at all costs.

Temporal Warrior

The temporal warrior is also a lesser practitioner of magic, whose training focuses on the combining of physical combat and temporal magic for the purpose of combat. To this end, the dimensional pocket and distortion spells are most commonly employed.

Like the wizard, the temporal warrior is typically an evil or self-serving rogue, trained by the demonic raider to use his powers to "take" what he wants. About 80% have learned the mystic arts of temporal magic directly from a temporal raider and served their inhuman mentor for six to fourteen years before being released to engage in their own folly.

A favorite ploy is to conceal/store weapons and equipment in dimensional pockets and envelopes. They also love to use time and sensory deprivation magic and time warps to disorient a foe. Skills are oriented to combat, assassination and breaking and entry (time spells are great for the latter).

Temporal Warrior Abilities

1. Magic knowledge and bonuses:

After six year initiation: Starts as a first level temporal warrior. Hand to hand: martial arts or assassin. +1 on initiative, +1 to strike, parry, and dodge, +1 to roll with impact, +2D6 to spd attribute, 1D4 to P.S. and P.E. attributes, +2 to save vs horror factor, +20 S.D.C. bonus. Can be any alignment and does not yet suffer any penalties or insanity.

Magic Abilities: 2D4 × 10 + 20 P.P.E. plus 10 per each additional level of experience and can cast one spell per melee (counts as three melee actions).

Temporal magic: D-Phase, wink-out, dimensional pockets, see dimensional anomaly, S-Dep, T-Dep and three spells of choice.

Other spell magic: Globe of daylight, tongues, see the invisible, detect concealment, and armor of Ithan. The character can learn one new conventional spell (select from levels 1-4 only) or one new temporal magic spell every other level of experience; player's choice.

After ten years of servitude: Starts as a third level temporal warrior. Hand to hand: martial arts or assassin. Plus one additional attack per melee, +2 on initiative, +1 to strike and parry, +2 to dodge, +1 to pull punch, +2 to roll with impact, +3D6 to spd attribute, +1D6 to P.S. attribute, +1D4 to P.E. attribute, +4 to save vs horror factor, +2 to save vs possession, +1 to save vs illusion and mind control, +40 S.D.C. bonus. Can be any evil or anarchist alignment (years of deliberate acts of kindness and striving to be a good person can elevate the character's alignment to unprincipled or scrupulous).

Magic Abilities: 2D4 × 10 + 40 P.P.E. plus 10 per each additional level of experience and can cast one spell per melee (counts as three melee actions).

Temporal magic: D-Phase, wink-out, dimensional pockets, see dimensional anomaly, time warp: slow motion, S-Dep, T-Dep and four spells of choice.

Other spell magic: Globe of daylight, tongues, see the invisible, sense magic, detect concealment, fool's gold, chameleon, escape, befuddle, and armor of Ithan. The character can learn one new conventional spell (select from levels 1-5 only) or one new temporal magic spell every other level of experience; player's choice.

Penalties & Insanity: Reduce P.B. by two points and I.Q. and M.A. by one. Roll once on the insanity table found in the Temporal Wizard O.C.C. description.

14 years of servitude: Starts as a fifth level temporal warrior. Hand to hand: martial arts or assassin. Plus two additional attacks per melee. +3 on initiative, +1 to strike and parry, automatic dodge (works the same as a parry and does not use up a melee action), +3 to pull punch, +3 to roll with impact, +4D6 to spd attribute, +2D4 to P.S. attribute, +1D4 to P.E. attribute, +6 to save vs horror factor, +4 to save vs possession, +2 to save vs illusion and mind control, +60 S.D.C. bonus. Can be any evil or anarchist alignment (years of deliberate acts of kindness and striving to be a good person can elevate the character's alignment to unprincipled).

Magic Abilities: 2D6 × 10 + 40 P.P.E. plus 10 points per each additional level of experience and can cast one spell per melee (counts as three melee actions).

Temporal magic: D-Phase, D-Shift two dimensions, wink-out, dimensional pockets, see dimensional anomaly, time warp: fast forward, time warp: slow motion, S-Dep, T-Dep and six spells of choice.

Other spell magic: Globe of daylight, tongues, see the invisible, sense magic, detect concealment, fool's gold, chameleon, escape, time slip, shadow meld, befuddle, and armor of Ithan. The character can learn one new conventional spell (select from levels 1-6 only) or one new temporal magic spell every other level of experience; player's choice.

Penalties & Insanity: Reduce P.B. by half, I.Q. by one, M.E. and M.A. by two points. Tends to have a dark, untrusting view of people and the world. Roll twice on the insanity table found in the Temporal Wizard O.C.C. section.

2. Automatically senses the opening, closing and location of dimensional rifts within a 20 mile (32 km) area. Similar to the ley line walker's power.

The Temporal Warrior O.C.C.

Attribute Requirements: I.Q. 9, P.S. and P.E. 14 or higher. A high M.E. and P.P. are also suggested but not mandatory.

O.C.C. Skills:

Prowl (+15%)

Pick Locks (+10%)

Land Navigation (+10%)

Wilderness Survival (+10%)

Swimming (+10%)

Climbing (+10%)

Sniper

W.P. Two ancient of choice

W.P. Four others of choice.

Math: Basic (+20%)

Hand to Hand: Martial arts or assassin, pick one.

O.C.C. Related Skills: Select six other skills, plus two additional skills at levels three, six, nine and twelve.

Communication: Any (+5%)

Domestic: Any

Electrical: Basic only (+5%)

Espionage: Any (+10%)

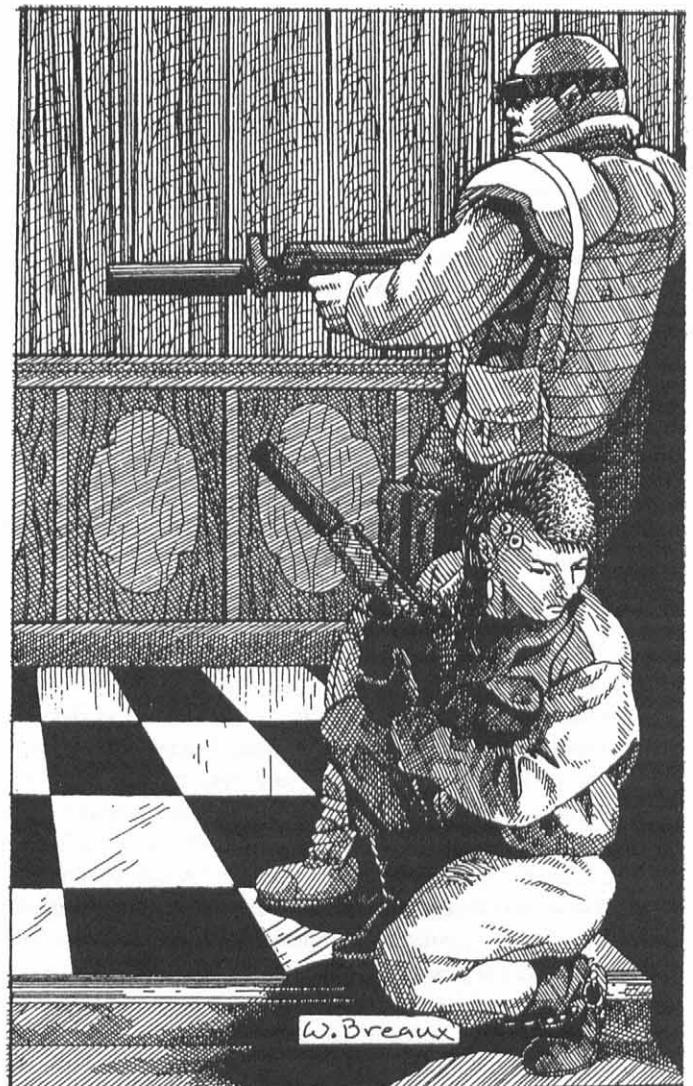
Mechanical: Automobile only (+5%)

Medical: First aid or paramedic only (+5%)

Military: Any (+10%)

Physical: Any (+5% where applicable).

Pilot: Any except robot (+10%).



Pilot Related: Any (+10%)

Rogue: Any (+5%)

Science: None

Technical: Any

W.P.: Any

Wilderness: Any

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses. All secondary skills start at the base skill level.

Standard Equipment: Typically includes an environmental body armor (usually medium or heavy), air filter and gas mask, mini-oxygen tank (15 minutes of air), sunglasses, knapsack/back-pack, utility belt, ammo-belt, laser distancer, binoculars, thermo-optic sight or multi-optic system, lighter, flashlight, a silver knife (1D6 S.D.C.), vibro-blade or neuro-mace, one weapon for each W.P. (most are kept in a dimensional pocket or envelope) and 1D4+1 extra energy clips for each.

Traditional garb: Black, grey, or blue body armor. Like his/her mentor, the temporal warrior has a thing for capes and cloaks, but will have more flamboyant colors like reds, yellows, and golds. Medium and heavy armor is common, but any type can be worn, including power armor. **Traditional temporal warrior armor** resembles the head and natural armor of the temporal raider.

Most (90%) travel on foot, renting or stealing a horse or hover vehicle when necessary.

Money: Most of the temporal O.C.C.s are selfish, greedy or power hungry beings who tend to accumulate vast fortunes and build kingdoms. The character's years of apprenticeship with the raider means he starts out with an impressive amount of equipment and money. 1D6×10,000 in credits and 1D6×10,000 credits worth of gems and precious metals.

Cybernetics & Bionics: Artificial bio-systems may be considered to replace limbs and organs when necessary. Mechanical augmentation interferes with magic.

Temporal Raider

Optional R.C.C. or N.P.C.

The raider is the supernatural monster who commands the powers of dimensional and temporal magic. The creature is a demonic looking menace with an armor plated, mega-damage body, claws, powerful limbs, and a terrible temper. Although they have humanoid bodies, the aliens are energy beings who feed on the life energy of other living creatures. They don't have to kill to drink this energy, but often they do so for the sheer enjoyment of it. The raiders are renowned as fearsome fighters, merciless in combat, excellent tacticians and master manipulators of space and time. They are known for their thievery, treachery, and greed. Many raiders will dare to attack forces such as the Splugorth, their minions, and godlings, using hit and run tactics and the element of surprise. Despite all this, they can work well within a group, especially for short periods or if working to achieve a common goal. It is the extremely rare raider that has been recognized as a champion of the people.

They find humans and human like beings to be very interesting. Some have even referred to them as "kindred spirits," citing humankind's own ferocity, tenacity and ingenuity. Considering the beings making this statement, it is difficult to take it as a compliment, but that is how it is meant. As a result, these fearsome energy beings occasionally take humans under their wing to teach them the secrets of temporal magic. Other races may be taught the rare magic, but this is even less common, and more likely the result of a human mage teaching an apprentice. All students must spend at least six years as an apprentice and pledge to keep these mystic arts a secret. Those who foolishly break their pledge are likely to be found out, hunted and slain by an angry raider, warrior or fellow wizard.

Most temporal raiders are obsessed with the acquisition of wealth and power. Many become powerful warlords, wealthy landowners, the heads of thieves' and/or magic guilds, counselors to kings, and some even become kings themselves. The latter is the least common simply because the majority of raiders seldom settle down in one place for more than a generation or two. They travel and adventure between the dimensions, always wondering what fortunes lie beyond.

Natural R.C.C. Powers of the Raider

1. **Automatically senses the opening, closing and location of dimensional rifts** within a 50 mile (80 km) area. Similar to the ley line walker's power.

2. **Automatically senses the opening and closing of dimensional rifts**, envelopes, mystic portals, dimensional teleportation, and time holes within one mile (1.6 km).

3. **Can see dimensional envelopes and pockets**, as well as characters transformed into fourth dimensional beings, two dimensional beings, astral travelers, and the invisible energy essence of alien intelligences and entities.

4. **Ley Line Phasing.** Same as the temporal wizard and ley line walker's power.

5. **Fires energy blasts** from the hands, eyes, and/or mouth. As many as ten light blasts or five heavy blasts can be fired in a single melee round in place of, or combined with, hand to hand combat (two light blasts count as one melee attack). A light blast can be regulated to inflict 1D4, 1D6 or 2D6 M.D., while a heavy blast inflicts 3D6 or 5D6 mega-damage. Range for blasts from the hands is 1000 feet (305 m), while blasts from the eyes or mouth are half, 500 feet (153 m). The temporal raider also uses human weaponry and magic weapons.

6. **Feeds on the life energy of living creatures**, both animal and intelligent! The creature lives on ambient mystic and psionic energy, so the creature does not breathe air or require food or drink to live. To feed, the raider must touch his victim, pulling the creature's life-giving energy from it at a rate of 15 S.D.C. or hit points a melee round (15 seconds — first S.D.C. is drained, then hit points). The energy vampire must feed on 1000 S.D.C./hit points or 10 M.D.C. per 24 hours. Consequently, lesser supernatural creatures are often the raider's prey. Failure to feed will cause starvation with similar symptoms as found in humans; becomes tired, slow, weak, etc. Conversely, the temporal raider can absorb more energy than minimally necessary and store it

like a living battery. Up to six days of energy/food can be stored (that's 6000 S.D.C./H.P. or 60 M.D.C.). The creature does not need to kill its prey to feed, but often does so for pleasure.

7. Other Abilities: Impervious to poison, toxins, drugs, gases, heat and fire, doesn't breathe air, and is resistant to all forms of energy (does half damage), including M.D. blasts and magic. Furthermore, the raider can bio-regenerate 4D6 M.D.C. as often as once every melee round (15 seconds), but the act of regeneration counts as one melee action/attack.

The raider can also see most forms of radiation, infrared and heat emanations (the latter is equal to thermal imaging 600 ft/183 m), nightvision 600 feet (183 m) and can see even when bathed in the blinding light of a sun. The character is considered a supernatural creature so his physical attacks inflict mega-damage. He can also leap 20 feet (6 m) straight up and 15 feet (4.6 m) lengthwise, from a standing still position (add 10 feet from a running start).

8. Learning New Spells. Non-player characters (NPCs) will be 7th to 12th level in experience and know all temporal magic spells, all summoning magic, protection circles: simple and superior, tongues, eyes of Thoth, shadow meld, time slip, negate magic, mystic portal, close rift, dimensional portal, teleport and teleport: superior, plus a total of 12 spells selected from levels one through eight. Raiders may select two additional conventional spells from any level once they attain 9 levels of experience.

Optional player characters should start at first or second level and know ten temporal magic spells (choice of any), tongues, sense magic, time slip, shadow meld, teleport: lesser, mystic portal, protection circle: lesser, summon and control canines and rodents, close rift, and dimensional portal. With each additional level of experience the character selects one new temporal spell (any level) and two conventional spells (make selections from levels 1-8 only). R.C.C. powers are automatic. Starts with 3D6 × 10 P.P.E., plus 20 points for each level of experience. Starts with three hand to hand or psionic attacks per melee and one magic attack, but gains one additional hand to hand and magic attack at fourth level, plus an additional hand to hand attack at levels seven, eleven and fifteen. All bonuses are half until sixth level.

Temporal Raider — Alien Energy Being

Note: Not suggested as a player character, although the final decision is left in the hands of the Game Master. The temporal raider makes for great non-player villains.

Alignment: Unprincipled, anarchist or any evil. Typically miscreant, diabolic and anarchist.

Attributes: I.Q.: 2D6 + 10, M.E.: 2D6 + 10, M.A.: 3D6, P.S.: 3D6 + 10, P.P.: 3D6 + 6, P.E.: 3D6 + 6, P.B.: 2D6, Spd.: 3D6 + 10. Supernatural creature with mega-damage strength.

M.D.C./Hit Points: 6D6 × 10

Horror Factor: 13.

Permanent P.P.E. Base: 3D6 × 10 P.P.E., plus 20 points for each level of experience.

I.S.P.: 6D6 I.S.P., plus 1D6 points per level of experience.

Natural Abilities: See description of R.C.C. powers.

Psionic Powers (natural abilities): Minor. Abilities include alter aura, death trance, levitation, mind block, and two sen-

sitive powers of choice. **I.S.P.:** 6D6 I.S.P. plus 1D6 per level of experience.

Magic Knowledge: Knows all temporal magic spells as well as others. See description number eight under R.C.C. Powers.

Average Level of Experience (NPC): 1D6 + 6

Combat/Attacks Per Melee: Typically five (5) hand to hand attacks or psionic attacks per melee, or ten light energy blasts or five heavy energy blasts, or two magic attacks. Add one hand to hand attack at levels 11 and 15.

Bonuses: +5 to strike hand to hand, +6 to strike using energy blasts, +7 to parry and dodge, +6 on initiative, +5 to roll/pull punch, +5 to pull punch, +3 save vs psionics, +3 to save vs all magic, and +7 to save vs horror factor.

R.C.C. Skills: Understands the principles of magic, recognizes enchanted items at 10% per level of experience, land navigation (+20%), wilderness survival (+10%), pilot hover vehicles (+10%), pilot jet aircraft (+10%), horsemanship (often robot horse, +10%), languages: Dragonese and three of choice, climb (+10%), W.P. energy pistol and rifle, and three other W.P.s of choice.

Secondary Skills: Select ten from any of the categories without restriction. Select two additional secondary skills at levels 4, 8 and 12.

Appearance & Size: The eight foot (2.4 m) giant weighs about 700 pounds (315 kg) and has no body hair. The head is bald and looks like it is covered in a mask made of brushed, silver metal, but this is actually part of the creature's body. The arms are muscular and disproportionately large with sharp nails that also resemble brushed metal. Similar metal looking plates cover the tops of the fingers, hands and forearms, as well as the neck and chest. Skin color is a light grey or occasionally light blue-grey. Most temporal raiders wear grey, silver, black or dark blue clothing with a splash of color, like red, tan or gold, here or there. All the temporal magic classes have a thing for capes and cloaks.

Average Life Span: Unknown. It is suspected 10,000 years or more.

Enemies: The raider is likely to collect an interesting array of enemies over the years. The Splugorth and their minions find the raider especially dangerous and suspicious. Most dimensional travelers and practitioners of magic are extremely wary of these beings.

Standard Equipment: Although the raider tends to rely on his natural abilities and magic abilities, they frequently use human weapons, equipment and vehicles, as well as hoard valuables.

Money: Most older, NPC raiders will have accumulated vast fortunes and are likely to have treasure troves hidden in 1D6 different dimensions. Each treasure trove is likely to have 3D6 × 10,000 credits, 2D6 × one million credits worth of gems and precious metals and the same amount in artifacts/equipment and magic items; sometimes ten times more (exact amounts are up to the GM and are likely to be considerably less for player characters). The creature typically carries 1D6 million in credits on him at any given time, but they are stingy and hate to share or help others.

Optional player characters start out with 2D6 × 10,000 credits or equivalent in gems and precious metals.

Cybernetics: None, totally incompatible.



KEVIN SIEMBIEDA - 1993

Descriptions of Temporal Spells

Remember, these spells are not commonly available to other practitioners of magic.

Attune Object to Owner

Range: Touch

Duration: One year per level of experience or until dispelled by the one who performed the spell.

Saving Throw: Not applicable.

P.P.E.: 30

Level: Considered an 8th level spell.

Every being radiates a unique biological energy (B.E.) signature. The B.E. is not to be confused with a person's aura, which is of a psionic nature, though similar. What this spell does is attune a particular object to the owner's B.E. frequency, making it impossible for anyone else to make the object function. The attuning magic can also be used to identify personal belongings and valuables. It is primarily used on rare or unique mechanical or magically powered devices, weapons, and items of great value. Even those with telemechanics will not be able to activate anything so attuned. For example: a rune sword that contains magical properties can be used as a sword, but none of its special magical abilities can be activated by anybody except its proper owner.

The spell requires the presence of the object, owner, and spell caster. The spell caster places one hand on the object and one on the owner. While casting the spell, a bright, white light will engulf the object and its owner. Although no physical mark will appear on the object, it will register as being magical by those able to sense magic and the owner will see a sort of aura signature around it. All objects attuned to him will have the same unique aura. Objects that contain magic can also be attuned to their owner.

D-Phase

Range: Self only

Duration: 15 seconds (one melee round) per level of experience.

Saving Throw: Not applicable.

Limitations: One's speed of movement is reduced by 75% while in phase.

P.P.E.: 20

Level: Considered a 7th level spell.

This spell warps and bends the dimensional aspects of reality to allow the spell caster to walk through solid matter, like doors, M.D.C. walls, etc. and requires great concentration. Loss of concentration means a failure to complete phasing through an object, which causes a flash of light and the person goes flying 3D6 feet back from where he started, suffers 2D6 hit point damage, feels icy cold to the touch, and is dazed for 1D4 melees (has only one melee attack and has no combat bonuses while dazed). This "pop back" also occurs when the duration time of

the spell elapses when the character is still phasing inside a solid object.

The character may be affected by a lack of air when phasing through a large amount of solid matter, such as thick castle walls, hill or mountain. The character must hold his breath for the period of time it takes to phase through the solid object. If his air supply is used up while in phase, he loses concentration and is "popped back" to where he started with the usual results.

D-Shift Phantom

Range: Self only

Duration: 15 seconds (one melee round) per level of experience.

Saving Throw: Not applicable.

Limitations: Cannot move, speak, use psionics, or cast magic while in this altered state.

P.P.E.: 20

Level: Considered a 7th level spell.

This is another spell that allows the spell caster to shift and meld the aspects of different dimensions. In this case, the wizard transforms himself into a stationary phantom. He can see what's happening around him, but cannot hear, speak or move and cannot be touched or harmed while in his ghostly form. Appears to be a three dimensional semitransparent image similar to a holographic projection.

D-Shift Two Dimensions

Range: Self only

Duration: 15 seconds (one melee round) per level of experience.

Saving Throw: Not applicable.

Limitations: Cannot move, speak, or cast magic while in this altered state, but can use psionic powers that don't require speech or movement.

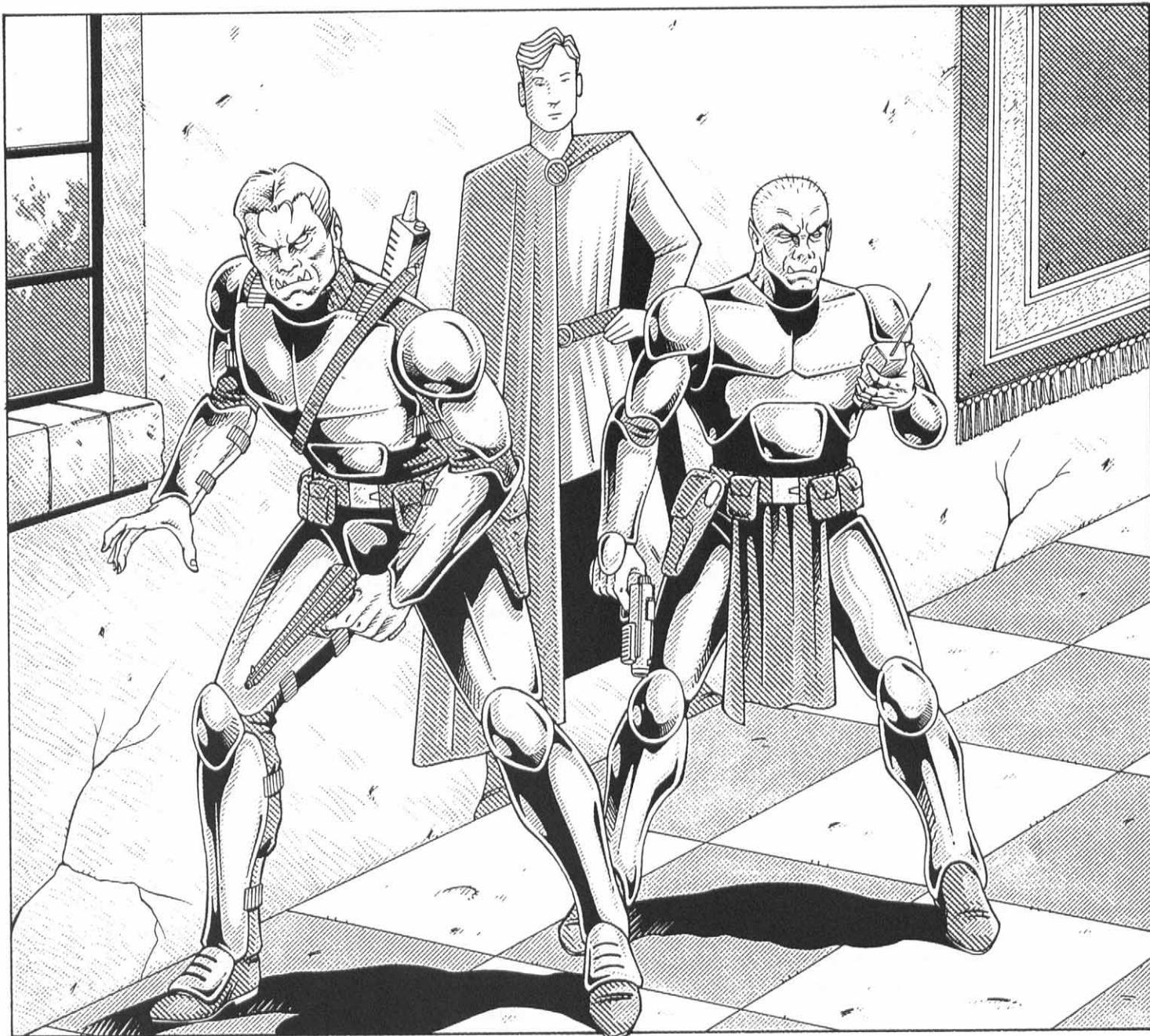
P.P.E.: 25

Level: Considered a 7th level spell.

This is a dimension altering spell that turns the spell caster, anything he is wearing or on his person into a flat, two dimensional image, like a piece of paper or a painting on a wall! As a two dimensional being, the character cannot be detected by thermo optics, heat, motion and most other sensors. The two dimensional image of the character is also difficult to see or recognize (hide 85%). Furthermore, the character is one-sixteenth his normal weight and mass and can effectively stick himself on the floor, or to the sides of walls, doors, vehicles and large pieces of furniture or have a friend slide him under doors and through cracks.

The two dimensional character is still vulnerable to most forms of physical attack and environmental conditions, including fire, heat, cold, wind, energy blasts, magic and psionics. The character is especially vulnerable to wind and can be blown great distances like a piece of paper caught in a breeze. Physical blows from weapons, punches, and explosions inflict half damage when the character is stuck/braced against a wall, floor or other mass. Gases and fumes also inflict half damage and drugs that must be ingested or injected have no effect.

Unfortunately, the character cannot move, speak, eat, drink, or cast magic in the two dimensional form. One's perspective



of the world is also distorted, making the judgement of distances impossible, limiting vision to one narrow direction (no peripheral vision) and time seems to move very slowly.

Dimensional Envelope

Range: Self only

Duration: Varies. Temporary envelopes last up to three hours per level of the spell caster. Long-term envelopes can exist for decades; 20 years per level of experience.

Saving Throw: Not applicable.

P.P.E.: Temporary: 60, long-term 380.

Level: Considered a 12th level spell

A dimensional envelope is the creation of a small area of a limbo-like dimension about the size of a walk-in-closet. The envelope has an invisible door that only its creator and others

with temporal magic powers can see and open. The closet/envelope is approximately 10 × 10 × 6 feet (3 × 3 × 1.8 m) and can store quite a quantity of materials. Likewise, the character can step inside the envelope, provided there is room, and seemingly vanish into thin air (there's enough oxygen in the envelope for one or two people to breathe for about two hours). Time within the envelope passes at the same rate as outside the envelope.

Everything inside the dimensional envelope is physically removed from one dimension and placed inside another. Most means of detection will not reveal the presence of this dimensional anomaly, including sense magic, presence sense and see aura. Likewise, the things inside the envelope cannot be detected, heard, smelled or sensed by any means until they are removed from the other dimension.

Only other men of magic with a knowledge of dimensions can see the envelope and step inside. This includes those who can cast the sense and see dimensional anomaly spells, temporal

raiders and shifters. **Temporal raiders** are supernatural energy beings who are masters of temporal magic and can see dimensional anomalies, such as envelopes, pockets, and rifts automatically. **Shifters** can sense dimensional rifts, including the comparatively tiny envelope and pockets, only the sensing range is limited. A shifter can sense a dimensional envelope when he is within 50 feet (15.2 m) of it. By concentrating and walking around the area he can usually see the envelope (30% + 5% per level of experience) within 2D6 minutes. As for dimensional pockets, he can sense one within 5 ft (1.5 m) and recognizes it when he sees and looks directly at/into it.

Dimensional Pockets

Range: Self only

Duration: Varies. Temporary pockets last up to one hour per level of the spell caster. Long-term pockets can exist for years; six months per level of experience.

Saving Throw: Not applicable.

Limitations: Items must all be small, ideally something that can be picked up and held with one hand. About 30 lbs (13.6 kg) can be stored in a dimensional pocket, depending on size.

P.P.E.: Temporary: 20, long-term: 140.

Level: Considered a 10th level spell

This spell is similar to dimensional envelope except that the dimensional pocket/area is much smaller and portable, hence the reference to "pockets." The character can reach into a dimensional "pocket," another limbo dimension, to retrieve items that he has placed there earlier. Items can be just about anything that could fit in a back-pack, clothing, handguns, energy clips, diary, bottle of aspirin, etc.

The dimensional pocket spell requires a psychological orientation, which means the person really does seemingly pull impossibly large or numerous items from his pocket(s), back-pack, bag, box, purse, or sack. Without a physical sack, bag, or pocket the power cannot work! The character will typically select one favorite pocket or bag as his focus of orientation. To anybody else the pocket is just an ordinary pocket or container that holds the usual amount of stuff.

The ordinary looking pocket/bag will appear to be empty unless the character investigating can see dimensional anomalies. This means that the temporal wizard, warrior and raider can see into the pocket and remove items, as well as shifters, many alien intelligences like the Splugorth, and characters with the spell of see dimensional anomalies. Practitioners of magic and the occasional psionic with the ability to focus and concentrate (M.E. 17 or higher) can plunge their hand into the pocket, feel around and remove items, but only if they know that the pocket/bag is magical.

Wizards seldom have more than one or two long-term dimensional pockets themselves and rarely sell "magic" bags with more than three years of life in them. The retail cost for such a bag can range from 90,000 to a million credits, however the maker of the magic bag seldom gets more than 20%. **Note:** See dimensional envelope for the sensing abilities of the temporal raider and shifter.

Fourth Dimension Transformation

Range: Self only

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

Saving Throw: Not applicable.

Limitations: Distortion of space and time which can result in temporary disorientation and permanent insanity.

P.P.E.: 350

Level: Considered a 14th level spell.

This is a powerful and disorienting metamorphosis that turns the character into a four dimensional sub-creature, meaning that he is not a true creature of the fourth dimension, but has many of its powers. As a 4-D sub-being, the character has the following fantastic powers:

- 50 M.D.C.
- All types of attacks do half damage, including magic and energy attacks.
- Impervious to illusions, mind control and illusionary magic and psionics and mind controlling drugs.
- Can step in and out of the third dimension at will. When he steps into the third dimension the character is vulnerable to attack, but when he steps out, he can look into and at the three dimensional world, just as we three dimensional beings can look at the two dimensional world, but cannot be seen by the three dimensional beings within that world. This means he can wander through the 3-D world of humans like a ghost, totally unseen and totally undetectable, passing through solid matter and floating in the air. However, to do more than observe the goings on of the third dimension, he must step back into that dimension.
- Omniscient even when stepping into the 3-D world. Aware of virtually everything around him. Can see all spectrums of light, heat, magic energy, radiation and electromagnetism. Can also see through walls, doors, floors and containers as if they were thin air.
- 4-D Psionic powers: Detect psionics, clairvoyance, object read, presence sense, see aura, sense evil, sense magic, sixth sense, telepathy, mind block auto-defense, P.P.E. shield, telemechanics, deaden pain, psychic diagnosis, and psychic surgery. I.S.P. 1200.
- Combat: Always has the initiative, can never be surprised or attacked from behind, has three additional melee attacks, is +4 to strike, +6 to parry and dodge, +6 to save vs psionics and magic, +6 to save vs poison and drugs, +10 to save vs horror factor.
- Teleport: Superior at will.
- Time Warp: Fast Forward at will.
- Time and Space Warp at will.

Possible Permanent Side Effects

The world seems to be a very different, much smaller, more limited place. The character feels like a goldfish suddenly scooped out of an infinite ocean teeming with life and stuck into a tiny, empty goldfish bowl. The mental and emotional strain is so great that there is a good chance of permanent mental aberrations. Roll once on the following table.

- 01-15 No insanity.** Roll on the temporary effects table.
- 16-20 Phobia: Terrified of tiny enclosures** like closets, automobiles, tunnels, and similar.
- 21-25 Pacifist.** Hates fighting and tries to avoid it whenever possible.
- 26-32 The eternal pessimist.** Always anticipates the worst outcome and grumbles about it all the time; i.e., "This is a bad idea. We'll never make it. Oh god, what are the odds? How stupid. We're in trouble now. I told ya so!" and so on.
- 33-38 Obsession: Power.** Wants to be a god and from this day forward strives to attain ultimate power, especially magic power. Will covet mystic knowledge, rune weapons, and other magic items.
- 39-45 Hates self.** Sees oneself as weak, puny, insignificant. Reluctant to take chances, tends to back down to extremely powerful beings, unless augmented with magic. 1-50% chance of becoming an alcoholic.
- 46-51 Obsession: Timeliness.** A fanatic about being punctual and must always know the exact time, day and year (has at least three clocks/watches). Tends to be hyper, nervous and jumpy when running late or afraid of being late.
- 52-56 Obsession: Temporal magic.** Loves to use temporal magic to overpower, trick or belittle other life forms.
- 57-61 Obsession: Transformation.** Loves to magically transform and augment himself.
- 62-67 Phobia: Terrified of temporal raiders and godlike beings.** Suspicious of temporal wizards and warriors, and True Atlanteans.
- 68-72 Obsession: Danger.** Loves it — takes needless risks.
- 73-80 Phobia: Terrified of 4-D creatures.** 1-50% chance of hysterical blindness whenever the character must face a 4-D being.
- 81-85 Obsession: Dimensional beings.** Hates and distrusts all monstrous dimensional travelers and suspicious of most others, except for his fellow temporal O.C.C.s/R.C.C.s. Tries to humiliate, trick, and rob them whenever possible.
- 86-95 Phobia: Dimensional transformation.** The experience was so traumatic that the character will never again use the 4-D transformation spell and tries to avoid using any of the dimensional phasing spells.
- 96-00 Phobia: Random dimensional rifts.** Will avoid them and the creatures that emerge from them.

Temporary Side Effects

If the spell caster is lucky, there are no long-term side effects. Still, the character is emotionally and physically drained. Roll on the following table.

- 01-25** Can barely move and react, limbs feel like they are weighted down with lead. Everything is too loud and seems to be moving too fast. The character temporarily has only one melee attack/action, no combat bonuses, cannot muster the concentration to cast magic or use psionics, and is always the last to take action. Skill proficiencies are reduced to 25%. Duration of this condition is 1D4 + 2 minutes.
- 26-50** Confused and disoriented. Attacks per melee, all combat bonuses and speed are reduced by half. Skill proficiencies are also reduced by half. Duration of this condition is 1D4 + 4 minutes.
- 51-75** Unreasoning anger and anxiety. Wants to be left alone and will fly into an angry tirade, swearing and belittling

anybody who bothers him, including loved ones and trusted friends. There is a 1-70% likelihood that he will start to kick, throw and smash things, all the while raving like a lunatic. Those who try to comfort or restrain the character will be pushed, kicked, punched and threatened.

If combat ensues for any reason, the character will fight like a demon and without mercy. Combat skills and bonuses are normal, except for a +2 bonus on initiative, +2 to strike, +2 to save vs horror factor and psionic attack. However, the frustration and anger changes the performance of skills to only half their usual proficiency level. Duration of this condition is 2D4 + 2 minutes, after which the character passes out for 1D4 minutes, awakening exhausted and weak.

- 76-00** Splitting headache, upset stomach and fatigue. Reduce melee attacks by one, speed by half and skill performance by 15%. Duration is 1D6 hours; needs rest or sleep to feel completely recovered.

Id Self

Range: Self

Duration: Varies

Saving Throw: Special

Limitations: Can summon only one id self per every five levels of experience, starting with fifth level.

P.P.E.: 400

Level: Considered 13th level

The spell caster can summon other versions of himself from parallel dimensions. The summoner can sense basic things about his otherdimensional self, like alignment (good or evil), orientation (caring and trustworthy or cruel and dishonest), age, and health. It will take the id self 4D6 hours to really get over the shock of having been plucked from his world and brought to a parallel world. The id self is likely to be trusting and willing to work with his otherdimensional alter ego — after all, he can trust himself, can't he? However, as the id self gets to know his alter ego, conflicts can arise. It is not uncommon for the two to become trusted allies or sworn enemies.

The spell caster can try to send the id self back to his proper home dimension at any time. However, the longer the id self is in this world the more difficult it is for the wizard to send him back. The ability to return an id self is 100% for the first 48 hours. Afterward the percentage of success decreases at a rate of 5% per week. Furthermore, the id self can try to resist the magic and remain, causing the spell caster a penalty of -10%. Conversely, if the id self wishes to be returned, the mage is +20% to succeed. The summoning mage has three tries to send the id back. If all three fail, the id self remains in that world till the day he dies or leaves using rift magic. **Note:** The spell caster can try to deliberately summon the same id self at a future date at a proficiency of 8% per level of experience.

The trouble that often arises with an id self is that the character may be different than the person who summoned it. This may make it difficult to control or work with. Even if the id self is very similar, the two may become rivals. Roll on each of the following tables to determine some of the possible differences. Otherwise the characters from the parallel dimensions are identical.

Alignment

- 01-10 Aberrant Evil
- 11-25 Anarchist
- 26-40 Identical to the summoner.
- 41-50 Unprincipled
- 51-62 Scrupulous
- 63-75 Miscreant
- 76-88 Principled
- 89-00 Diabolic

Level of Experience

- 01-10 Five levels more experienced
- 11-40 1D4 levels less experienced
- 41-70 Same level of experience.
- 71-00 1D4 levels more experienced

Age

- 01-20 1D6 years older
- 21-40 2D6 years older
- 41-60 Same age
- 61-80 1D6 years younger
- 81-00 2D6 years younger

Attributes

- 01-20 I.Q. and M.E. 1D4 lower; all others identical.
- 21-40 I.Q. and M.E. 1D6 higher; all others identical.
- 41-60 All attributes identical.
- 61-70 P.S. & P.B. 1D6 higher, S.D.C. +20; all others identical.
- 71-80 P.P. 1D4 higher, Spd. 2D4 higher; others identical.
- 81-90 P.S. & P.B. 1D6 lower, S.D.C. -10; all others identical.
- 91-00 P.P. 1D4 lower, Spd. 1D6 lower; others identical.

Remote Viewing

Range: Self; distance 10 miles (16 km) per level of experience.

Duration: One minute per level of experience.

Saving Throw: Not applicable.

Limitations: The spell caster can only see, not hear, events, places or people that are miles away. The object of viewing must be a specific object, person or place (a specific room, vehicle or area).

P.P.E.: 45

Level: Considered a 9th level spell.

The remote viewing spell enables the conjurer to see what is happening to a specific person, object or place, miles away, at that specific moment, similar to a crystal ball, but without benefit of sound. To use the remote viewing, the character must have intimate knowledge of the person or place he wants to observe, meaning he must have personally met and spent a few minutes time with the person or have visited or lived in a specific room in a particular building. Furthermore, the wizard must have at least a general idea where that person, place or thing is presently located in order to find and watch him/it.

By using remote viewing, a wizard can visually check on a room at his sanctuary/home, a hiding place, prison cell, party, magic item, friend, enemy, and so on, within the range of his abilities. He cannot locate a person or item by using remote viewing, i.e. the character must know that so and so usually eats at a particular restaurant around 7 pm every Wednesday, or is supposed to be at a town social, ball, party, meeting place at a specific time, and so on.



Retro-Viewing

Range: Self only

Duration: One minute per level of experience.

Saving Throw: Not applicable.

Limitations: The spell caster can only see, not hear, events that occurred in a limited area, such as a specific room, vehicle or area. He can only see as far back into the past as one hour per level of experience, but only sees a few minutes of what actually transpired.

P.P.E.: 30

Level: Considered an 8th level spell

The ability to glimpse a few minutes of past events. There is no sound, only visual images and only the spell caster can see the images. The wizard can look at any specific span of time he desires. For example: It is six in the evening. A third level character can observe what happened in a specific room from only a few minutes ago to three hours ago. Thus, he can cast the spell to watch what occurred between three o'clock and 3:03 or any selection of three minutes between 3:00 and 6:00.

Sense Dimensional Anomaly

Range: Self

Duration: Two minutes per level of experience.

Saving Throw: Not applicable.

Limitations: Range limits.

P.P.E.: 30

Level: Considered an 8th level spell

This spell enables the wizard to feel ripples in the space-time continuum. He can often sense the general location of such anomalies. Senses the following:

- The opening, closing and general location of dimensional rifts within a 50 mile (80 km) area.
- The opening and closing of mystic portals, dimensional teleportation, ley line storms, and time holes within one mile (1.6 km).
- The opening, closing, and general location of dimensional envelopes within 100 feet (30 m).
- The opening, closing and general location of dimensional pockets within 10 feet (3 m).
- Sense when a space warp (teleportation), wink-out, or time warp is occurring within a 100 foot (30 m) radius.
- Sense the presence/essence of astral beings, two and fourth dimensional beings, entities and alien intelligences within a 100 foot (30 m) radius. Cannot pinpoint their location.

See Dimensional Anomaly

Range: Self

Duration: Two minutes per level of experience.

Saving Throw: Not applicable.

Limitations: None

P.P.E.: 30

Level: Considered an 8th level spell

Once the general location of a dimensional anomaly is known, the spell caster can see it by casting this spell. Anomalies such as dimensional envelopes and pockets are suddenly visible, as well as characters transformed into fourth dimensional beings, two dimensional beings, and the invisible energy essence of alien intelligences and entities. It does not reveal time holes.

Suspended Animation/ Stasis Field

Range: Self or other

Duration: Varies; maximum 10 years per level of experience.

Saving Throw: +2 to save vs magic

P.P.E.: Self: 10, others: 30.

Level: Considered a 7th level spell

This spell enables the wizard to put himself into a state of suspended animation for a period of time up to 10 years per level of experience. When the character awakens, he is perfectly healthy and refreshed. The character will wake up prematurely if he is attacked while in stasis.

Placing a willing person in a similar state of suspended animation is just as simple — no saving throw. However, if the person is unwilling, the character must be restrained and gets to save vs magic with a bonus of +2 to save.

Any character in suspended animation can be awakened by having the original spell caster cancel the spell, negate magic spell, or by attacking the person in the stasis field. When the sleeping person has had his or her S.D.C. reduced to 10 or less, the spell is broken and the character awakens.

S-Dep (Sensory Deprivation)

Range: 90 ft (27.4 m)

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

Saving Throw: Standard

P.P.E.: 50

Level: Considered a 9th level spell.

A devastating spell that cuts off the sensory perception of the victim to his own body! Sounds are muffled, unclear and distorted and there is no sense of time. The victim also loses the sense of touch (does not feel pain, heat, cold, wind, rain, etc.). While the character can continue to function to some degree without feeling, it dramatically affects his movement, as well as judgment speed, distance, direction, depth, and own physical strength and movement. He can be seriously wounded or dying and not know it — or trip over his own feet.

Victims of S-Dep are -10 to strike, parry, and dodge, are always the last to attack (no initiative), -5 to save vs illusionary magic, -50% to perform a skill, have only one melee action per round and speed is reduced to one-third. Events that occurred while under the S-Dep spell are only foggy, dream-like remembrances with a distorted sense of what really happened.

In addition, psionic characters cannot use any psi-powers except mind block. While under the influence of this spell, the psionic is impervious to all mind attacks.

T-Dep (Time Deprivation)

Range: 90 ft (27.4 m)

Duration: One minute (4 melees) per level of the spell caster.

Saving Throw: Standard

P.P.E.: 20

Level: Considered a 7th level spell.

The T-Dep spell plays havoc with the victim's perception of time. The victim of T-Dep will not know what time it is other than day or night. He will feel tired and confused, believing that he has been busy (fighting, working, etc.) for a much longer time than he really has. The character will forget about any appointments within the hour and misread clocks (including internal clocks), believing it to be much later than it really is.

Confused characters may think it's time to go home from a job, or that it's bedtime, or that it is time to leave for an appointment that is really scheduled for much later. Food will be undercooked or overcooked, experiments stopped prematurely, doors locked and alarms set sooner or later than they should, and so on.

While under the influence of this spell the character is -10% on all skills (rushing to get it done in a timely manner) and -60% if the skill requires the measurement of time or the setting of instruments to time (such as demolitions). The following penalties also apply during combat: -1 to strike, parry, and dodge, -3 on initiative, and lose one melee action/attack. Coordinated attacks are impossible.

Temporary Time Hole

Range: 50 ft (15.2 m) radius

Duration: 15 seconds (one melee round) per level of experience.

Saving Throw: None.

Limitations: The strain of instantly teleporting through space and time into the limbo of the time hole and taking others along has some damaging side effects for the spell caster. For the first two melee rounds (30 seconds) the wizard is weak and can only cast one magic spell per each 15 second combat period. Also reduce the character's speed and combat bonuses by half for this 30 second period.

P.P.E.: 100

Level: Considered a 10th level spell

This is a unique and powerful spell in which the spell caster can temporarily teleport himself and everybody in a 50 foot (15.2 m) radius into a time hole. The sorcerer cannot elect those he'd like to take with him and those he'd like to leave behind, everybody goes. The terrain inside the time hole is typically a barren landscape of dry earth and the occasional boulder. The sky seems to be an endless ocean of flowing white clouds that move across the sky without the presence of wind. There are no additional people, buildings, vegetation, animals, food or water.

The general purpose of this spell is to temporarily step out of normal time and space, usually to take a dangerous battle away from prying eyes, friends, or so that innocent bystanders are not injured. This spell can be especially deadly when the spell caster and his allies outnumber their opponents.

Unlike the normal time hole, the temporary hole lasts only a few minutes before everybody is returned back from whence they came. Regardless of how long the characters are in the time hole, in real time they will appear to have disappeared and reappear 2D4 seconds later.

Note: Other men of magic and supernatural beings who know temporal magic, can dimensional teleport or create a dimensional rift can use their powers to leave the time hole and return to the location they left.

Time Barrier

Range: 100 foot (30.5 m) radius around the spell caster per level of experience.

Duration: Three minutes per level of experience.

Saving Throw: Not applicable

P.P.E.: 100

Level: Considered an 11th level spell

Prevents the entry or exit of any and all time travelers or the use of time warping spells, including slow motion, fast forward, send, time capsule, etc. When the spell is cast, only the spell caster knows how long he has made the duration. Once cast the spell cannot be removed, even by the caster, and will remain in effect until its time runs out.

Time Capsule

Range: Touch

Duration: Varies, up to 50 years per level of experience.

Saving Throw: Not applicable.

Limitations: Can encapsule 50 lbs (22.5 kg) per level of experi-

ence. Effective only on picked plants and non-living materials, including, herbs, fruit, vegetables, grains, other foods, water, alcohol, potions, books, clothing, weapons, machines, etc. Humanoids, animals, and insects cannot be placed in a time capsule; see suspended animation.

P.P.E.: 30

Level: Considered an 8th level spell

Everything placed in the time capsule is perfectly preserved. The equivalent of one minute passes for every year inside the capsule. To create a time capsule, the spell caster must place the items to be preserved into a container of some kind. The container can be a wooden crate, metal trunk, cardboard box, knapsack, bag, or just about anything as long as it can be completely closed. When the container is closed the spell can be cast. The magic creates an energy field that takes the container and everything inside it out of the normal time continuum. As long as the container remains unopened the magic remains in effect. The instant it is opened the time capsule spell ends. The time capsule can be hidden, buried, or just placed on a shelf. How easy it is to open the capsule depends entirely on the strength of the container.

Time Maelstrom

Range: 100ft (30.5 m)

Duration: Instant

Saving Throw: Not applicable.

Limitations: As described.

P.P.E.: 55

Level: Considered a 10th level spell

This spell is cast by one spell caster against another who is attempting *any* type of time travel, including time slip, time hole, temporary time hole, wink-out, time warp: fast forward, time and space warp, and similar.

The time maelstrom must be cast within six seconds of the other wizard's activation of a time travel spell. The maelstrom follows and disrupts the flowing currents of the time stream, causing turbulence and dramatic time warps. There is no chance of outrunning a maelstrom, only riding it out. Roll on the *Time Maelstrom Distortion Table* to see how the storm has affected the time traveler(s). The amount of time and sometimes even the location is often changed by the maelstrom. Even a simple spell like a wink-out can suddenly plunge the unwary time traveler hours or days into the future.

The character always reappears in a swirling vortex of wind and flashing lights and is always last on initiative and minus one melee attack/action for one minute (four melee rounds). He is also minus 4D6 P.P.E. (temporarily used up) and suffers 2D6 hit points of damage (M.D. if a mega-damage creature).

Time Maelstrom Distortion Table

Roll for location only if requested.

01-20 Only 4D4 seconds have passed.

21-40 1D6 minutes have passed.

41-45 3D6 minutes have passed.

46-50 3D6 minutes have passed. Roll for relocation.

51-55 6D6 minutes have passed.

56-60 6D6 minutes have passed. Roll for relocation.

61-70 One hour has passed. Roll for relocation.

71-75 2D4 hours have passed.

76-80 4D4 hours have passed.
81-85 6D6 hours have passed. Roll for relocation.
86-90 1D4 days have passed. Roll for relocation.
91-00 Lucked out! Weathered the maelstrom, time travel is exactly as planned.

Time Maelstrom Relocation Table

01-25 Reappear at location of departure.
26-50 Reappear 4D6 yards/meters away from point of departure.
51-75 Reappear 1D6 × 10 yards/meters away from point of departure.
76-00 Reappear 1D6 × 100 yards/meters away from point of departure.

Time Warp: Age

Range: 100 feet (30.5 m)

Duration: One minute per level of experience.

Saving Throw: -2 to save.

Limitations: Does not work on creatures of magic or supernatural beings.

P.P.E.: 45

Level: Considered a 9th level spell.

This spell temporarily warps time around its victim to transform them into a person of considerable age. This debilitating spell takes the victim to the edge of that race's life expectancy, i.e. humans will age to about 100 years old. All physical attributes, melee actions and bonuses are reduced by half, and always last on initiative. S.D.C. is reduced to zero and hit points are -10. If a mega-damage creature, their M.D.C. is reduced by half. Skills are -20%. The transformation is also emotionally draining so that the character(s) affected is/are likely to flee or hide, taking only defensive actions, unless pushed to do otherwise.

Time Warp: Fast Forward

Range: Self

Duration: Varies

Saving Throw: Unwilling travelers can try to save; standard.

Limitations: The spell only affects the spell caster unless he is fifth level or greater. Experienced wizards can take two people with them but must be touching both at the moment the spell is cast.

The exact spot that the character warped from is the exact location that he reappears. One can only travel forward in time, never backwards!

P.P.E.: 70

Level: Considered a 10th level spell.

This power is similar to a teleportation spell only the character is transcending time not space. Instead of *skipping* a physical distance of miles/kilometers/space, the character skips through time, projecting himself at some point forward in time. For the time traveler, only three seconds pass. For him, whatever has transpired during the time he skipped is unknown to him nor does it affect him directly, just as the person who teleports from one location to another miles away, does not see the places he would have had he driven a vehicle across those miles.

The period of time "skipped" can be seconds, minutes or hours later.

Remember, only time is being warped, not space, thus the character reappears at the exact same location from which he departed, only at a later time. The "location" must be a fixed position, meaning the character can not make himself appear in the same seat in a moving vehicle. Furthermore, the environment may have changed during the passage of time. While a jail cell may be opened and empty four hours into the future, it may also be jammed full with other (hostile?) prisoners. A space on the street may have a parked car in the location (the character reappears on top of it) or have a gunfight going on or a parade or it could be raining or ... just about anything. **Game Masters** should just think about what happens at that location under the current circumstances.

The time warp power can be difficult to play for both the Game Master and the player. Game Masters shouldn't feel flustered by a character that has taken himself temporarily out of current play to appear in the future. If the period of time is only a few minutes, things are easy. The other players continue to play with their characters, responding to the situation at hand as it happens. At the right moment, minutes later, the time traveler pops back into the action and can again participate in the action with his teammates.

The player of a temporal character must realize that this spell takes any character(s) who is/are warping ahead through time temporarily out of play. Time continues to pass for everybody else, which means his character may miss some of the action or even hurt his teammates by his absence. For example, a temporal wizard may use a time warp to disappear and reappears five hours later. The rest of the player characters, non-player characters and the rest of the world lives out those five hours. Consequently, a battle may continue to rage until somebody is defeated, surrenders or retreats. When the wizard reappears hours later, the battle may be over, the streets deserted and safe for him, but his comrades may have been captured, slain, escaped and left the town, or any number of other possibilities.

Meanwhile, the other characters may have experienced a variety of adventures and subplots while the time traveler is sitting out until the hours of adventure time have elapsed. The game master has no obligation to fast forward the rest of the game events for the sake of one or two players travelling through time. However, the GM should not deliberately slow the events of the game out of spite.

Player's tip: The best time to use the "fast forward" time warp that skips over a long period of time is at the end of a game session or when you *know* the Game Master is going to move quickly through the next several hours (i.e. everybody is going to sleep for the next six hours, or you have to wait till tomorrow to see somebody). Players who use this power must use it wisely, execute good timing and not become upset if they sit out a large part of the game session because the rest of the group is engaged in an unexpected adventure.

It is wise to establish a means and a place for teammates to leave messages for the time warping character. However, this too can be a weakness, giving an enemy the opportunity to spy or prepare a trap.

Player's Warning: One of the advantages of a time warp is that the character can skip *boring* or otherwise *exhausting* periods

of time (like waiting for the enemy to attack or waiting to see somebody). By using a time warp the character will blink out and reappear hours later as fresh as a daisy, alert and raring to go. On the other hand, a wizard who is already tired or wounded at the moment of the warp will reappear in the same tired or injured condition, while his teammates or enemies may have had time to recuperate or reorganize. This is a tricky power that requires some fore thought and strategy.

GM Tip: An antagonist who knows about the powers of the temporal wizard and who realizes he is fighting a temporal wizard can second-guess his foe. For example, if he suspects the character has used a time warp to skip ahead to the future, the enemy can leave a dozen heavily armed guards to watch the area and capture or slay anybody who suddenly “pops” in. Or he can wait and follow the character when he reappears, leave false information to be found, etc.

Cutting a fast forward warp short

It is possible to change or stop a time warp but with unknown and possibly damaging side effects. Whenever the spell caster tries to change the time period originally selected, roll on the following table.

Time Warp Distortion Table

01-10	Only one second has elapsed — it's as if you were never gone but the character loses the initiative.
11-20	Only 2D6 seconds have passed. The character loses the initiative and one melee attack/action.
21-30	1D4 × 10 seconds have passed.
31-40	1D4 minutes have passed.
41-50	1D6 minutes have passed.
51-60	2D6 minutes have passed.
61-70	3D6 minutes have passed.
71-75	4D6 minutes have passed.
76-80	6D6 minutes have passed.
81-85	One hour has passed.
86-90	1D4 hours have passed.
91-95	2D4 hours have passed.
96-00	24 hours have passed!

Time Warp: Slow Motion

Range: Area affect; 30 ft (9.1 m) per level of experience.

Duration: One minute (4 melee rounds) plus.

Saving Throw: None, unless a fellow temporal being (standard).

P.P.E.: 45 for one minute, add 10 P.P.E. for each additional minute (no limit).

Level: Considered a 9th level spell.

The spell caster affects the space-time continuum of a particular area and slows the time and corresponding speed and movement of all creatures in that area, except himself. This gives him a dramatic edge in combat and sleight of hand skills. The concept behind the spell is that everybody around the spell caster moves slower (although they see their movement as normal), while he moves faster.

Bonuses: During the slow motion time warp the spell caster is effectively +1 to strike, +3 to parry and to dodge, +4 on initiative, +10% on pick pocket, pick locks, palming and computer operation, +10 on speed and has one additional melee action/attack.

Time Warp: Send

Range: Touch

Duration: Instant

Saving Throw: Not applicable

Limitations: 10 lbs (4.5 kg) per level of experience. 8 hours per level of experience.

P.P.E.: 25

Level: Considered a 7th level spell.

This magic enables the spell caster to send an object, or several objects if placed in a single container, forward in time up to eight hours per level of experience. The object(s) disappear from the present and reappear hours later at the exact same location. This is a great spell for sending special messages, hiding stolen items, and so on.

Time Warp: Space & Time

Range: Self

Duration: Varies

Saving Throw: Unwilling travelers can try to save; standard.

Limitations: The spell only affects the spell caster unless he is sixth level or greater. Experienced wizards can take two people or up to 1000 lbs (450 kg) with them but must be touching the people or object at the moment the spell is cast. One can only travel forward in time, never backwards!

P.P.E.: 800

Level: Considered a 15th level spell.

The warping of space and time is a combination of teleportation and time warp: fast forward. In this case, not only can the spell caster move forward in time, but to a different location as well! A powerful spell.

Wink-Out

Range: Self

Duration: Varies

Saving Throw: Unwilling travelers can try to save; standard.

Limitations: The spell only affects the spell caster unless he is fifth level or greater. Experienced wizards can take two people with them but must be touching both at the moment the spell is cast.

The exact spot that the character warped from is the exact location that he reappears.

P.P.E.: 20 for one minute. The spell caster can increase the number of minutes he is “winked-out” at an additional cost of 10 P.P.E. per each minute; five minute maximum (costing 60 P.P.E.).

Level: Considered an 8th level spell.

The character appears to have disappeared or teleported to a different location — it is impossible for an observer to tell which might be the case. In reality, the spell caster has really created and stepped into a very temporary time hole in another dimension.

Time inside the wink-out time hole passes at the rate of 15 seconds per minute; i.e. one minute in the normal world will seem like one melee round (15 seconds) to the character in the time hole, while five minutes will seem like 75 seconds to the time traveler who winked-out.

During the wink-out phase, the character cannot be located by normal, psionic or mystical means, it is as if the spell caster has vanished off the face of the planet (and he has). While winked-out, the character can use his time (15 seconds per each minute that he is winked out) to reload weapons, draw new weapons, prepare to cast a spell, hide any small object on his person, destroy an item, drink a potion, and similar tasks. Note, nothing can be left behind in this unstable dimensional pocket of temporal space.

Alphabetical List of Invocations by Page

Attune Object (30) — pg. 74
D-Phase (20) — pg. 74
D-Shift Phantom (20) — pg. 74
D-Shift Two Dimensions (25) — pg. 74
Dimensional Envelope (60 or 380) — pg. 75
Dimensional Pockets (20 or 140) — pg. 76
Fourth Dimension Transformation (350) — pg. 76
Id Self (400) — pg. 77
Remote Viewing (45) — pg. 78
Retro-Viewing (30) — pg. 78
See Dimensional Anomaly (30) — pg. 78
Sense Dimensional Anomaly (30) — pg. 79
Suspended Animation (10 or 30) — pg. 79
S-Dep (50) — pg. 79
T-Dep (20) — pg. 79
Temporary Time Hole (100) — pg. 80
Time Barrier (100) — pg. 80
Time Capsule (30) — pg. 80
Time Maelstrom (55) — pg. 80
Time Warp: Age (45) — pg. 81
Time Warp: Fast Forward (70) — pg. 81
Time Warp: Send (25) — pg. 82
Time Warp: Slow Motion (45+) — pg. 82
Time & Space Warp (800) — pg. 82
Wink-Out (20) — pg. 82

Alphabetical List of Invocations by Level

Level Seven

D-Phase (20)
D-Shift Phantom (20)
D-Shift Two Dimensions (25)
Suspended Animation (10 or 30)
T-Dep (20)
Time Warp: Send (25)

Level Eight

Attune Object (30)
Retro-Viewing (30)
See Dimensional Anomaly (30)
Sense Dimensional Anomaly (30)
Time Capsule (30)
Wink-Out (20)

Level Nine

Remote Viewing (45)
S-Dep (50)
Time Warp: Age (45)
Time Warp: Slow Motion (45+)

Level Ten

Dimensional Pockets (20/140)
Temporary Time Hole (100)
Time Maelstrom (55)
Time Warp: Fast Forward (70)

Eleventh Level

Time Barrier (100)

Level Twelve

Dimensional Envelope (60/380)

Level Thirteen

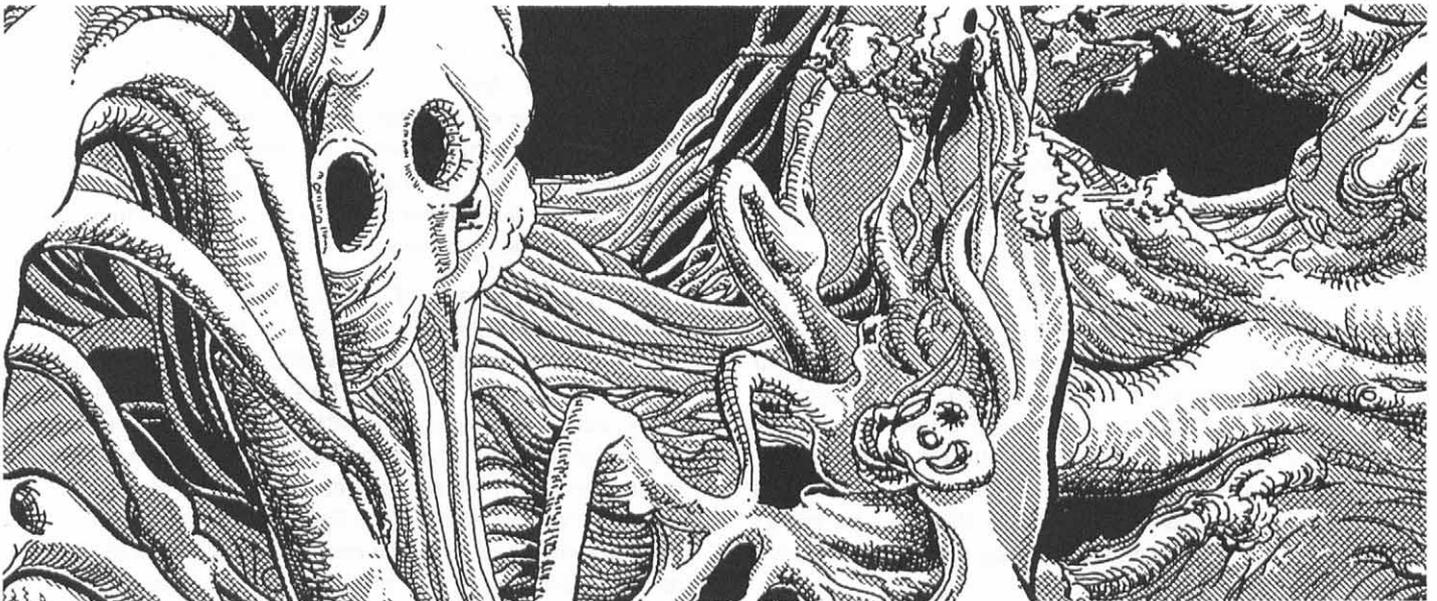
Id Self (400)

Level Fourteen

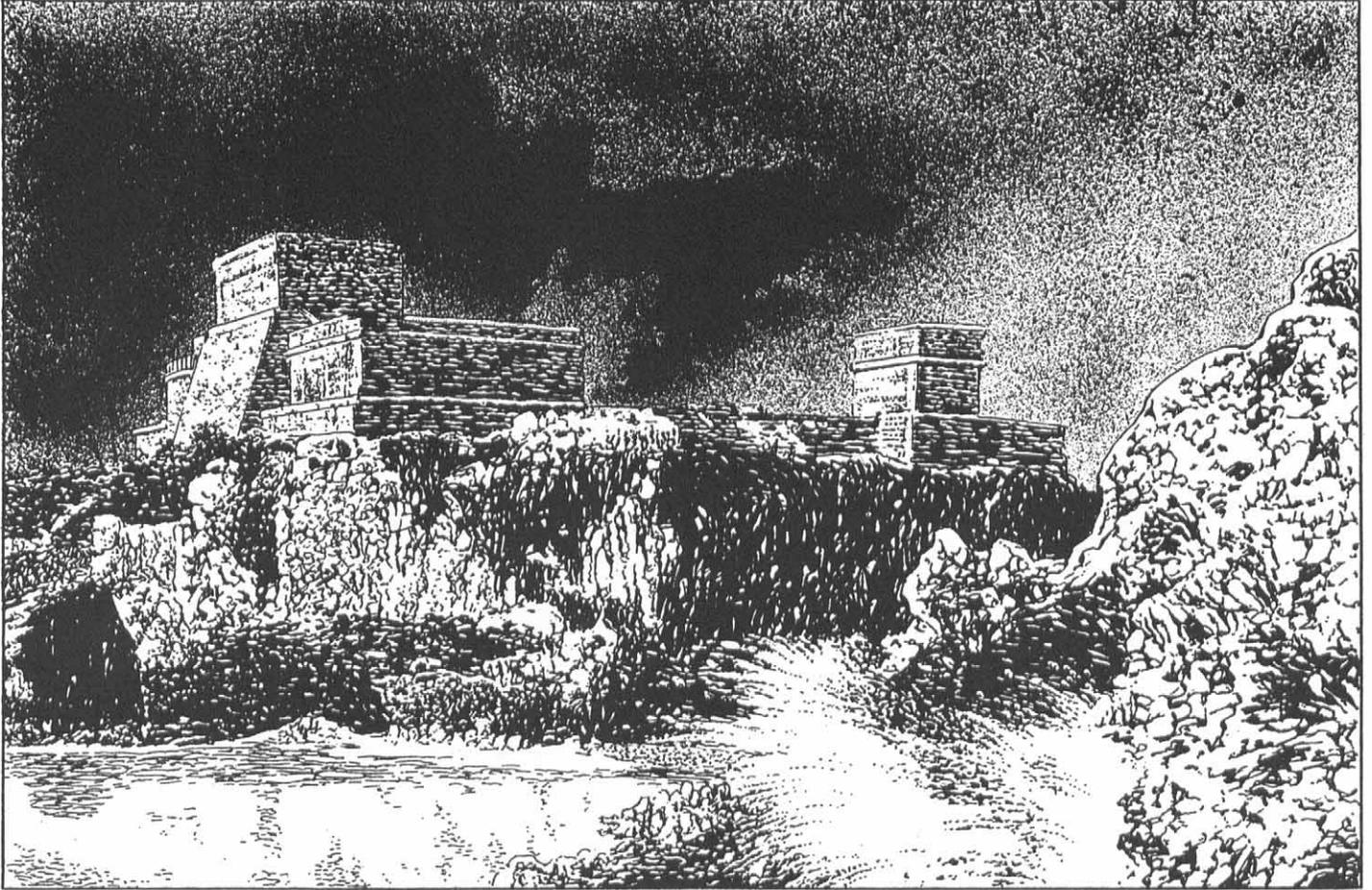
Fourth Dimension Transformation (350)

Level Fifteen

Time & Space Warp (800)



Dark Forces At New Camelot



Mrrlyn — The Enchanter

The old Arthurian legends from pre-Rifts Earth refer to Merlin the Enchanter as “the spawn of a demon.” These legends claim that Merlin was born of a human mother, but fathered by a demon lord. These ancient legends are somewhat off the mark, but not entirely off target. The enchanter known as the Merlin of legend is the Mrrlyn of Rifts Earth and definitely a supernatural being. However, he is not the child of a strange union between a human and demon (which is biologically impossible), but the fragmented essence of Zazshan, an alien intelligence!

Like most alien intelligences, the true life essence of Zazshan can remain in one dimension (actually in this case he straddles two different dimensions) and splinter his life force into dozens of smaller life essences and send them into other dimensions. Each of these aspects of his life force are controlled and directed by the dominant life essence. Everything they see and know, Zazshan sees and knows, and all work together as one. Mrrlyn is one such life force.

The life essences of this particular race of alien intelligences, known as the Zllyphan, have the ability to possess the physical shell of the recently deceased and bring the corpses back to life. Only this time, it is the intelligence who controls the body — the original life force of the deceased individual is gone. In the past, the alien intelligence reanimated the body of a man named Merlin. When Merlin returned after having disappeared for a few years (none knew he had died), he possessed mystic knowledge and superhuman powers. The superstitious people of that age concluded that the man was the progeny of an unnatural union between his mother and a demon, and that child, Merlin, was half man and part demon.

The mystic energies of ancient Earth, although minuscule compared to Rifts Earth, were powerful enough to lure the alien intelligence known as Zazshan/Merlin/Mrrlyn to England. This was one of the few places on Earth where the ley lines were many and the mystic energy, still quite strong. It was here that Merlin hatched his scheme to build an Empire and conquer the planet. However, the anomaly created by the Atlantis rift, centuries before, had affected the Earth in a strange, unpredictable way, draining it of its magic energy. The alien intelligence had never experienced such a phenomenon and it caught Zazshan/

Mrrlyn off guard. As Mrrlyn's powers quickly faded with the disappearance of mystic energy, he began to lose control over the people. Conflicts arose and the kingdom of Camelot began to crumble. In a last, desperate effort to draw upon and store mystic energy, Mrrlyn became trapped in a crystal chamber deep inside the planet. Lacking the power to escape, the splintered life essence fell into a state of suspended animation until awakened by the eruption of the ley lines thousands of years later.

A new age — Old schemes

Mrrlyn is up to his old tricks. His long slumber has placed him in a world where he is more powerful than ever. A transformed Earth seething with unimaginable amounts of mystic energy. It is a tumultuous time that offers innumerable opportunities for the alien intelligence. At last the creature's dreams of world conquest seems within his grasp. To this end, the alien intelligence pretends to be the benevolent sorcerer men call Mrrlyn. He has resurrected Camelot and has again selected a king with great integrity, charisma and psionic powers. The king is a noble young man who serves as one of Mrrlyn's central playing pieces in his macabre power game. He has firmly entrenched himself as the mentor and counselor to the king and to many knights and noble lords. To further cement his control over the land and its people, the intelligence has sent several life essences to assume the roles of various key individuals and entities. These include the enigmatic force of goodness known as the Lady of the Lake, Mrrlyn's supreme nexus knights, and the ultimate spy to watch and control king Arr'thuu, the beautiful Lady Guinevere! This time Mrrlyn is taking no chances.

Mrrlyn knows that the magic energies of this new era will last for eons, so he is patient about the building of his empire. He has already begun collecting noble knights, warriors and champions of all kind. Men and women whom he will manipulate to trust him or his puppet king so implicitly that they will happily wage war against other kingdoms without question. Kingdoms carefully depicted as diabolic places of evil, havens for inhuman monsters or held in the clutches of cruel tyrants. Like the Coalition States and so many others, Mrrlyn will use the fear of the inhuman and supernatural, as well as glory, justice and freedom to motivate his troops.

After conquering the British Isles and Ireland, he will send his armies south and east, to claim the countries once known as France, Spain and Italy. From there he may send his troops further east or perhaps south to lay claim to Africa. He hasn't yet decided. As for what to do about the New German Republic (NGR), presently, he sees the powerful kingdom as a potential ally to be slowly taken over through his usual methods of subterfuge, deception and manipulation. Once New Camelot (and perhaps the NGR) have established themselves as unbeatable nations and champions of the weak, he will consider whether or not he should conquer Atlantis or move on to the Orient or the Americas. Attacking Atlantis has great appeal because his race and the Splugorth are ancient rivals. In fact, Splynncryth and Zazshan/Mrrlyn have engaged in inter-dimensional contests using humans and other intelligent beings as their playing pieces in the past. The two despise each other. For the time being, he is complacent about laying the foundation for his empire.

Zazshan controls a ley line nexus near New Camelot, located in what was once known as the county of Somerset. This allows

it to straddle two different dimensions without completely manifesting itself on Earth. This also gives the creature control over the nexus and adjoining ley lines. The intelligence can effectively control the amount of energy emitted by the nexus and connecting lines of energy by feeding on part of it and diverting the rest of it into another dimension. This means Zazshan can virtually shut off the P.P.E. normally available at the ley line, saving it for the exclusive use of Mrrlyn and other essences. It also keeps the mystic energy out of the hands of enemies. Typically only 10% of the normal amount of energy is available (roughly equal to a weak ley line) while the ley lines are virtually nonexistent, at a mere 5% of their normal energy level. The energy is so minimal that the blue light that commonly radiates from the ground along ley lines is not visible. Still it is known as a place of magic that's somehow under Mrrlyn's control. Villagers avoid the place which is marked by standing stones similar to Stonehenge. Faerie folk are never found within 10 miles (16 km).

When the alien intelligence undams the energy flow, the nexus and ley lines again ripple with energy. The intelligence unleashes the magic energy for Mrrlyn, the Lady of the Lake, or other essences to tap into its reservoir of power, to open dimensional rifts, to summon supernatural minions (aliens, monsters, entities, elementals, etc.), for two-way conversations between Zazshan and his minions, or to send in more life essences. The nexus and its ley lines can also be released during magic and/or religious ceremonies to provide the priest, wizard or followers with P.P.E. energy or to create miracles. Zazshan can also use this energy to rift into our world and to supplement his own P.P.E.

The Alien Intelligence

True Name: Zazshan

Race: The Zillyphan

Alignment: Miscreant

Attributes of the energy intelligence: I.Q.: 29, M.A.: 20, M.E.: 28, P.S.: not applicable, P.P.: not applicable, P.E.: not applicable, P.B. 3D6+6, Spd.: Fly up to 200 mph (320 km).

M.D.C.: A supernatural being with 20,000 points.

Horror Factor: 16

P.P.E.: 8000

I.S.P.: 2000

Experience Level: Tenth (10)

Natural Abilities: Nightvision 1000 ft (310 m), see the invisible, bio-regenerates 2D6 × 100 M.D.C. per hour, impervious to cold, heat, fire, gases, drugs and poisons; does not need air to breathe. The creature can perform a dimensional teleport (98%) without limit to any place/world the intelligence has life essences (including England) and can magically open a dimensional rift using its own P.P.E. to any place the thing has ever visited. It can also possess and reanimate the dead (see *Important Notes* for details), teleport self up to 600 miles (960 km) away, summon/rift 2D4 greater essence minions, and summon/rift 6D6 lesser minions as often as three times per 24 hours. Also see psionics and magic powers.

Vulnerability: Creatures of magic, supernatural beings, psionics and magic weapons, including rune weapons, holy weapons, techno-wizard items, and most other magic items, inflict full damage. Wands, staves and weapons created from the Millennium Tree inflicts triple damage to the alien intelligence as well as to Mrrlyn and other life essence extensions of the

creature. Furthermore, the energy being must have large amounts of magic energy to feed upon. Thus, if that magic energy should wane significantly for a long period of time, or if the energy source were to be captured and held by an enemy, the alien would have to find a new food source or flee the area, possibly that world. Unfortunately, England and much of Rifts Earth is rich with mystic energy.

Combat: The creature can fire six (6) energy blasts per melee when in energy form. Damage is any increment up to $1D6 \times 10$ M.D., and range is 2000 ft (610 m). Or the creature can make five psionic attacks or two magic attacks per melee.

Bonuses: +6 on initiative, +6 to strike with energy blasts, has an automatic dodge (works like a parry), +6 to save vs horror factor, +1 to spell strength, and +2 on all saving throws (in addition to attribute bonuses). The intelligence and its splintered essences are also impervious to mind control, even by vampires.

Magic: 8000 P.P.E. points. All ley line walker powers and spells, stone master powers (see **Rifts Atlantis**) and the temporal magic spells of time and space teleportation, time barrier, time maelstrom, time capsule and time warp: age. Equal to a 10th level practitioner of magic.

Psionics: 2000 I.S.P., powers include telepathy, empathy, see aura, sense magic, and all physical and super-psionic powers. Equal to a 10th level psionic.

Education Level: Centuries of study in magic and dimensional travel.

R.C.C. (special NPC): 10th level Ley line walker, rune master, stone master, tattoo master, and shifter/summoner.

Skills of Note: Most human skills are too insignificant to be bothered with and are left to minions and life essence extensions. Magic, psionics, possession, and subterfuge are the skills developed by the Zllyphan.

Magic Knowledge: Read runes, read mystic symbols, recognize and create magic circles, recognize wards, recognize enchantment, recognize magic items and weapons. As well as the mystic knowledge of line walkers, stone masters and spell casting; all at 90%. Languages & Literacy: In addition to the use of telepathy, empathy and magic to communicate, Zazshan understands Dragonese/Elf, Faerie Speak, and Gobblely, all at 98%.

Other Skills of Note: Basic and advanced math, demon and faerie lore, all at 98%. Also see Mrrlyn.

Appearance: A giant sphere of blue and white energy the size of a house.

Age: 120,000 years old.

Bionics or Bio-Technology Devices: Totally incompatible for an energy being.

The Average Zllyphan Energy Being

Note: All Zllyphan (pronounced Zil-lee-fan) are very similar to Zazshan.

Alignments: Any, but usually anarchist or evil.

Attributes: I.Q. $3D6 + 12$, M.A. $3D6 + 10$, M.E. $3D6 + 12$, P.S. not applicable, P.P. not applicable, P.E. not applicable, P.B. $3D6 + 6$, Spd: Flying $4D6 \times 10$ mph.

M.D.C.: $1D4 \times 10,000$; mega-damage energy creature that appears as a giant sphere of energy, the size of a house, with rippling energy that resembles electricity crackling around and on its body.

***Reducing the M.D.C. of the main body to zero** will temporarily hurt and impair the intelligence, but not destroy it. To destroy it, the main body must be reduced to negative 500. During this time of severe impairment, the creature's number of physical or psionic attacks are reduced to two, and magic one. Furthermore, the creature loses all combat and save bonuses.

Horror Factor: 16

P.P.E.: $2D6 \times 1000$

I.S.P.: $1D4 \times 1000$

Average Experience Level: $2D4 + 4$

Natural Abilities: Same as Zazshan.

Combat: Same as Zazshan. Six energy blasts (any increment up to $1D6 \times 10$ M.D., 2000 ft/610 range) or five psionic attacks or two magic attacks per melee.

Bonuses: Same as Zazshan.

Mrrlyn — The Enchanter

Human Name: Mrrlyn (pronounced "Merlin")

Alignment: Miscreant, but Mrrlyn uses the psionic power of alter aura to appear to be scrupulous and human. The average Zllyphan is typically anarchist or evil.

Mrrlyn's Human Attributes (Mental attributes are 25% lower than the alien intelligence): I.Q. 22, M.A. 15, M.E. 21, P.S. 30, P.P. 22, P.E. 28, P.B. 9, Spd 18.

The physical attributes of the average major life essence are: P.S. $3D6 + 12$, P.P. $3D6 + 6$, P.E. $3D6 + 12$, P.B. $3D6$, Spd. $5D6$ in human form, or $2D6 \times 10$ mph flying in energy form.

M.D.C.: Mrrlyn has 2000 M.D.C. All major life essence extensions are supernatural beings with supernatural strength and endurance and have $1D4 \times 1000$ M.D.C.

***Reducing the M.D.C. of the main body to zero** will destroy the body and force the life essence out of its host body. The energy essence is now vulnerable to attack (it has $1D4 \times 100$ M.D.C.). If the energy sphere can escape, it has 12 hours to find a new body to inhabit in order to root itself to this world. Failure to do so will send the life essence back to the dimension where its natural body is located. It cannot return for 2D6 months.

Horror Factor: 14; standard for all major Zllyphan life essences.

P.P.E.: Mrrlyn has 800. A major life essence has $2D6 \times 100$, while lesser essences, like the supreme nexus knights, have $2D6 \times 10$ P.P.E. points.

I.S.P.: Mrrlyn has 350. A major life essence has $1D4 \times 100 + 50$, while lesser essences, like the supreme nexus knights, have $3D4 \times 10$.

Average Experience Level: 25% lower than the level of the alien intelligence, typically 5th to 9th level. Mrrlyn is seventh level.

Natural Abilities: Nightvision 100 ft (30.5 m), see the invisible, bio-regenerates $2D6 \times 10$ M.D.C. per hour, resistant to cold, heat, fire, gases, drugs and poisons (does half damage). The once human body does require the same nourishment as a normal human does, but at a dramatically reduced level, about one-tenth the normal amount. This means Mrrlyn can survive on a ham sandwich and a glass of water for a week without additional sustenance. In addition, the enchanter only needs three hours of sleep or meditation a day, and fatigues at one tenth the normal rate for humans. Strength and endurance are

supernatural, although Mrrlyn takes pains not to display it.

The life essence can also perform a dimensional teleport (98%) without limit back to the dimension where its full body is located. When the creature first arrives in a new dimension, it appears as an energy sphere about the size of a chair. It must possess and reanimate the dead (see *Zillyphan description* for details) within 24 hours of its arrival to a new dimension. If it does not, the essence is automatically rifted back to the alien intelligence. Also see psionics and magic powers.

Vulnerability: Creatures of magic, supernatural beings, psionics

and magic weapons inflict triple damage. Wands, staves and weapons created from the Millennium Tree inflict triple damage! It is also interesting to note that Mrrlyn, and Zillyphan life essences cannot be magically transformed. Metamorphosis spells just don't work, but illusionary spells such as the mask of deceit and multiple images do.

Combat: Six hand to hand or psionic attacks per melee or by magic.

Bonuses (the same for all greater life essences): +6 on initiative, +6 to strike during hand to hand combat, +3 to strike with an energy weapon/gun, +6 to dodge, +6 to save vs horror factor, +1 to spell strength, and +2 on all saving throws (in addition to attribute bonuses). Mrrlyn and all major life essences are also impervious to mind control, even by vampires.

Magic: All the mystic knowledge known by the alien intelligence is known to Mrrlyn and any greater life essence, including all ley line walker powers and spells (levels 1-15), stone master powers (see *Rifts Atlantis*) and the temporal magic spells of time and space teleportation, time barrier, time maelstrom, time capsule and time warp: age. The level of spell proficiency and strength is 25% less than the alien intelligence, making Mrrlyn a 7th level spell caster with 800 P.P.E. points.

Psionics: Mrrlyn has 350 I.S.P. and is considered a master psionic. A greater life essence possesses many of the same powers as the alien intelligence, including telepathy, empathy, see aura, sense magic, all physical psi-powers and nine super-psionic powers of choice (once selected, they cannot be changed). In this case, the enchanter has selected bio-manipulation, empathic transmission, group mind block, mind block auto-defense, hypnotic suggestion, mind wipe, psi-shield, psi-sword and pyrokinesis. Equal to a 7th level mind mage.

Education Level: Same as the alien intelligence.

Skills of Note: Most human skills are too insignificant to be bothered with and are left to minions. Magic, psionics, possession, and subterfuge are the skills developed by the Zillyphan.

Magic Knowledge: Read runes, read mystic symbols, recognize and create magic circles, recognize wards, recognize enchantment, recognize magic items and weapons. As well as the mystic knowledge of line walkers, stone masters and spell casting; all at 90%. **Languages & Literacy:** In addition to the use of telepathy, empathy and magic to communicate, Mrrlyn understands Dragonese/Elf, Faerie Speak, and Gobblely, all at 98%. A possessing life essence can learn as many as four local languages, but these are usually viewed as unimportant and are later forgotten by the intelligence.

Skills of Note: Basic and advanced math 93%, astronomy 73%, demon and monster lore 73%, faerie lore 73%, chemistry



guise 73%, intelligence 78%, street-72%.

intelligence may learn character's level of magic, cunning and poe, receive a 10%

two inches tall (1.8 ly 120) and has a white hair. The hair wears a variety of and other fabrics.

body does wear times longer than dy for about 700 nt.

Mrrlyn will never

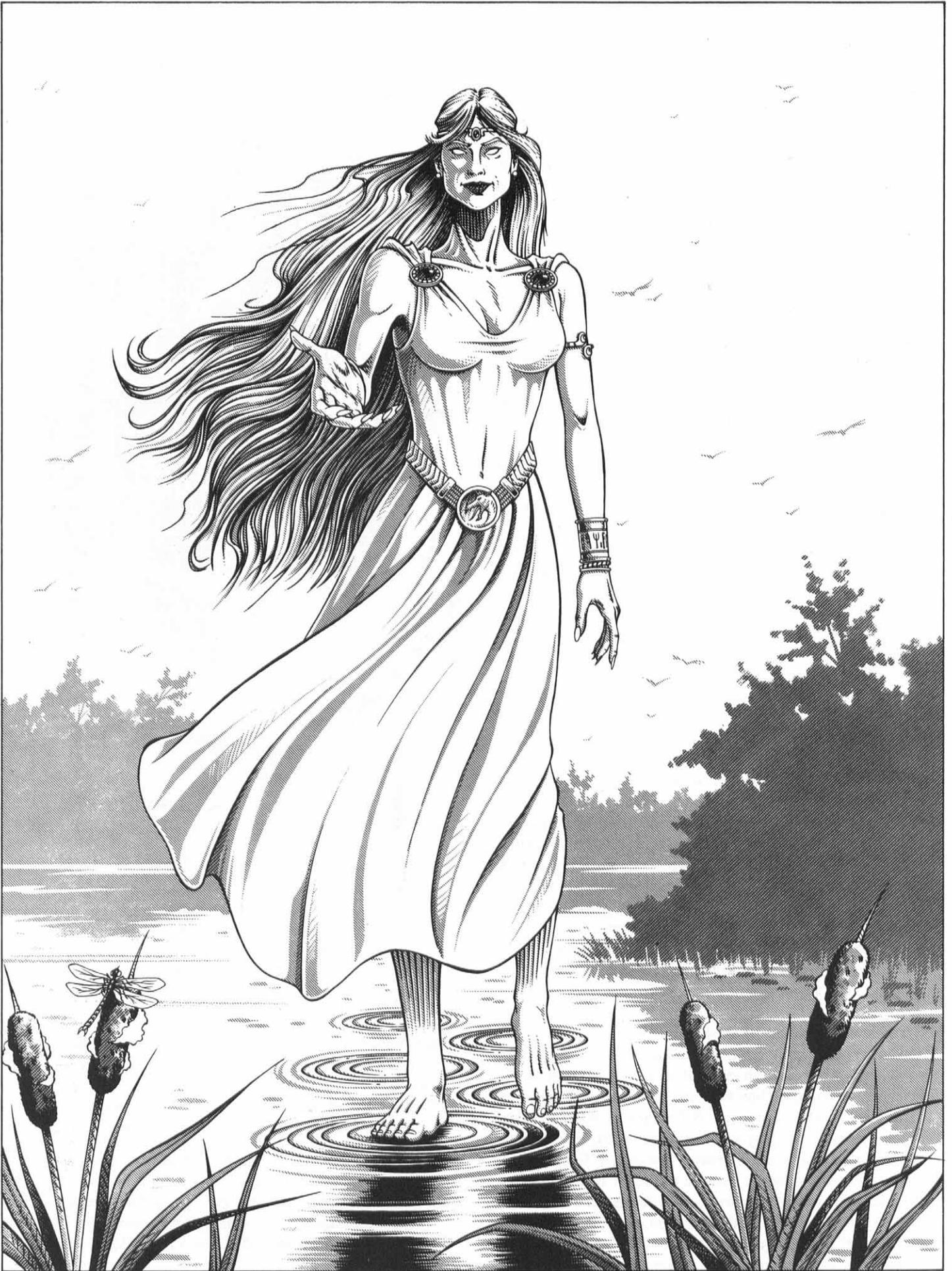
68%, forgery 68%, escape artist 78%, dis- gence 74%, prowl 73%, palming 68%, pick- wise 62%, swim 88%, and horsemanship

All greater extensions of the alien intel as many as 14 skills, all equal to the ch experience. Only skills that are related to m deception, like forgery, palming and escap bonus plus I.Q. bonus.

Appearance: The enchanter stands six feet, tv m), appears to be about 50 years old (real white beard, no mustache, and a head of w is often pulled into a pony-tail. The mage robes, cloaks and garments made of silk a

Average Life Span: The human or humanoid out with time, but it typically lasts about 10 usual. So Mrrlyn can keep his current bo years before needing to locate a replaceme

Bionics or Bio-Technology Devices: A rarity. consider such a notion.



Weapons: Most life forces prefer to rely on their vast magic and psionic powers and Mrrlyn is no exception. However, he does usually carry a silver dagger with him and has been known to use an energy pistol. If other weapons are used, Mrrlyn and most life forces would prefer to use magic items.

Body Armor: Any armor is worn strictly for show or disguise.

Money: Mrrlyn has accumulated a vast fortune. He has 30 million in credits, 140 million in pre-rifts artifacts and 20 million credits in precious metals and gems.

Secret Lair: Mrrlyn has his sanctum sanctorum located in a secret cave along the western coast of Wales. He goes there when he needs to get away, meditate, to perform secret rituals and dangerous acts of magic, and when he needs to escape from prying eyes. Half of his fortune is hidden in this lair. The sanctum is protected by wards of alarm and three powerful rune statues.

The Lady of the Lake

The Lady of the Lake is a mythical creature who is believed to be a powerful water nymph or similar force of nature. Most wilderness folk consider the Lady to be a supernatural protector of the British Isles. She is not affiliated with Mrrlyn or any kingdom, although she has helped Mrrlyn and King Arr'thuu on several occasions and delivered to him the psionic sword, Caliber-X. More often appears before druids, fishermen, adventurers and travellers and has been seen swimming underwater, floating above and walking on water, as well as on dry land within a few hundred yards of water. She is credited with saving sailors and fishermen from sudden storms and countless people from drowning. She has come to the aid of many good folk, offering them her assistance, advice and warnings about dangers from evil forces and the elements. Her habitat is said to be the White Lake but she has been reported visiting many bodies of water in and around the British Isles. She appears as a beautiful, pale skinned maiden, dressed in a flowing white or blue gown.

In reality, the Lady of the Lake is another splintered essence from Zazshan and works with Mrrlyn in the monster's quest to build an empire and conquer the world. The intelligence has made a point of disassociating the Lady with Mrrlyn. There are two reasons for this. One, if Mrrlyn should fall out of the public's favor or be killed, the Lady can step in as an advisor for the forces of good and keep Zazshan in total control. Secondly, the Lady appears to be an unaffiliated force of nature and light that people have come to trust. Thus, people freely confide in her, keeping Zazshan and Mrrlyn abreast of rumors, concerns, loyalties, brewing trouble and trouble makers.

An extension of the alien intelligence, Zazshan.

Human Name: Lady of the Lake or The Lady.

Alignment: Miscreant, but she uses the psionic power of alter aura to appear to be scrupulous.

Human Attributes (similar to Mrrlyn's): I.Q. 22, M.A. 15, M.E. 21, P.S. 30, P.P. 22, P.E. 28, P.B. 20, Spd 21.

M.D.C.: The Lady has 3000 M.D.C.

***Reducing the M.D.C. of the main body to zero** will destroy the body and force the life essence out of its host body. The energy essence is now vulnerable to attack (it has

1D4 × 100 M.D.C.). If the energy sphere can escape, it has 12 hours to find a new body to inhabit in order to root itself to this world. Failure to do so will send the life essence back to the dimension where its natural body is located. It cannot return for 2D6 months.

Horror Factor: 14, because of her supernatural powers.

P.P.E.: 900

I.S.P.: 350

Average Experience Level: 7th level

Natural Abilities (same as Mrrlyn): Nightvision 100 ft (30.5 m), see the invisible, bio-regenerates 2D6 × 10 M.D.C. per hour, resistant to cold, heat, fire, gases, drugs and poisons (does half damage). The once human body does require the same nourishment as a normal human does, but at a dramatically reduced level, about one-tenth normal amount. This means the Lady can survive on a ham sandwich and a glass of water for a week without additional sustenance. In addition, the Lady only needs three hours of sleep or meditation a day, and fatigues at one-tenth the normal rate for humans. Strength and endurance are supernatural.

The life essence can also perform a dimensional teleport (98%) without limit back to the dimension where its full body is located. When the creature first arrives in a new dimension it appears as an energy sphere about the size of a chair. It must possess and reanimate the dead (see *Zllyphan description* for details) within 24 hours of its arrival to a new dimension. If it does not, the essence is automatically rifted back to the alien intelligence. Also see psionics and magic powers.

Vulnerability (same as Mrrlyn): Creatures of magic, supernatural beings, psionics and magic weapons inflict their usual damage. Wands, staves and weapons created from the Millennium Tree inflict triple damage! The Lady and all Zllyphan life essences cannot be magically transformed. Metamorphosis spells just don't work, but illusionary spells such as the mask of deceit and multiple images do.

Combat: Six hand to hand or psionic attacks per melee or by magic.

Bonuses (same as Mrrlyn): +6 on initiative, +6 to strike during hand to hand combat, +3 to strike with an energy weapon/gun, +6 to dodge, +6 to save vs horror factor, +1 to spell strength, and +2 on all saving throws (in addition to attribute bonuses). She is also impervious to mind control, even by vampires.

Magic (same as Mrrlyn): All the mystic knowledge known by the alien intelligence is known to the Lady of the Lake and any greater life essence, including all ley line walker powers and spells (levels 1-15), stone master powers (see **Rifts Atlantis**) and the temporal magic spells of time and space teleportation, time barrier, time maelstrom, time capsule and time warp: age. She is a 7th level spell caster with 900 P.P.E. points.

Psionics (similar to Mrrlyn): 350 I.S.P. and is considered a master psionic. She has many of the same powers as Zazshan and Mrrlyn, including telepathy, empathy, see aura, sense magic, all physical psi-powers and nine super-psionic powers of choice (once selected, they cannot be changed). In this case, she has selected empathic transmission, electrokinesis, hydrokinesis, telekinesis, mind bolt, mentally possess other, group mind block, mind block auto-defense, and psi-sword. Equal to a 7th level mind mage.

Education Level: Same as the alien intelligence.

Skills of Note: Magic knowledge, languages and literacy are the same as Mrrlyn.

Skills of Note: Basic and advanced math 93%, astronomy 73%, demon and monster lore 73%, faerie lore 73%, identify plants & fruits 63%, track animals 58%, intelligence 74%, wilderness survival 68%, land navigation 68%, navigation 88%, prowl 73%, palming 68%, pick pockets 73%, streetwise 62%, swim 88%, and horsemanship 72%.

Appearance: The Lady of the Lake stands six feet tall (1.8 m), appears to be about 20 years old (really 50), has long blond hair, pale skin, and is dressed in flowing white or blue gowns.

Average Life Span: About 700 years before needing to locate a replacement body.

Bionics or Bio-Technology Devices: None

Weapons: None, relies entirely on her magic and psionic powers.

Body Armor: None

Money: None, but she has access to Mrrlyn's treasure at his secret lair. Any wealth she finds or gathers is secretly given to Mrrlyn.

Secret Lair: Same as Mrrlyn's. They sometimes meet there to plot and work together.

Lady Guinevere

The lovely Lady Guinevere is yet a third manifestation of the alien intelligence, Zazshan. Mrrlyn, the Lady of the Lake and Guinevere are all part of the same alien creature and all players in the mad scheme to build New Camelot into a world conquering power. It is the job of the Guinevere essence to monitor and subtly manipulate King Arr'thuu. She was introduced to New Camelot about five years ago. She plays the part of the sweet, prissy, but tenacious and spirited noble woman smitten by the king. None consider her a danger to the throne or England in any way. Most consider her the darling of Camelot.

Within a year after her arrival to the kingdom, Guinevere and King Arr'thuu began to formally date and have become lovers, as Mrrlyn had planned. Everybody knows it is only a matter of time before the King asks her hand in marriage and most already treat Lady Guinevere like a queen. It has only been Arr'thuu's duties as a warrior king and his many adventures, which frequently take him far from home, that have delayed his formal proposal. He is fearful that his long absences might cool their love.

It is important to note that Guinevere is extremely careful not to reveal her true magical and psionic powers. She is believed to be completely human with some minor psychic ability. A year ago, she agreed to study magic under Mrrlyn's tutelage; she is believed to be a first or second level ley line walker.

An extension of the alien intelligence, Zazshan.

Human Name: Lady Guinevere, consort to the King.

Alignment: Miscreant, but she uses the psionic power of alter aura to appear to be scrupulous and completely human.

Human Attributes (similar to Mrrlyn's): I.Q. 22, M.A. 15, M.E. 21, P.S. 30, P.P. 22, P.E. 28, P.B. 19, Spd 17.

M.D.C.: 1000 M.D.C.

***Reducing the M.D.C. of the main body to zero** will destroy the body and force the life essence out of its host body. The energy essence is now vulnerable to attack (it has

1D4 × 100 M.D.C.). If the energy sphere can escape, it has 12 hours to find a new body to inhabit in order to root itself to this world. Failure to do so will send the life essence back to the dimension where its natural body is located. It cannot return for 2D6 months.

Horror Factor: 14, because of her supernatural powers.

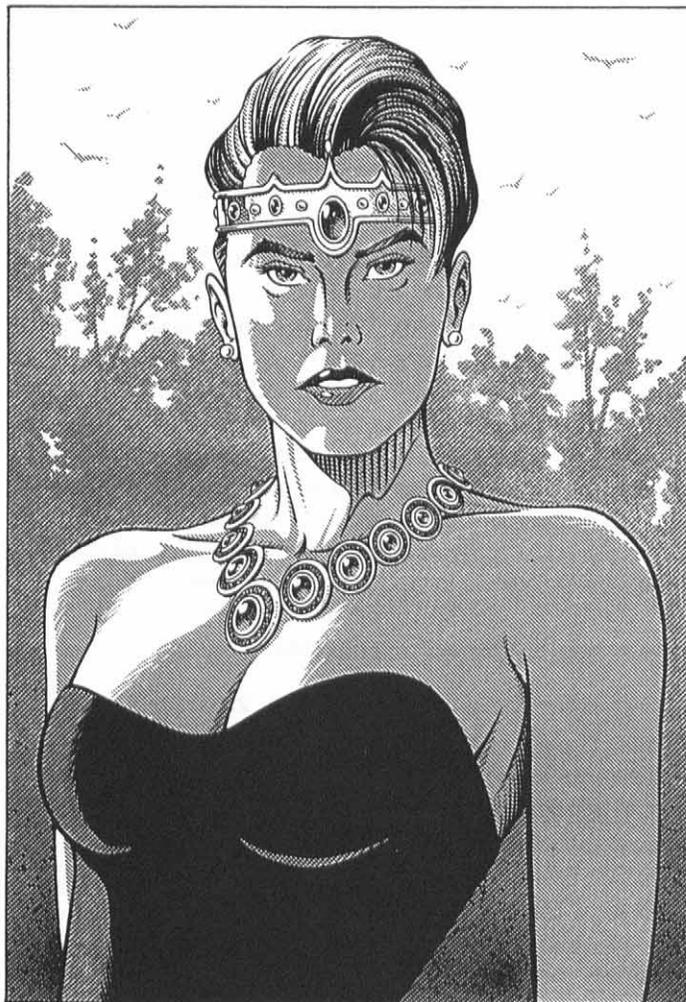
P.P.E.: 600

I.S.P.: 550

Average Experience Level: 7th level

Natural Abilities (same as Mrrlyn): Nightvision 100 ft (30.5 m), see the invisible, bio-regenerates 2D6 × 10 M.D.C. per hour, resistant to cold, heat, fire, gases, drugs and poisons (does half damage). The once human body does require the same nourishment as a normal human does, but at a dramatically reduced level, about one-tenth normal. This means Guinevere can survive on a ham sandwich and a glass of water for a week without additional sustenance. In addition, she only needs three hours of sleep or meditation a day, and fatigues at one-tenth the normal rate for humans. Strength and endurance are supernatural, although she takes pains not to display it.

The life essence can also perform a dimensional teleport (98%) without limit back to the dimension where its full body is located. When the creature first arrives in a new dimension, it appears as an energy sphere about the size of a chair. It must possess and reanimate the dead (see *Zllyphan* description for details) within 24 hours of its arrival to a new dimension.



If it does not, the essence is automatically rifted back to the alien intelligence. Also see psionics and magic powers.

Vulnerability (same as Mrrlyn): Creatures of magic, supernatural beings, psionics and magic weapons inflict their usual damage. Wands, staves and weapons created from the Millennium Tree inflict triple damage! Guinevere and all Zillyphan life essences cannot be magical transformed. Metamorphosis spells just don't work, but illusionary spells such as the mask of deceit and multiple images do.

Combat: Six hand to hand or psionic attacks per melee or by magic.

Bonuses (same as Mrrlyn): +6 on initiative, +6 to strike during hand to hand combat, +3 to strike with an energy weapon/gun, +6 to dodge, +6 to save vs horror factor, +1 to spell strength, and +2 on all saving throws (in addition to attribute bonuses). She is also impervious to mind control, even by vampires.

Magic (same as Mrrlyn): All the mystic knowledge known by the alien intelligence is known to Mrrlyn and any greater life essence, including all ley line walker powers and spells (levels 1-15), stone master powers (see **Rifts Atlantis**) and the temporal magic spells of time and space teleportation, time barrier, time maelstrom, time capsule and time warp: age. She is a 7th level spell caster with 600 P.P.E. points.

Psionics (similar to Mrrlyn): 550 I.S.P. and is considered a master psionic. She has many of the same powers as Zazshan and Mrrlyn, including telepathy, empathy, see aura, sense magic, all physical psi-powers and nine super-psionic powers of choice (once selected they cannot be changed). In this case, she has selected empathic transmission, telekinesis, hypnotic suggestion, mentally possess others, mind wipe, mind bond, mind block auto-defense, telekinesis and psi-sword. Equal to a 7th level mind mage.

Education Level: Same as the alien intelligence.

Skills of Note: Magic knowledge, languages and literacy are the same as Mrrlyn.

Other Skills of Note: Basic and advanced math 93%, demon and monster lore 73%, faerie lore 73%, dance 73%, play flute 73%, play mandolin 73%, cook 73%, identify plants & fruits 63%, preserve food 75%, intelligence 74%, disguise 73%, prowl 73%, palming 68%, pick pockets 73%, streetwise 62%, and horsemanship 72%.

Appearance: Guinevere is a lovely young lady who appears to be 20 years old (really 10) and stands five feet, six inches tall (1.55 m). She has brown hair, a nice complexion, and dresses in the clothes of nobility.

Average Life Span: About 700 years before needing to locate a replacement body.

Bionics or Bio-Technology Devices: None

Weapons: None, relies entirely on her magic and psionic powers.

Body Armor: None

Money: Guinevere has 200,000 credits of her own, but as a guest of the court and consort to the King, all of her expenses, including clothes, are paid by the kingdom. She also has access to Mrrlyn's treasure at his secret lair.

Secret Lair: Same as Mrrlyn's. They sometimes meet there to plot and work together.

Supreme Nexus Knights

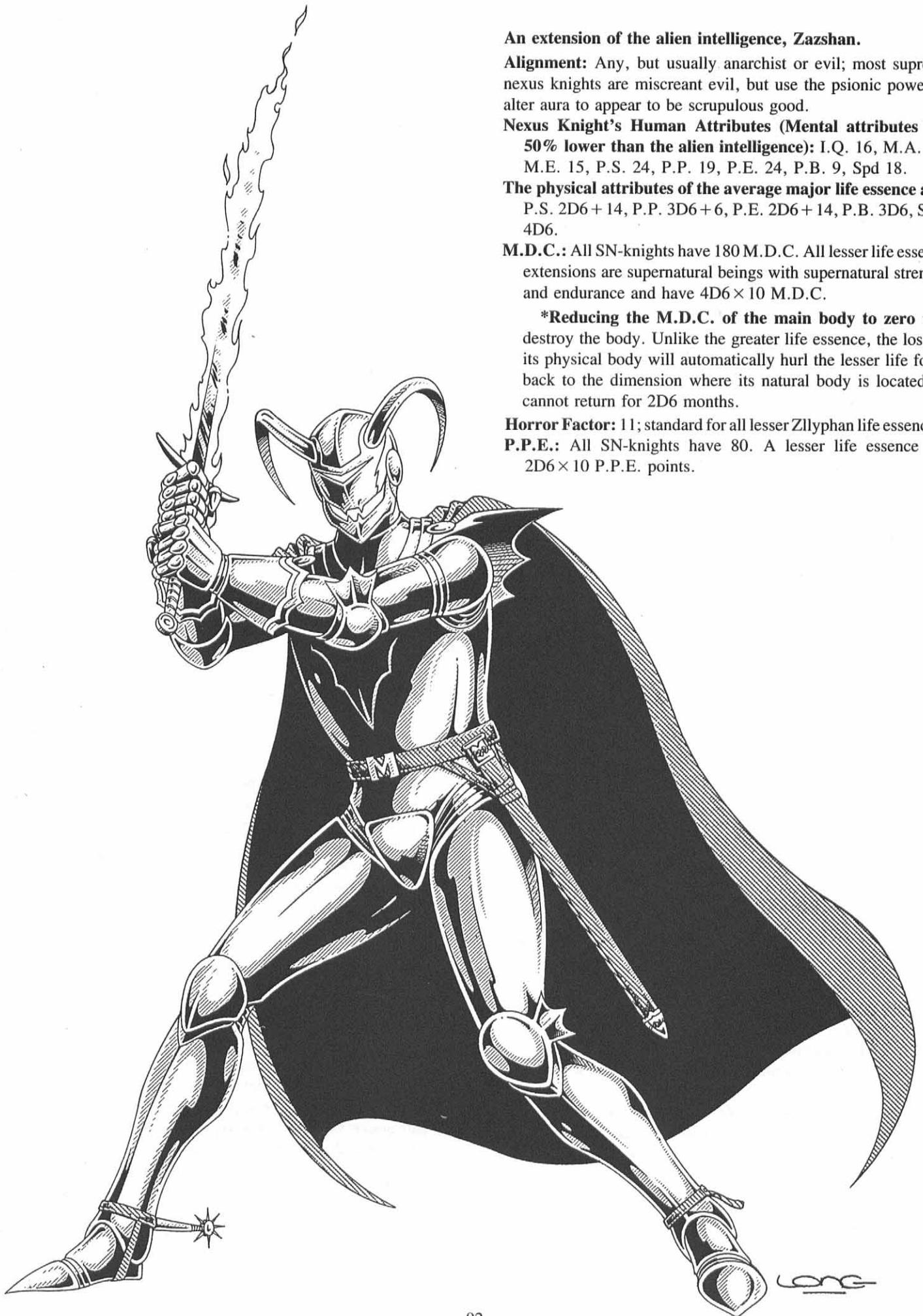
The eyes, ears and might of Mrrlyn

The supreme nexus knights (a.k.a. SN-knights) are all lesser life essences created by an part of Zazshan. These lesser beings works with Mrrlyn and are 100% loyal to the enchanter and his secret cause. Like the greater life essences, they too possess magic and psionic powers and use these powers to appear to be human. The powers of the SN-knights are considerably less than the enchanter and the other greater essences, but used to great effect.

Although not officially considered Knights of Camelot, the supreme nexus knights and the lower ranking, humanoid nexus knights are all members of an elite fighting force handpicked and empowered by Mrrlyn. These knights answer only to the enchanter. If directly questioned by the King, the nexus knights will provide brief, usually truthful answers (unless instructed otherwise by Mrrlyn), but keep detailed accounts for Mrrlyn and always report to him before any other. If questioned by high ranking knights, they will gladly reveal any common or insignificant information, but will refuse to reveal important information, secrets, or their assignments (from Mrrlyn) even to generals, saying, "You must speak to Mrrlyn (or possibly, the King)." They will say nothing more, except to repeat that the character needs to speak with Mrrlyn for that information and to let them be on their way. Brawls and hard feelings have resulted between nexus knights and other Knights of Camelot and government officials. As a result, they are viewed by some knights and nobles with suspicion and/or resentment. This is especially true of the SN-knights — everybody knows not to question or interfere with a nexus knight on a mission.

Most citizens of New Camelot view these knights as an elite police force. The supreme nexus knights are considered to be the powerful captains and commanders of that force. However, wilderness folk and even some citizens view them more as stern secret police using Nazi-like Gestapo tactics and spying on criminals and citizens alike. The SN-knights are especially unfriendly, gruff, pushy, forceful, and belligerent. They are merciless against the "enemies of New Camelot and man," and tend to be as merciless toward suspects wanted for questioning, who may be innocent, as they are towards known criminals. The SN-knights tend to act first and ask questions later. They get away with unchivalrous actions, mistakes and cruelty that is not tolerated from the other Knights of Camelot.

A capital "M" is emblazoned on the armor and property of all nexus knights. The shield bears the trademark "M" and Mrrlyn's demon crest. The supreme nexus knights, considered the elite among the nexus knights, wear a more fancy and frilled suit of armor with a more demonic looking, horned helmet. They are also armed with a magic flaming sword (4D6 M.D.), a laser lance, and wear an energy pistol and conventional, silver plated broadsword as side arms. In addition, the SN-knights can create a psi-sword and psi-shield out of thin air and have a battery of magic spells and psionic powers among their arsenal.



An extension of the alien intelligence, Zazshan.

Alignment: Any, but usually anarchist or evil; most supreme nexus knights are miscreant evil, but use the psionic power of alter aura to appear to be scrupulous good.

Nexus Knight's Human Attributes (Mental attributes are 50% lower than the alien intelligence): I.Q. 16, M.A. 11, M.E. 15, P.S. 24, P.P. 19, P.E. 24, P.B. 9, Spd 18.

The physical attributes of the average major life essence are: P.S. 2D6 + 14, P.P. 3D6 + 6, P.E. 2D6 + 14, P.B. 3D6, Spd. 4D6.

M.D.C.: All SN-knights have 180 M.D.C. All lesser life essence extensions are supernatural beings with supernatural strength and endurance and have $4D6 \times 10$ M.D.C.

***Reducing the M.D.C. of the main body to zero** will destroy the body. Unlike the greater life essence, the loss of its physical body will automatically hurl the lesser life force back to the dimension where its natural body is located. It cannot return for 2D6 months.

Horror Factor: 11; standard for all lesser Zilyphan life essences.

P.P.E.: All SN-knights have 80. A lesser life essence has $2D6 \times 10$ P.P.E. points.

I.S.P.: All SN-knights have 80. A lesser essences rolls 3D4 × 10.

Average Experience Level: Half the level of the alien intelligence, typically third to sixth level. SN-knights are all fifth level.

Natural Abilities: Nightvision 100 ft (30.5 m), see the invisible, bio-regenerates 4D6 M.D.C. per hour, resistant to cold, heat and fire (does half damage), impervious to gases, drugs and poisons. The human body does require the same nourishment as a normal human does, but at a reduced level, about half normal. In addition, the SN-knights only need about five hours of sleep or meditation a day, and experience fatigue at half the normal rate for humans. Strength and endurance are supernatural.

The life essence can also perform dimensional teleportation (80%) without limit back to the dimension where its full body is located and back to the world it is currently occupying. Reanimate the dead — same as Mrrlyn and greater life essences.

Vulnerability: Creatures of magic, supernatural beings, psionics and magic weapons inflict their usual damage. Wands, staves and weapons created from the Millennium Tree inflict triple damage! Lesser life essences cannot be magically transformed. Metamorphosis spells just don't work, but illusionary spells such as the mask of deceit and multiple images do.

Combat: Four hand to hand or psionic attacks per melee or by magic.

Bonuses (the same for all greater life essences): +5 on initiative, +5 to strike during hand to hand combat, +2 to strike with an energy weapon/gun, +5 to dodge, +5 to save vs horror factor, and +1 on all saving throws (in addition to attribute bonuses). All lesser life essences are impervious to mind control, even by vampires.

Magic: Although extensions of the alien intelligence, the lesser life essences possess only a fraction of its powers. Mystic knowledge is limited to all conventional spell magic levels 1-15. Temporal and stone magic (see **Rifts Atlantis**) are not available. Furthermore, the amount of P.P.E. energy is 80 points, limiting the types and number of spells the SN-knights can cast. The level of spell proficiency and strength is 50% lower than the alien intelligence, making the SN-Knights 5th level spell casters.

Psionics: All SN-knights have 80 I.S.P. and are considered a major psionics. All lesser life essences possess the many of the same powers as the alien intelligence including telepathy, empathy, see aura, sense magic, all physical psi-powers and three super-psionic powers of choice (once selected they cannot be changed). In this case, the SN-knights all select mind block auto-defense, psi-shield, and psi-sword. Powers are equal to a 5th level psionic.

Education Level: Same as the alien intelligence.

Skills of Note: Most human skills are too insignificant to be bothered with and are left to minions. Magic, psionics, possession, and subterfuge are the skills developed by the Zllyphan and its splintered life essences.

Magic Knowledge: Recognize runes, wards, enchantment and magic items, read mystic symbols, recognize and create magic circles, and recognize wards, as well as the rudimentaries of mystic knowledge and spell casting; all at 70%. Languages & Literacy: In addition to the use of telepathy, empathy and magic to communicate, most understand Dragonese/Elf,

Faerie Speak, and Gobblely, all at 98%. A possessing life essence can learn as many as four local languages, but these are usually viewed as unimportant and are later forgotten by the intelligence.

Skills of Note: Basic and advanced math 93%, demon and monster lore 93%, faerie lore 93%, disguise 45%, escape artist 50%, intelligence 49%, tracking 40%, wilderness survival 45%, climb 55/45%, prowl 45%, pick locks 50%, streetwise 37%, swim 65%, pilot hover vehicles 65% and horsemanship 52%.

All lesser extensions of the alien intelligence may learn as many as 12 skills, plus math and lore, all equal to the character's level of experience. Only skills that are related to magic, cunning and deception, like forgery, palming and escape, receive a 5% bonus plus possible I.Q. bonus.

Appearance: The average SN-knight stands six feet tall (1.8 m). Ages range from 20 to about 50 years old (most are really 30) and they are either human or human looking D-Bees. Seldom seen without body armor.

Average Life Span: The human or humanoid body does wear out with time, but it typically lasts about 10 times longer than usual. So SN-Knights can keep their current bodies for about 700 years before needing to locate a replacement.

Bionics or Bio-Technology Devices: A rarity.

Weapons: In addition to their magic and psi-powers, the average SN-knight has a magic flaming sword (4D6 M.D.), a laser lance, and wears an energy pistol and a conventional, silver plated broadsword as sidearms.

Body Armor: The SN-knights wear the frilled, demon armor designed by Mrrlyn. They are full environmental suits, despite their antiquated appearance, with good mobility (-5% to prowl), weigh 20 pounds (9 kg) and offer a 100 M.D.C. points of protection. The armor is not available for sale even on the black market, because the penalty for impersonating a nexus knight is life imprisonment or death. The M.D.C. of the armor is in addition to their natural mega-damage and is subtracted first.

When in public, the creatures will continue their ruse as humans and retreat when most (down to five or ten points) of their armor has been depleted. However, when away from prying eyes, especially in the wilderness and European wastelands, they will continue to fight even when stripped of their armor, down to about 50 points of damage. Combatants and observers who witnesses such a shocking display of inhuman power are slain or discredited.

Money: The supreme nexus knights have no need for money, but typically have 1D6 × 10,000 credits to use for bribery and the purchase of basic supplies.

Secret Lair: A few of the SN-knights may accompany Mrrlyn to his sanctum sanctorum. The sanctum is always protected by wards of alarm and three powerful rune statues.

The Champions of Camelot

There are many knights, adventurers, wilderness scouts and warriors in the British Isles and surrounding lands, but none are as respected as the **Knights of Camelot**. To become an "official" Knight of Camelot is to be a member of one of the most elite groups of courageous and powerful warriors ever assembled. A Knight of Camelot is a hero's hero, a super-star whose exploits are viewed as epic in proportion. The citizens of New Camelot and most visitors treat them like royalty. Often they are bought drinks and food, given discounts on purchases (20% to 50%), offered favors, given assistance and services without asking, praised for their deeds, and hounded for autographs and handshakes.

On the down side, the famous knights are besieged by cries for help and advice regarding all kinds of problems. The most noble knights try to help as many people as they can, but not every outcry can be answered. The knights are also the targets of aggression: challenges from young warriors filled with envy, punks looking to create a reputation for themselves, the vengeful and vindictive, and those looking to take out their frustration or anger on anybody willing to stand up against them. Of course there are also spies, enemies of the kingdom (and of humankind) and supernatural menaces of all kinds. It is difficult to hide from one's enemies when you are a recognized celebrity. Consequently, the Knights of Camelot and those in their company are given great latitude and the benefit of the doubt when involved in brawls, duels, physical contests, and even murder. Of course, not all the Knights of Camelot are as respected as others, and some, like Sir Dred, may be considered troublemakers.

The fame and glory of these knights and those who try to be like them, are all part of Mrrlyn's scheme. The enchanter has been very successful in attracting and keeping some of the greatest warriors of Europe among his stable of champions. Their fame brings New Camelot notoriety and attracts other champions to join them, which in turn attracts new merchants, citizens and villages to join the kingdom, making it more prosperous and powerful.

To insure the success of this scheme, the cunning sorcerer has secretly used his magic to lend his champions a helping hand, behind the scenes. Worst of all, on more than a few occasions, he has cleverly staged epic battles where victory for the Knights of Camelot was ensured. None of these champions are aware that such terrible deceptions have ever taken place nor would they believe it if they were told. Such accusations would lead to a duel to defend the knights' honor.

Mrrlyn has also seen to it that word of their triumphs has spread throughout the wastelands of Europe, including the NGR, and the Mediterranean. The exploits of the knights have even reached the golden towers of Atlantis, though they have elicited little interest among its minions. The New German Republic (NGR) has periodically traded goods and services with the tiny kingdom, and has been visited by the occasional knight. However, their last direct contact with New Camelot was over 15 years ago, so the NGR has recently sent spies to New Camelot to determine whether these tales of incredible courage and

triumph are true and whether or not they should consider New Camelot a potential ally or enemy.

Who can be a Knight of Camelot

Theoretically, a man or woman of any occupation and heritage can, one day, become a Knight of Camelot. The only requirement is great bravery, a strict adherence to the code of chivalry and the accomplishment of several feats of incredible heroics. There are only a few hundred, "official" **Knights of Camelot (KoC)**, and thousands who would like to be counted among them. Most are fighters, a quarter are practitioners of magic and the rest a mixture of adventurers and scholars; 12% are women.

When a warrior becomes an "official" Knight of Camelot, he is given a new name by Mrrlyn. As a joke, Mrrlyn renames many of these knights with the names, partial names or a combination of names based on the original Knights of the Round Table. Alternately, he may bestow or combine the knight's name with the names of Celtic gods and other characters from the past.

Note: The names of Bors, Kay, Mordred, Lancelot, Gawain, Gareth, Tristan, and Ector are among the original names not yet given to any Knight of Camelot. **Other names of legendary knights and Arthurian figures include:** Sir Alardine, Arbellus, Aryes, Gagdemagus, Balan, Ban, Bawdewyn, Bedgrayne, Bedivere, Blamoure, Blayse, Brastias, Clarivaus, Claudius, Carados, Egglame, Estance, Ewain, Gaheris, Gore, Grastian, Gryfflet, Lucas, Lyonses, Marhalt, Morgan, Morganoure, Nentres, Phariance, Pellinor, Placidus, Royns, Torre, Ulfius, Uryens, Uthur, Tintagel, and Pendragon.

The Code of Chivalry

The code of chivalry is very similar to that of the cyber-knights, however, it is important to understand that the cyber-knights are unique to the Americas; few have travelled as far as Europe.

1. To Live

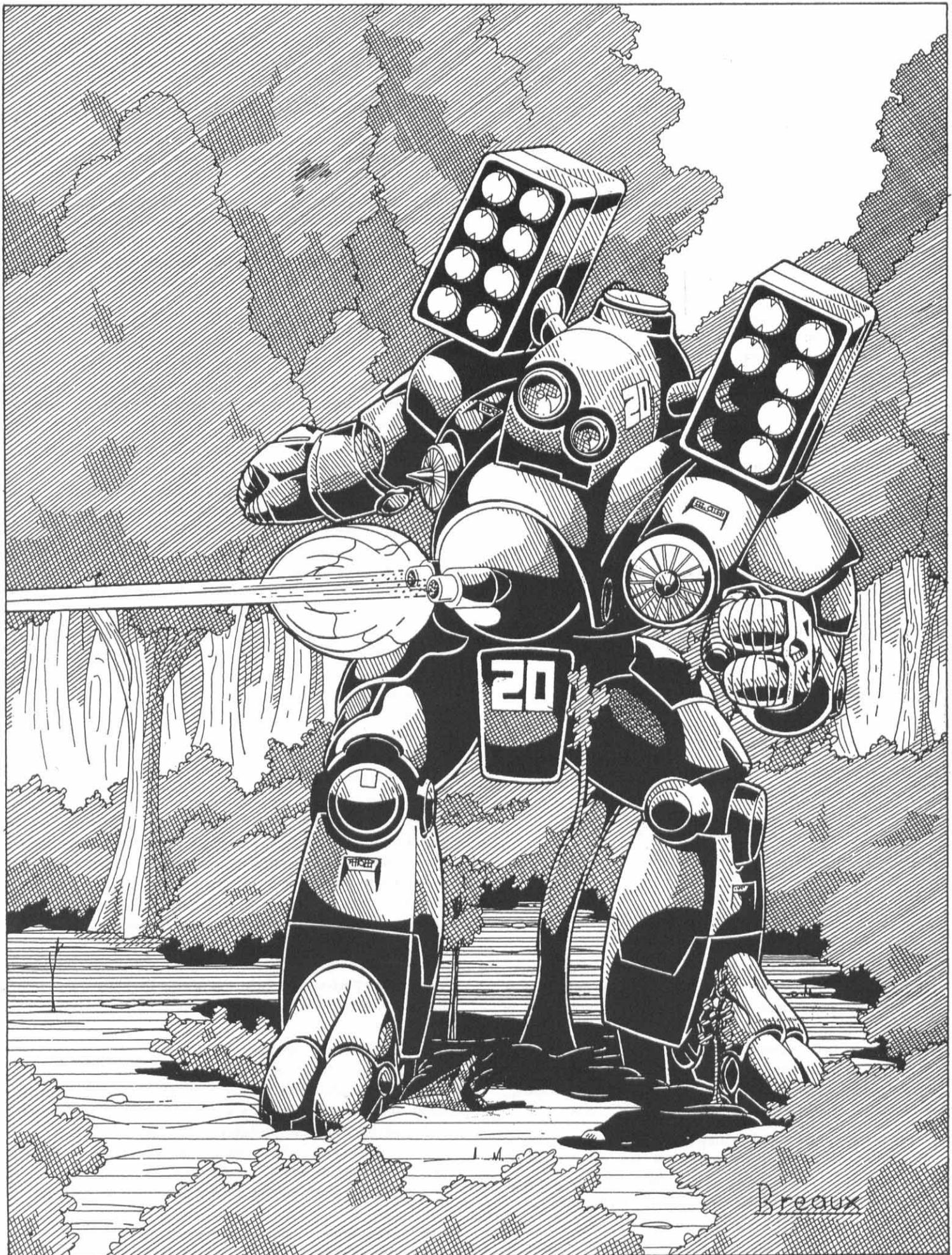
- Live to serve King and Country.
- Live to defend Crown and Country and all it holds dear.
- Live one's life so that it is worthy of respect and honor.
- Live for freedom, justice, and all that is good.

2. Fair Play

- Never attack an unarmed foe.
- Never use a weapon on an opponent not equal to the attack.
- Never charge an unhorsed opponent.
- Never attack from behind.
- Avoid lying to your fellow man.
- Avoid cheating.
- Avoid torture.

3. Nobility

- Obey the laws of king, country and chivalry.
- Administer justice.
- Administer mercy.
- Protect the innocent.
- Exhibit self control.
- Show respect to authority.
- Respect women.



4. Valor

- Exhibit courage in word and deed.
- Defend the weak and innocent.
- Destroy evil in all its monstrous forms.
- Crush the monsters that steal our land and rob our people.
- Fight with honor.
- Avenge the wronged.
- Never abandon a friend, ally, or noble cause.
- Fight for the ideals of king, country and chivalry.
- Die with valor.

5. Honor

- Always keep one's word of honor.
- Always maintain one's principles.
- Never betray a confidence or comrade.
- Avoid deception.
- Respect life and freedom.
- Die with honor.

6. Courtesy

- Exhibit manners.
- Be polite and attentive.
- Be respectful of host, women, and honor.

7. Loyalty

- To country, king, honor, freedom and the code of chivalry.
- To one's friends and those who lay their trust in thee.

Note: The laws of fair play, honor and nobility are often bent or abandoned by would-be knights and the less chivalrous, selfish or evil warriors of New Camelot. Even some of the Knights of Camelot disregard these guidelines when fighting supernatural monsters and inhuman foes.

The Division of Troops

Nexus Knights (approximately 258 total)

50 Supreme Nexus Knights

80 Ghost Knights

128 Nexus Knights (human)

Other Troops (approximately 3500 total)

100 Mechanized Troops of New Camelot *

200 Knights of Camelot (human & D-Bee)

150 Knights of Nobility (90% human)

290 Rival Cavaliers (60% non-human)

1600 Other Warriors, Headhunters, and Adventurers **

900 Militia (emergency troops/civil defense) ***

* These troops pilot giant robots or power armor; mostly Triax.

** These are many of the warriors, mercenaries and adventurers who dream to attain knighthood among the Knights of Camelot.

*** The militia is composed of dedicated citizens who serve as a part-time army similar to the modern national guard. They are assembled at times of crisis. Most have some combat training, but minimal combat experience (80% are 1D4 levels).

Additionally, 4D6 × 100 visiting adventurers and mercenaries will gladly join in any battle to defend New Camelot or the British Isles. Of course there are also the incredibly powerful Mrrlyn and Lady of the Lake, who'll both join the fray.

There are 4D4 × 100 wilderness scouts/trappers, a variety of druids and other people and O.C.C.s, as well as other indepen-

dent kingdoms, faerie folk and powerful beings who would join to defend their homeland, but not New Camelot.

Supreme Nexus Knights

The supreme nexus knights are lesser life essence extensions of the alien intelligence, Zazshan. They are less intelligent and weaker in regards to attributes, magic and psionic prowess than Mrrlyn and the other greater beings, but are still very formidable. Although not officially considered Knights of Camelot, the supreme nexus knights are all members of an elite fighting force that answers only to Mrrlyn. **Note:** Their complete description is found in the section entitled, **The Many Faces of Mrrlyn.**

Ghost Knights

About 25% of the nexus knights appear to be little more than animated suits of armor or puppets, possessed by an invisible supernatural force. Hence these knights are commonly called, "Ghost Knights."

Indeed, the name is not far from the truth, for these eerie nexus knights are mega-damage puppets brought to life by tectonic entities. The tectonic entity is usually a freewheeling and destructive spirit given to causing mayhem and destruction, but the powerful enchanter, Mrrlyn, can control them completely as long as they are on the native soil of Britain (England, Wales and Scotland). Beyond Britain, they exercise greater free will and are more vicious and are often more destructive, even evil.

Ghost knights wear the same frilled armor as the supreme nexus knights, but do not wield a flaming sword. Destroying the mega-damage armor (100 M.D.C.) occupied by the entity frees it from Mrrlyn's control and sends it back to its home dimension without further incident. These supernatural warriors are easy for Mrrlyn to make so they can be replaced regularly. The enchanter can conjure and control as many as 120 ghost knights, but currently there are about 80; he reserves the creation of more for the right moment.

Most ghost knights are sent out in pairs and foursomes to wander the British Isles, alert for signs of invasion and supernatural trouble. They show little or no emotion except for their ferocity in battle. When encountered in the wilderness, they are likely to give an adventurer or group of travelers a look-over without a word, and ride away. If anybody in the group is especially alien looking, a dragon, or other super-natural being, everybody in the party will be asked such questions as, "Who are you? When did you arrive? How long will you be staying? What is your purpose here? Do you respect the laws of chivalry and New Camelot? Will you be travelling to New Camelot?" And similar.

Refusal to answer, answers that smack of hostility, or any hostile actions will provoke an attack. The ghost knights fight without mercy and until the foe surrenders, is captured and bound, or destroyed. Captives will be taken to New Camelot for further interrogation, probably at the hands of Mrrlyn or a supreme nexus knight. Occasionally, the captive will be turned over to the King or one of the Knights of Camelot. Like the SN-knights, the ghost knights answer directly to Mrrlyn.

True Names: None, known by number, such as N-5 or N-73.

Alignment: Miscreant



Typical Attributes: I.Q.: 10, M.E.: 10, M.A.: 10, P.S.: 36, P.P.: 10, P.E.: not applicable, P.B.: not applicable, Spd.: 30 (20 mph/32 km).

M.D.C. (armor shell): 100 each.

Horror Factor: 14

P.P.E.: 10

Natural Abilities: Impervious to poison, toxins, drugs, and gases, impervious to heat, fire and cold. Normal vision. Can fly in energy form and possess and animate inanimate objects. See **Rifts Conversion Book**, page 178, for a complete description.

Psionic Powers: I.S.P. base is 20, but the entity can draw on available P.P.E. energy and convert it into I.S.P. (one P.P.E. points equals four I.S.P.).

Psi-powers are limited to empathy, mind block, presence sense, see the invisible, see aura, sixth sense, telepathy and telekinesis. Equal to a 4th level psychic.

Magic Knowledge: None

Combat Attacks Per Melee: Four by hand to hand combat or three psionic.

Bonuses: +1 on initiative, +2 strike, parry, and dodge, critical strike on unmodified 20, +1 save vs psionics, +2 to save vs magic, and +10 to save vs horror factor.

Damage: As a supernatural being it has superhuman strength and inflicts 4D6 M.D. from punches and kicks and may use simple weapons, including guns.

Experience Level: Always equal to 4th level.

Skills: None per se. Can ride a horse at about 52% and land navigation 48%. When they do communicate it is through empathy and gestures (point, make a fist, etc.). Mrrlyn and others with the power of telepathy can communicate more directly, using it or magic.

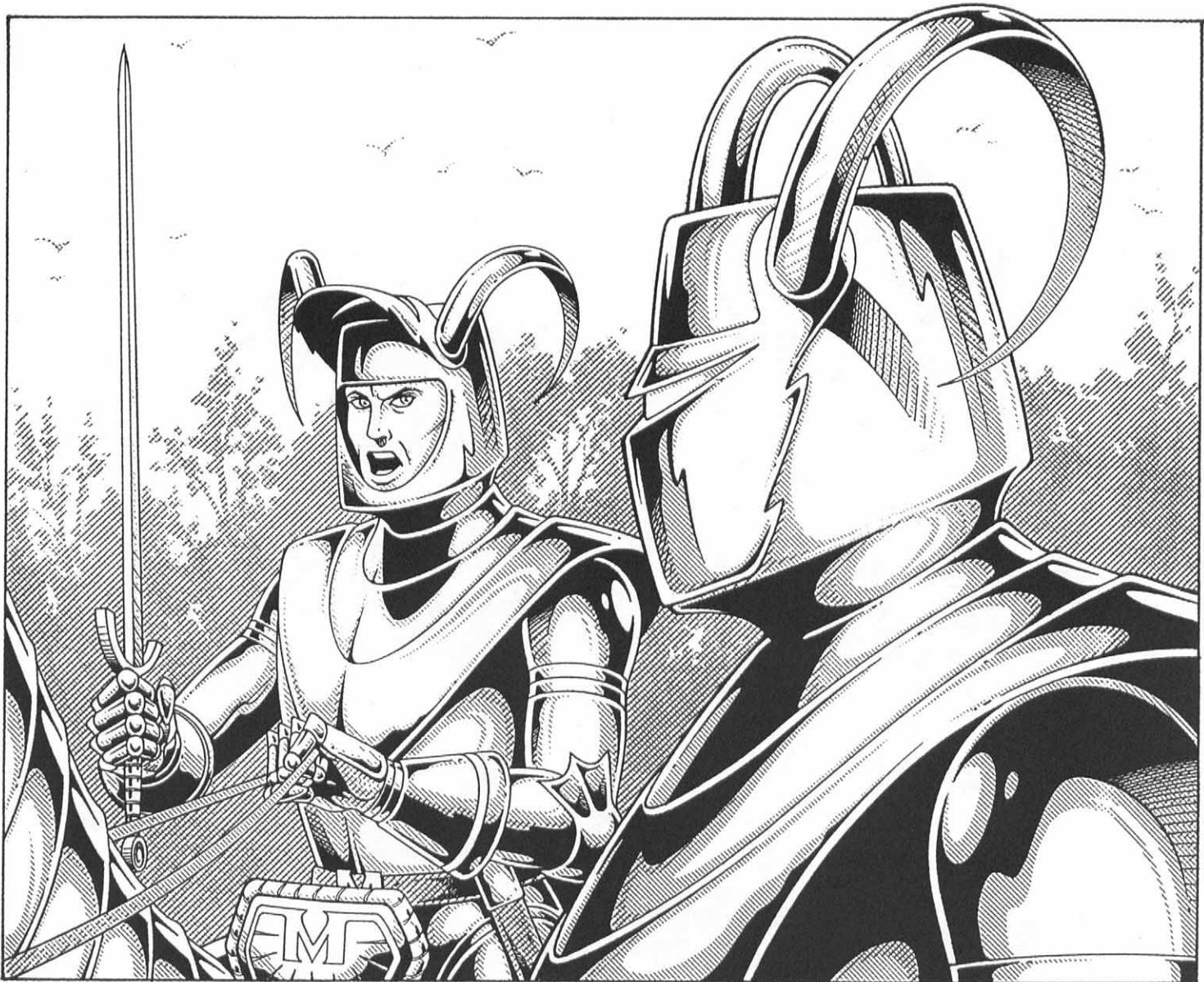
Appearance: A suit of supreme nexus knight body armor without anybody inside.

Special vehicles: A bionic horse.

Weapons: Broadsword, short sword and/or dagger, any or all of which could be vibro-blades. Plus a laser pistol (1D6 M.D.; 20 shots, range 1000 feet/305 m).

Body Armor: SN-knight, 100 M.D.C.

Money: None



LONG

Nexus Knights — Human

Although not officially considered Knights of Camelot, the nexus knights are members of an elite fighting force that answers to Mrrlyn. Whether human, D-bee or entity, these knights' first allegiance is to the enchanter and then to king and country. They receive their orders from Mrrlyn, who serves as their commander. Even King Arr'thuu has taken to directing Mrrlyn to give his nexus knights orders rather than command them directly. Like the supreme nexus knights, these men (80% are human) report to Mrrlyn and do not appreciate being intercepted and questioned by others.

Everybody knows not to question or interfere with a nexus knight on a mission. In most situations, the nexus knight will refuse to answer questions, snarling, "You must speak to Mrrlyn" (or possibly the King) and say nothing more, except to repeat that the character must speak with Mrrlyn for that information and to let them be on their way. Even questions from the King will elicit brief accounts, short on detail. These reports are usually truthful and reasonably accurate, but delicate data and secret information will be withheld or kept sketchy.

The nexus knights claim to uphold the laws of chivalry, but their actions speak otherwise. Many are the reports of nexus knights treating suspects and even the average citizen in a belligerent, rude or cruel manner. Other knights and spectators have stepped in to stop the mistreatment (dare anyone say, torture) of prisoners and the browbeating of suspects and witnesses. This has resulted in frequent incidents of name calling, brawls and hard feelings between nexus knights and others. Furthermore, other heroes refuse to cooperate or share information with the knights. Even the Knights of Camelot view many of the nexus knights, especially the SN-knights and ghost knights, with suspicion and/or disdain.

Most citizens of New Camelot view these knights as an elite police force. The supreme nexus knights are considered to be the powerful captains and commanders of that force. However, wilderness folk and even some citizens view them more as stern secret police using Nazi-like Gestapo tactics and spying on criminals and citizens alike. The SN-knights are especially unfriendly, gruff, pushy, forceful, and belligerent. They are merciless against the "enemies of New Camelot and man," and tend to be as merciless toward suspects wanted for questioning, who

may be innocent, as they are towards known criminals. The SN-knights tend to act first and ask questions later. They get away with unchivalrous actions, mistakes and cruelty that are not tolerated from the other Knights of Camelot.

A capital "M" is emblazoned on the armor and property of all nexus knights. The shield bears the trademark "M" and Mrrlyn's demon crest. The supreme nexus knights, considered the elite among the nexus knights, wear a more fancy and frilled suit of armor with a more demonic looking, horned helmet. They are also armed with a magic flaming sword (4D6 M.D.), a laser lance, and wear an energy pistol and conventional, silver plated broadsword as sidearms. In addition, the SN-knights can create a psi-sword and psi-shield out of thin air and have a battery of magic spells and psionic powers among their arsenal.

Nexus Knight (human): An optional character

Requirements: Loyalty to Mrrlyn, and, ideally, high physical attributes and P.P.E. or I.S.P.

Alignment: Any, but most tend to be anarchist, unprincipled or aberrant evil. More than 90% are unwaveringly loyal to Mrrlyn and love their elite position of power.

Attributes & O.C.C.: Vary from knight to knight depending on the original O.C.C.; typically soldier (equal to CS grunt), headhunter, borg, juicer, knight (new O.C.C.), wilderness scout, or vagabond warrior. Most are human (80%).

Average Hit Points & S.D.C.: 30 H.P., 50 S.D.C.

Horror Factor: 9 when in armor.

Psionic Powers: 35% of the nexus knights are minor psychics and 5% are major psychics.

Magic Knowledge: None, but many have a high P.P.E. of 18 or more points.

Combat, Bonuses & Skills reflect their actual O.C.C., most are combat oriented.

Typical Attacks Per Melee: Three to five.

Bonuses: In addition to O.C.C. and attribute bonuses, some of the higher ranking officers are given an amulet and/or talisman by Mrrlyn for additional protection and power. They are also +1 to save vs horror factor and +10 S.D.C.

Average Level of Experience: 1D4+3

Special vehicles: A bionic horse. Commanders have a robot horse or monster riding animal such as a gryphon, pegasus, etc.

Weapons: Matched pair of knife and broadsword, silver dagger, silver cross, Triax laser pistol (2D4 M.D.; 20 shots, 1000 ft/305 m range), and a Triax ion pulse rifle (2D6 M.D. per single blast or 6D6 M.D. pulse) or any similar high-tech weapon(s).

Commanders may have a magic charm or talisman, as well as a magic weapon or two (any kind).

Special Weapons: 1. Plasma Lance. The plasma lance is a techno-wizard weapon conceived by Mrrlyn. The device can fire five (5) fiery blasts inflicting 4D6 M.D. each, and has a range of 1600 feet (488 m). To activate the weapon, the user must pump in a fire bolt spell (7 P.P.E.) or 15 I.S.P. for every five blasts or two minutes for an energy aura.

The lance can also be used as a mega-damage blunt weapon. The same energy is needed to activate, but instead of firing anything, the lance is enveloped in a fiery aura. The energy aura lasts for eight melee rounds (two minutes) before requir-

ing more P.P.E. or I.S.P. Those struck or jabbed by the lance suffer 2D6 M.D. per hit, while a charging strike attack from horseback or vehicle inflicts 6D6 M.D. but counts as three melee actions. Black Market Cost: 100,000 credits.

The plasma lance is a favorite of the SN-knights and is extremely popular among all knights with sufficient P.P.E. The weapon has been copied and is sold by techno-wizards throughout Europe.

2. Plasma swords of similar design are also popular. Typically, they need a fire bolt spell (7 P.P.E.) or 15 I.S.P. to activate. The weapon can fire a total of six 2D6 M.D. fire balls up to 100 ft/30.5 meters away before needing recharging. Or it inflicts 2D6 M.D. as a flaming sword (duration is two minutes per level of the user). Black Market Cost: Around 50,000 credits. Note: Flaming swords (4D6 M.D. but can't fire any blasts), lightning rods and other TW-weapons are also popular. See the **Rifts RPG**, pages 89 to 96 for techno-wizard data.

3. Electro-shield. This is another product of techno-wizardry commonly used by nexus knight commanders and SN-knights. The shield looks like the usual demon shield except that crystals are inset in the eyes. To activate the shield the user needs to cast the spells call lightning and energy disruption costing 27 P.P.E. total or expend 40 I.S.P., making its user impervious to energy and energy weapons! The magic lasts five minutes per level of experience of the user.

The shield can also fire lightning bolts from its eyes. Each lightning bolt inflicts 3D6 M.D., is limited to a 50 foot range (15.2 m), and each bolt reduces the duration period by one minute. It is another favorite of the supreme nexus knights. Black Market Cost: 300,000 credits and up.

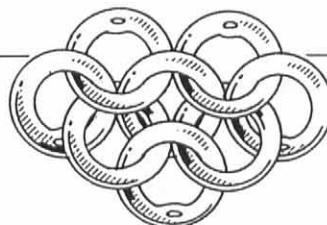
4. Helm of All Seeing. This TW device looks like an ordinary helmet, except that it has a large binocular-like pair of protruding sockets in place of the eye slit. The wearer can see the invisible, see aura, see infrared light, see strong heat radiation as with a thermo-imager, detect magic concealment, and recognize illusions! To activate/recharge, the wearer must cast an energy bolt and fire bolt spell costing 12 P.P.E. or 24 I.S.P., which will make the helmet operate for five minutes per level of the user. Black Market Cost: 150,000 credits.

Body Armor: Environmental plate armor similar to the SN-Knights only less fancy. 100 M.D.C., fair mobility, -10% to prowl, and weighs 20 lbs (9 kg).

Money: 1200 credits per month, plus all basic armor, weapons, and supplies, meals and free boarding.

Alliances & Allies: Mrrlyn, the Supreme Nexus Knights, King, country, and the Knights of Camelot, pretty much in that order.

Skills of Note: See the new Knight O.C.C. or other men at arms characters.



The Knights of Nobility

Among the thousands of hopeful candidates for knighthood are two important subgroups, the Knights of Nobility and the Rival Cavaliers.

The **Knights of Nobility** is a men's club exclusive to humans, human looking humanoids and elves. The only requirements necessary are great wealth, lineage and insufferable arrogance. The club boasts 150 elite members; mostly human (90%), all aristocrats, who spend most of their time drinking, discussing matters of court (gossiping and complaining), and being an example to the less fortunate (through condescending, sarcastic, disparaging, and belittling remarks and occasional help). Few of these armchair warriors will ever make a name for themselves as a knight of any kind.

Most are experts in hand to hand combat, know 1D4 + 2 W.P. skills, are literate and educated, own the newest and most ornate armor and weaponry, but the average level of experience is second or third. None exceed sixth level, with the exception of **Lord Chairing**, a cold-hearted land baron from the Highlands (Scotland). He is a seventh level royal knight of anarchist alignment. He has been known to torture, lie, steal and cheat the enemy. He is merciless in combat and an excellent fighter.

The Rival Cavaliers

The **Rival Cavaliers** is composed of a band of rowdy adventurers and warriors of renown. Each and every one has several feats of impressive heroics to his or her name but, for one reason or another, has not yet been elevated to the ranks of the Knights of Camelot (KoC). The founding members of the Rival Cavaliers have proven themselves a hundred times over and have been waiting for advancement to the KoC for decades. In many cases, the reason for their being overlooked is couched in politics (often because they are too inhuman or too undignified to fit the pristine image of the KoC). These "second raters," as they are affectionately called by their friends, are all amazingly good natured about it all and laugh about it all the time.

They are especially loved by those most like them: the poor, uneducated and inhuman. Thus, the Rival Cavaliers are typically found in the poorest neighborhoods among D-Bees and such places as taverns, pubs, and dance halls. They are boisterous, high-spirited and cheerful men and women with a good sense of humor. Unlike the arrogant Knights of Nobility, the Rival Cavaliers won't admit a character into their group unless he or she has a sense of humor and a complete disregard or formality and convention. Underneath the veneer of being little more than mischievous vagabonds, they are all excellent fighters with tempered skills and a dedication to freedom for all and the code of chivalry. As King Arr'thau once remarked, "They may look and even act like scoundrels sometimes, but I have met few men of mettle who hold the ideals of chivalry in their hearts more steadfast than these Rival Cavaliers."

Most of these warriors are fifth level or higher (1D6 + 4), averaging out around 7th level, and 70% are non-humans. The following are a few notable members of the group.

Pretty Boy is an 8th level wilderness scout and long bowman of scrupulous alignment. He is extraordinarily handsome (P.B.

28) and sticks out like a beacon in the crowd of inhuman and ramshackle misfits he hangs out with. He is always impeccably groomed and wears expensive clothing. Although elves are known for their arrogance, Pretty Boy is a down-to-earth brawler without a bone of pretension in him (except for his pride as an archer). He appears to be a youth in his early twenties, but is really 159 years old, and comes from a land called "Palladium." Attributes: I.Q. 20, M.A. 23, M.E. 19, P.S. 20, P.P. 24, P.E. 21, P.B. 28, Spd 17. Skills of Note: Archery & targeting (+4 to strike with bow weapons), W.P. sword, W.P. knife, W.P. energy rifle (the latter is only at 3rd level proficiency), hand to hand: expert, disguise, basic math, literate in Elf/Dragonese, and has all the usual O.C.C. skills. Note: Pretty Boy has been offered a position as a Knight of Camelot on two separate occasions, but has declined the offer, saying, "I've found where I belong and I'm going to stay there (with the Rival Cavaliers)."

Silver Mane, a 10 foot (3 m) tall wolfen rippling with muscles and usually mistaken for a dog boy. He is effectively a headhunter of 9th level experience, and is of scrupulous alignment. He arrived on Earth with Pretty Boy after a magical mishap on the Palladium world. Attributes: I.Q. 11, M.A. 13, M.E. 22, P.S. 27, P.P. 20, P.E. 15, P.B. 10, Spd 22. Skills of Note: Archery & targeting (+4 to strike with bow weapons), W.P. sword, W.P. knife, W.P. energy pistol and rifle (the energy weapons are only at 7th level proficiency), hand to hand: expert, literate in Elf/Dragonese, and all the usual O.C.C. skills. Cybernetics: Built-in speech translator, molecular analyzer, clock calendar, the left arm is bionic and has retractable finger blades, 1D4 S.D.C. per each finger, laser utility finger, one small secret compartment and a forearm blaster: laser, 2D6 M.D., 2000 ft (610 m) range.

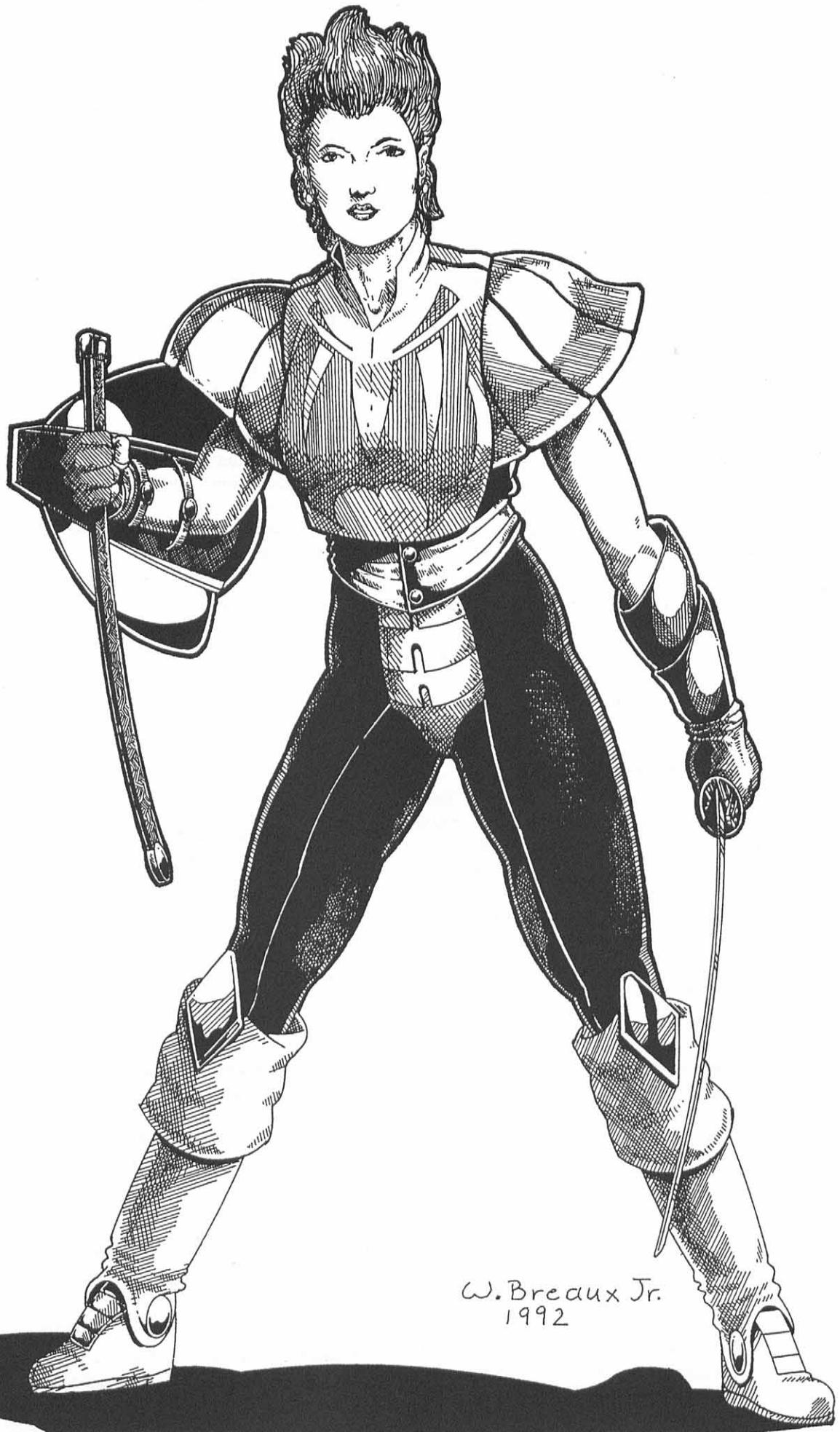
Kreb-lyrc The Gentle One, is a 10th level, adult, fire dragon, 4536 years old, has 4000 M.D.C. and is of principled alignment. She is known for her compassion and gentleness. The dragon usually takes the shape of a female humanoid with long, flaming red hair. Attributes: I.Q. 20, M.A. 23, M.E. 20, P.S. 33, P.P. 19, P.E. 25, P.B. 22, Spd 80 running or 160 flying. Spell knowledge is as described in the **Rifts Conversion Book**, page 121: roughly equal to a 10th level ley line walker and includes all spells from levels 1-7 plus animate and control dead, turn dead, exorcism, resurrection, remove curse, and close rift. P.P.E.: 500. Psionic Powers: All sensitive and physical powers and 110 I.S.P.

The Knight O.C.C.

The average warrior

The knight O.C.C. is an optional Occupational Character Class available to natives of the British Isles and Europe. The knights of Rifts Earth are a little different than the knights of old. In ancient times, most knights were members of nobility — land-owners, kings, dukes, lords, and those of royal/noble lineage. Most were educated and wealthy.

The knights of Rifts Earth are more like the Musketeers of old, men and women, humans and D-bee, trained in the ways of combat and the use of weapons, united by a common dedication to life, freedom, country and the codes of chivalry. At least 50% cannot read or write and few have any connection to royalty or wealth.



W. Breaux Jr.
1992

The knight character is an idealist who seeks to right injustices, protect the weak, liberate those under the yoke of oppression and generally help others. They are fighters, men of arms who wander the land in search of danger. In Europe, supernatural menaces and monsters of all kinds dominate the land, harass and torment the weak, especially humans and human looking D-bees, and try to destroy all that is good and beautiful. It is a land under siege by the forces of evil. Cruelty is everywhere. The knights, whether they be of noble birth, gypsy or peasant, are beings who stand up against such evil and fight to destroy it.

True knights are taught the ways of knighthood by other knights. This can be accomplished in several ways. One way is to become an **apprentice knight**. This is a young warrior whom an older knight has taken under his wing with the express purpose of shaping him into a knight. The youth is tutored in the ways of chivalry, combat and proper conduct becoming of a knight. Another is to become a **squire**. This is an assistant/helper to a knight who typically does such things as groom the warrior's horse, prepare meals, clean up, polish armor, carry equipment, and similar chores. The squire tends to learn most of his skills and the laws of chivalry by studying his master. The knight, in turn, gives the squire pointers in combat and gladly discusses philosophy, the code of chivalry and basic tactics. Being a squire is considered a great honor. Most knights treat their helpers with kindness and generosity, and never deliberately place them in danger.

Some kingdoms or groups of knights offer a **school** that teaches combat and weapon skills, languages, math and the code of chivalry. Typically, students must come with papers from a king or nobleman or do well in an annual competition to gain entry. Occasionally, characters with exceptional potential may be asked to join the school and are given close attention.

Another way to become a knight is by **self-teaching**. These are usually the poorest or most isolated characters who read or hear stories about knights and the code of chivalry and strive to live up to the stories. Combat techniques and weapon skills can be learned with practice or taught by other men of arms O.C.C.s.

These warriors of the future are incarnations of the knights of old and have adopted their crusade and appearance. Most knights wear plate armor that resembles the style of medieval knights, however, this armor is a modern environmental hard suit designed for combat and survival in the wastelands.

It is interesting to note that 50 years ago there were no groups of fighters who called themselves "knights," except a handful in the British Isles. It has only been in the last 30 years, with the fame of the Knights of Camelot, that other knights in other lands began to appear. Today, 103 P.A., there seems to be knights cropping up everywhere on a daily basis. This mildly concerns the New German Republic and other kingdoms who see these characters as vigilantes and non-allied operatives of increasing power. For the moment they are mostly welcomed soldiers in the war against inhuman invaders and enslavers. Most knights have taken their crusade to the lawless wastelands (in some cases, carving out their own little kingdom). What concerns the NGR is the respect and degree of power these heroes are given by the people and how these knights might one day influence those people — perhaps against them. To help avoid this predicament or to capitalize on the popularity, many small kingdoms have formed their own elite group of knights. Unfortu-

nately, some of these organizations are nothing more than private armies whose soldiers have little or no regard for the laws of chivalry — knights in name only.

Note: Evil knights are characters who have forsaken the code of chivalry and use their stature as a knight to take what they want whether it be land, wealth or innocence. Evil or "Black" Knights are viewed with contempt and hatred by most "true" knights.

Attribute Requirements: None. A high P.S. and P.E. are recommended as are most other physical attributes.

O.C.C. Skills:

Land Navigation (+10%)

Wilderness Survival (+10%)

Identify Plants & Fruits (+10%)

Horsemanship (+20%)

First Aid (+20%)

Math: Basic (+10%)

Language: Euro and a choice of two others (+20%, but does not include literacy in any of them).

W.P. Sword

W.P.: Select two ancient and two modern.

Hand to Hand: Basic

The basic combat skill can be increased to expert at the cost of one "other" skill; select hand to hand: martial arts or assassin at a cost of two "other" skills.

O.C.C. Related Skills: Select eight other skills, plus two additional skills at levels three, seven, eleven and fifteen.

Communication: Any (+5%)

Domestic: Any (+10%)

Electrical: Basic only

Espionage: Any (+5%)

Mechanical: Auto mechanics only

Medical: None, other than O.C.C. skill

Military: Any (+10%)

Physical: Any except acrobatics (+5% where applicable)

Pilot: Any except tank, or spacecraft (+5%).

Pilot Related: Any

Rogue: Any (+5%)

Science: Math, anthropology, archaeology and astronomy only (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+10%)

Secondary Skills: The character gets to select four secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

O.C.C. Bonuses: +20 S.D.C. in addition to the usual 1D4 × 10 for men of arms, +1 to save vs horror factor.

Standard Equipment: Includes a first-aid kit, sleeping bag, saddlebag, back-pack or another saddlebag, utility belt, matches and a lighter, flashlight, 1D4 pairs of handcuffs or manacles, 100 ft (30.5 m) rope, grappling hook, 1D4+1 metal spikes, tinted goggles or sunglasses, an air filter, binoculars and 1D4 weeks of food rations.

Weapons: 1D4 wooden stakes and mallet, silver or wood cross, a conventional sword and/or vibro-blade, sidearm and energy rifle. The exact type of weapons can vary dramatically from knight to knight. Some prefer magic and/or traditional ancient

weapons (although they are likely to be high-tech variations like vibro-blades, neuro-mace, explosives and tech-arrows). Magic weapons can include rune weapons, magic wands and staves, bio-wizardry, techno-wizard devices, talismans and similar.

Others may use modern weapons exclusively, armed with energy blasters, explosives, and cybernetic implants. Some are partial and full conversion borgs.

Most use a combination of the ancient, modern and magic; player's choice.

Armor/Traditional garb is mega-damage, environmental hard suits in the style of medieval knights. The armor typically offers 60 to 100 M.D.C., fair to poor mobility, with a -10% to -20% prowling penalty and weighs 17 to 25 pounds (7.7 to 11.3 kg). The armor can be quite ornate, virtually any color, (black, grays, silvers, gold, blues and camouflage are the most popular). Many have a detachable jet pack. Power armor may also be used instead.

In addition, the style of the knight seems to include large, floppy hats with feathered plumes and accents, high boots, gloves and gauntlets, and capes and cloaks. Capes and cloaks are usually brightly colored, such as deep blues, reds, golds, amber and green. They may be simple or ornate, with additional designs and colorful highlights and patterns.

Most ride a horse, bionically enhanced horse, robot horse (Triax offers several designs), hover cycle, motorcycle, A.T.V./land rover, or use a jet pack. 15% may ride a pegasus, unicorn, dragon-dactyl, gryphon or similarly exotic animal (-10% on horsemanship skill for these exotic creatures).

Money: 1D6 × 1000 in credits, 3D6 × 100 in gems, precious metals or artifacts. Most knights tend to spend their money on the less fortunate, but some, even the most charitable, can amass great fortunes.

Cybernetics & Bionics: Artificial enhancements are common among knights, especially those from the New German Republic. A borg can be a knight if he is dedicated to freedom and the code of chivalry. The player has the option of selecting two cybernetic (not bionic) implants at first level. Any additional items must be purchased.

Royal Knight

These warriors should not be confused with the elite club known as the Knights of Nobility. Not all nobles and heirs to royalty are arrogant or evil. On the contrary, many of these noble knights are great warriors dedicated to freedom and the laws of chivalry. Some of the greatest knights around are kings, princes, lords and sons of the wealthy. The big difference is that these fortunate individuals have greater opportunities and resources. They can more easily find knights who will accept them for tutelage, are better equipped, and educated (75% are literate in at least one language). Most are also taught in the ways of court, which means they are excellent dancers, may sing or play an instrument, and are more suave and sophisticated than the average Joe off the street.

Requirements: None other than royal/noble heritage and a dedication to the code of chivalry. A high P.S. and P.E. are recommended as are most physical attributes.

O.C.C. Skills:

Land Navigation (+10%)

Wilderness Survival (+10%)

Horsemanship (+20%)

Paramedic (+10%)

Math: Basic (+20%)

Language & Literacy: Euro (+20%)

Language: Choose two other languages (+20%, but illiterate)

Sing or Play Musical Instrument (+20%)

Dance (+20%)

W.P. Sword

W.P.: Select two ancient and two modern.

Hand to Hand: Basic

The basic combat skill can be increased to expert at the cost of one "other" skill; select hand to hand: martial arts or assassin at a cost of two "other" skills.

O.C.C. Related Skills: Select eight other skills, plus two additional skills at levels three, seven, eleven and fifteen.

Communication: Any (+10%)

Domestic: Any (+20%)

Electrical: Basic only (+5%)

Espionage: Any (+5%)

Mechanical: Auto mechanics only

Medical: None, other than the O.C.C. skill.

Military: Any (+10%)

Physical: Any except acrobatics (+5% where applicable)

Pilot: Any except tank, or spacecraft (+5%).

Pilot Related: Any

Rogue: Any

Science: Any (+5%)

Technical: Any (+15%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character gets to select five secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

O.C.C. Bonuses: +10 S.D.C. in addition to the usual 1D4 × 10 for men of arms, +1 on initiative, +2 to save vs horror factor.

Standard Equipment: Includes a first-aid kit, sleeping bag, saddlebag, back-pack or another saddlebag, utility belt, matches and a lighter, flashlight, 1D4 pairs of handcuffs or manacles, 100 ft (30.5 m) rope, grappling hook, 1D4 + 1 metal spikes, tinted goggles or sunglasses, an air filter, binoculars and 1D4 weeks of food rations.

Weapons: 1D4 wooden stakes and mallet, silver or wood cross, a conventional sword and/or vibro-blade, sidearm and energy rifle. The exact type of weapons can vary dramatically from knight to knight. Some prefer magic and/or traditional ancient weapons (although they are likely to be high-tech variations like vibro-blades, neuro-mace, explosives and tech-arrows). Magic weapons can include rune weapons, magic wands and staves, bio-wizardry, techno-wizard devices, talismans and similar.

Others may use modern weapons exclusively, armed with energy blasters, explosives, and cybernetic implants. Some are partial and full conversion borgs.

Most use a combination of the ancient, modern and magic; player's choice.

Armor is basically the same as any knight. A mega-damage, environmental hard suit in the style of medieval knights. The armor typically offers 60 to 100 M.D.C., fair to poor mobility, with a -10% to -20% prowl penalty and weighs 17 to 25 pounds (7.7 to 11.3 kg). Many have a detachable jet pack. Power armor may also be used instead.

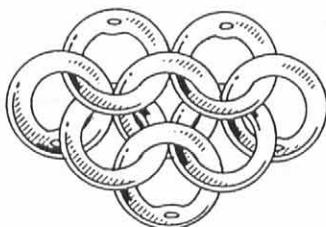
Most ride a bionic horse or robot horse (Triax offers several designs). Some use a more conventional hovercycle, motorcycle, or A.T.V./land rover and have a jet pack too. 20% may ride a pegasus, unicorn, dragonductyl, gryphon or similarly exotic animal (-10% on horsemanship skill for these exotic creatures).

Money: 20,000 in credits, 3D6 × 100 in gems, precious metals or artifacts. Most knights tend to spend their money on the less fortunate, but some, even the most charitable, can amass great fortunes; many may be heirs to a fortune and may have limited access to funds.

Cybernetics & Bionics: Artificial enhancements are common among knights, especially those from the New German Republic. A borg can be a knight if he is dedicated to freedom and the code of chivalry. The player has the option of selecting two cybernetic (not bionic) implants at first level. Any additional items must be purchased.

Optional Background Table for Knights

- 01-10** Illegitimate son or daughter of a knight, king or nobleman, driven to follow in daddy's footsteps to prove his/herself to be worthy of noble heritage.
- 11-20** Son of nobility (women are dissuaded from such manly and dangerous pursuits).
- 21-30** Son or daughter of a farmer or laborer who dreams of grander things and has learned the ways of the knight.
- 31-40** Son or daughter of a career soldier who seeks to excel and bring more acclaim and/or honor to the family name.
- 41-50** Son or daughter of a vagabond family who wants more in life.
- 51-60** A lowly D-Bee trying to rise above the disdain of being non-human by becoming an honorable knight.
- 61-70** A character rich or poor (50/50 chance of either) whose family was destroyed by supernatural monsters and seeks revenge more than anything else; becoming a knight is a means to that end.
- 71-80** A D-bee warrior who sees being a knight as the ultimate achievement and a means to defend other non-humans.
- 81-90** Son or daughter of a wilderness scout or other fighting class who is allured by the fame of knighthood.
- 91-00** Son or daughter of a knight following an honorable family tradition.



The Knights of Camelot

Some of the notable champions of the realm

King Arr'thuu

King Arr'thuu was discovered by Mrrlyn and has been groomed to be a heroic king — a king of legend. He is a charismatic 22 year old who took the throne at the age of 16. He replaced King Ebor after the good king and his two sons were ambushed and slain by demons during a trip to a neighboring kingdom.

Despite his young age and questionable heritage, Arr'thuu has proven himself to be a savvy leader, learns quickly and is imaginative and open minded. The King has also displayed great compassion for all intelligent beings, a sincere desire to help the poor and oppressed, and incredible courage. This courage, combined with the exuberance and sense of immortality that accompanies youth, has sent King Arr'thuu into many deadly battles. Such risk taking is a source of constant consternation for Mrrlyn and he has yet to persuade the King to follow more conservative activities.

During the celebrations after a particularly nerve-racking battle (Arr'thuu might have been killed if not for Sir Prrcyvel and Sir Galahad), Mrrlyn toasted the knights and suggested, "Since your knights have shown themselves to be such mighty champions, perhaps now you will stay home and avoid ... unnecessary ... conflicts. The people need their King."

The sorcerer received a hearty round of applause, but his words were dashed when King Arr'thuu rose and replied, "It is true, my dear friend who worries about me as a father would his son, that the people need their king. But not in some tower high above their heads, but in the streets and fields with them! Fighting at their side! I could never ask one of my knights to fight a battle that I'd dare not fight myself. If we fight and win we win together! If we fall, we fall together! Knowing that King, knight or simple farmer fell fighting for what is right! Fighting for justice, freedom and country!!"

The applause was like thunder and the cheers lasted for nearly an hour. Two years later, it is the King's most often quoted speech. Mrrlyn can only console himself with knowing that these heroic words won Arr'thuu the hearts and minds of the people. From that day forward, there has never been a word of dissension about his right to be king. The enchanter only hopes this exceptional pawn doesn't get himself killed before he can make full use of him.

Arr'thuu and Prrcyvel have been best friends for the last five years and think of each other as being like brothers. One would not hesitate to sacrifice his life for the other. Arr'thuu suspects there is more to his friend than he lets on, but has no idea that he is a Chiang-ku dragon (he suspects his friend may be a true Atlantean).

As for Guinevere, King Arr'thuu loves and trusts her. He has often considered asking her hand in marriage. The only things that prevent him from doing so are his dangerous life style and that he is away for months at a time. However, it is only a matter of time, 4D4 months, before he will relent and ask her to be his wife. Mrrlyn hopes that the marriage will indeed curtail



KEVIN SIEMBIEDA 1993

some of Arr'thuu's heroics and give him even greater control over the king.

Arr'thuu considers Mrrlyn to be a kindly genius with great mystic knowledge and a valiant heir. He is his friend, mentor, counselor and the father he has never known. He is blinded by his feelings for Mrrlyn and trusts him completely. Fortunately, Mrrlyn's deceptions and the king's high ideals don't yet conflict with each other, but this may not always be the case.

Arr'thuu is said to be the lost son of an ancient king, or so says Mrrlyn. As evidence, Mrrlyn concocted a version of the old Excalibur routine. The mage summoned the Lady of the Lake and asked her whether Arr'thuu was the true king. Of course she answered in the affirmative. To press home the point, she bestowed the king with an ancient weapon she called Caliber-X. It is an experimental, pre-Rifts device created for powerful psychics with a particular mental wavelength. Only psychics within that narrow range can use the weapon. Arr'thuu, a possible descendant of these psionic warriors, is one in ten million who can use the device. This dramatic presentation quieted most nay-sayers, but it took another few years to convince everybody.

There is little doubt that Arr'thuu has a good and gentle heart. He is loyal and honest to his beliefs, friends and all who rely on him. He is merciful in combat and lives to the letter of the code of chivalry. He dreams of building a kingdom where humans and D-bees alike can live in peace and without fear of the demonic monsters that currently lay claim to most of Europe. If he ever learned that Mrrlyn, and even worse, Guinevere, were actually the horrific monsters that he fights to destroy, he'd be shattered. Exactly what might happen is a shadow in the ever changing future.

True Name: Arr'thuu of the Southern Forests, King of New Camelot (pronounced Are thew).

Alignment: Scrupulous

Attributes: I.Q.: 11, M.E.: 20, M.A.: 24, P.S.: 21, P.P.: 20, P.E.: 19, P.B.: 18, Spd.: 19.

Hit Points: 43 H.P., 58 S.D.C.

Weight: 180 lbs (81 kg), **Height:** 6 feet, 2 inches (1.9 m), **Age:** 22

Horror Factor: 11 to monsters and evildoers.

P.P.E.: 15, **I.S.P.:** 75

Experience Level: Sixth level royal knight and psionic.

Psionic Powers: Ectoplasm, impervious to cold, impervious to fire, mind block, nightvision, resist fatigue, summon inner strength, and telekinesis.; 75 I.S.P., 6th level.

Magic Knowledge: No spell casting powers, but does recognize real wards, runes and mystic symbols, even though he can't read them. 12% chance +2% per each additional level of experience to identify a specific ward.

Combat: Hand to hand: expert.

Attacks Per Melee: Four

Bonuses: +1 on initiative, +5 to strike, +8 to parry and dodge, +6 S.D.C. damage, +3 to roll with impact, +3 to pull punch, kick does 1D6 damage, critical strike on a roll of a natural 18-20, +3 to save vs psionic attack, +2 to save vs magic, +2 to save vs poison, +2 to save vs horror factor, 80% to evoke feelings of trust or intimidation, and 40% to charm and impress.

Skills of Note: hand to hand: expert, boxing, W.P. sword, W.P. knife, W.P. blunt, W.P. energy rifle, land navigation, wilderness survival, horsemanship, pilot hover vehicle, radio: basic, basic mathematics, and speaks English/American, Euro, Gobblely and Dragonese, all at sixth level, but reads English at only fourth level proficiency.

Favorite Weapons: Knives (always carries a silver dagger), wooden cross given to him by a druid, plasma lance, Triax laser pistol (2D4 M.D.; 20 shots, 1000 ft/305 m range), Triax ion pulse rifle (2D6 M.D. per single blast or 6D6 M.D. pulse), JA-9 variable rifle (2D6 M.D.), a TW flaming sword (4D6 M.D.) and Caliber X, always at his side. Of course, as king, he has a large variety of weapons and magic items available to him.

Special Weapon: Caliber X:

The British weapon developers, out-teched by the Americans, Germans, Japanese and Chinese in the areas of robotics and bionics, decided to explore a different avenue of psionic amplification and psychic development. In conjunction with the British Secret Service, they developed a special agency populated by powerful psionic individuals and created a variety of weapons and devices that amplified and channeled psychic powers. This area of research and development was unparalleled and would have meant a new power in the marketplace had the ley lines not erupted shortly thereafter. Most of these devices perished during the Great Cataclysm, but a few have survived. **Caliber X** is one such weapon.

The power of Caliber X: 1. The weapon is automatically attuned to the user (provided that the mental frequencies match; a one in ten million chance). This means the weapon reacts to the thoughts and emotions of the user. Before the character even realizes he's thought of it, the weapon is ready. This also means the individual can sense the location of the weapon in a way similar to dowsing, as long as it is within a 200 mile (320 km) radius.

2. Psi-sword: The normal vibro-blade serves as the physical core for a psi-sword. It takes just a thought and five I.S.P. to transform the weapon from normal short sword into a psi-sword twice the size. Duration is an amazing 15 minutes per level of experience! Damage is 1D6 M.D. per level of experience, King Arr'thuu inflicts 6D6 M.D. and can slice through anything, including magic barriers (there's a 15% chance of dispelling magic barriers).

3. Bolts of force: The portion of the weapon that resembles a gun barrel fires mental bolts of force that can inflict 4D6 S.D.C., 2D4 x 10 S.D.C. or 1D6 M.D., 2D6 M.D. or 3D6 M.D., is +3 to strike and has a range of 100 feet (30.5 m) per level of experience; King Arr'thuu can shoot 600 feet (183 m). I.S.P. cost is one per blast.

4. Telekinetic features: The weapon can be thrown and telekinetically guided (+5 to strike, P.P. bonuses are not applicable) up to 25 feet (7.6 m) per level of experience and return to its owner (the return trip counts as one melee action). King Arr'thuu can accurately throw the weapon 150 feet (46.7 m). I.S.P. cost is one point per toss.

5. Other features: The weapon is made out of a mega-damage alloy and has 300 M.D.C., which means it can be destroyed. However, it suffers no damage from being banged around in combat and the energy aura of the psi-sword absorbs

all damage when that feature is activated. The defensive aspect of the psi-sword will engage automatically and instantly when it and/or its owner is in danger (presumably the weapon picks up on impressions its human owner may not recognize as quickly).

Normal damage as a short sword vibro-blade is 2D4 M.D. or 1D4 M.D. from the spiked handle.

Note: Mrrlyn has two others, one of which is also attuned to the same psionic pattern as Arr'thuu, the other is different.

Black Market Value: 250,000 credits as a collector's item; very few beings are able to use the weapon, which is attuned to a narrow range of brain patterns. It is possible that the narrow range was a way to key the weapon to a particular individual or group of agents. The value would skyrocket for somebody else who could use the weapon.

Body Armor: Environmental plate armor: 100 M.D.C., weighs 20 lbs (9 kg) and affords fair mobility; -10% to prowl.

Special vehicle: A robot horse Mrrlyn named Morgana.

Cybernetics: None

Money: The king usually has 50,000 credits and another 2D6 × 1000 in gold or gems. Of course, he has reasonable access to the kingdom's treasury which is currently at about 200 million. Plus all of his basic armor, weapons, and necessities are provided for and he can assemble the Knights of Camelot and half the Rival Cavaliers and 1D4 × 100 other fighters in a moment's notice.

Alliances & Allies: The king is loyal to Mrrlyn, his knights and his people. He hopes to build many alliances with other kingdoms who share the goals and morality of Camelot. He will gladly entertain an allegiance with the New German Republic.

Sir Prcyvel

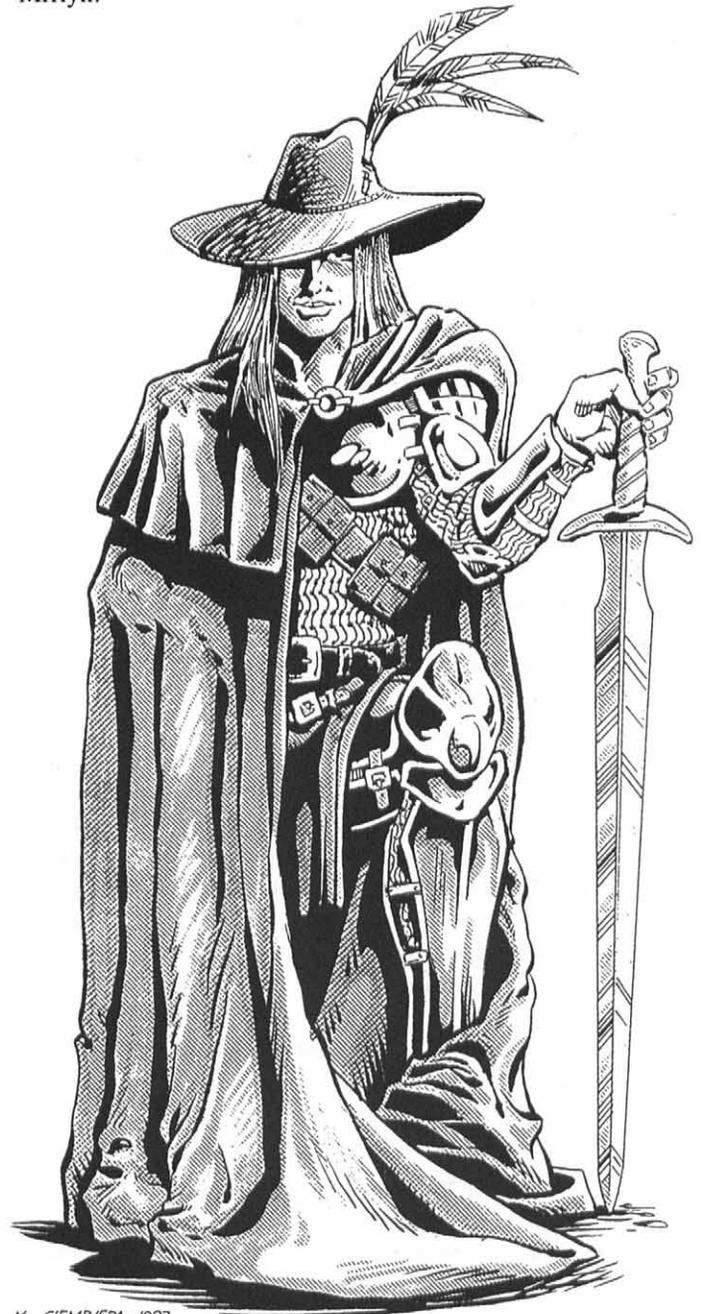
As stated in the section about the Chiang-Ku dragons, Prcyvel (pronounced Pur-seh-val) is one of the bravest and most respected Knights of New Camelot and unknown to everyone, even Arr'thuu, is a metamorphosized Chiang-Ku. He is truly the King's best friend and would lay down his life to save his friend. The two are inseparable and do many things together, such as combat practice, roughhousing, studying, girl watching and travel. Many consider him to be the King's personal bodyguard.

Prcyvel is the only knight who knows that Mrrlyn is an evil extension of an alien intelligence. His secret mission is to help guide King Arr'thuu and prevent him from becoming Mrrlyn's puppet. He believes that his friend can become a great leader and a champion of freedom for all races, as long as Mrrlyn does not control him.

He provides his fellow Chiang-Ku, disguised as the Nog Henge druids, with news and information he learns from his observations at court. Prcyvel is very guarded around Mrrlyn and never says anything that directly criticizes the enchanter. Instead, he presents alternate views, suggestions and speculations that may be contrary to Mrrlyn's views and suggestions. At the same time, he is careful not to manipulate the King — unlike Mrrlyn, Prcyvel wants Arr'thuu to be his own man, not his or anybody's puppet.

Unfortunately, Prcyvel is not aware that Guinevere (or the Lady of the Lake) is also an extension of the same alien intelligence — which effectively means she is Mrrlyn. This is bad

news, because the good knight is concerned that the evil enchanter is trying to use Lady Guinevere as a means to cement his control over Arr'thuu. It is only a matter of time before Prcyvel says the wrong thing to Guinevere and tips his hand to Mrrlyn.



Presently, Mrrlyn's only dislike for the knight stems from his influence on the young King. As far as Mrrlyn and Guinevere know, Sir Prcyvel has always supported the King and has never said anything against Mrrlyn or his nexus knights. However, the two have come to suspect there is a practitioner of magic who has been spying on Mrrlyn — they just don't yet realize it's Prcyvel.

True Name: Ro Ven

Alignment: Scrupulous

Attributes (adult): I.Q.: 21, M.E.: 20, M.A.: 29, P.S.: 26, P.P.: 19, P.E.: 19, P.B.: 17, Spd.: 22.

M.D.C./Hit Points (adult): 900 when in human form or 1900 when transformed into his natural serpent form.

Horror Factor: 13

P.P.E.: 700 adult

Natural Abilities: Impervious to poison, toxins, drugs, and gases, nightvision 90 ft (27.4 m), see the invisible, fire and cold resistant (does half damage) and can bio-regenerate 1D6 × 5 M.D. points every five minutes.

Metamorphosis: Standard for the Chiang-Ku dragon.

Psionic Powers: Major psionic with the following powers: astral projection, clairvoyance, empathy, mind block, presence sense, see aura, sense evil, sense magic, death trance, levitation, and summon inner strength.

I.S.P.: 80.

Magic Knowledge: A full understanding of magic, complete knowledge of tattoo magic and the creation of the Elixir of Power and Deceit.

As a **Chiang-Ku Tattoo Master**, Prcyvel has the Marks of Heritage plus the following:

Tattoo Powers:

Chain Encircling a Skull (+3 to save vs psionics)

Chain with a broken link (+6 to strength; lasts 45 minutes)

Eye of Mystic Knowledge (can read magic symbols & runes)

Heart with Tiny Wings (run at 110 mph/176 km)

Weapons, Animals, & Monsters

Animal: Ferret

Animal: Horse (which he can ride)

Monster: Gryphon (which he can ride)

Monster: Manticore

Monster: Giant Spider

Simple Weapon: Silver knife (1D4 S.D.C.)

Simple Weapon: Broadsword (1D8 S.D.C.)

Magic Weapon: Flaming shield (indestructible, +2 to parry).

Magic Weapon: Flaming knife and broadsword crossed (knife does 1D4 M.D., sword 1D8 M.D. plus both are +1 to strike, +2 parry).

Magic Weapon: Flaming mace & chain with a coiled serpent (2D6 M.D. to normal opponents, 4D6 to dragons and other serpents).

Bonuses from the Tattoos of Masters: +1 to save vs all magic, +2 to save vs horror factor, +2 P.E. attribute points, and recover P.P.E. twice as quickly as normal.

Combat abilities: Hand to hand: expert.

Combat/Attacks Per Melee (adult): Five by hand to hand combat or tattoo magic or psionics.

Bonuses (adult): +3 strike, +5 parry, +5 dodge, +6 damage, +4 to roll/pull punch, critical strike on unmodified 18-20 and paired weapons. +1 to save vs psionics, +3 to save vs spell and illusionary magic, +1 to save vs circle magic and +6 to save vs horror factor.

Experience Level: 9th level Tattoo Master.

R.C.C. Skills (includes I.Q. bonus of +7%): All domestic skills, averaging about 82%, basic math 98%, art 92%, land navigation 75%, wilderness survival 77%, streetwise 59%, disguise 72%, holistic medicine 72%, climbing 97%, faerie lore 92%, demon & monster lore 77%, horsemanship 84%, hovercraft 98%, W.P. knife, sword, chain, W.P. automatic rifle, energy pistol and energy rifle.

Human Appearance: Sir Prcyvel has a handsome face with shoulder length, dark brown hair, piercing blue eyes and a strong chin. He is sleek and muscular. He stand six feet, two inches tall and wears crusader style armor into battle. Street

clothes are usually quite stylish, with cape and plumed, large brim hat.

Special vehicles: A bionic horse.

Weapons: Matched pair of knife and broadsword, mace and chain, Wilk's 320 laser pistol (1D6 M.D.; 20 shots), and a Triax ion pulse rifle (2D6 M.D. per single blast or 6D6 M.D. pulse) with a 50 shot E-clip.

Body Armor: Crusader style armor: 55 M.D.C.

Money: He rarely has more than 2D6 × 1000 credits because he spends most of it helping the poor.

Alliances & Allies: His loyal squire, Almartin, is a second level Undead Slayer (created by a mysterious serpent — one of the Nog Henge) and he is secretly working with the Nog Henge druids/Chiang-Ku.



Sir Dred

Sir Dred is a selfish and arrogant young knight who covets the glory of Galahad and the power of the king. Mrrlyn has won him over with little favors and confidences about the other knights. This diabolic friendship makes Sir Dred an unwitting spy for Mrrlyn, getting him to reveal rumors and things he overhears from his fellow knights, as well as reporting petty incidents to discredit them.

Sir Dred is not a bad fellow, but his obsession for power and glory can easily corrupt him, especially when molded by the likes of Mrrlyn. Ultimately, Sir Dred may develop into a noble knight, he has the qualities and talent. Unfortunately, under Mrrlyn's influence he can just as easily become a villain. Only time will tell.

Most of the knights consider Sir Dred to be a snotty-nosed kid and treat him with little respect or kindness. Sir Dred doesn't help the situation with his snide remarks, boasting, and whining to Mrrlyn. Of all the knights, only King Arr'thuu and Sir Galahad treat him with any genuine kindness or equality. Unfortunately, his envy of the king and Galahad blinds him to their overtures of kindness. He considers Sir Prrcyvel to be his only true friend among the knights, but this is tragic because Sir Prrcyvel feels little friendship toward Sir Dred. He has befriended him only to spy on Mrrlyn whom he knows is using the young knight for similar purpose. Prrcyvel regards Dred as a loose cannon, spiteful and a dangerous pawn under the control of the enchanter.

Dred became a Knight of Camelot because of his valor defending a village from a band of marauding demons and because he saved Mrrlyn (or so people believe) by throwing himself in front of the mage and taking the blasts of an enemy's barrage. The heroic act nearly killed the young knight, but Mrrlyn used his magic to heal him. To show his gratitude and to make an example of this knight's courage, the King made him a Knight of Camelot, the youngest ever.

True Name: Andrew Winford

Alignment: Anarchist

Attributes: I.Q.: 15, M.E.: 14, M.A.: 18, P.S.: 24, P.P.: 21, P.E.: 21, P.B.: 15, Spd.: 26.

Hit Points: 31 H.P., 64 S.D.C.

Weight: 160 lbs (72 kg), **Height:** 6 feet tall (1.8 m), **Age:** 19
P.P.E.: 10, **I.S.P.:** None

Experience Level: Third level royal knight.

Psionic Powers: None.

Magic Knowledge: None.

Combat: Hand to hand: martial arts and boxing.

Attacks Per Melee: Three

Bonuses: +1 on initiative, +5 to strike, +6 to parry and dodge, +9 S.D.C. damage, +4 to roll with impact, +4 to pull punch, karate kick does 1D8 damage, pin/incapacitate on a natural 18-20, +3 to save vs magic, +3 to save vs poison, +2 to save vs horror factor, and 50% to evoke a feeling of trust or intimidation.

Skills of Note: Hand to hand: martial arts, W.P. sword, W.P. knife, W.P. energy pistol, W.P. energy rifle, W.P. energy heavy, land navigation, wilderness survival, horsemanship, pilot hover vehicle, radio: basic, play a guitar, dance, basic mathematics, and speaks English/American, Euro, and Gobblely, all at sixth level.

Favorite Weapons: Silver dagger, silver cross, Triax laser pistol (2D4 M.D.; 20 shots, 1000 ft/305 m range), Triax particle beam rifle (1D6 × 10 M.D. per blast with a range of 1400 feet/427 m), TX-5 pump pistol (4D6 M.D., range 800 ft/224 m), TX-500 borg rail gun (6D6 per burst, 13 bursts, 4000 ft/1200 m range).

Special Weapons: Mrrlyn has given him a corrupted wand that can cast four spells: chameleon, armor of Ithan, levitation and turn dead. The wand can cast a total of six spells per 24 hour period. All are at fourth level potency.

Body Armor: Environmental plate armor: 90 M.D.C., weighs 18 lbs (8 kg) and affords fair mobility; -10% to prowl.

Special vehicle: Hovercylce (two) and a jet pack.

Cybernetics: Oxygen storage cell (30 minutes), gyro-compass, radiation detector, universal head jack and sound filtration system.

Money: The knight is of royal descent and his family is quite wealthy. He has 50,000 credits, 6000 in gold, and, if necessary, can raise another 100,000 credits in a few days. His proud parents buy him expensive presents of clothing, weapons, cyber-implants and equipment regularly. The family estate is worth about five million credits.

Alliances & Allies: To Mrrlyn, nexus knights, his fellow Knights of Camelot, country and king, in that order.

Note: If he continues to be ostracized by his fellow knights, Sir Dred will become increasingly evil.

Sir Galahad

Galahad is an Atlantean undead slayer of incredible prowess, skill and nobility. He is held in the greatest esteem as an exemplary Knight of Camelot. He is honest, trustworthy, loyal, dedicated, compassionate, and merciful in combat. He fights like a man possessed and is an expert in fighting supernatural menaces. Mrrlyn takes great pleasure in promoting the tales of this knight's triumphs and as a result, Galahad is one of the most famous of New Camelot's champions.

Despite the accolades and rewards heaped upon him by Mrrlyn, Galahad has his suspicions about the sorcerer and keeps an eye on him. The observant knight is concerned about the incredible influence over his king and fears that his friend, King Arr'thuu may become a puppet ruler — a terrible fate for a truly gifted leader such as Arr'thuu. More disturbing to Galahad is his increasing certainty that Mrrlyn is not human. As an undead slayer, Galahad has fought the minions of the Zillyphan in the past, but does not yet recognize this ancient foe in Mrrlyn. He keeps these suspicions to himself, confiding in no one.

True Name: Argo Vinuh of the Bagh-Dach Clan

Alignment: Principled

Attributes: I.Q.: 13, M.E.: 23, M.A.: 20, P.S.: 22, P.P.: 21, P.E.: 18, P.B.: 17, Spd.: 30; considered to be a supernatural being with superhuman strength and endurance.

M.D.C.: The undead slayer is a mega-damage being. Galahad has 337 M.D.C.

Weight: 220 lbs (99 kg), **Height:** 6 feet, 9 inches (2 m), **Age:** 211 years old, but looks about 28.

Horror Factor: 13 to monsters and practitioners of evil.

P.P.E.: 322, **I.S.P.:** None.

Experience Level: 9th level undead slayer.

Special Abilities: Increased P.P.E. recovery (20 points per hour), cannot be metamorphosized or otherwise transformed in any way, impervious to vampire bites, senses the presence of vampires within a 1000 foot (305 m) radius, and recognizes vampires when he sees one 98%. In addition, the character can sense ley lines and dimensional rifts the same as a ley line walker, as well as ley line phasing, and can operate dimensional pyramids. Also see combat bonuses.

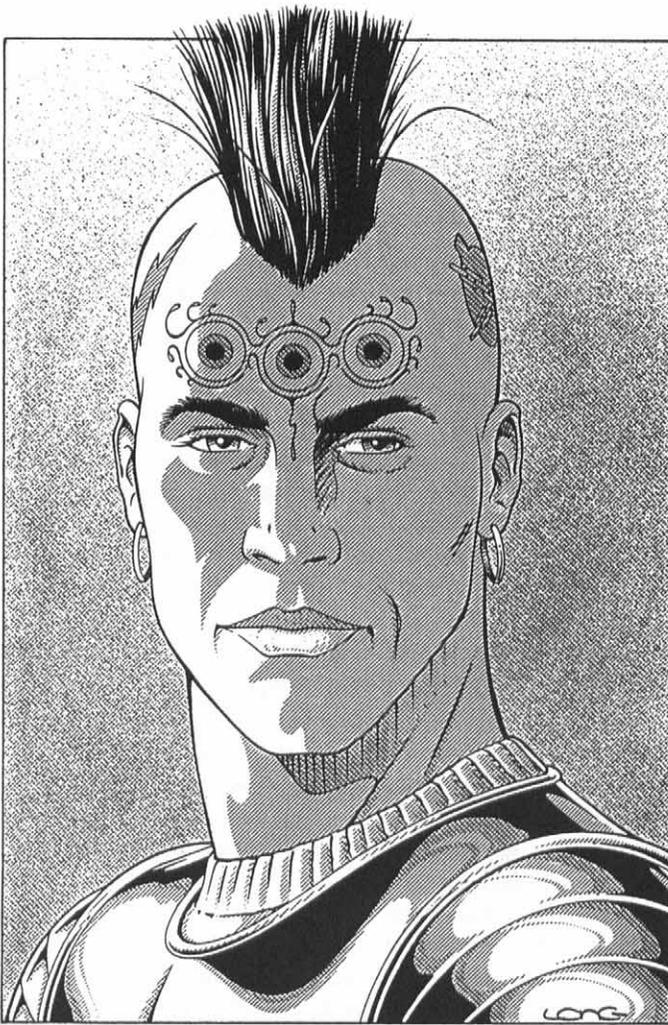
Psionic Powers: None

Magic Knowledge: A general understanding of magic tattoos and how to use them. As a **True Atlantean, Undead Slayer**, Galahad has the Marks of Heritage plus the following 30 tattoos (32 total):

Weapons, Animals, & Monsters

Animal: Bear

Animal: Horse (which he can ride)



Monster: Dragondactyl (which he can ride)
 Monster: Melech (which he can ride)
 Simple Weapon: Silver knife (1D4 S.D.C.)
 Simple Weapon: Four ordinary wooden arrows.
 Simple Weapon: Short sword (1D8 S.D.C.)
 Simple Weapon: Broadsword (1D8 S.D.C.)
 Simple Weapon: Wooden throwing stick (1D6 S.D.C.)
 Magic Weapon: Flaming shield (indestructible, +2 to parry).
 Magic Weapon: Flaming broadsword with wings and encircled by a serpent. Counts as three tattoos. Inflicts 2D6 M.D. to normal foes, 4D6 M.D. to dragons and other serpents and returns when thrown.
 Magic Weapon: Bow and arrow. Two sets of tattoos with four flaming arrows in flames (8 arrows total), all have wings, inflict 2D6 M.D., fly triple range and magically return.
 Magic Weapon: A pair of crossed, flaming, battle axes dripping blood, inflicts 4D6 M.D.C. (double damage) and are +1 to strike and +2 to parry. Counts as three tattoos.

Power Tattoos

Power: Turn dead — A silver cross
 Power: Protection from vampires — A heart impaled by a stake
 Power: Impervious to mind control of all kinds — Skull in chains
 Power: Invulnerability (675 M.D.C.) — A heart in chains
 Power: Control the forces of air — A cloud in chains
 Power: Healing basic — A pink rose
 Power: Healing super — The phoenix

Power: Protection from poison (impervious to poison and +2 to save vs drugs and gases) — A ball of thorns
 Power: Supernatural vision (see the invisible, nightvision 1200 ft., 366 m, see aura, and +1 to strike, +1 on initiative) — Three eyes
 Power: Knowledge & reading — An eye
 Power: Blind by touch — An eye with a dagger in it
 Power: Shoot lightning for up to 9 minutes (1D6 × 10 M.D.) — Lightning bolt

Combat abilities: Hand to hand: martial arts and boxing.
Combat/Attacks Per Melee: Five by hand to hand combat or tattoo magic.

Bonuses (including attributes, tattoos and hand to hand):
 +1 on initiative, +5 to strike, +6 to parry, +6 to dodge, +7 M.D. damage, +4 to roll with impact, +4 to pull punch, critical strike on unmodified 18-20, karate style kick (1D6), jump kick (critical strike), leap attack, entangle, and paired weapons. +5 to save vs psionics, +6 to save vs all magic, +8 to save vs horror factor, and 60% to evoke trust or intimidation.

Skills of Note: Basic math, speaks & reads Atlantean, speaks Gobblely, Faerie Speak, and Dragonese/elf, plus intelligence, land navigation, wilderness survival, disguise, first aid, faerie lore, demon & monster lore, horsemanship, pilot hovercraft, climbing, swimming, all at 98%, and prowl at 75%. Weapon skills include paired weapons, W.P. archery & targeting, W.P. knife, W.P. sword, W.P. axe (+1 to strike and parry at levels 2, 6, 12, and 15), W.P. energy pistol and W.P. energy rifle.

Human Appearance: A tall, ruggedly handsome human with bronze skin covered in tattoos. His hair is jet black and cut into a mohawk.

New Camelot

Terrain and Climate: Temperatures range from about 30 to 45 degrees Fahrenheit in the winter and 60 to 80 degrees in the summer. Average annual rainfall is 40 inches and there is the occasional light snow.

Land Area: United Kingdom: 94,249 square miles (244,103 sq. km), with 7723 miles (12,429 km) of coastline. The UK is slightly smaller than the State of Oregon.

Land Area: New Camelot: The fortified city of New Camelot covers a 15 square mile (39 sq. km) area and is constantly being expanded and built up. The Kingdom of New Camelot currently claims a 200 square mile area (518 sq. km) and includes many neighboring villages and farming communities. Many other villages, communities, farmers, trappers, and woodsmen outside the kingdom look toward the city as a friendly neighbor, protector, and a place to trade goods and services, as well as visit for festivals, tournaments, and vac-

ations. Within the next decade, the inhabitants of these areas are very likely to join the kingdom, which would double its landholdings and increase the population by 40%.

New Camelot Population: Approximately 16,000 people. This number does not include the 4D6 × 100 visitors present at any given time, nor does it include the additional 6000 people spread throughout the rural portions of the kingdom. 52% can read and write English/American. All speak English/American, 88% speak fluent Euro, 60% speak Gobblely, and 20% speak Faerie.

Humans 10,500

D-Bees 5,100

Dragons 5

Supernatural Beings & Others 400

New Camelot

Believe it or not, New Camelot is the largest city and most powerful kingdom in the British Isles. Most of the rest of England, Wales, Scotland and Ireland are covered by wilderness forests, grasslands, swamps and moors. The wilderness is dotted with tiny villages, farms, and the occasional town. There are a few other kingdoms, but the next largest has a population of only 8000 and the few others rarely exceed 3500.

New Camelot is celebrating its fiftieth anniversary. The city was established by Mrrlyn when he convinced two large towns and several neighboring villages to unite as one. He has been pivotal in promoting the dream to build a noble kingdom. Over the years, the enchanter has served as advisor to kings and warriors, helped to improve and enlarge the kingdom using his magic, elevate the level of education and technology, establish trade with the New German Republic, attract other communities and visitors to join the kingdom, and establish the code of chivalry and the Knights of Camelot. It was also Mrrlyn who found the struggling kingdom's greatest king yet, King Arr'thuu.

To the citizens of the kingdom, their domain is the pinnacle of achievement in England. The lofty ideals upheld by most citizens of New Camelot are similar to the Camelot of legend, including honor, nobility, courage, compassion, learning, equality, and freedom for all, humans and friendly D-Bees alike. The laws of chivalry serve as a guideline to help the knights and citizens to live true to these ideals.

The dream of King Arr'thuu and his Knights of Camelot is to build a powerful and modern kingdom that encompasses all of England and the other British Isles. A kingdom built on a foundation of truth, strength and compassion. Its people are sworn to freedom, equality, chivalry, and prosperity. It is a haven for all like-minded beings, humans and non-human, where they can live free from tyranny whether it be under the yoke of inhuman monsters or tyrannical humans. It will be a place of learning, knowledge, science and achievement. A place so wonderful that other kingdoms around the world will follow their example.

City Highlights

The buildings within the city are a mixture of ancient and modern styles and technologies. The architecture collides in a

hodge-podge of styles from the fanciful and modern to alien. Many houses and establishments are made of stone and brick while some are made of wood. Most of the modern buildings are made of mega-damage steel alloys and concrete. Portions of the city look absolutely medieval. One might even begin to believe he has been transported back in time except that a modern building is likely to be found nestled among the anachronisms, and high-tech goods are displayed in a D-bee shopkeeper's window. Other portions of the city look Victorian, 20th century, and contemporary, or a combination of them all. The most modern sections are on the expanding city outskirts and around the palace.

The gleaming, domed citadel of the palace, crowned by a small stone pyramid, is found in the center of New Camelot. It is the home of King Arr'thuu and the gathering place of lords, ladies, visiting dignitaries, scholars, and the Knights of Camelot. Around the palace are such notable places as the palace gardens, a massive courtyard used for parades and town meetings, and the University of New Camelot. Mrrlyn is often seen standing near or on the pyramid, surveying the city or controlling the weather. This pyramid is on a ley line that extends to the **Pyramid of Mrrlyn** located at Zazshan/s nexus to the north. All pyramid powers listed on pages 104-106 of **Rifts World Book Two: Atlantis** are available to Mrrlyn at both locations.

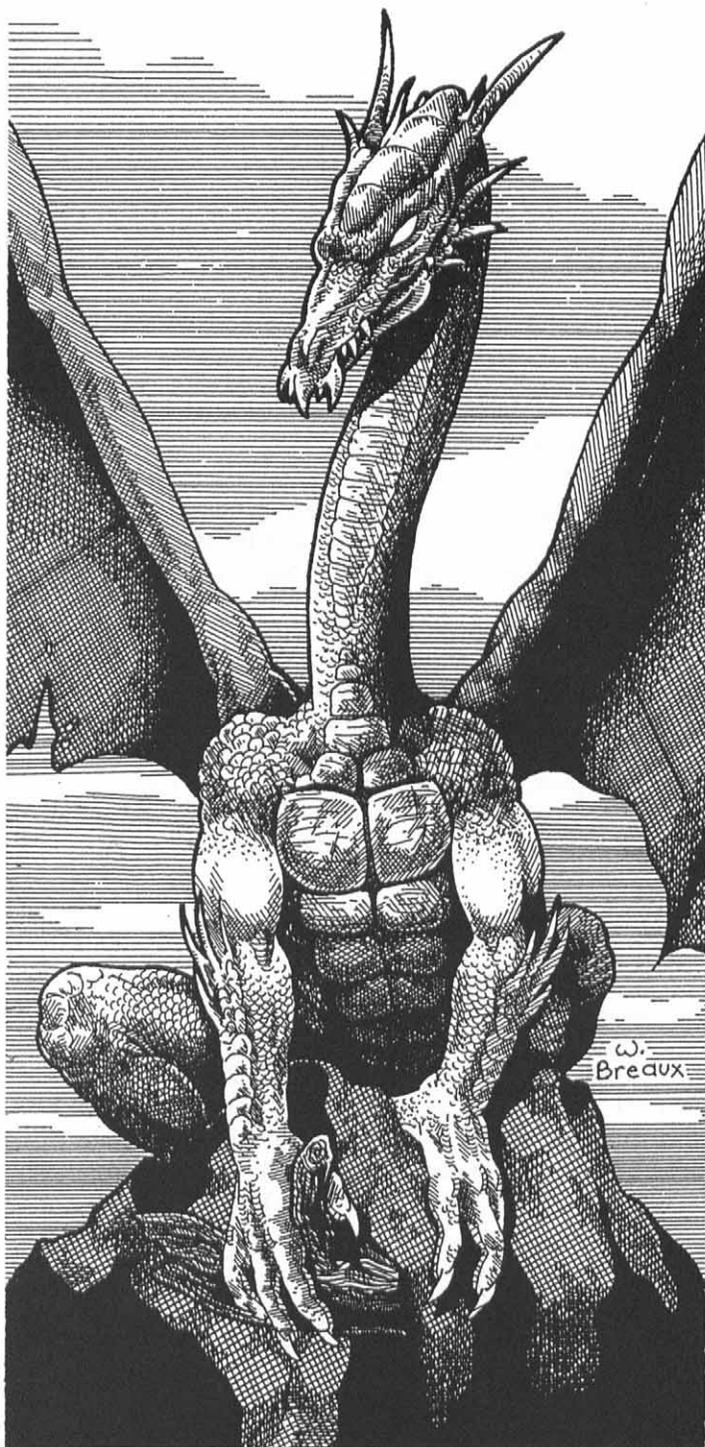
Although there are the rich and the poor, none are so poor that there are any tenements or decaying parts of the city. Nor are there any slums where any one type of people, like the poor or D-bees, are shoved aside. All are fairly happy and prosperous. However, there may develop a widening disparity between the rich and poor, human and non-human, as the city grows older and continues to expand. The newer, fancier buildings are on the city's outskirts and humans seem to have it marginally better than non-humans.

The Great Walls of Camelot

The City of New Camelot is partially enclosed by an impressive stone wall and fortifications magically erected by Mrrlyn. The wall is thirty feet (9 m) thick and 20 feet (6 m) tall (50 M.D.C. per every 25 square feet). The wall runs along the entire eastern length of the city. There are also sections of wall along the south and west perimeters as well. Only the north side is completely open, without any obvious fortifications or defenses. As one might suspect, the apparent lack of defenses is an illusion.

Northern Defenses

Two of the five dragons that live at New Camelot have homes on the northern outskirts of town. They will protect the city with their last dying breath! Both are 8th level thunder lizards. There are also eight, 12 foot (3.6 m) tall, stone statues located at the north gate. They are roughly humanoid in appearance and crudely sculpted. In reality, they are minor earth elementals that obey the two dragons (see **Rifts Conversion Book**, page 198, for details). There are also a dozen large piles of stones inhabited by tectonic entities under the command of Mrrlyn. These rocks rise to form a roughly human figure of stone to defend the city. Each has 90 M.D.C., four physical attacks per melee, inflicting 4D6 M.D.



Market Street

Virtually every sort of manufacturer, craftsman and artisan is represented in the nearly one hundred shops that line this winding street. There are bakeries, restaurants, food markets, candy shops, shoemakers, furriers, tailors, hatters, tack shops (saddles and equipment for horses), jewelers, silversmiths, umbrella shops, candle shops, herbalists, tobacco and snuff shops, video and electronics shops, and the list goes on.

There are several weaponsmiths who make and sell ancient style weapons such as knives, swords, axes, spears, bows and so on. There is an equal number of stores that sell modern weapons, including energy weapons, vibro-blades, M.D. body armor, and a large variety of crusader and plate/knight styles of armor. There are also two places that sell power armor, rail guns, jet packs and supplies for the same. **Note:** Most arms and armor are from Triax and other European designers, although Wilk's has fair representation.

In addition to the herb shops, which occasionally sell healing potions, common magic potions, hallucinogenic powders and elixirs, there is one excellent magic shop located in the middle of the street called the **Circle of Magic**. It sells a variety of charms, talismans, potions, techno-wizard devices, including knock-offs of the plasma lance and plasma sword, and even the occasional rune weapon, blanket of healing, magic wand, staff or other item. It does not sell any bio-wizard components, microbes or parasites. Prices are average for most common items but very costly for exotic and/or powerful magic items. **Note:** The availability of items and their cost is left to the discretion of the Game Master.

Fortune Street

Fortune Street is an adjoining street that runs across to Market Street and stretches for about four blocks. Here one can find such establishments as tattoo parlors, fortunetellers, dowzers, psychic healers, pawnshops, gambling halls, billiard clubs and a dozen pubs. The most notable place of ill repute is a dank little establishment known as the **Snake Pit**.

The Snake Pit is a pub that acts as a drug den and sells opium, mind altering faerie food, and a variety of drugs, plants and mushrooms. One can also purchase a variety of poisons and dangerous herbs, faerie wings, and the occasional bio-wizard component, microbe and parasite; none of which are available at most of the legal shops. The pub may also buy and sell other drugs, magic components and magic items as they become available. It is a haven for junkies, thieves, and assassins.

The place is owned and operated by a sinister looking, D-bee wizard known as Medbann (8th level line walker). Two sixth level assassins are under his employ. The Snake Pit has not been closed down because Medbann is careful not to become embroiled in affairs of the Kingdom and never messes with the King or his knights. He focuses his attention on travelers and affairs beyond the walls of New Camelot.

The Open Market

Market Street ends in a cul-de-sac that is a large city square known as the Open Market. The place is used as a flea market and is always crowded with people who have come to sell all kinds of things. Occasionally, a rare, valuable item can be found, but most are common everyday items. Trappers and huntsmen sell their fur pelts, animal horns/antlers, teeth and smoked meats. New and used articles of clothing, boots, shoes, quilts and blankets are sold, as well as old tools, weapons (only the most common items), toys, containers, knickknacks, junk, and other common goods. Some of the ladies sell their canned jams, honey, fruits, vegetables, and jerked, smoked and pickled meats.

Techno Haven

Another street that branches off from Market Street is Techno Haven: six blocks of electronic equipment, radio/recording, video, cybernetic and bionic bliss. There are three licensed cyber-docs who can install and repair cybernetic systems and do basic bionic augmentation. The **Bionic Centre** located at the end of the street is the only place where partial and full conversion borgs can be created. Prices are pretty standard, except for bio-systems which are rare and cost twice as much as usual. **Note:** There are no cyber-bandits or body-chop-shops in New Camelot.

The Great Arena

This is a large indoor arena that seats 60,000 spectators. A variety of sports and competitions are held at the arena on a twice a week basis, sometimes even more often. Although boxing, wrestling, sword fighting and similar events take place, few are to the death.

Grydonfield Stables

About six miles (9.6 km) west of New Camelot is Grydonfield Stables. This is a large ranch that breeds and sells horses. They typically have two dozen trained riding horses, 1D6 war horses, 2D6 race horses, 6D6 untrained horses, 1D4 pegasus, and 1D6 bionic horses. All at reasonable prices. Riding equipment and lessons can also be attained at Grydonfield.

Cybernetics for horses usually entails enhanced vision (polarized and passive nightvision), ear and head implants (so

it can hear and respond to radio messages or signals), sound filtration systems (so loud noises don't spook it), an identity implant to prove ownership, and a homing implant so a stray can be located. **Cost:** 50,000 to 60,000 credits. A toxic filter or oxygen storage cell can be added at an additional cost of 55,000 credits each.

A basic bionic horse (partial reconstruction) will have robot legs, reinforced head, neck and body (main body has 50 M.D.C.), special barding (adds 100 M.D.C.), plus the basic cybernetic implants previously described. Typical speed is 60 mph (96.5 km). **Cost:** 280,000 credits.

A Full Feature bionic horse has more complete bionic reconstruction, greater speed (120 mph/192 km), heavier barding (300 M.D.C.), all the basic cybernetic systems plus bionic lungs with gas filter and oxygen storage tank (2 hour supply), bionic heart, four medium sized and two large hidden compartments, one concealed weapon rod of choice (the larger leg variety). The weapon rod is concealed in the forward section of the body and powered by the horse but used by the rider. **Cost:** Two to three million credits. Additional reasonable features can be built into the animal to give it additional enhancements some of which can be used by the rider, such as a computer, gyro-compass, etc. **Note:** Many prefer a bionic horse rather than a robot horse because the creature still has the personality, loyalty and traits of a real horse.

Note: The Bionic Centre can also create bionic horses for about 10% less.

The British Isles

Terrain and Climate: Temperatures range from about 30 to 45 degrees Fahrenheit in the winter and 60 to 80 degrees in the summer. Average annual rainfall is 40 inches and there is the occasional light snow.

Land Area: United Kingdom: 87,253 square miles (223,368 km — does not include Ireland), with 7520 miles (12,032 km) of coastline. The UK is slightly smaller than the State of Oregon.

The reappearance of Atlantis has changed the face of the British Isles. Many of the smaller islands are submerged and many new ones have appeared. What was once known as the county of Cornwall is mostly underwater. The names Dover and Margate now represent islands, instead of cities, and much of the coastline is now three to ten miles (4.8 to 16 km) further inland. The cities of Weymouth, Worthing, Brighton, Bexhill, Hastings, Lydd, Folkstone, Southend on the Sea, Sheerness, Aldeburgh, Great Yarmouth, Lowestoft, Mundesley, and Grimsby are just some of the southern and eastern coastal communities that no longer exist, since they have been buried beneath the sea.

The coast of Essex county has been splintered into four large islands and a half dozen tiny ones. The sea is shallow here, allowing only small vessels to pass between the new islands and the mainland of Essex.

Like the rest of England, the contour of **Wales** has also been subjected to change. The city of Pembroke and much of Pembroke county is gone, with three islands marking the boundaries of what was once solid land. Anglesey Island is considerably smaller, with a larger body of water between the island and Wales. Further north, the Isle of Man has been reduced in size by nearly half.

In **Scotland** many of the smaller islands rest beneath the waves. The Island of Skye is narrower, Islay and Jura have both been split into two, creating four smaller islands, and the great Loch Ness has swelled larger than ever and completely separates Northern Scotland from the south.

There are only a handful of large kingdoms and even these so-called kingdoms don't exceed 20,000 citizens. Most individual communities are small towns, villages and tribes.



The Stonehenge Complex

Ley Lines & Nexus Points

The British Isles, per square mile, are the richest source of mystic energy in the world with the possible exception of the Yucatan Peninsula. Ley lines crisscross the entire area and nearly 200 ley line nexuses can be identified. Spriggans and others have marked many of these locations with standing stones commonly known as megaliths. Others, like Stonehenge and Avebury, were seemingly untouched by the Great Cataclysm and are still marked by the stones of ancient builders erected over 3000 years ago. **Old Sarum Hill, Figsbury Ring, Avebury, Stonehenge, Silbury Hill, Arbor Lowe, Long Meg, Belfarg, Clava, The Dragon's Grave, Stenness (Brodgar, Scotland) and Maes Howe (Orkney, Scotland)** are 12 of the most powerful of the ley line nexus epicenters.

Stonehenge

Wiltshire, England

Stonehenge is one of the most powerful ley line nexus locations in the world! Not only is it connected to six other, major nexus junctions (Figsbury Ring, Arbor Lowe, Long Meg, New Grange, Tara, and The Dragon's Grave), but it is also the center force that connects five (5) smaller ley line nexus triangles! This means that the energy from Stonehenge is doubled at all times, including peak energy flows. The other nexus points within the Stonehenge complex are normal.

Mrrlyn, The Lady of the Lake, New Camelot and The Eternal City have all agreed that no one power should control the Stonehenge ley line and nexus complex. Thus, it has been decreed an official neutral zone used by both kingdoms, as well as Mrrlyn, druids, practitioners of magic, and visitors. The two kingdoms have joined forces on three separate occasions to free the area from the control of evil forces who have tried to claim the place as their own: an alien intelligence believed to have been a Splugorth, a triumvirate of powerful dragons, and an army of goblins and orcs (suspected of being the hirelings of the Berwynmoore kingdom).

The increased power of Stonehenge means that ley line storms are twice as powerful and occur five times more often than usual and cover the entire five mile area of the Stonehenge Complex — with the storm being worse along the lines of energy. It is interesting to note that the Stonehenge nexus has never created a random dimensional rift. The other connected nexuses, especially Big Sister, have two to five times the number of dimensional rift activity.

The neutrality of the complex makes the mystic energy available to supernatural fiends and troublemakers of all kinds. During peak ley line periods, small skirmishes frequently occur between rival groups, all seeking to use the powerful Stonehenge nexus. The warriors of New Camelot and The Eternal City are frequently caught in the middle as referees. New Camelot's growing repu-

tation for fair play, justice and power has made such disputes less bloody. The random dimensional rift events also make the area a dangerous one, with many strange and alien beings emerging from them. The Splugorth and their minions are among the identifiable races that seem to use the complex as a doorway to England and Europe.

Stonehenge's Little Sister

Durrington Down Burial Site — The Stonehenge Complex

Two and a quarter miles (3.8 km) north of Stonehenge is another ancient mound and burial site once known as Durrington Down. Less than one mile (one kilometer) south of Stonehenge is a series of a dozen earth mounds, large and small, that were once considered to be ancient Celtic burial grounds but today are the domain of a faerie kingdom! An estimated 100,000 faeries, 10,000 sprites and scores of other faerie folk live in and around these mounds.

Stonehenge's Big Sister

Durrington Wall and Woodhenge — The Stonehenge Complex

Three and a half miles (5.8 km) northeast of Stonehenge is another ancient site once known as the Durrington Wall and Woodhenge.

The Avonhenge

Part of the Stonehenge Complex

A small circle of stones denoting the exact location of a ley line nexus. It is located about a mile and a half (2.4 km) southeast of Stonehenge. The Avon River is only a mile and a half away from this nexus.

Castlehenge

Aka The Cursus — Stonehenge Complex

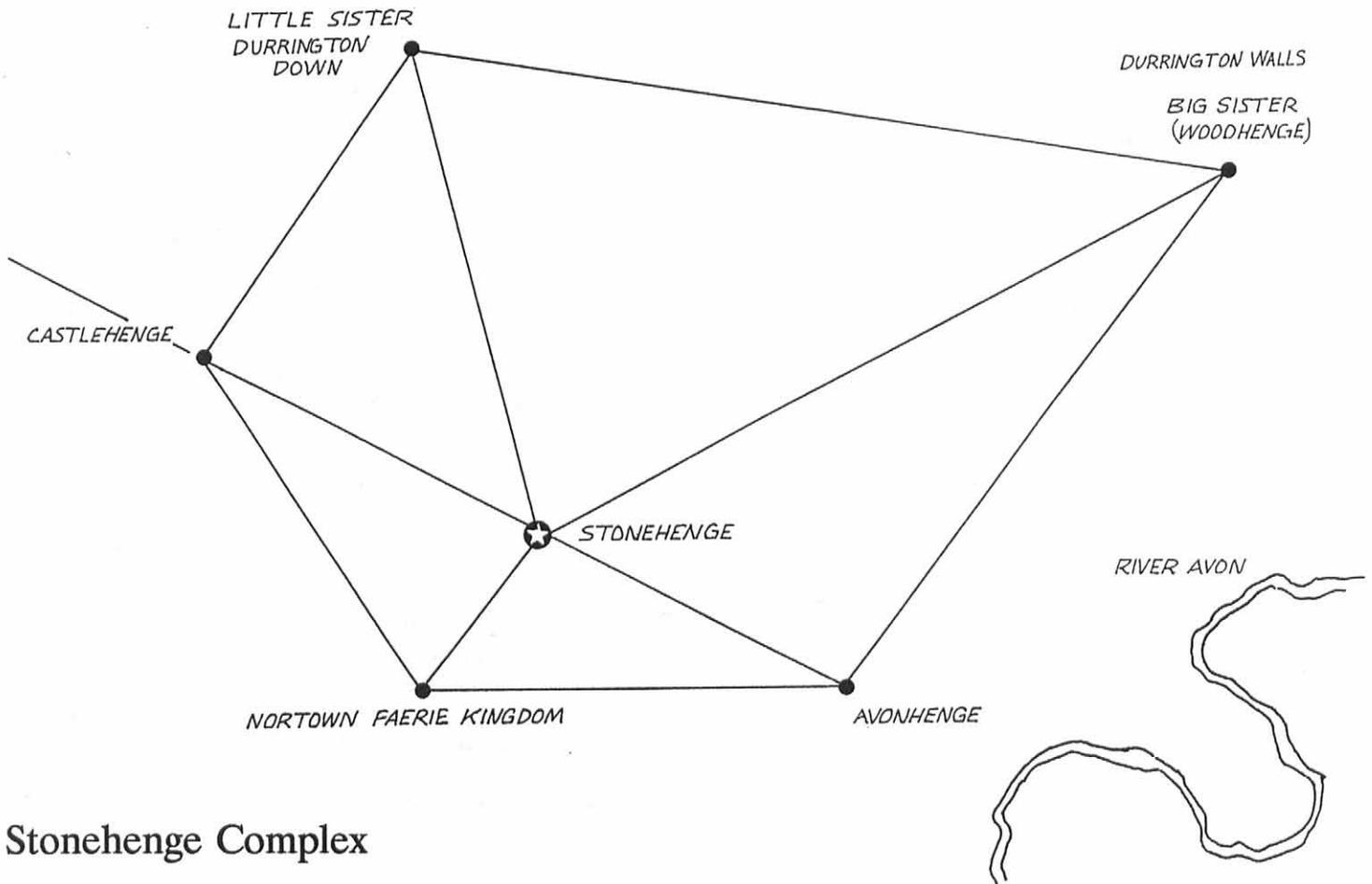
Another nexus, two miles (3.2 km) northwest of Stonehenge and a half mile west of the Avon river. Spriggans have erected towering stone pillars and ramparts that resemble the skeleton of a castle, hence its name.

Nortown Faerie Kingdom

Normanton Down — The Stonehenge Complex

The Population of the Berwynmoore Kingdom: 120,000 faerie folks, does not include the estimated 1000 humans and D-bees who live in the general area (typically woodsmen and farmers).

Faerie: Common	50,000	Bogies:	300
Faerie: Greenwood	50,000	Brownies:	400
Faerie: Silver Bells	3000	Pixies:	500
Sprite: Water	4000	Others:	1500
Sprite: Tree	5000		



Stonehenge Complex

Less than one mile (one kilometer) south of Stonehenge is a series of a dozen earth mounds, large and small, that were once considered to be ancient Celtic burial grounds but are today the domain of a faerie kingdom! An estimated 100,000 faeries, 10,000 sprites and scores of other faerie folk live in and around these mounds. Fortunately, these little folk seldom travel to the north where the three major humanoid kingdoms of New Camelot, The Eternal City and Berwynmoore are found. Instead they stay to the south in the counties once known as Cornwall, Devon, Dorset, Southampton and Hampshire.

Near the center of the mounds is the actual ley line nexus. This area is aggressively protected by faeries, making it impossible to use this nexus. Those who come to perform even the simplest magic at the Nortown nexus will be besieged by thousands of faeries and chased away or worse.

The Avon River Near Stonehenge

This area of the river snakes around the eastern portion of the Stonehenge Complex. It is filled with unusually large fish, alien species of fish, amphibians and the murderous kelpie; all presumably because of the ley line complex. Recently, there have been unconfirmed reports of lizard men in the area.

Other Places of Note



The Pyramid of Mrrlyn

The Pyramid of Mrrlyn is located twenty miles (32 km) due north of the city limits. This is the ley line nexus controlled by Zazshan. The enchanter has erected an 80 foot (24.4 m) tall, stone pyramid directly over the nexus and seems to be the only one who can call upon its mystic energies. Normally, there is little evidence that five ley lines intersect at this nexus point because the energy is fed upon and/or diverted by the alien intelligence for use in another dimension. In the event of an attack, or whenever needed by Mrrlyn or the others, it unleashes the ley line energy.

Remember, Mrrlyn, the Lady of the Lake, and Guinevere are all extensions of the alien intelligence; whatever they experience, the creature experiences, so it knows when New Camelot or its life essences are in trouble. Any of the three can access the pyramid and summon forth the mystic energy of the nexus. The pyramid gives them and Zazshan greater control over the nexus and its connecting ley lines. Through the use of the pyramid and stone magic they can channel the mystic energy to open dimensional rifts, control the weather, and perform great feats of magic. Likewise, the alien intelligence can use it for similar ends and open dimensional rifts to usher in entities or other monsters to attack an enemy. Zazshan can also enter Earth through this nexus.

Neptune's Cradle

The Figsbury Ring — Sussex, England

The ancient henge and stone circle once known as the Figsbury Ring now lies underwater near the submerged cities of Brighton and Worthing. Yet the energy from this nexus is still at work. During normal storms the waters here are always calm and the weather fair and sea monsters never visit the area. Sailors and fishermen often seek refuge in these waters during such storms. The area of protection is one mile (1.6 km) in diameter with the ring of stone at the center. The only exceptions are when ley line storms erupt or a random dimensional rift opens above the waves, but even these ley line anomalies are less frequent than at most nexuses. It is interesting to note that ley lines connect the Figsbury Ring to Stonehenge, Arbor Lowe, Long Meg, New Grange, Tara, and The Dragon's Grave.

The Faerievale Tree

Merrivale — Devon, England

The Faerievale Tree is a ley line nexus where a Millennium Tree has sprung up. It derives its name from the facts that it exists in faerie territory (also see The Nortown Faerie Kingdom in the section about the Stonehenge Complex) and that it is located at a place once known as Merrivale in southern England. It is not far from the ruins of the pre-rifts city of Devonport.

Old Sarum's Tree

Aka Old Sarum Hill — Dorset, England

The Population of Sarum Village: Approximately 1600 people. 60% can read and write English/American. All speak English/American, 50% also speak Euro, 70% speak Gobblely, and 50% speak Faerie.

Humans 945

D-Bees 524

Others 46

Note: 40% are practicing druids.

This is the site of a giant man-made hill built thousands of years before the eruption of the ley lines. It is again a powerful place of magic and the site of the largest, and some say oldest, Millennium Tree in England. The tree sits atop the hill and overlooks the new southern coastline.

The Village of Sarum

Dorset, England

There is a large community of woodland druids and their families in the village of Sarum, about five miles (8 km) to the northwest of the tree. 3D4 × 10 druids will be in the village at any given time, with as many as 500 gathering for special ceremonies and magical events.

Old Man Conner, a 13th level Filidh druid, is considered one of the village elders and is loved by the community. He runs the school and is a retired hero, bard and scholar. He is a likeable, muscular, 71 year old human who looks more like 51; I.Q. 22, M.A. 24, M.E. 20, P.S. 21, P.P. 18, P.E. 19, P.B. 17, Spd 14. Scrupulous alignment.

Keeveena Laughton is a 287 year old elf and 15th level Dryad of great repute. Virtually every native in the British Isles knows her as a champion of goodness and a marvelous healer. She is almost always at or near the village and is considered to be the protector and best friend of Old Sarum's Tree. As a trusted friend of the Millennium Tree on Old Sarum's Hill, she has been given many "gifts" of power and healing, as well as clear visions of the future. She is one of the people who has received the vision about the five dangers and knows something foul is brewing in the Americas (the Mechanoids), Africa (the four demon destroyers) and even in England (Mrrlyn). Unfortunately, the face of the danger in England remains a mystery, although she does sense that New Camelot is involved in some way. I.Q. 15, M.A. 22, M.E. 20, P.S. 18, P.P. 17, P.E. 21, P.B. 27, Spd 20. Principled alignment.

Jonny Kirkbright is a 53 year old, 13th level Scahtach druid who runs the blacksmith and armory. He has a powerful build, bronze skin and always seems to have a smile on his face. He is cheerful and dependable and another of the village elders. I.Q. 14, M.A. 19, M.E. 17, P.S. 26, P.P. 21, P.E. 24, P.B. 11, Spd 10. Principled alignment.

Craig Crinfeeld the Brave is a 9th level Simvan monster rider whose search for endless adventure stopped at the village of Sarum. He found the teachings and gentle coexistence with nature as taught and lived by the woodland druids to be so wonderful that he has made Sarum his home. He is a man raised to be strong and gruff and naturally given to a quick temper and just as quick to action. He was a fierce warrior and adventurer but he now tries to control his raging emotions and temper. He studies the ways of the druids and helps them in any way he can.

Craig is effectively the village's unofficial protector and will sacrifice his life in its defense. Few people have ever earned the respect and love of so many diverse beings as Craig Crinfeeld the Brave. He is revered by the villagers and is known for his endless charity, generosity and helpfulness to everyone of every race. He is also a friend to the Tree of Old Sarum, wears bark armor, has a dowsing rod, five magic throwing sticks, a staff of the serpent and a blanket of healing.

He knows most of the woodsmen and hunters in England and is even the friend of the local faerie folk. He is one of the few big folk the faeries and their kin trust. They like him so much that most would rush to his aid the moment they learned Craig was in trouble. Any being who tries to kill their big friend will suffer the wrath of a thousand faeries and their less gentle kin. His only enemies are Mrrlyn's Nexus Knights and those who dare to threaten the druids. He has had several unpleasant encounters with Nexus Knights. Two years ago, Craig killed two ghost knights and a supreme nexus knight who were torturing a Nog Henge druid for information. Needless to say, this has indebted Craig with the Nog Henge druids, who recognize him as a true champion of England. Mrrlyn has been surprisingly gracious about the incident, apologized to the druids and commended Craig Crinfeeld the Brave for destroying the "rogue" knights. King Arr'thuu has left Craig an open invitation to join him as a Knight of Camelot.

Craig Crinfeeld: I.Q. 12, M.A. 11, M.E. 21, P.S. 23, P.P. 21, P.E. 28, P.B. 8, Spd 16; age 32. Scrupulous alignment. The monster rider's regular riding animals are a gryphon he calls Golden Wings and a melech he calls Black Thunder, but he has



also been known to ride petal things, clamp-mouthed dragonflies and just about every monster animal imaginable. There are rumors that claim Craig has befriended and ridden the ancient unicorn that lives in a meadow to the north.

The Eternal Spring

Bath — Somerset, England

The warm spring water located at the village of Bath has been a special and sometimes sacred place for thousands of years. The ancient Celts and later, the invading Romans believed its waters to have the power to heal and both have bathed in and drank the water. In the world of **Rifts England** it is a place of magic, located near a series of ley lines and only an hour or so away from Stonehenge and Avesbury.

Bathing in the spring water is very relaxing. The waters relieve muscle aches and pains, headaches, congestion, and P.P.E. and I.S.P. are restored at twice the normal rate. Those who have spent a half hour to an hour in the spring waters also report feeling completely rested, relaxed and full of vitality regardless of how fatigued they may have been before entering the water. They will also heal over the next 24 hours three times faster than normal over the next 24 hours.

Water drawn from the warm, natural spring (whose waters may actually run underneath a ley line) can be transformed by herbalists and woodland druids into holy water (P.P.E. cost is a mere 10 points), cures to negate poison (20 P.P.E.), water into a superior tasting wine (20 P.P.E.), easily purified (10 P.P.E.), and is often used in potions and teas, especially those that heal or purify.

The Eternal City

Bath — Somerset, England

The Population of the Eternal City: Approximately 7400 people, and growing rapidly. 60% can read and write English/American. All speak English/American, 60% also speak Euro, 75% speak Gobblely, and 30% speak Faerie.

Humans 3900

D-Bees 3100

Others 400

Note: This does not include the 3D4×100 visitors present at any given time. 20% of the population are practitioners of magic (druids, herbalists, alchemists, ley line walkers, etc.).

The springs of Bath are controlled by a small kingdom known as the Eternal City. It is one England's largest kingdoms and a friendly rival to New Camelot. Without a doubt it is the second most popular kingdom in the British Isles and competes for alliances, industry and population with New Camelot. In fact, many of those who feel uncomfortable with Camelot join or work with The Eternal City. This makes Mrrlyn unhappy and he has a dozen spies divided among the nobility, merchants and military to keep an eye on the kingdom. Meanwhile, the two kingdoms have an excellent, friendly relationship, trade regularly and have come to each other's aid on several occasions. There has even been some discussion regarding a merger of the two kingdoms, with the Eternal City becoming an official part of New Camelot, but retaining complete autonomy. The Eternal City has politely declined.

The Eternal City believes in freedom and democracy for all people, human and non-human alike. It is a prosperous community that focuses on healing and magic. It keeps its magic springs open to most druids and herbalists, with the exception of those with a criminal reputation. A fee of 20 credits is charged to bathe in the spring waters and one must pay two credits an ounce (28 grams) for water removed from the spring — an eight ounce glass of water will cost 16 credits. Only known healers, druids, herbalists, priests and the occasional practitioner of magic and royalty are given regular access to the magic water. All others must petition the courts for permission. This usually requires 120 credits in fees plus the charges for the bath or water removal, which is twice the cost (4 credits per ounce) that is charged to healers.

Fiends caught and found guilty of trying to poison or otherwise damage the springs, face 20 years of imprisonment and hard labor or may be sentenced to execution. It is important to note that the springs' magic seems to protect it from being poisoned/polluted in any way.

The kingdom's greatest threat is from the Goblin Kingdom of south Wales and the other monsters that inhabit much of Wales. The kingdom and surrounding villages and farms are often the victims of raids from goblin, orc and ogre bandits.

The ruler of this kingdom is King Bronin, an intelligent, compassionate, good-natured man of 43, with an excellent head for organization, business, and politics. He is a seventh level royal knight of scrupulous alignment. I.Q. 15, M.A. 20, M.E. 17, P.S. 18, P.P. 14, P.E. 12, P.B. 14, Spd 11. King Bronin is the father of three boys and a daughter, all under the age of six.

The Queen is Lady Tara, who is gentle, caring and intelligent, yet also spirited and resourceful. She is consummate in all the

skills of court and a wonderful dancer, excellent singer, plays the guitar and flute, speaks English, Euro, Spanish, Gobblely and Dragonese (and can read English, Euro and Dragonese), skilled in first aid and is also a practiced equestrian and swordswoman (W.P. sword, W.P. energy pistol). I.Q. 14, M.A. 18, M.E. 13, P.S. 12, P.P. 17, P.E. 12, P.B. 20, Spd 10. Scrupulous alignment, age 30; considered a 5th level scholar.

Charles Lamton is the king's dear friend and loyal advisor. He is a tenth level Filidh druid of scrupulous alignment. I.Q. 17, M.A. 18, M.E. 19, P.S. 15, P.P. 12, P.E. 18, P.B. 9, Spd 9.

The Eternal City's Division of Troops

500 Eternal Knights — Official Champions of the City

100 Practitioners of Magic (typically 3rd to 6th level)

100 Mechanized Troops *

500 Other Warriors, Headhunters, and Adventurers **

800 Militia (emergency troops/civil defense) ***

* These troops pilot giant robots or power armor; mostly Triax including 24 Ulti-Max.

** These are many of the warriors, mercenaries and adventurers who dream to attain knighthood, fame or fortune.

*** The militia is composed of dedicated citizens who serve as a part-time army similar to the modern national guard. They are assembled at times of crisis. Most have some combat training, but minimal combat experience (70% are 1D4 levels). Additionally, 3D4×10 visiting druids are likely to join in any battle to defend the kingdom.

Berwynmoore Kingdom

Wiltshire, England

The Population of the Berwynmoore Kingdom: 8076 people, but does not include the slave population of 2000 goblins and 1000 orcs, or the 900 or so people who live in neighboring villages. 50% can read and write English/American. All speak English/American, 40% also speak Euro, 80% speak Gobblely, and 25% speak Faerie.

Humans 6300

D-Bees 1636

Others 140

Slave Population: 3000

This medium sized kingdom is the not so friendly neighbor to New Camelot and The Eternal City. It is located where the pre-rifts city of Swindon once stood. Its king, members of royalty, and much of the population are envious and spiteful about the fame and prosperity of New Camelot and the Eternal City. This is in part due to the fact that one or the other has enticed merchants, trade and settlers away from Berwynmoore. In fact, only six years earlier, the kingdom had a population of 9800 but today it is just over 8000 because many have moved to New Camelot (65%) or the Eternal City (35%).

Queen Vanessa Barkclay-Berwynmoore is the 69 year old ruler of Berwynmoore — the king died seven years ago. She is a selfish, cold-hearted hag who has grown bitter and cruel in her old age. She has planted the seeds of greed for wealth, power and glory in all of her children. She is sickly and doesn't have more than a year or two left. She is an 8th level scholar of miscreant alignment. I.Q. 15, M.A. 8, M.E. 19, P.S. 9, P.P. 8, P.E. 7, P.B. 6, Spd 9.

Evan Lawrence Berwynmoore IV is the intense 25 year old heir-to-the-throne king. He is a seventh level royal knight of anarchist alignment. He will make a forceful, controlling king with an eye to conquer other villages and kingdoms. He'd love to conquer or destroy New Camelot but knows he is powerless to do so as long as it is under Mrrlyn's protection. I.Q. 14, M.A. 12, M.E. 11, P.S. 22, P.P. 20, P.E. 19, P.B. 12, Spd 22.

Devon Lark Berwynmoore is the headstrong 19 year old bent on the conquest and domination of the British Isles. He sometimes seeks aid from his big sister Egwain and in so doing allows himself to be manipulated by her (which she enjoys immensely). He is a troublemaker who sees his brother Evan as too cautious and slow for his tastes. Devon takes out his frustration by body building and going off on quests that have made him an impressive warrior. He is already a sixth level royal knight and second in command of the elite Berwynmoore Knights. He will make a terrible king who would bring ruin to the kingdom. He'd love to conquer or destroy New Camelot and questions the power of Mrrlyn. I.Q. 9, M.A. 11, M.E. 10, P.S. 25, P.P. 21, P.E. 21, P.B. 14, Spd 22. Miscreant alignment.

Egwain Beatrice Berwynmoore is the older sister, age 27. She would love to sit on the throne, but knows that she'd have to kill her brothers and sister to do it, so she consoles herself with an absolute free hand to do whatever she pleases. This is an arrangement Evan will keep so that she will leave him and the running of the kingdom alone. She has toyed with trying to win the heart of King Arr'thuu just to spite her siblings. She is disliked by her entire family and is feared by the people of the kingdom.

She is an 8th level witch of miscreant alignment, known to torture, kill and enslave others. She lives in a castle on the outskirts of the main city where she plots her evil schemes to conquer other villages and kingdoms. I.Q. 17, M.A. 9, M.E. 15, P.S. 17, P.P. 15, P.E. 20, P.B. 17, Spd 10. She has made a major pact and has been granted the "gift of Magic," which means she has 240 P.P.E., a demon familiar and spell casting abilities which include see the invisible, befuddle, fear, mystic alarm, turn dead, armor of Ithan, ignite fire, paralysis: lesser, blind, charismatic aura, fool's gold, repel animals, trance, domination, superhuman strength, horrific illusion, mask of deceit, and call lightning. See **Rifts Conversion Book**, pages 55 to 58 for complete details about witchery.

Sara Gilda Berwynmoore is a selfish, 20 year old, aristocrat who has no concerns for the people or conquest. All she wants is a rich and/or powerful husband who will treat her like a queen. She'd hate being a ruler of anything because there would be too much responsibility and work. I.Q. 10, M.A. 7, M.E. 9, P.S. 9, P.P. 10, P.E. 11, P.B. 14, Spd 9. Alignment anarchist. She is considered to be a second level vagabond scholar.

Berwynmoore's Troops

- 450 Knights — Elite warriors of the kingdom
- 80 Mechanized Troops *
- 300 Mercenaries **
- 400 Goblin Army (typically 2nd and 3rd level)
- 400 Orc Army (typically 2nd to 5th level)
- 1600 Militia (emergency troops/civil defense) ***

- * These troops pilot giant robots or power armor; mostly old Triax units, with only four Ulti-Max.
- ** These are many of the less scrupulous and downright villainous mercenaries, thieves, assassins and adventurers in search of military employment. Most have 1D4+2 levels of experience.
- *** The militia is composed of citizens forced to serve as a part-time army similar to the modern national guard. They are assembled at times of crisis. Most have little combat training and experience (60% are first level the remainder are third level).

Silbury Hill

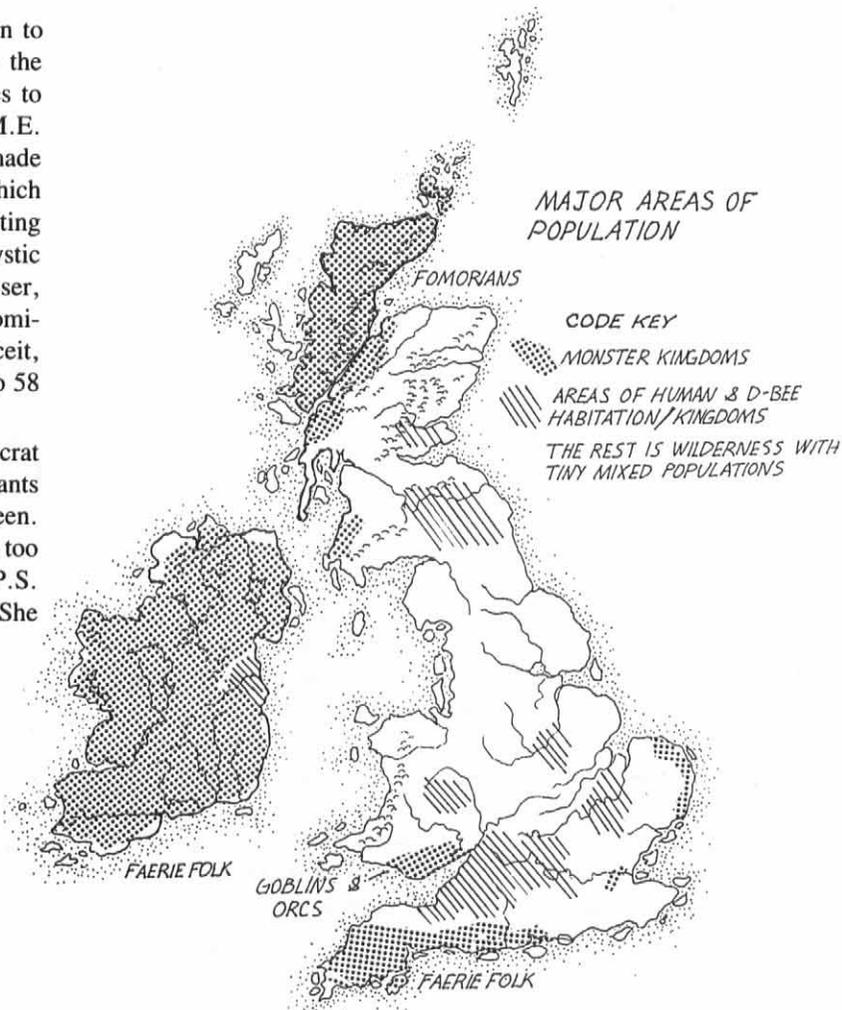
Wiltshire, England

The largest man-made prehistoric mound in Europe indicates the location of a powerful ley line nexus. Atop the hill is a giant Millennium Tree. It is a sacred place visited by druids and visitors.

Avesbury

Wiltshire, England

The Avesbury henge and circles of stone megaliths are actually larger and more impressive than Stonehenge when viewed as a single megalithic site. Its stones mark it as a powerful magic nexus. However, as impressive as it may be, it is not as powerful as the entire Stonehenge complex.



The Healing Stone

Rollingright Stone — Wiltshire, England

This large, donut shaped stone sets on the same ley line as Stonehenge and Avebury. It has been known as a place of healing for 4000 years. Presumably it is the product of ancient stone magic, but who built it and how it functions as an article of healing, nobody knows.

Placing the sick or injured through the donut hole of the large stone provides the following magical benefits: +15% to save vs coma and death, +2 to save vs poison and magic, burns and rashes are soothed, fever is dispelled, severe headaches reduced, minor headaches disappear and 1D4 S.D.C. is restored to the sick or injured. The magic only works once per person per 24 hours.

London — England

The Minions of Splugorth: Approximately 6500 beings, not including 1800 slaves or the 200 Conservators that wander the land.

Splugorth High Lords 100

Powerlords 300

Overlords 3000

Slavers 200

Kittani 700

Blind Warrior Women 1800

Maxi-Men 100

Gargoyles and Others 300

Built on the bones of the once mighty city near the Thames River, is a squalid little town known as **London of Splynn**. As one might guess from the name, it is an outpost for the Splugorth of Atlantis. The Splugorth use the town as a base for their activities in the British Isles, France and Belgium. They use the Stonehenge complex of ley lines as the point of entry, arriving via dimensional rift. They then travel east to London of Splynn. The Minions of Splugorth see the British Isles as a place for adventure and as a wilderness preserve where they can capture exotic animals and monsters (the clamp-mouthed dragonfly, petal thing, etc.), new slave stock and gladiatorial combatants (like the Earth and Star Child, sectles, various druids, faerie folk, etc.) and a place to hunt for sport. They also attack and steal leaves, twigs and branches from Millennium Trees to make corrupted wands.

The presence of the Splugorth bothers Mrrlyn immensely. As you may recall, Lord Splynncryth and the alien intelligence Zazshan/Mrrlyn are ancient rivals and sworn enemies. The Minions of Splugorth are considered enemies of New Camelot and a threat to all of England. Most druids share this sentiment. The minions are known as dangerous monsters and enslavers. Most humanoids avoid the area whenever possible.

A Splugorth slaver and his six warrior women, 2D4 overlords or 1D4 + 1 other minions can be found exploring or hunting just about anywhere in the British Isles, but are most frequently encountered in what was once known as England, especially along the eastern coast. See **Rifts World Book Two: Atlantis** for full details about the Splugorth and their minions.

London of Splynn has one large gladiatorial arena and six smaller ones, plus a slave market and pen. A large stone pyramid

with a statue of a dragon standing on the point is located in the center of town. However, the pyramid is simply for show and has no magic properties.

Margate Island

This is an island kingdom occupied by the aliens known as Dabuggs. Approximately 3900 Dabuggs live on the island along with 1200 human and 800 D-bee slaves. They have recently established a political relationship with London of Splynn and are actively trading to upgrade their low-end technology. A Splugorth Highlord and ten Overlords are permanent residents of Margate. The Splugorth like their attitude.

The Devil's Arrow

York, England

This is another ancient stone megalith that has survived the Great Cataclysm. It marks the beginning of a ley line and the site of an ancient battle that prevented the demonic Fomorian of old from invading England. To this day, few Fomorian venture beyond the Devil's Arrow (in Celtic myth, the arrow being from the god Lugh).

Rombalds Moor

Yorkshire, England

This site was known to have some significance to ancient pre-rifts people. Here upon a large boulder the ancient Celts carved cup and ring symbols indicating it was a place of magic. Today, a The Rombald Millennium Tree towers above the grassy moor. The ancient stone rests at the base of the tree.

Arbor Lowe and the Lowe Tree

Arbor Lowe is another ancient megalithic site located on a ley line. Four miles to its north is a ley line nexus crowned by a Millennium Tree. About 40 miles to the west and east are bogs. The bog areas are inhabited by goblins, pucks, toadstools and the occasional kelpie.

The Nog Henge Tree

A Millennium Tree is located at this nexus which is said to be one of the many homes of the mysterious Nog Henge druids. An ancient looking Nog Henge, named Ge-Feng, lives in a village of 350 humans who make their home in the tree. Other Nog Henge and woodland druids also visit the tree and there is a small community of woodland druids about ten miles (16 km) away (most are 1D4 + 1 level). There is also a large tribe of approximately 1000 sectles who also live in the great tree.

Ge-Feng of the Nog Henge is a 14th level, female, Chiang-ku dragon and protector of the tree and all the creatures that live in it. She never leaves this place unless a terrible crisis forces her to do so, but she will always try to return as soon as possible. Ge-Feng is also friends with the low level woodland druids near by and many of the woodland people and wilderness scouts who



K. SIEMBIEDA - 93

live in the area. I.Q. 24, M.A. 23, M.E. 22, P.S. 25, P.P. 20, P.E. 22, P.B. 16, Spd 22. Scrupulous alignment.

To the west are tall hills inhabited by goblins and a cantankerous serpent of the wind (dragon) who is worshiped by them. The dragon calls himself wind rider, is sixth level and miscreant.

Long Meg

The Home of the Nog Henge Druids?

Long Meg is an ancient place of magic power. The Nog Henge druids often use this ley line nexus. Three Nog Henge druids live in the nearby caves and can be found here frequently, throughout the year. A tiny village of 90 people, one-third human, one-third D-bee, and one-third goblin, also share the caves as their home.

Old Northumberland

This is another area of human and D-Bee habitation. There are scores of tiny villages and sheep/goat herding communities, few of which exceeding more than 200 people. There are also several small communities of woodland druids and Dabuggs. The largest village is a place called Trapan. It has 442 inhabitants, including a resident 7th level Scahtach and an 8th level Nog Henge druid (both are of good alignment).

Wales

Most of the land area once known as Wales is dominated by monstrous non-humans such as goblins, orcs, ogres, trolls, giants, and the occasional dragon and other creatures of magic. Northern Wales is plagued by tribes of kinnie ger, pucks, and small tribes of goblins. There are also a number of tiny human and D-bee communities and huntsmen who consider Wales their home.

The Goblin Kingdom

Southern Wales

Approximately 4500 goblins inhabit the ruins of the pre-rifts city of Newport and the many caves along the coast. They are extremely territorial and chase away or slay most humans and handsome humanoids who dare to enter their domain. There are four neighboring tribes of ogres with 60 to 160 ogres in each. One thousand orcs and a variety of faerie folk also inhabit the region.

The goblins randomly send raiding parties into other parts of the British Isles. These groups of cutthroats and thieves can be as small as six or eight members or as large as 300; typically the group will be 30 to 60 members strong (roll 3D4 × 10). Large groups are so bold as to attack villages and armored caravans, while the smaller groups bushwhack travelers and adventurers, or conduct thieving raids on towns, villages and farms. They hit several homes or businesses and vanish back into the forest. These goblins conduct most of their mischief in what was once known as Wales and England. They are a constant source of trouble for New Camelot and the communities around it. They seldom travel far to the north, probably because there are fewer cities and villages to the north.

The Llyn Fawr Nexus

Wales

This is another ley line nexus and is controlled by a tribe of trolls. There are only 43 trolls but they also command a small army of 300 goblins and orcs. A neighboring tribe of 140 ogres, led by a powerful 9th level temporal wizard (also an ogre), also covet control of the nexus. The ogres also have a small force of 100 orcs at their disposal. These two factions are constantly squabbling and fighting over territory. Both groups hate humans and human-looking beings such as elves. Both occasionally plun-

British Isles

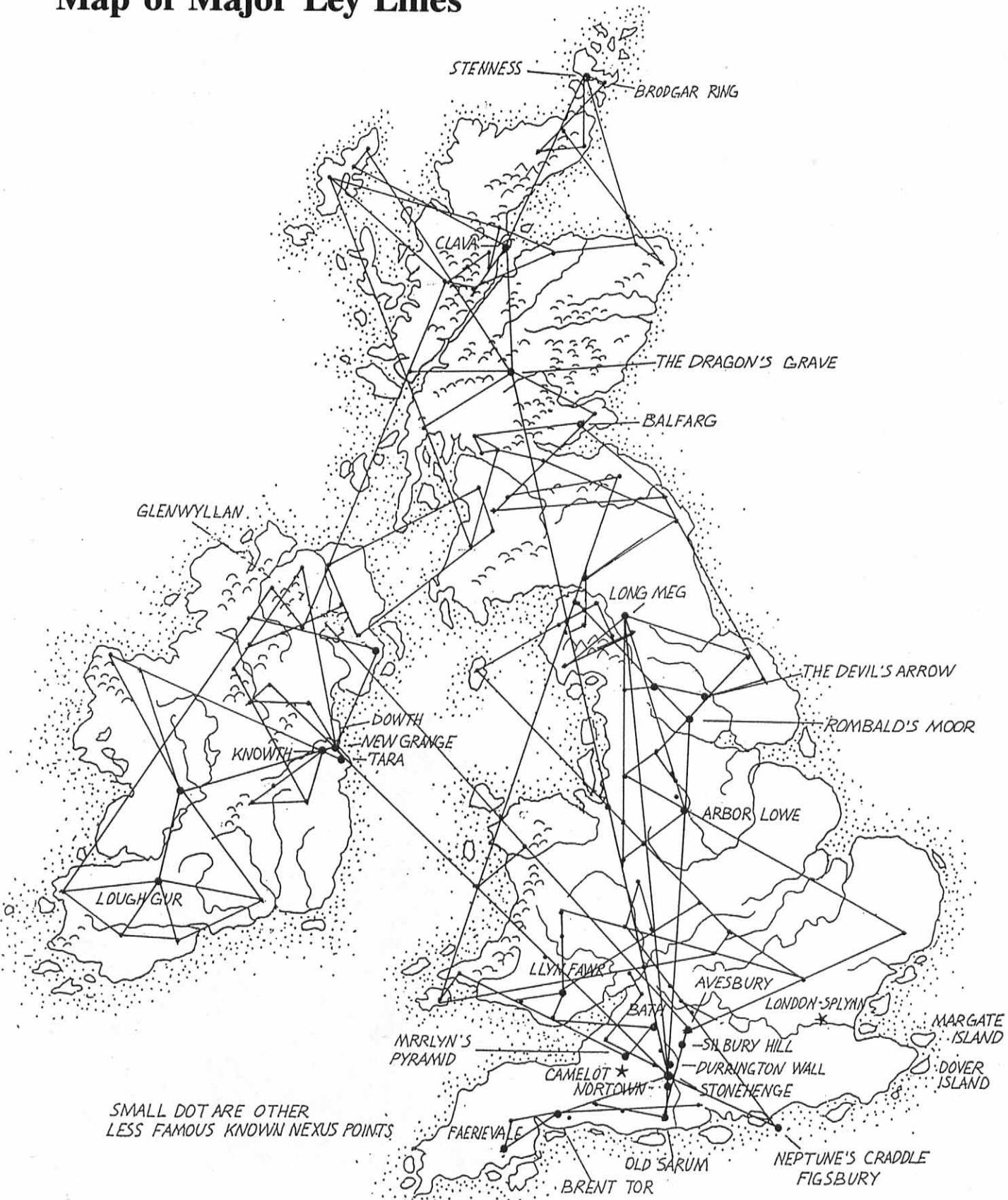
Map of Key Nexus Points



British Isles



Map of Major Ley Lines



der the outlying areas around New Camelot and the Eternal City, usually targeting travelers and small villages.

The Tree of Glenwyllan

The Island of Man

The Island of Man is about half the size it was before the Great Cataclysm. It is mostly devoid of human life and is inhabited by faerie folk. At the site of the ancient Glenwyllan ruins is a Millennium Tree. It is occasionally visited by druids and is one of the many places rumored to be the home of the Nog Henge druids.

Scotland

Balfarg and the Millennium Tree

This was the site of an ancient henge and stone circle. Within the last 200 years somebody, presumably a Spriggan, has rebuilt the circle of stone. It is a place frequented by druids and practitioners of magic. The nearby area of the North Sea is filled with sea monsters.

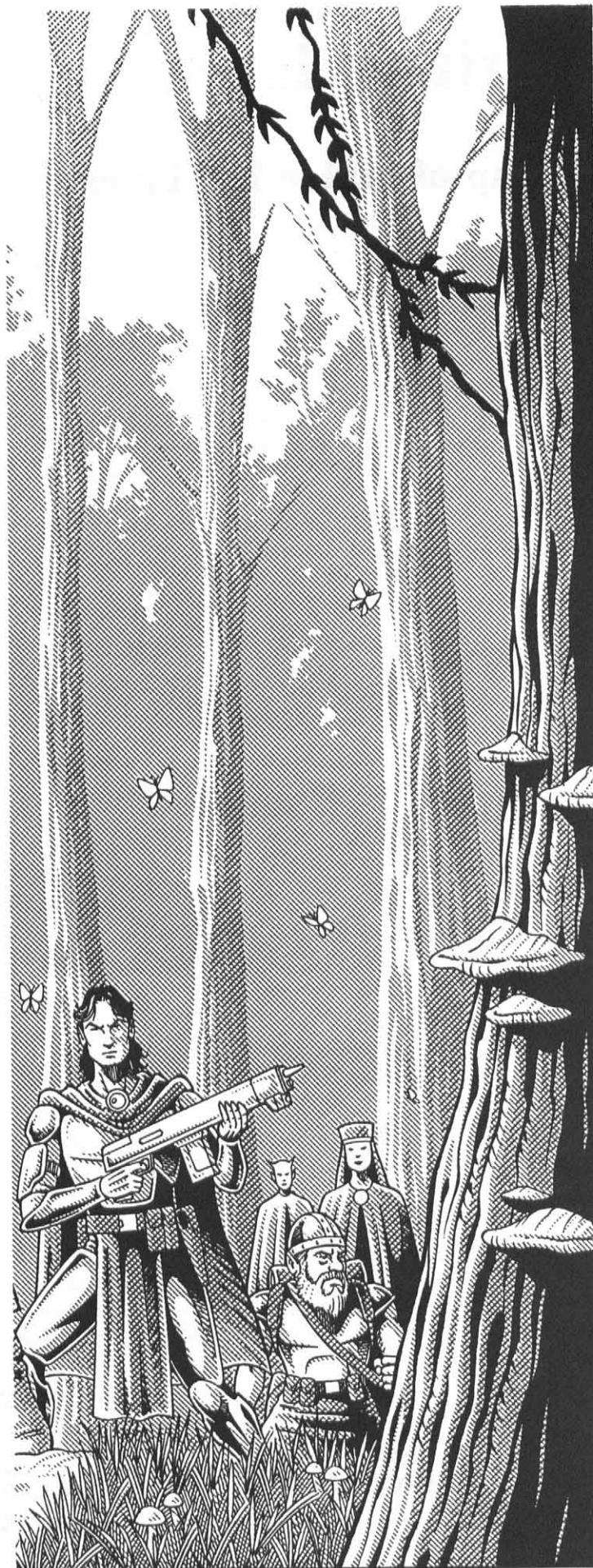
Balfarg is also a village of about 2000 people. A visitor's first impression is that it is a village of human and human mutants. In actuality it is a village of dabuggs (see their description elsewhere in this book). Of the 2000 people, there are 500 true human and D-Bee slaves. Unwitting visitors to the village are likely to find themselves added to that group. Some of the slaves may try to subtly warn visitors of the impending danger but will be badly beaten or eaten if discovered. The inhuman dabuggs are impressed and a little bit frightened by creatures of magic, practitioners of magic (especially vengeful human ones) and superhuman beings. Consequently, they try not to antagonize supernatural beings and magically empowered visitors.

This particular village of dabuggs has joined forces with the Fomorians. Together they plot about conquering the lowlands of Scotland and, with time, the entire British Isles. Currently, the dabuggs share information, hide Fomorians hiding from humans and act as spies in many of the human and D-bee communities, including New Camelot, The Eternal City, Berwynmoore and the village at the Nog Henge Tree. There are three other small villages of less than 300 people that are also dabuggs. Not all are as aggressive as those at Balfarg.

The Dragon's Grave

Scotland

The Dragon's Grave is a nexus center located 55 miles (88 km) north of Balfarg. It earned its name from an incredibly powerful horned dragon that once controlled the nexus with a stone pyramid and dominated the surrounding land and all of its inhabitants. It was said that the dragon could draw on the mystic energy to see the future and events happening at other places and in other worlds. It used this power for selfish ends and was hated and feared by all who lived in Scotland and England. Many a hero died trying to destroy the monster. Then, two hundred years ago, the dragon was slain by a horrific monster



that emerged from that rift. This same monster destroyed the pyramid, scattering it to the wind. Today, only rubble stands where the great pyramid once pointed to the stars. Legend claims that somewhere underneath the rubble and earth are the bones of the dragon. The stone rubble its grave marker. That same legend identifies the monster who slew the dragon as Splynncryth, Lord of Atlantis.

Four tiny villages of about 100 people each are found within a ten mile radius of the nexus. All are Children of the Earth and Stars. A group of 80 nomadic woodland druids and their families wander around the lowlands. They occasionally visit the area of the Dragon's Grave and often establish a winter camp in the hills to the east. Several tribes of goblins, orcs and kinnie ger also inhabit the eastern hills and mountains.

The Highlands of Scotland

The highlands are the domain of the demonic Fomorians and ancient Celtic gods. The entire highlands, Orkney, and surrounding islands are predominately inhabited by these people. Faerie folk, humanoids and most beings try to avoid the highlands lest they be captured, enslaved or killed by the murderous Fomorians.

The **Fomorians** and a few beings claiming to be ancient Celtic gods appeared about a hundred years ago. They have taken over the highlands and continue to make moves into the lowlands of Scotland. Fomorian spies and war parties are encountered with increasing frequency in the northern lowlands and occasionally found in other parts of the British Isles. A small group of a few hundred have traveled as far as France on an exploration mission. Whenever they are encountered, one can be certain they are up to no good.

Clava

Scotland Highlands

An impressive necropolis of ancient burial mounds, cairns, and a stone circle. This area of the highlands is said to be a place ruled by elemental forces and that the nexus is a doorway to the elemental planes. Even greater elementals can be summoned through this powerful nexus. It is interesting to note that there is seldom any random dimensional rifts at this location and when there are, it usually releases minor air and earth elementals.

The Tree of Ages

Maes Howe — Orkney, Scotland

Population:

Humans 3056

D-Bees 958

Sectles 559

Earth Children 62 (a small tribe)

Goblins 236

Pixies 47

Brownies 26

Leprechauns 2 (a mated pair)

Kukulcan Dragon (One, Scrupulous, 5th level)

Atop of the famous Maes Howe circle and mound is the second tallest Millennium Tree in the British Isles, only Old Sarum's Tree is older and taller. The Orkney island and the Scottish Highlands are dominated by the demonic Fomorians and the old gods. Consequently, the Tree of Ages has become a refuge for thousands of free humans, D-Bees and others, all of whom live "in" the tree. The mix of races is extremely unusual but all live and work together in relative peace, with the faerie folk being the most mischievous of the regular trouble makers. All hate the Fomorians and long for the day that Scotland will be free from their evil.

Fomorians cannot come within 3000 feet of the magic trees. They are also extremely vulnerable to Millennium Tree weapons, magic and storms, all of which inflict double damage to these monsters.

Celtic Gods

Brodgar, Home of the Gods

Stenness — Orkney, Scotland

The Orkney islands and the highlands of Scotland are the domain of the Fomorii and ancient Celtic gods. The old Stenness megaliths are a nexus that is linked to a dimension where the ancient Celtic gods and the fomorians are said to have been born. Beings who claim to be **Dagda**, the Celtic All-Father, **Bres the Beautiful**, **Lugh the Shining One**, **Balor of the Poisonous Eye** and the demonic **Fomorians** have emerged from this nexus.

The Fomorian Demons

aka Fomorii, Fomhoire, Fo-Moir, Fomor and Fomorach

The fomorii are savage, murderous mega-damage beings who are considered to be demons by most humans. They are a misshapened people with dark grey skin, one small eye (usually off to one side of the head), large teeth, and a deformed left foot. 50% also have a hunched back. All are a giant eight to ten feet tall (2.4 to 3 m). They are incredibly savage, cruel and merciless in combat. They love to destroy property, torture and kill. Many drink the blood or eat the internal organs of their foes. Many also make necklaces, belts and other jewelry from the skulls and bones of the enemy. They also capture and enslave intelligent beings of all races, although intelligent creatures of magic such as the dragon and sphinx frighten them. Slaves are badly mistreated, beaten and tormented.

Most fomorians, male and female, are warriors. 10% are *Blood Druids* very similar to their human counterparts in France. These are the only two occupations known to these demonic people.

The powers at New Camelot and most people are not aware of the fomorians' power, vast number, savagery or their plans of conquest.

Fomorians (pronounced Foe more i ans)

Average Alignment: Anarchist, miscreant or diabolic

Attributes: I.Q.: 2 + 2D6, M.E.: 2 + 2D6, M.A.: 2 + 2D6, P.S.: 8 + 3D6, P.P.: 4 + 3D6, P.E.: 4 + 3D6, P.B.: 3 + 1D6, Spd.: 12 + 4D6; supernatural strength and endurance.

Mega-Damage Creature: 4D6 × 10 M.D.C.; 90 to 140 is the average range.

Horror Factor: 10

P.P.E.: 1D4 × 10, **I.S.P.:** None

Average Level of Experience: 2 + 1D4; high druids, war chiefs and commanders are 5 + 1D4 level.

Natural Abilities: Nightvision 200 feet (61 m), see the invisible, bio-regeneration 2D6 per melee, impervious to cold, impervious to normal fire, mega-damage fire does half damage, expert swimmers, don't need air to breathe so they can stay underwater for hours and are not affected by toxic gases, and metamorphose into a large, black eel or serpent-like fish.

Magic Powers: None, only the blood druids have any sort of magic powers.

Combat: Equal to hand to hand: expert or assassin.

Attacks Per Melee: All warriors under seventh level have five attacks per melee round, 8th to 12th level have six and 13th to 15th have seven.

Bonuses (in addition to attribute and skill bonuses): +3 on initiative, +2 to strike, +1 to parry and dodge, +2 to roll with impact, critical strike on a roll of a natural 18-20, +1 to save vs magic, +2 to save vs poison, +5 to save vs horror factor.

Typical Warrior Skills of Note: Hand to hand: expert or assassin, wrestling or boxing, climbing, W.P. sword, W.P. knife, W.P. targeting (specifically throwing sticks, spears, and slings — few fomorians are archers), track (humanoids), land navigation, wilderness survival, horsemanship, basic mathematics, speaks Dragonese, Gobblely and Faerie. All these skills have a +10% bonus. An additional four skills can be selected from the skill categories of physical, pilot, rogue, and W.P. at levels four, eight and twelve. All start at first level proficiency.

Favorite Weapons: Swords, knives, spears, throwing sticks and slings. About 40% have started using energy rifles. They love magic weapons.

Body Armor: 80% do not wear body armor! The few that do are usually commanders and war chiefs. The armor is a dull silver color, heavy, has 100 M.D.C. and offers fair mobility (-10% to prowl).

Special Vehicle: A pale white, ghostly fomorii war-horse that has glowing orange eyes and exhales smoke from its nostrils. The creature is twice the size of a normal horse, is suitable for Bres in his natural giant size (or for any giant) and is a mega-damage creature (1D6 × 100 M.D.C.). Running speed is 88 or 60 mph (96 km). The powerful animal can also leap 30 feet (9 m) lengthwise or 20 feet (6 m) high. A kick from the front legs inflicts 2D6 M.D. while a kick from the hind legs do 4D6 M.D.

Size: Fomorians are eight to ten foot (2.4 to 3 m) tall giants.

Average Life Span: 300 years.

Cybernetics: None

Money: The fomorians often accumulate great fortunes for their chiefs and gods, but really only care about fighting, conquest



and enslaving others. Thus, most have little if any valuables other than weapons.

Alliances & Allies: Whoever Bres and their leaders tell them to work with. Otherwise, they fight and try to conquer and enslave all races.

Note: There are nearly 100,000 fomorians living in the highlands of Scotland, Orkney and the northern islands. They are preparing to sweep the lowlands and possibly invade northern England as well, within the next year. More and more scouting parties are being discovered in all parts of the British Isles.

Bres can also open a dimensional rift at the Stenness nexus to unleash an additional 1000 fomorian warriors per hour that the rift is open. He can usher in up to 100,000 fomorian fighters. Likewise, he and his troops can retreat into the dimensional rift. Their homeworld strongly resembles Scotland. Here Bres and

his second in command, Balor, rule over a million fomorians. Visitors, should they live so long, will be shocked at the number of human and D-bee slaves the Fomorians control at home (about a half million total).

The Power of the Millennium Tree: Fomorians cannot come within 3000 feet (914 m) of the magic trees. Furthermore, weapons made from a Millennium Tree and Millennium Storms inflict double damage. The magic trees also exist on the fomorians' homeworld.

Balor of the Poisonous Eye II

A Fomorian God

The original god of the fomorians was a giant with super-powers known as Balor. Balor was slain during the fomorians' last invasion of Earth over four or five thousand years ago. It would seem that one of his descendants has taken his name and follows his evil ways.

Like the original Balor and most fomorians, Balor II is incredibly aggressive and cruel. He is a dynamic fighter bent on conquering the British Isles, with an eye on other parts of the world.

Balor II — A Fomorian God & Second in Command of the Fomorians

Alignment: Miscreant

Attributes: I.Q.: 12, M.E.: 13, M.A.: 11, P.S.: 39, P.P.: 23, P.E.: 24, P.B.: 8, Spd.: 132; supernatural strength, endurance and speed. **Mega-Damage Creature:** 3300 M.D.C.

Horror Factor: 14

P.P.E.: 670, **I.S.P.:** None

Experience Level: Equal to a 10th level knight/warrior

Natural Abilities: Nightvision 1200 feet (366 m), see the invisible, bio-regeneration 1D4×10 per melee, impervious to cold, impervious to fire, including mega-damage fires, expert swimmer, doesn't need air to breathe so he can stay underwater for hours and is not affected by toxic gases. He can also metamorphose into a large, black eel, serpent-like fish, or a large, black snake.

Special Eye Power: Balor can fire a beam from his eye that destroys living things. This death beam inflicts 4D6×100 S.D.C. points or 4D6 M.D. to most creatures, but double damage to creatures of magic like dragons and faerie folk. The beam also does double damage to most forms of vegetation but is powerless against Millennium Trees. The range of the eye beam is 1000 feet (305 m).

Magic Powers: Can cast all spell magic from levels 1-4.

Combat: Equal to hand to hand assassin.

Attacks Per Melee: Seven

Bonuses (all): +4 on initiative, +9 to strike, +10 to parry and dodge, +4 to roll with impact, +4 to pull punch, critical strike on a roll of a natural 18-20, +2 to save vs psionic attack, +5 to save vs magic, +5 to save vs poison, +8 to save vs horror factor.

Skills of Note: Hand to hand: assassin, boxing, climbing, prowl, W.P. sword, W.P. knife, W.P. targeting (specifically throwing sticks and spears), track (humanoids), land navigation, wilderness survival, horsemanship, basic mathematics,

speaks Dragonese, Gobblely and Faerie, all at 90% proficiency.

Newly learned human skills include radio: basic, speaks English/American and Euro, and W.P. energy rifle, all at 50%.

Favorite Weapons: Swords, spears, throwing sticks and a Triax pulse rifle.

Magic Weapons & Items: He has the following scathach magic irons: three pair of giant size manacles, four human size manacles, 20 feet (6 m) of magic chain, and four magic throwing irons. Flaming sword that inflicts 4D6 M.D.

Body Armor: None, other than an ornamental half suit of dull black armor with arm, leg and shoulder plating.

Special Vehicle: A pale white, ghostly Fomorii war-horse that has glowing orange eyes and exhales smoke from its nostrils. The creature is twice the size of a normal horse, is suitable for Balor the giant (or for any giant) and is a mega-damage creature (500 M.D.C.). Running speed 60 mph (96 km).

Size: Balor II stands 13 feet (3.9 m) tall.

Age: 175 years.

Cybernetics: None

Money: The god has 100 million credits worth of valuables.

Alliances & Allies: Same as Bres. He likes and respects Bres; the two work well together.

Bres the Beautiful

An Ancient Celtic God

Bres is a king among the Celtic war-gods. He is beautiful in countenance and a superior fighter, but his heart is cold, filled with selfishness, greed, cruelty and vengeance. Once, long before the Coming of the Rifts, he led his people, the Fomorians, against the people of Scotland and Ireland. He was an oppressive ruler who ravaged both the land and the people he conquered. It was King Bres who turned the lush forests of the Scottish Highlands into the barren, rocky land it is today. Finally, after rising from the defeat of a titanic battle, Bres The Beautiful, half Fomorian, half god of light, seemed unstoppable and threatened to conquer all before him. It was only the intervention of Lugh that saved the day. He defeated Bres and sent the Fomorii back to their dark plane of existence. It was Lugh's mistake to let Bres live. Over the last four eons the Beautiful One has allowed vengeance to fester deep within his savage heart. He looks forward to again facing Lugh — this time in a battle to the death.

With the eruption of the ley lines and the transformation of the Earth, the god-being Bres walks the planet once again. A hundred years ago, he opened a dimensional rift and brought forth the demonic Fomorians. This time Bres proceeds more slowly, making certain his savage Fomorians are firmly entrenched before he moves to conquer more than he can hold.

Bres (pronounced Breaze)

Alignment: Diabolic

Attributes: I.Q.: 20, M.E.: 25, M.A.: 19, P.S.: 41, P.P.: 28, P.E.: 28, P.B.: 30, Spd.: 66 (45 mph/72 km); supernatural strength and endurance.

Mega-Damage Creature: 10,800 M.D.C.

Horror Factor: 14 when leading his fomorians into battle or when one realizes he is facing an ancient Celtic god.

P.P.E.: 900, **I.S.P.:** 200

Experience Level: Equal to an 11th level royal knight and psionic.

Natural Abilities: Bres' natural size is that of a 20 foot giant, but he can regulate his size in one foot (0.3 m) increments to as small as five feet (1.5 m) tall. The size change can be performed with a thought and lasts indefinitely. He also has nightvision (1200 feet/366 m), bio-regeneration (1D6 × 10 per minute).

Psionic Powers: Impervious to cold, impervious to fire, mind block, nightvision, see the invisible, resist fatigue, levitation, telekinesis, psi-sword, psi-shield, and pyrokinesis. I.S.P. 200, 11th level.

Magic Powers: The spell casting powers of this god are natural abilities and reflect his dark nature. He knows all spell magic from levels 1-6, plus tongues, call lightning, agony, animate/control dead, dispel magic barriers, invisibility: superior, life drain, hallucination, metamorphosis: human, sickness, spoil food and water, speed of the snail, protection: simple, dimensional portal (rifts), and close rift. P.P.E. is 900 and spell strength is 11th level.

Combat: Hand to hand expert.

Attacks Per Melee: Eight

Bonuses (all): +5 on initiative, +10 to strike, +10 to parry and dodge, +10 M.D.C. damage, +7 to roll with impact, +5 to pull punch, critical strike on a roll of a natural 18-20, +5 to save vs psionic attack, +7 to save vs magic, +7 to save vs poison, +7 to save vs horror factor, 55% to evoke feelings of trust or intimidation, and 92% to charm and impress.

Skills of Note: Hand to hand: expert, boxing, W.P. sword, W.P. knife, W.P. blunt, W.P. energy pistol, W.P. energy rifle, track animals, hunt, land navigation, wilderness survival, horsemanship, basic mathematics, speaks and reads Dragonese, speaks Gobblely, all at 96%.

Newly learned human skills include pilot hover vehicle, radio: basic, and speaks English/American and Euro, all at 60%.

Favorite Weapons: Battle axes, swords, knives and high-powered energy pistols. He always carries his soul drinking rune sword, known as Silver Tooth, (elemental powers of earth) with him, a vibro-knife and a Triax laser pistol (2D4 M.D.; 20 shots, 1000 ft/305 m range).

Special Body Armor: A dull white with gold accents; 1000 M.D.C.

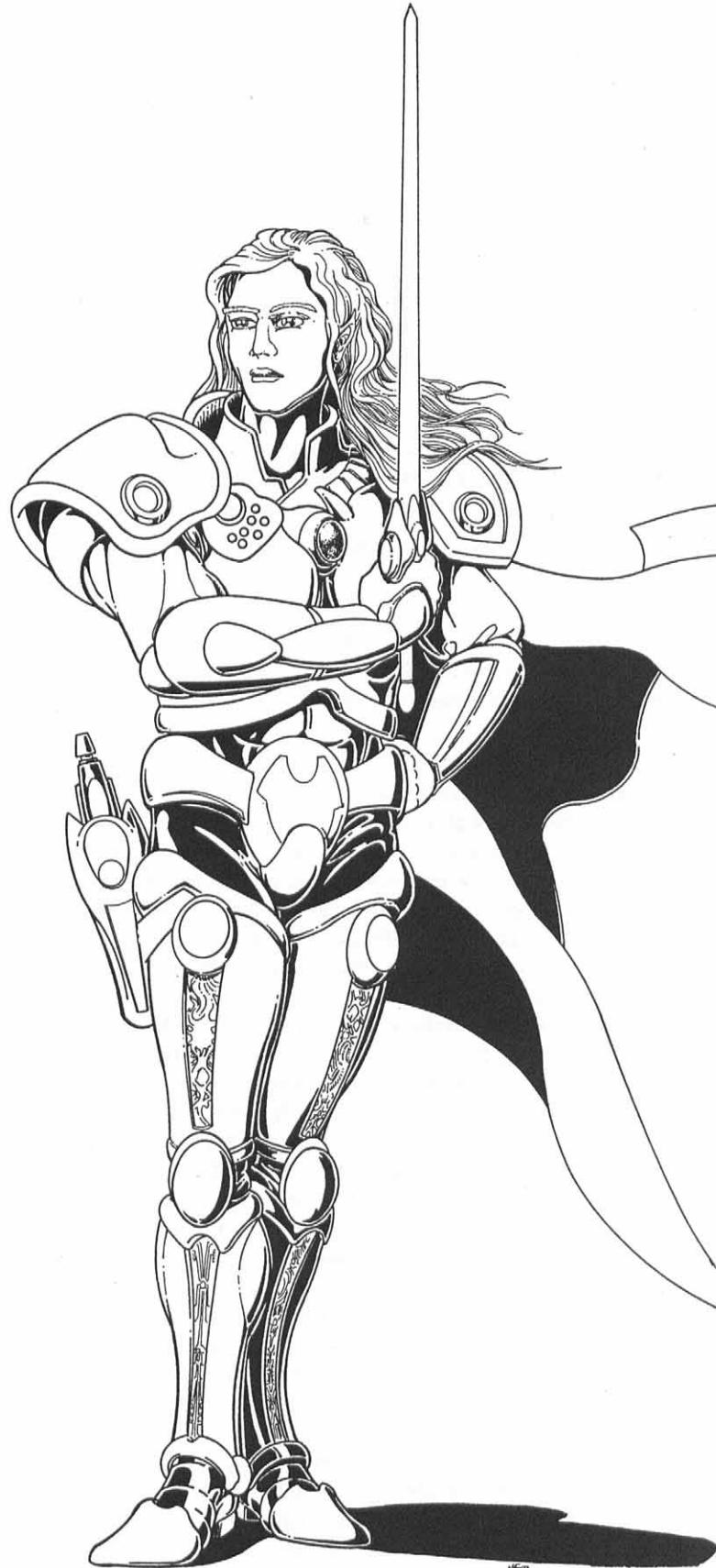
Special vehicle: A pale white, ghostly Fomorii war-horse that has glowing orange eyes and exhales smoke from its nostrils. The creature is twice the size of a normal horse, is suitable for Bres in his natural giant size (or for any giant) and is a mega-damage creature (600 M.D.C.). Running speed is 60 mph (96 km).

Cybernetics: None

Money: The lord of the fomorii has a fortune in gems and gold at his disposal, about 500 million credits worth.

Alliances & Allies: He and the fomorians have loose-knit alliances with a couple of dabugg tribes and enslave goblins, orcs, humans and others to do their bidding. For the time being, Bres and his demonic legion rely on their natural

abilities and magic more than technology, but he and his minions are intrigued by robotics and energy weapons.



Lugh The Shining One

Lugh the Shining One is one of the great warrior gods of the ancient Celts. He was said to radiate light that shown so bright that none could look directly at him and that his brilliance rivaled that of the sun. He has only recently learned of Bres' invasion of northern Scotland and has also returned to Earth. Sadly, Lugh is much older and his great light grows dim. Still, he is a bit more powerful than Bres and is a being pledged to protect the people of Earth from the ravaging hordes of the savage fomorians and their King, Bres the Beautiful.

Initially, he will try to keep his presence on earth a secret from Bres and the fomorians. This means he will disguise himself as an animal or perhaps a star child. Meanwhile, he will try to gather information about the fomorians and help protect humanoids from them. When the invasion happens, Lugh will be at the forefront to repel them.

Lugh (pronounced Loo)

Alignment: Scrupulous

Attributes: I.Q.: 23, M.E.: 24, M.A.: 27, P.S.: 50, P.P.: 24, P.E.: 24, P.B.: 22, Spd.: 66 (45 mph/72 km) running or 293 (200 mph/321 km) flying; supernatural strength and endurance.

Mega-Damage Creature: 16,300 M.D.C.

Horror/awe Factor: 14

P.P.E.: 1200, **I.S.P.:** 333

Experience Level: Equal to a 13th level ley line walker and psionic.

Natural Abilities: Lugh always glows with a bright, warm light like that of the sun. With age his light has weakened so that a person wearing sunglasses can actually look at him and see his features.

Shape changing powers: His natural size is that of a 20 foot giant, but he can regulate his size in one foot (0.3 m) increments to as small as six feet (1.8 m) tall. The size change can be performed with a thought and lasts indefinitely. He can also metamorphose into an animal (he seems to prefer birds of prey and deer with large antlers).

Other abilities include nightvision (1200 feet/366 m), incredible normal vision (like a hawk), bio-regenerate 1D6 × 10 per minute, fly at 200 mph (321 km), and he can fire a laser-like beam that does 6D6 M.D. per blast and has a range of 4000 feet (1200 m).

Psionic Powers: All healing powers, levitation, mind block auto-defense, P.P.E. shield, telekinesis (super), and psi-sword. I.S.P. 333, 13th level.

Magic Powers: He knows all spell magic from levels 1-8, plus metamorphosis: animal, protection circles: simple and superior, calm storms, time hole, dimensional portal (rift), and close rift.

Combat: Hand to hand: expert.

Attacks Per Melee: Nine

Bonuses (all): +6 on initiative, +10 to strike, +12 to parry and dodge, +6 to roll with impact, +6 to pull punch, critical strike on a roll of a natural 18-20, +5 to save vs psionic attack, +5 to save vs magic, +5 to save vs poison, +10 to save vs horror factor, 92% to evoke feelings of trust or intimidation, and 60% to charm and impress.

Skills of Note: Hand to hand: expert, W.P. sword, W.P. knife, all wilderness skills, botony, astronomy, basic and advanced math, holistic medicine, speaks and reads Dragonese and English, speaks Gobblely and Faerie, all at 98%.

Favorite Weapons: None, relies on magic or psi-sword.

Body Armor: None.

Vehicle: None

Cybernetics: None

Money: Gems and precious metals easily worth 500 million credits.

Alliances & Allies: The Gods of Light and will work with or try to help all creatures of good alignment.

Dagda — The All Father

Dagda was once the powerful All-Father of the Celtic gods and the symbol of strength, wisdom, and fertility. He was called "the Good God" and was the patron of druids. However, the Dagda of today is a very different being — quite possibly insane. He is a wandering recluse and glutton who is forgetful and is easily distracted and confused. He shows little allegiance to the forces of good, but hates the Fomorians and slays them whenever he encounters them. Dagda seems to be schizophrenic, talking to voices nobody else can hear, and may be kind and helpful one minute, boisterous and cruel the next or show complete indifference. He is easily angered, especially when he is mocked or physically attacked. He can be incredibly mean, destructive and merciless in combat.

Dagda frequently disguises himself as a human or animal to walk among men. He is still a master of herbology and visits many of the Millennium Trees, druids and faerie folk. He limits his wandering mainly to Scotland, northern England, Wales and Ireland.

Dagda (pronounced Dag dah)

Alignment: Once scrupulous, now anarchist.

Attributes: I.Q.: 28, M.E.: 20, M.A.: 26, P.S.: 60, P.P.: 28, P.E.: 30, P.B.: 20, Spd.: 80; supernatural strength and endurance.

Mega-Damage Creature: 19,030 M.D.C.

Horror Factor: 19 when one realizes he is facing an ancient Celtic god.

P.P.E.: 5000, **I.S.P.:** 1000

Experience Level: Equal to a 15th level line walker, stone master and woodland druid.

Natural Abilities: Dagda's natural size is that of a 24 foot (7.3 m) giant, but he can regulate his size in one foot (0.3 m) increments to as small as six feet (1.8 m) tall. The size change can be performed with a thought and lasts indefinitely. He also has nightvision (1200 feet/366 m), bio-regeneration (1D6 × 100 per minute) and metamorphose at will into the form of a raven, swan, eagle, deer or wild boar.

Psionic Powers: All sensitive and super powers! I.S.P. 1000, 15th level mind melter.

Magic Powers: Herbology the same as a dryad druid, all spell magic and all stone master magic.

Combat: Hand to hand: expert.

Attacks Per Melee: Ten



Bonuses: +4 on initiative, +9 to strike, +12 to parry and dodge, +20 M.D.C. damage, +6 to roll with impact, +6 to pull punch, critical strike on a roll of a natural 17-20, +5 to save vs psionic attack, +8 to save vs magic, impervious to poison, +10 to save vs horror factor, 88% to evoke feelings of trust or intimidation, and 50% to charm or impress.

Skills of Note: Hand to hand: expert, W.P. sword, W.P. blunt, W.P. energy pistol, W.P. energy rifle, astronomy, botany, holistic medicine, herbology, basic and advanced math, all wilderness skills, wilderness survival, horsemanship, speaks and reads Dragonese, speaks Faerie and Gobblely all at 98%.

Favorite Weapons: War hammers, maces, and clubs. He will have nothing to do with machines and technology.

Special Magic Weapons:

1. The Staff of Dagda: This is a large wooden staff that stands 25 feet (7.6 m) tall. It has a large claw-like head which is used as a barbed club. In the center of the claw is a large black jewel. Below it is a smaller claw that clutches a magic crystal ball enabling him to magically observe people and places he knows.

As a striking weapon the staff inflicts $2D4 \times 10$ M.D., double damage to fomorians, vampires and lesser demons of all kind.

The black jewel fires beams of light with varying effect. A grey beam causes petrification — victims must roll 18 or higher to save vs magic. Range is 200 feet (61 m).

A red, heat beam inflicts $2D4 \times 10$ M.D. and has a range of 2000 feet (610 m).

A yellow beam repels animals and has a range of 200 feet (61 m).

A white beam of healing reverses petrification or purifies food and water.

A black beam drains $1D4 \times 10$ P.P.E. points from those it strikes — victims must roll 18 or higher to save vs magic. A successful save means only $1D4$ P.P.E. was drained away. Range 200 feet (61 m).

Touching a person with the bottom end of the staff heals $1D6 \times 10$ hit points and S.D.C. (M.D.C. if a mega-damage creature), negates poison as well as performs the restoration and resurrection identical to the Millennium staff of life (limited to three times a day).

2. Amulet of Fire: An amulet with a dark red jewel. It allows its owner to cast all fire spells three times a day (as listed in the **Rifts RPG**, not fire elemental spells) and holds three minor fire elementals that can be released and returned to the jewel upon command. If an elemental is slain, it is eliminated from the amulet.

3. Pouch of Magic Herbs: The All-Father also carries with him a pouch that contains 30 different magical herbs and 12 magic potions.

4. Murii Magwa the Magic Harp: Dagda has an eight foot (2.4 m), magic rune harp. The magic device has an I.Q. of 11 and an anarchist alignment, is indestructible and can animate itself to hop and even leap as if telekinetically controlled by an outside force. It hates the fomorians and kills

them whenever they are encountered, because they had stolen it and abused it once long ago. The harp also likes to manipulate humans and other life forms, getting great enjoyment from the trouble it causes them.

The harp can play beautiful, enchanting music. So enchanting, in fact, that listeners become so relaxed and distracted that they are -3 on initiative, lose one melee action and do not notice much of what's happening around them (penalties apply only to the first melee round/15 seconds of an initial attack).

The harp is also a terrible weapon. It can blast its enemies with a sonic beam that inflicts $5D6$ M.D., range 1000 feet (305 m). It can also telekinetically move itself to weave, dodge, hop and leap at enemies, bashing them ($2D4$ M.D.) or slicing them with its strings ($4D6$ M.D.) per attack. It has five attacks per melee.

5. Dagda's Cauldron of Plenty. The magic cauldron works just like a scathach druid's cauldron, creating ten times more food than what's placed in the cauldron. The thing is, Dagda's cauldron is gigantic, standing 10 feet tall, and can hold up to 2000 gallons or 14,000 pounds (6300 kg) of food or liquid.

Dagda's Body Armor: None.

Special vehicle: Uses none.

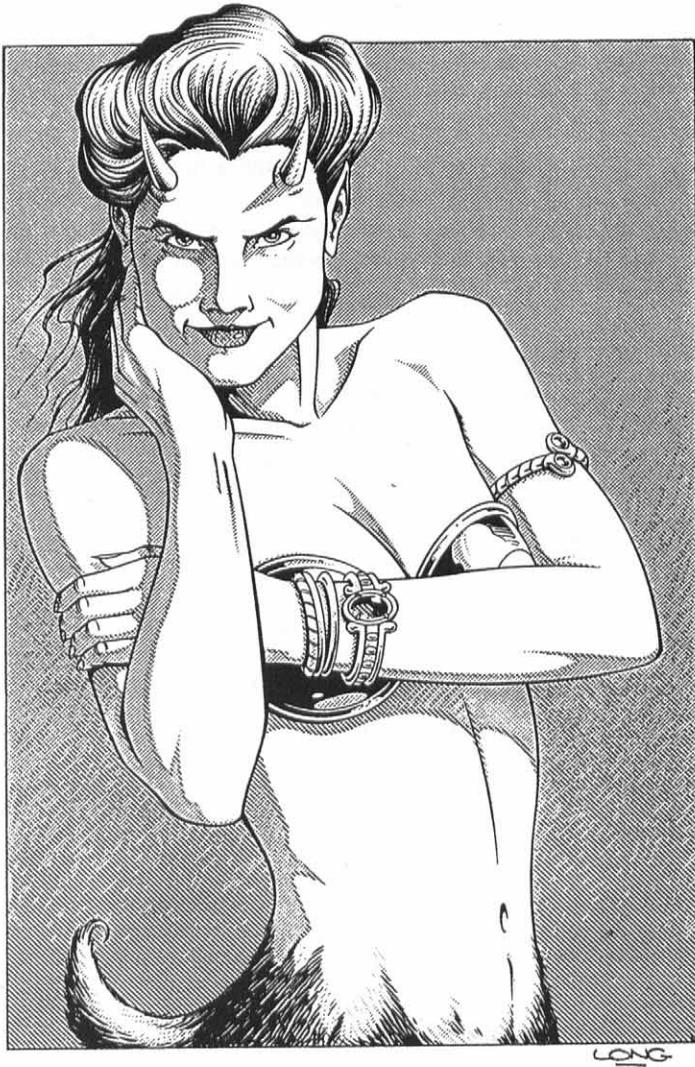
Cybernetics: None

Money: Doesn't seem to have or want any.

Alliances & Allies: Currently, none.

Note: This once great god has become senile and/or schizophrenic. He may become an ally or enemy of humanoid.





Ireland — The Land of Enchantment

All of Ireland may have a combined human and D-bee population barely equal to New Camelot; about nineteen thousand. These humanoids are mainly found along the eastern coastline and inhabit small towns, villages and farm/pasture communities. The population of these small communities rarely exceeds more than 1D4 × 100. The only large kingdom on the entire island is Tarramore, located among the ruins of what was once Dublin.

Ireland: Population & Statistics

Terrain and Climate: Temperatures from 32 to 45 degrees Fahrenheit in the winter and 50 to 65 degrees in the summer. Average annual rainfall is 45 inches; it seldom snows in Ireland.

The terrain is mostly forest and woodlands broken by meadows and pastures.

Land Area: 26,593 square miles (68,895 sq. km), with 900 miles (1448 km) of coastline. Roughly the size of the State of West Virginia.

Estimated Population: Nobody knows the exact numbers, but the following should be reasonably accurate, give or take 20%.

Humans 8,200 +
 D-Bees 9,400 +
 Changelings 300 +
 Dragons 100 + (various types; transient)
 Dragon Wolf 100 (transient)
 Sphinx 200 + (transient)
 Waternix 150 (transient)
 Witchling 50
 Harpies 10,000 +
 Dragonductyls 2500
 Gryphons 4,000
 Perytons 8,000
 Faerie: Common 700,000
 Faerie: Green Wood 400,000
 Faerie: Night-Elf 150,000
 Faerie: Silver Bells 350,000
 Faerie: Black 50,000
 Faerie Folk: Bogie 90,000
 Faerie Folk: Brownie 50,000
 Faerie Folk: Goblin 25,000
 Faerie Folk: Kelpie 15,000
 Faerie Folk: Kinnie Ger 8,000
 Faerie Folk: Leprechaun 1,000
 Faerie Folk: Orcs 10,000
 Faerie Folk: Nymph 1,200
 Faerie Folk: Pixie 80,000
 Faerie Folk: Frost Pixie 600 (winter only)
 Faerie Folk: Puck 9,000
 Faerie Folk: Spriggan 800
 Faerie Folk: Toad Stool 40,000
 Faerie Folk: Tree Sprite 400,000
 Faerie Folk: Water Sprite 300,000
 Faerie Folk: Wind-Puff 200,000
 Supernatural Beings & Others 1000

The Land of Faeries & Monsters

Most humans and other "big" folk stay away from Ireland, because it is the enchanted domain of the faeries. An unwary visitor may be taken aback by the quiet beauty of the large island. At first glance, the trees, glens and fields of flowers seem to be alive with flocks of brightly colored butterflies. Upon closer inspection, one realizes that these tiny winged creatures are not butterflies at all, but thousands of faeries and sprites.

Bounding through the tall grass might be a dozen pixies or brownies playing tag or chasing a bunny. Chattering up in the tree branch above one's head is a cantankerous bogie spoiling for a fight and at the foot of the tree, sleeping off a night of drunken revelry, might be a leprechaun, puck or spriggan. Every grove of trees and giant boulder seems to be inhabited by a guardian nymph.

However, the Land of Faeries is as dangerous as it is enchanting and beautiful. **Faerie folk** are notoriously playful and given to cruel pranks and silliness that can be deadly to humans. Most are not evil, just selfish, boisterous and without much understand-

ing about these fragile creatures called humans (D-bees are just as vulnerable). The fickle little people may show genuine kindness and helpfulness one minute and engage in spiteful tricks or cruel jokes the next. The only exceptions to this are the gentle and shy **brownie** and **nymph**.

Smart visitors will never disturb rings of flowers, circles of mushrooms or strange hills, for these are the abodes of **faeries** and can lead to so some bizarre and dangerous encounters when invaded. A traveler should consider himself fortunate if he walks away from an encounter with faeries or sprites and is only tuckered out from a night of enchanted dance and merriment or has been turned purple from a taste of faerie food.

Pixies are much less erratic than their tiny cousins, but can be selfish and extremely childish, given to temper tantrums, sneaking around behind people's backs, snitching goodies (especially sweets), stealing or hiding items belonging to others and generally doing what they please regardless of protests to the contrary. On the other hand, they can be surprisingly helpful, loyal, caring, and courageous in battle. **Note:** A small flock of frost pixies migrate to Ireland and occasionally England during the winter months, but always fly north during the spring and summer.

Spriggans are the least common and one of the largest of the little people. They are builders of stone megaliths, pillars, towers, bridges, expanses of wall, and circles. The odd thing is, these structures are built for no particular reason other than the fact that spriggans like to build things out of rock. In fact, it is not uncommon to find a river or gorge with five or six bridges clustered together or one built over another, presumably the creations of competing spriggans. Many of the stone walls, which range in scores of sizes, heights, widths and style, don't wall off, pen in or protect anything; they are just there. Once the structure has been built to the builder's satisfaction, it is abandoned and a new project started.

On the positive side, these stone structures are often adopted by goblins, humans and other humanoids. Walls can be added to and completed and bridges are always useful. Stone megaliths can be used as the cornerstone of a house, while large pillars and towers can serve as lookout towers, chimneys or as a corner foundation for a building. Many of the stone circles actually denote places of magic or sites with historical significance. Many are rebuilt Celtic monuments and places of worship (and therefore, places of magic).

Leprechauns can seem downright crazy. When a leprechaun makes an entrance you know he's looking for mischief, and if he reveals himself with gifts in hand, you're really in trouble. Smart characters will watch their valuables like a hawk during any encounters with these sly fellows. If you're lucky, the swaggering little gent will only play a practical joke, snatch a bottle of booze and disappear. A leprechaun may be jovial and playful (especially when drunk), dancing, singing and/or telling side-splitting stories and the next moment he is alert, picking your pocket, palming a gem, or with a knife at your throat, demanding your valuables. They are greedy beyond belief and will cheat (especially at card and dice games), flim-flam, lie, steal and do anything short of kill for gold, gems, jewelry, liquor or similar items of value. When it comes to protecting their precious treasure, they can be vicious and even deadly.

These incidents are far from the worst encounters one can have with the denizens of Faerie. Swamps and bogs are the homes of evil faerie folk, particularly bogies, toadstools and pucks. Rivers and lakes are likely to be inhabited by the murderous **kelpie** or other aquatic monsters. Some of the forests and many of the caves harbor goblins, orcs, kinnie ger and monsters.

The isolation, quiet wilderness, lack of humans and abundance of magic has made Ireland the home for other creatures far more dangerous than any faerie. The drakin, pegasus, peryton, dragon-dactyl and gryhon come to Ireland (and the rocky highlands of Scotland) to roost and to romp and play in its forests and grasslands. Harpies inhabit the northwestern coast and rocky regions, but also hunt all over the island (and occasionally England) in small flocks of 2D4, as do the peryton and gryphon. The intelligent dragon wolf, waternix, and sphinx visit Ireland to relax, practice their magic, and test their prowess against some of the monstrous inhabitants.

Dragons are also known to inhabit the island. Serpents of the wind, nightstalkers, kukulcan, and thunder lizards find Ireland particularly attractive and visit regularly. Some have even established their homes here. There is even a pair of mated wooly dragons who roam the forests to the north (and have just laid six eggs).



Faerie Folk as Player Characters?

If a player has ever considered trying his or her hand at playing a character who is a pixie, brownie, spriggan, puck or other faerie folk, this is the time and place to do it. Faerie folk are extremely common to the British Isles and fairly common to most of western Europe, so their presence is not unusual.

Faerie characters will find that most humans don't trust them (with good reason) and will frequently try to avoid or ignore them. Most of the silly and happy faerie folk find this amusing and such a response is likely to encourage them to play pranks, like tying shoelaces together, dumping water on their head, pie tossing, food fights, hiding things, getting them into brawls or other trouble and so on. Of course this only makes that person dislike and not trust faerie folk more than ever. The grumpy and meaner faerie folk won't tolerate crap and may engage in similar pranks, make wisecracks and insults, or start an argument or brawl.

Player characters will have one normal weapon and three pieces of 1D6 different faerie foods or drinks (player's choice). Any other special items are up to the GM. Likewise, whether a player may portray a faerie folk is entirely up to the GM; such a character may not be appropriate for some campaigns. Playing the silly and mischievous little people can be loads of fun and players may even want to take a break from the usual seriousness of a **Rifts** campaign and play a bunch of goofy, carousing, and adventuring faerie folk. This story line can be pure silliness or deadly adventure. Think about it. **Descriptions and information about faerie folk** are found in the pages of the **Rifts Conversion Book**.

The Kingdom of Tarramore

The City of Stone (Dublin)

Terrain & Climate: Same as the rest of Ireland: cool and wet.

Land Area: Tarramore (Dublin): Encompasses a 35 square mile (90 square km) area, plus another 20 square mile area (51 sq km) of farm and pastoral land (sheep and goats are the main livestock).

Population: 7800 total, not including 3D6 × 100 visitors at any given time.

- D-bees 3,500
- Humans 2,900
- Goblins 1,000
- Orcs 300
- Others 100

Notes: The tech-level of the inhabitants is low; roughly equal to the 19th Century of pre-Rifts Earth. However, the city is wealthy and has many of the luxuries of Triax technology, including high-tech medical facilities, vehicles, boats, weapons, tools and equipment. The occupation breakdown is 25% farmers, 20% raise livestock, 20% are fishermen, 15% are craftsmen, 10% work the neighboring coal mine, and 10% are merchants, professionals or other. An impressive 65% can read and write English/American. All speak English/American, 80% speak fluent Gobblely, 55% speak Euro and 32% speak Faerie.

Tarramore is unique in that much of the old, pre-Rifts city of Dublin has been excavated and partially rebuilt. Local legends report that 250 years ago the location became the site of a titanic contest between six clans of rival spriggans. These obsessed little men spent the next hundred years digging up

the city, rebuilding many of the old buildings and constructing scores of their own versions of stone buildings, houses and towers. As usual, when the contest was over, the spriggans left and have never returned. About 80 years later, the first humans moved in and were later joined by other humans, D-bees, goblins and orcs.

One of Tarramore's greatest assets for the early settlers was literally tons of pre-Cataclysm relics! As the Spriggans excavated the city they found tons and tons of things from the Time Before Rifts. These things had no value to them so they just heaped them in giant piles, like a junk yard. By the time humans discovered the relics, nearly half had been destroyed or severely damaged from decades of exposure to the elements. Still, the huge collection was worth billions of credits!

The city's founders contacted several human kingdoms, towns and places to sell or trade the artifacts. The three most significant purchasers of these ancient items were Mrrlyn, the New German Republic and Triax. It was the NGR and Triax that scooped up a full 40% of the relics, especially old vehicles and machines. Mrrlyn came in later, but managed to walk away with nearly 20%. Another 15% was sold to other outsiders, 11% was given to the city for its future development and the remaining 14% was divided equally between the founding families.

Some of the most impressive purchases or trades did a lot for the City of Stone. One was to get Mrrlyn to magically remove debris, further repair parts of the city and clear the surrounding woodlands for farms and pastures. Mrrlyn also pledged his personal protection of the city and later arranged a treaty between Tarramore and New Camelot that includes superior trade terms and additional military protection. Mrrlyn, in turn, used these valuables as trade and payment to finance the building of New Camelot and other exploits. Even today the enchanter still holds over a hundred million credits worth of artifacts in his possession.

The NGR built the city a modern power plant, medical facility, veterinary hospital and giant museum. Triax sold them modern farming equipment, land vehicles, hydrofoils and high tech fishing boats, weapons, robots, tools and equipment. In fact, Tarramore still has a 200 million credit credit line with the NGR and 50 million with Triax. This has made Tarramore the richest kingdom in the British Isles and a city of excessiveness. Since the city was wealthy beyond belief and they were (and still are) full of hope to build a huge, prosperous kingdom, the city is incredibly over-built.

City Highlights

Half of the buildings, including those reconstructed and newly built by the spriggans, lay empty, waiting to be occupied. In fact, half the city is empty! The NGR built a power plant and wired 90% of all the buildings with electricity. The plant can easily power a fully active city three times the size of Tarramore. The medical facilities are used at a fraction of their full capacity. Only the repair shops, public auto-pool and veterinary hospital function at anywhere near their full capacity, around 80%.

To the city's founders' credit, they put a lot back into the city. Every family has a hover vehicle or other means of transportation. Those in need of a ground vehicle or pleasure boat can rent one for 10 credits a day (visitors pay four times more) at the **public auto-pool**. 70% availability; mostly basic street vehicles, tractors, sailboats and motorboats.

Fishermen are equipped with hydro-foils and high-tech fishing boats complete with modern sensors, sonar, nets and equipment. They could easily increase their yield by tenfold if necessary.

There are currently six vehicle and robot repair shops, five electricians, many artisans, weapon and repair shops (mostly common Triax stuff), three movie theaters, an arena for sports and competitions, a small zoo, three dozen taverns, a dozen boarding houses, two hotels and several small shops. There are no permanent magic shops, but men of magic and creatures such as disguised dragons, sphinxes and waternixes visit occasionally, bringing magic potions, components and items to sell or trade at the taverns or during public festivals and bazaars (which occur once a month).

The Dublin Museum of Antiquities

This is one of the most fabulous museums of artifacts from the Time Before Rifts in the world. The gargantuan building was built by the NGR and covers one entire city block. It has five stories plus a giant basement and a large sub-basement used for storage. Inside are reconstructions of homes, office buildings, and seemingly endless displays of vehicles, signs, toys, commercial cans, bottles, tools, machines, equipment, furniture and clothes.

The basement houses a complete recreation of a train terminal and business district, including a movie theater and library. The library has over 26,000 real books (70% of which were acquired from other collectors of antiquities who traded for relics, 20,000 video discs (shown regularly at the theater) and 400 posters and works of art. 6000 of the books can be examined and read by visitors, but cannot leave the library. The other 20,000 books are available on computer and laser image discs. The entire museum collection is valued by the NGR at over two billion credits.

Unfortunately, most humans don't know the museum exists. Still, it is visited by travelers from England, the NGR, and a few other places. The NGR has a similar museum that is almost as nice.

The Tarramore Hospital

This is a modern hospital built by the NGR, with all the latest medical equipment and advancements. Its services are free to the citizens of the city and costs about half the normal price for visitors and people from neighboring communities in the British Isles. New Camelot and other kingdoms frequently send their seriously sick or injured to this hospital. It can accommodate as many as 1200 people, which means less than 20% of the entire facility is ever in use. The city council is happy to have this room for expansion.

Military and Defenses

48 T-21 Terrain Hopper Power Armor Units

12 X-10 Predator Power Armor Units

12 X-500 Forager Battlebots

24 DV-12 Dyna-Bots

200 Goblin soldiers

100 Orc soldiers

400 Militia (Emergency troops led by Cynntar and his mate, both 8th level Kittani warriors clad in serpent power armor).

Note: Militia defenders include such notable residents as Draa the sixth level druid, Aknuh the 8th level sphinx, Caargi the 4th level waternix, and Belval, a 7th level thunder lizard.



The Trouble with Faeries

The population of the entire kingdom is under eight thousand and it grows at a snail's pace. Why? In the first place, the British Isles, not to mention most of Europe, are lightly populated by humans and D-bee humanoids. In the second place, most "big" people are afraid of the millions of faerie folk and monsters that inhabit the island, so they stay away.

Ironically, Tarramore is located in an area not held in favor by most faerie folk and it occupies such a small amount of land that it rarely has any trouble from its supernatural neighbors. Unfortunately, people in other lands don't believe this for a second and stay away or come only for brief visits.

As for the monsters, most of the intelligent creatures visit Ireland for rest and relaxation, not trouble. In fact, many will assume human shape and visit the city like any other tourists.

Furthermore, the citizens of Tarramore are so used to strange creatures and faerie folk that they barely pay any attention to them. Thus it is not unusual to see an undisguised sphinx, water-nix or even a dragon roaming the streets of the city.

Silver Bell Park

The kingdom of Tarramore has always been considerate of faerie folk and has never attacked the little people nor destroyed faerie land. They are careful to avoid and preserve faerie mounds and other habitats. A great example is **Silver Bell Park**, located near the center of the city but off to the southwest. Encircling the park are 48 pillars of standing stones (15 to 25 feet tall) built by the spriggans. All around the park are stone houses and structures also built by the spriggans. In the center of the park is a small hill, about 30 feet in diameter. The hill is encircled by wild flowers and there are many other smaller circles of flowers and mushrooms; the homes of a clan of about 8,000 silver bell faeries, 1500 wind-puff sprites, and scores of brownies and other faerie folk. Most big people enjoy the beauty of the place and many brightly colored inhabitants from a distance, staying across the street or along the edges of the park.

The big people's kindness toward all the denizens of faerie has given birth to mutual respect and cooperation. The faeries and their kin seldom give the city inhabitants any serious trouble and many of the local faerie folk have even come to like a lot of these strange and delicate big folk. Brownies and pixies frequently lend their favorite big people a helping hand at work or household chores, especially if they are rewarded with a token of appreciation such as a bowl of cream, cookies, candy, honey, a few gold coins or similar things. The laws of Tarramore forbid the capture, molestation, mistreatment, harassment and sale of faerie folk, including goblins and orcs. Similarly, magic potions, charms and other items that need components made from faerie folk (such as faerie wings) cannot be made, sold or kept in the city.

Goblorc Heights

The goblin and orc population is surprisingly well behaved. Most are hard laborers of some kind. A third are assistants, servants and go-fors at businesses and in homes. They are treated reasonably well and are considered "citizens" of Tarramore. Although most are paid half of what a human or D-bee would be paid, the goblins and orcs really don't mind because they know they have a bad reputation and appreciate the uncommon degree of kindness and equality that they enjoy in the city.

The city provides these creatures with nice homes and apartments located on the northwest edge of town. This area is known as Goblorc Heights, proudly named by the goblins and orcs who live there. About 25% of the people who live in Goblorc are other faerie folk and monstrous looking non-humans. It is a rambunctious place that's awake all night with the sounds of merriment, music, shouting, and brawling. Although no humans live in this part of town, it is reasonably safe for most races. The common crimes in the area are drunkenness, brawling, pickpocketing, and theft.

The biggest problem concerning these rascals is that they are lazy. After a day's work, something none of them are too thrilled with, they don't want to do any more work. This means their

homes are usually a squalid mess, filled with bones, empty containers, garbage, dirty clothes, and even body waste. One of the city jobs that employs goblins and orcs is the Goblorc Heights Sanitation Department, supervised by humans and D-bees clad in full environmental body armor. This battalion of garbage collectors and cleaning crews, not only clean the streets daily, but once a week enter the homes and businesses to clean them up too.

Visitors are sometimes attracted to Goblorc for goblin moonshine known as gobshu (a hard liquor that will peel paint off walls and gets most people drunk twice as quick as any other known alcohol), faerie food, hallucinogenic mushrooms, gambling, drinking and brawling. There are 30 taverns, 12 gambling halls, 8 restaurants and two small arenas that welcome everybody. The arenas offer such sports as dancing, wrestling, boxing, goblin tossing, spear throwing, archery, and other physical competitions, but no fights to the death.

Other Notable Places In Ireland

The Grange

One of the most famous ancient burial mounds of the Pre-Rifts world was the site of New Grange. The original site indicated possible religious and astronomical uses. When the ley lines erupted, so did New Grange — a ley line nexus junction that is connected with ley lines from three other ancient sites at Knowth, Dowth, and Monknewtown.

Today, the place is known only as The Grange and is the home of a menagerie of monsters. Two ancient sphinxes, Phonah, a 13th level line walker and Arama, a 12th level stone master, and a renegade Splugorth high lord who calls himself Gray Stone, a 10th level shifter, stone master and bio-wizard, control the nexus and live nearby in an underground complex dug by goblin and spriggan slaves. They currently command a group of evil faerie folk that includes 50 goblins, 30 orcs, 30 pucks, and a dozen kinnie-ger who assist them in their experiments and travels.

Exactly what the three are up to, nobody knows. They never bother Tarramore which lies only about 30 miles (48 km) to the southeast, although they are sometimes blamed for missing people and strange storms. It is believed that they are involved in strange dimensional experiments and travels. It is they who are responsible for bringing the pair of wooly dragons to the island, as well as unleashing zombies and other supernatural monsters and D-bees on to the island. Occasionally, one or two will disappear for months, sometimes years, and are known to have some sort of connection with the forces in New Phoenix (Egypt).

Gray Stone is constantly conducting bio-wizard experiments on unfortunate creatures and has been performing grisly experiments on faeries and their kin. Most of the experiments (80%) kill the test subject, because bio-wizardry is not meant to work on creatures of magic. It is rumored that the high lord is quite insane. All three are known to use, abuse and kill faerie folk.

Faerie folk, the citizens of Tarramore and most humans and D-bees never travel within 20 miles (32 km) of the place.

Knowth-Cobble

A goblin tribe known as the Cobble-kotj, a thousand members strong, has claimed this site as their home. They have built a village of stone and wood huts above ground but also have a subterranean network of tunnels and chambers underground as well, often connecting to the ancient, Pre-Rifts burial chambers. The tribe considers the land to be sacred and will fight to the death to keep it. The goblins consider the land sacred because ever since they moved here, half of their tribesmen are the rare and magically empowered cobbler goblins (see **Rifts Conversion Book**, page 91).

Like most goblins, they hate humans, human-looking D-bees, and most handsome big people. They consider the goblins and orcs living in Tarramore to be traitors to goblinkind and call them the “men’s playthings.” They are frequently enlisted by the sphinxes at the Grange to work as spies and assassins, provided they are paid in gold or gems.

The shaman and ultimate leader of the tribe is a wicked, little female cobbler known as Wiiri. She loathes elves and humans and delights in their misery. She knows plant lore, recognizes plants and fruits, makes poisons, hallucinogens, drugs, and steals and uses the more dangerous and damaging faerie foods. She is also a reasonably good holistic healer (65%) and pick pocket. Her three daughters, Fiirona, Griina and Siina, are the other ruling members and all are cobblers.

Fiirona is the oldest and as such will inherit her mother’s position as shaman. She is ugly as can be (P.B. 2) and a mega-damage creature since she allowed Gray Stone to bond her with a chest amalgamate (130 M.D.C). Her favorite weapons are a Wilk’s laser scalpel and pistol, and vibro-knife. **Griina** is the most like her mother, aggressive, cunning and mean. She is an assassin (I.Q. 15, which is incredible for a goblin) and has managed to get a lesser rune dagger which is her pride and joy. **Siina** is a skilled equestrian and thief.

Glen Wyllan Nexus

This is another ancient place of magic far to the north. Sprigans built a circle and henge of stones to denote its mystic energies — it is a nexus. A small village of humans and D-bees (400 total members) lives five miles (8 km) away, on the coast. Three miles farther north is a tiny village of druids and their families; approximately 60 total members. Both communities are friendly toward each other and trade goods and services on a regular basis.

The druids use the Glen Wyllan nexus as a place of worship and source of mystic energy. A ley line walker from the larger town also uses the nexus as do visiting monsters. A Millennium Tree is located about 45 miles (72 km) to the northwest.

The Glen Wyllan nexus is more active than most, with random dimensional rifts opening up 10 to 15 times a year (staying open for 2D6 minutes at a time, occasionally as long as an hour) and with frequent ley line storms (1D6 a month). The area is also known for unexplained disappearances and odd weather. The humans and other humanoids have settled in this dangerous area

because the wildlife is plentiful, the land is excellent for crops, and fish, crabs and other shellfish are plentiful in the waters along the coast. Faerie folk, including goblins and orcs, stay away; all supposedly because of the erratic magic energies, storms, and incidents caused by the nexus.



Dowth

Dowth is the home of a small faerie mound inhabited by a few hundred bogies. The area is swampy and inhabited by toadstools and the occasional kelpie. The Boyne river, about a half mile (0.9 km) to the southeast, is inhabited by kelpies.

Monkne

This is the site of the ancient Monknewtown barrows and burial places. It is the home of a small tribe of about a hundred orcs and a waternix (3rd level).

Millennium Trees

There are five Millennium Trees in Ireland, all in faerie country. Two are located in the south: The Lough Gar site, a place of ancient standing stones and barrows near the southern banks of Lake Shannon, and the Corcaigh site located on the ruins of what was once the city of Cork.

Three others are found in the north, near the ruins of the cities once known as Longford, Belfast and Coleraine.

Adventures

The numerous descriptions of different characters, occupational character classes, monsters, gods, and places should give players and game masters tons of ideas of conflicts and adventures. Thus, there are no specific adventure scenarios presented.

Random Encounters

01-05 Pit trap! Moments later, 1D4 crawlies arrive to feast on their catch. They will run away if their intended prey is too dangerous.

06-10 Two flash beetles mating. They are startled by intruders and attack. They are more aggressive than usual and will fight to the death.

11-15 An anarchist or evil ley line walker (1D4 + 3 level). He or she is in no mood for an exchange of pleasantries and is extremely rude and arrogant. The wizard will eye the group and may attack them if they: 1. don't leave him alone, 2. are insulting, or 3. seem comparatively weak and have valuables in their possession. The line walker may or may not be accompanied by a companion or two (or may have an animal familiar).

16-20 One or two petal things. Will flee only if it is beaten to near death.

21-25 1D4 bogies and a faerie playing in a faerie's cauldron plant. They don't like big folk and will give intruders hell, especially if the big people want to take any part of the magic plant. Any of the little people can bring reinforcements, roll or pick which one.

01-20 1D4 flash beetles

21-40 A petal thing

41-60 1D4 pucks, toadstools or kinnie gers

61-80 Lures over a clamp-mouth dragonfly or two

81-00 1D4 + 2 bogies or faeries

26-30 An injured clamp-mouth dragonfly with its wings mangled or shot off. Still, it is mean and hungry as it slithers along the ground to attack. 1D4 other dragonflies or flash beetles may be in the area and are attracted by the sounds and smells of combat.

31-45 An attack from 1D4 + 2 murderous fiends. Roll again to see what the monsters are.

01-15 Peryton or giant clamp-mouth dragonflies

16-30 Kelpie or Toadstools

31-45 Kinnie ger or Pucks

46-60 Ogres, Trolls or other giants

61-75 Dabuggs or Mantaz Sectles

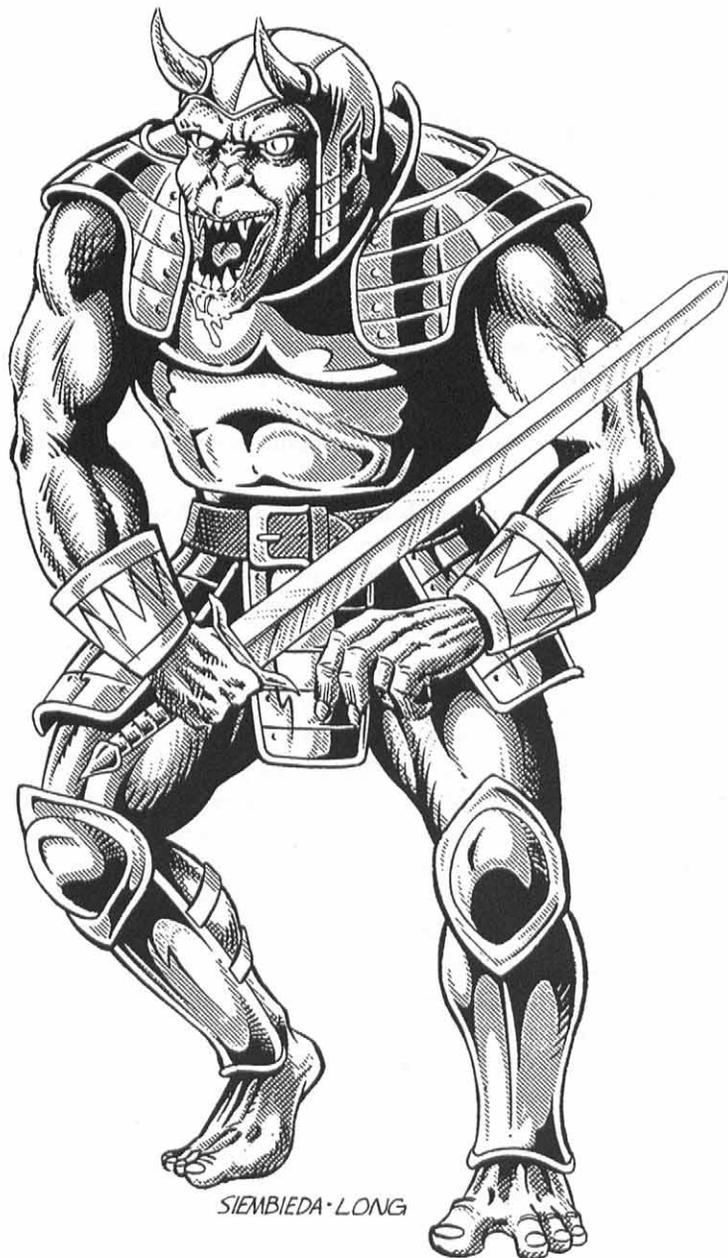
76-90 Harpies or Fomorians

91-00 Splugorth Overlords

46-50 Wandered into a patch of 4D4 cobra vines.

51-55 Fomorian scouting party of 1D4 + 4 of these demons. They will attack, torture and/or kill humanoid adventurers that seem weaker than their party. Otherwise, they will try to avoid any conflicts. If cornered, they will fight to the death.

56-60 1D4 crawlies scavenging for an easy meal. If left alone, they will ignore the character(s), if startled, attacked or cornered they will attack.



61-65 An evil, 6th level, herbalist leading bandits: 2D4 + 2 humans and D-bees. All are either 4th and 5th level wilderness scouts or headhunters. They do not discourage easily.

66-70 A hungry clamp-mouth dragonfly attacks. It will fight to the death. No others are in the area.

71-75 A band of 2D4 + 3 goblins or orcs or a combination of the two. All are third level thieves or vagabond fighters. These bandits will retreat if their victim(s) prove to be too tough.

76-80 1D4 + 1 flash beetles attack. However, they will fly away if their intended prey puts up too much of a fight or when anyone is killed.

81-86 A 1D6 level hatchling dragon (type is the GM's choice) looking for trouble. He or she may or may not fight to the death.

87-93 A Cernun, ram-horned serpent man with three giants (may be gigantes) or a Splugorth Slaver and six warrior women up to no good. The monsters have captured a dozen faeries (all unconscious and in a clear box) and 3D4 humanoids

(women and children?). The creatures will leave interlopers alone unless they are threatened or attacked. They will not agree to free their captives unless clearly out-powered. However, these are vengeful monsters who will remember the faces of those who dared to mess with them and may even track the group down and attack them later.

94-00 The Celtic god Bres or Balor II looking for a fight.

The god is accompanied by eight fomorian riders. The god and his troops will engage in a skirmish to test the mettle of the island's inhabitants.

If winning, the god will give the characters a good beating but stops short of killing them. He will smile and say something like, "The gods smile upon you today, for I have decided to let you live. Tell all you encounter about the defeat you have suffered this day at the hand of Bres (or Balor). Tell them that you have learned it is futile to raise your sword against Bres (or Balor) Lord of the Fomorians. When the day comes, let all manner of men lay down their weapons and bow before their masters." He will ignore any snide remarks, questions or protests and ride away.

An Adventure Plot Idea

Leprechaun Cave

The British Isles, especially England, Wales and southern Scotland, have scores of caves. This adventure deals with a large cave said to be filled with treasure, but is also haunted. It is at the bottom of a treacherous cliff near a forest. A leprechaun known as a master thief and pickpocket lives in the forest and rumors suggest the treasure in the cave is his. The amount of treasure is said to be enormous as nobody has ever caught the little bugger who has plundered these woods for nearly 100 years.

At the top of the cliff, above the cave, observant characters will find 1D4 + 1 gold coins, a rusted dagger, and a spent E-clip, perhaps loot dropped by the little thief.

A tiny tribe of 12 goblins share the cave and are said to serve the leprechaun and the ghost that live there. 1D4 + 4 goblins will be home at any given time. All are armed with daggers, short swords and energy pistols. Two have laser rifles and two others have vibro-short swords. The leader is an elderly cobbler. They are a cowardly lot who will hide if invaders seem to be too tough for them — none will fight to the death.

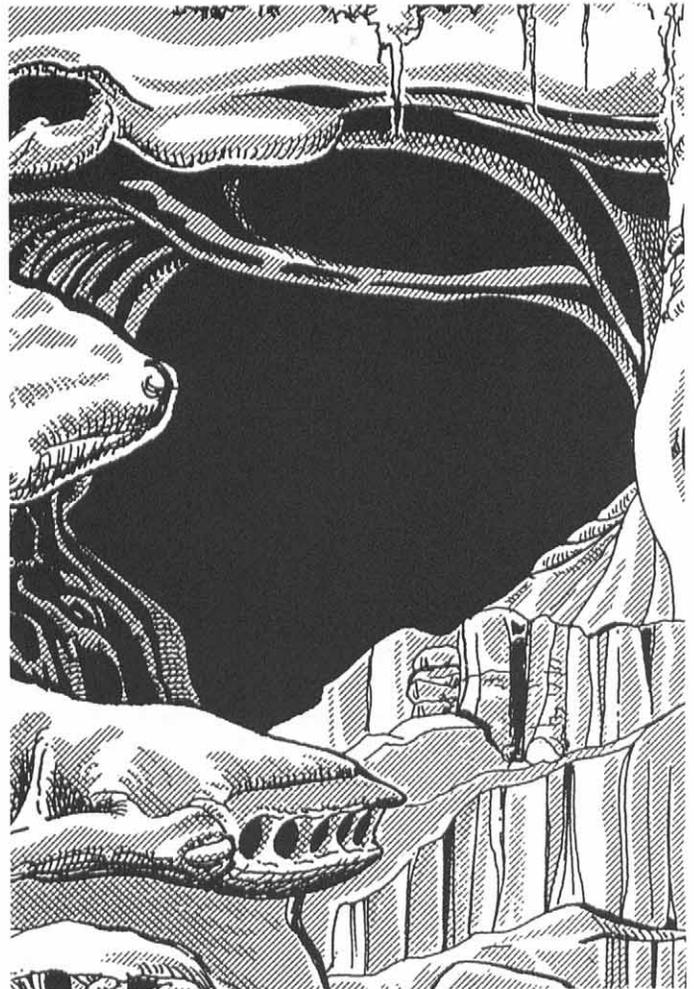
Deeper inside the cave, beyond the obvious area of goblin habitation, is a chamber lit by fluorescent moss and a dim torch used by the goblins. A tattered curtain covers part of the cavern. One by one, the interlopers will be struck by feelings of confusion or despair. Inside are a dozen large sacks (filled with rocks), a score of battered and/or rusty suits of armor (none any good), and a pile of rocks that might conceal a buried treasure.

Behind the curtain is a petal thing, but before anybody looks behind it, the creature will try to seize the mind of one of the people in the group and mentally possess him or her to fight the others (ideally an NPC). The possessed person speaks gibberish, screams, growls and attacks with deadly force. If the person is killed or restrained, the monster will use other methods of attack to kill at least one or two of the group. The petal thing is happy

with the death of one or two beings, feasting on their P.P.E. Once fed, it doesn't want further confrontations so it will use empathic transmission to frighten the others away. It will try to avoid a direct confrontation, but will fight to save itself. This petal thing and its mate also stalk the neighboring woods.

There are very few items of value in the cave. The goblins steal or sell most valuables for themselves. If the group makes a thorough search of the cave, they will find six empty energy clips, two charged energy clips, a couple of good knives, a plasma lance and 1D4 × 100 credits in precious metals.

Note: The leprechaun has nothing to do with this place or these fiends.



Well Of Wisdom

By Alex Marciniszyn & Kevin Siembieda

The full name of this mystical place is **The Well Of The Wisdom Of The Ages**, but most people refer to it as the Well of Wisdom or simply, The Well. The Well is situated inside a man-made earth mound just one mile (1.6 km) north of the pre-Rifts ruins of Silbury. The mound itself is 300 feet (91.5 m) in diameter and 50 feet (15.2 m) high. At the base of the east slope is a seven foot (2.1 m) tall standing stone called The Guardian. The megalith marks the nocturnal entrance to the well — you see, there is no entrance visible during the day. Only at midnight, and until dawn, does the opening in the ground reveal itself.

At the stroke of the midnight hour, a white mist begins to form around The Guardian, rapidly becoming thicker until it is completely engulfed. Moments later, the mist rises and dissipates to reveal an opening in the ground and, in place of the standing stone, is a stone giant. He stands seven feet (2.1 m) tall, the feet are bare, but his body is clothed in a one-piece robe and a cloak — all made of stone. Even under the sculpted flowing clothes he is obviously a muscular figure of a man and radiates health and vitality. The face is strong and angular with a serene expression. No weapon or other object is near him.

All who approach will hear his greeting in their own language. "All those who come, compelled by a good and just cause, to seek an answer may enter. But be warned that all must exit before the birth of light or be forever encased in earth and rock. Those with evil intent or who are the servants of evil, will be destroyed."

Near his bare feet is a four foot (1.2 m) wide trench that angles 40 degrees downward, ending at a circular doorway that covers the entrance to The Well. The door (six feet/1.8 m in diameter) is made of boards fastened together by nails driven into narrow strips of metal. These form the image of a rose in full bloom. Its handle is a plain, circular ring. The door is set in the ground at a 40 degree angle to the vertical. Though the door may appear heavy, it feels to weigh no more than twenty pounds (9 kg).

Opening the door will reveal not a vertical shaft, but a tunnel angling down into the mound, still at a slope of 40 degrees. Those who are good will feel a warm, pleasant stream of air as they enter the tunnel. Those who are evil or who serve an evil master will be washed with a sensation of doom and will not want to enter; horror factor 19 (this may apply to anarchist characters without good intentions as well). If an evil one presses onward, the character will be racked with such agony that he will fall to his knees. He will have barely enough strength to crawl back out and loses half his S.D.C. (M.D.C. if a mega-damage creature). There is no saving throw. If the fool dares to continue or teleports deeper into the tunnel he will be silently disintegrated by a spinning wheel of light that inflicts 2000 M.D.C. per melee (15 second of exposure). Good characters standing next to a proponent of evil are not even touched.

The tunnel continues for 100 feet (30.5 m) and ends at a circular chamber that can hold eight human sized individuals. In the center of the chamber is a table four feet (1.2 m) long by two feet (0.6 m) wide and three inches thick, set on four, four inch tall, cylindrical legs. The table and legs appear to be made of solid gold.

A voice emanates from the table saying, "The coming of the rifts has opened the door to countless dangers and things unknown to man, his kin and the servants of the good. Speak to us. Give us your questions. We are here in the service of all good causes, so that the survival of all the good in this world may be accomplished."

The voice pauses for a moment and continues with a warning, "Do not waste precious time with selfish, foolish and trifling matters. We do not have the tolerance for such and our time in your world passes quickly. At dawn this place will cease to exist until we are reborn by the coming of tomorrow's night."

Types of Questions

The table has implied that it can and will answer all important questions, but its knowledge is limited and it cannot see into the future. Also, it is the table who decides what is "selfish, foolish or trifling" and will indicate so with responses like, "Your request is trifling." "We are not interested." Or, "Do not waste our time with such matters." If it does not know the answer to a question it will respond, "We cannot give you an answer." Furthermore, not all answers may be exactly what the character is looking for or may be shorter or longer than desired. Questioners should regard the table as a talking computer which can only access information in its memory files.

Many have pondered what manner of magic device or creature this magic table may be and where it has come from, but nobody has the answers to these questions. The only thing known for certain is that the Well Of Wisdom appeared shortly after the Coming of the Rifts. Questions concerning its origin or workings will elicit a response such as, "What we are is of no importance." End of story.

The voices from the table will answer a fairly broad range of questions. It is important to note that the sound of the voice does change, depending on the question. The voice can sound old or young, male or female. Regular visitors have counted as many as 15 distinct voices.

Animal Husbandry. A pair of voices, one a gruff old man and the other an old woman take turns answering questions about animals native to Rifts England, including gryphons, pegasus and other supernatural creatures. They are authorities on raising livestock.

Astronomy, Mathematics & Druidic Lore. A soft-spoken voice that could be male or female fields questions about astronomy (98%), math (98%), and the habitats and likely location of flora and fauna. It can offer likely locations for finding faerie folk, plants, herbs, and animals of all kinds. It also knows the locations of all Millennium Trees and ley line nexus points in the British Isles, France and Egypt, as well as all the periods of increased ley line activity and the exact instant of peak energy levels. The voice is also an expert mathematician and can perform advanced computations and provide navigational coordinates at computer speed (98% accuracy)!

Botany. This information consists mostly of farming and irrigation methods, but it can also identify plants and fruits (60%), identify species by category (botany 60%), tell how to can/preserve fruit and vegetables (60%), and similar.

Carpentry. A deep, booming voice will answer questions about woodworking, simple boat building, furniture making, house and barn building, fence making, flute making, and similar.

Divination. The voices of the table cannot see the future and are annoyed by such requests. However, if given enough information, they may be able to speculate on an outcome or likelihood of success; "The odds are against you," or "The odds are good," or "We give you a 50/50 chance of success."

Local History. A lot is known about England's history beginning at about 50 years after the great cataclysm, up to about 78 P.A., however, specific dates, names and places are not always available. In this regard, it proclaims that the first Millennium Tree began to grow within one year after the cataclysm and all

the others began to grow a few years later. It even has a reasonable knowledge about the 50 years before the Coming of the Rifts and tells many an intriguing story about life in ancient times (ancient by the standards of the times). This means it can sometimes offer clues as to where ancient artifacts might be found.

Mrrlyn made his first appearance September second, 41 P.A. to help local humans defend against a horde of inhuman invaders. The table can also report about many events involving Mrrlyn, but other than that, it knows very little about the wizard. As for the Supreme Nexus Knights, one of the voices speculates that they are otherdimensional energy beings enslaved by the powerful sorcerer. Another voice makes the age-old statement that Mrrlyn is the son of a demon and suggests that the Supreme Knights are his evil off-spring or brothers. The birth of King Arr'thuu is also known, as well as much information about the first two decades of New Camelot's foundation, including building materials and city plans (not specific maps). Nothing is known about the Lady of the Lake or the young knights of the Round Table. Most of the table's knowledge about New Camelot and England in general ends about 25 years ago.

Magic. There are two male voices who take turns answering questions about magic. They will not teach spells but will offer warnings and information (sometimes known locations) about magic items, rune weapons, places of magic, places of evil, faerie folk (80%), creatures of magic like dragons and the Splugorth (80%), demons and monsters (both lore and known individuals; 80%), known sorcerers like Pharaoh Rama-Set, and similar. Remember, most of this information is the kind of stuff one might gather at a library, news agency and/or data base and the newest entries are about 25 years old.

Medical Questions. A young female voice is an authority on holistic medicine and can suggest herbal remedies, the locations where these herbs might be found, their general availability, how to make them into potions and salves, and similar. She can also diagnosis the likely malady from detailed descriptions of an illness or disorder (65% accuracy). She is also knowledgeable in faerie lore (98%), cook (98%), preserve food (90%), and can identify plants and fruits (90%).

Military & Combat. A quick talking, authoritative voice will answer questions regarding strategy and tactics, known hostile camps, and monstrous invaders from the continent. The voice offers such pearls of wisdom as, "Never underestimate the enemy! The best defense is a good offense. Use the element of surprise. Never underestimate the power of a bluff — but always be prepared should the bluff fail." And similar.

The voice can describe how to make ancient style siege equipment, basic defenses like trenches, walls of dirt, pit traps, and similar, basic weapons like a sling, bow and arrow, club, and spear, and seems to know the lay of the land regarding the British Isles, Ireland, France and parts of Germany, but this data is about 70 years old. This voice can also instruct characters how to best combat most common monsters, like vampires, zombies, gargoyles, etc. Skill knowledge of note includes intelligence, wilderness survival, land navigation, weapon systems, demolitions, and demolition disposal, all at 90%, but all outdated by about 70 years — still helpful in many situations.

Foolish or Derogatory Questions. Queries that are consistently foolish or which casts aspersions about reliability or quality of the answers, or questions the voice's trustworthiness or mo-

tives are likely to anger the table. When perturbed, the voices will ignore all questions from the person who has offended it. This animosity will be remembered and the voices may refuse to ever answer this character's questions from that day forward. The table may also silence annoying characters with a "mute" spell that lasts until the character leaves the underground chamber. If a friend asks if his mute buddy will be able to speak again, or when, the table will respond with, "Do not annoy us with such trivial questions," and ignore any further inquiries into the matter.

If the table becomes incensed it can mute everybody in the chamber, the glowing wheel of light will appear, the earth will tremble and a voice will proclaim, "Be gone! We have no time for buffoonery!" If the characters do not exit, they will find themselves suddenly engulfed in a blinding light and teleported back outside, in front of the opening.

If the table is attacked, it will defend itself with its limited arsenal of spells and/or instantly summon the disintegrating light. Of course, the Guardian will also come to its aid.



Note: Answers to any questions may vary greatly in length and time is distorted in the Well, passing twice as quickly than normal. Thus, the group must have an accurate way to measure time, taking into account the time needed to exit the tunnel and know the minute that dawn comes. Failure to leave the mound before the first light of dawn will forever entomb them in the mound!

Remember, the Well cannot answer questions about the future or about people and places it does not know.

The Origin of the Well

The most popular theory about this rifts-era oracle comes from the writings of Sir John Brisbane, official emissary to the Well and noted scholar.

“It may be possible that the electromagnetic impulses created by the thoughts of a harmonious and virtuous mind never die away. Only recently has it occurred to me that these thoughts may be drawn to a common place of rest. A repository for all the truly great wisdom of only the most exceptional minds that have lived through the ages, throughout the time of the rifts, and that is still being added to, to this day.

“At the moment of death, the essence of these great minds are drawn to the Well. Here they can be tapped to provide the wisdom needed for the survival of humankind, as well as our alien brothers and allies, living on this great isle.

“It has already saved kings and peasants alike, helped find lost artifacts to use against our enemies, and I believe I have even recognized the voices of recently deceased warriors giving advice on the powers and weaknesses of our most recent enemies.”

Excerpted from “A True Account of my Experiences within the Well of Wisdom.” Published in 97 P.A.

Other Notes of Interest

From time to time, would-be-conquerors and power hungry men and monsters have tried to capture or control the area where the Well of Wisdom is found. Their reasoning was either to keep the Well’s knowledge for themselves or to prevent their enemies from using the information against them. The Guardian has been a major factor in keeping the Well free to all people of a good alignment. However, from time to time, powerful beings have been successful in keeping others away. Currently, the Well is available to all. Mrrlyn and Arr’thuu have forbidden the subjects of New Camelot from consulting with the Well and claim that it is a powerful and dangerous object with an enigmatic history and questionable motives. The punishment is a harsh lecture and a small fine.

Wilderness folk, farmers, adventurers and curious visitors often visit the Well. Faerie folk are not found anywhere within a mile (1.6 m) radius of the place.

Three small villages, each with a population around 400 are found near the well. Two, **Avensdale** and **Wellsbury**, cater to the tourist trade and are known as dangerous places. They are the homes to merchants, con-men, thieves, and scoundrels of all kind. They are visited by wilderness scouts, trappers, warriors, D-Bees and monsters. Boarding houses, taverns, small stores, ladies of ill repute, a blacksmith, a magic shop (only basic stuff, but there’s a 50% chance of having 1D4 Millennium Tree items), and mechanic’s shop can be found at these two, rough and tumble places.

The third village is **Allenshire**, a farm and livestock community. It offers visitors a selection of three simple boarding houses, a dance hall, social club (the only tavern in the village), good quality riding horses, leather goods, tasty food and peace and quiet. It also has a resident druid and psionic healer.



Ogeeyins, The Guardian & Golden Table

The Ogeeyin

Ogeeyins appear as a giant ball of flesh. The skin is mostly smooth and pale pink or tan in color. It has sectioning lines marking it into four equal quarters. Each quarter has two antennae and four hemispherical life nodes on its surface. Each node is four inches in diameter. The ball is ten feet (3 m) in diameter, weighs 700 pounds (315 kg), and the bottom fifth is covered in foot (0.3 m) long, black, hair like filaments.

Each quarter is an individual being. They learn by observing events in different planes of existence. Just like individuals in a family, each quarter will show an aptitude for something different from the others.

One of the Ogeeyins detected the cataclysm that created Rifts Earth. The four super brains of the creature selected different parts of the planet to study, via astral projection. For nearly fifty years they observed, collated data and telepathically conversed among themselves. They were sympathetic to the plight of humankind, and chose to intervene.

Similar to an alien intelligence or entity, each of the four minds can transfer their essence into another dimension by molecularly bonding with earth or stone. When that life essence/mind is in another dimension, that particular lobe is dormant, as if asleep, while the others remain completely alert and protect their community body. All four Ogeeyin lobes are seldom left dormant because this would leave their physical body completely defenseless. The four minds will discuss and agree on which of them can leave the body and for how long; typically only one or two at a time. Even when one is in another dimension, the others can always locate him via astral projection and communicate by telepathy. The life essence can leave a dimension and return to its body at any time, but cannot return to that dimension for 4D6 days.

By consensus, these four decided to send one of their life nodes to Rifts England. The exact location was the site of an underground geo-magnetic anomaly where the Ogeeyin discovered a mysterious golden table. The life node made contact with the minds in the table and all agreed to combine their powers to help humankind. United, they used their formidable powers to magically raise the mound, dig the tunnel to the surface, and with the guidance of the many minds, fashioned the door.

The Ogeeyin life essence can communicate with the many minds of the golden table using telepathy and empathy but it is not part of the table itself. Instead, its essence is linked to the stone guardian. The guardian serves as the life node’s physical body in this plane of existence and as a weapon to defend the well.

Ogeeyin in its Natural Form

Alignment: Any, but typically Principled or Scrupulous.

Mental Attributes: Roll the following for EACH of the four Ogeeyin nodes that share the one body. I.Q.: 2D6 + 16, M.E.: 2D6 + 16, M.A.: 2D6 + 12, P.S.: not applicable. P.P.: not applicable, P.E.: not applicable, P.B.: 2D4, Spd.: floats and flies at a maximum speed of 6D6 in its natural form. 300 mph (482 km) in energy form.

Physical Abilities in Guardian Form: P.S. 4D6+12, P.P. 2D6+10, P.E. not applicable, Spd: 4D6

M.D.C./Hit Points: 1D4×100 in Ogeeyin form, 2D4×10 in energy form and 2D4×100 in guardian form.

Horror Factor: 10.

P.P.E.: Each of the four life nodes has 4D6×10 P.P.E., plus 40 points when all are present at the same time.

I.S.P.: Each of the four life nodes has 4D6×10 I.S.P., plus 120 points when all four are present in their natural body.

Natural Abilities: Impervious to poison, toxins, drugs, and gases; feeds on ambient mystic and psionic energy, so the creature does not breathe air or require food and water. It also can see the invisible, nightvision 300 feet (91.5 m), and is fire and cold resistant (does half damage). The antennae are highly sensitive and can feel movement in the air like motion detectors, provide amplified hearing (same as bionic equivalent) and identify smells on a molecular level similar to a molecular analyzer. This sensitivity also enables the Ogeeyin to recognize people and places by scent (65%), maneuver in darkness and even track by scent (40% proficiency). Also see psionic and magic powers.

Dimensional travel and creating a stone guardian: Each of the four minds housed in each quarter or lobe can transfer its essence to a physical plane of existence by turning into a basketball size energy sphere. In this energy form, the Ogeeyin essence, or life node, can dimensionally teleport into the desired dimension (previously discovered and observed from the astral plane). The entity has 24 hours to create and bond with a body made of stone and/or earth. During this period, the life node has the power to rearrange dense molecules which it uses to build its body. Once built, the life node molecularly bonds with the earth and stone. When the bonding is complete, the structure is its one and only body in that particular dimension.

Back in the astral plane, its natural body is unhurt in any way, only that particular lobe is dormant and cannot attack, think or communicate with the three other minds that share the body. The absent essence can abandon its guardian body at any time and return to its body in the astral plane. However, that particular lobe entity cannot travel to another dimension for 4D6 days. Also see the stats for the guardian in this section.

Psionic Powers (natural abilities): Master psionic. Abilities include all sensitive psi-powers, detect psionics, bio-regeneration (4D6 M.D.C.), alter aura, death trance, ectoplasm, mind block, and seven super psionic powers of choice! **I.S.P.:** 4D6×10 I.S.P. (150 to 200 I.S.P. are typical).

Magic Knowledge: Varies, see R.C.C. skills.

Combat/Attacks Per Melee: As many as eight (8) total attacks are possible if all four of the lobes are active. Each of the active lobes/minds has two physical, magic or psionic attacks. Physical attacks are likely to require the creation of one or more ectoplasmic limbs.

Average Level of Experience: 1D4+3 levels as a spell caster, psionic, and scholar.

Bonuses Per Each Individual Lobe (4): +4 to strike, +4 to parry, +8 to dodge, +8 on initiative, +8 to roll/pull punch, +4 save vs psionics, +4 to save vs all magic, +4 to save vs poison, +4 to save vs horror factor, and +16% to find way back at the end of an astral journey.

R.C.C. Skills: The Ogeeyin are inquisitive creatures who like to observe other people and places by means of astral projection. This also enables them to learn many different skills if they are so inclined. However, their level of experience seldom exceeds seventh level proficiency and is usually limited to a few broad areas.

All Ogeeyin have a full understanding of basic and advanced mathematics (+20%) and land navigation (+20%). Additionally, each of the four life nodes selects two comprehensive areas of knowledge. There are no secondary skills or skill bonuses other than a possible I.Q. bonus. The areas of comprehensive knowledge are as follows.

- **Behavior:** Knows all domestic skills, radio basic, art, anthropology, intelligence, palming and streetwise.
- **Machines:** Knows radio basic, scrambler, TV/video, computer operation, basic electronics, pick locks, pilot hover craft, pilot motor boats, read sensor equipment, weapon systems, and recognizes the use and purpose of most devices.
- **Medical:** Forensics, pathology, chemistry, holistic medicine, and medical doctor.
- **Piloting:** Knows all pilot related skills and all specific areas of piloting, except robot combat: elite.
- **Sciences:** Knows all science skills.
- **Spell Magic:** An understanding of the principles of magic, recognizes runes and rune weapons, and knows four spells from each level one through six.
- **Stone Magic:** All the abilities and knowledge of the Stone Masters (see **Rifts Atlantis** for details).
- **Technical:** Knows all technical, including dozens of languages.
- **Weapons & Combat:** Knows basic strategies and tactics, intelligence, detect concealment, detect ambush, weapon systems, all ancient W.P., three modern, and two energy weapons or demolitions.
- **Woodland:** Knows wilderness survival and all wilderness skills. (+5%), select two basic piloting skills (+5%), and three ancient and three modern weapon proficiencies.

Appearance & Size: Ogeeyins appear as a giant ball of flesh. The skin is mostly smooth and pale pink or tan in color. It has sectioning lines marking it into four equal quarters. Each quarter has two antennae and four hemispherical life nodes on its surface. Each node is four inches in diameter. The ball is ten feet (3 m) in diameter, weighs 700 pounds (315 kg), and the bottom fifth is covered in foot (0.3 m) long, black, hair like filaments. Each quarter is an individual being.

Weight: 700 lbs (315 kg).

Average Life Span: 20,000+ years

Standard Equipment: None, relies on natural abilities and has no need for material things.

Cybernetics: None, incompatible.

The Guardian

The Ogeeyin life essence energy being is able to manipulate matter at the molecular level to create the Guardian out of dirt or rock. The stone body is suffused with the life essence of the Ogeeyin life node and serves as its anchor to that world. The guardian does not need to breathe, eat or drink to survive, because the living energy being within the stone figure feeds on ambient mystic and psionic energy. A part of the life essence will remain

attached to each molecule of stone. Even if the body is reduced to dust, the energy life node is unharmed and will reform the Guardian again and again, with machine-like accuracy.

The life node's essence is vulnerable to certain psionic and magic powers, such as psionic mind control, mind bolts, mind wipe, exorcism and empathic transmission. Likewise magic exorcism, banishment, summon and control entity, commune with spirits, the luck curse and illusionary magic are all effective against the Ogeeyin nestled inside the rock. An exorcism works a bit differently on an Ogeeyin guardian than it does against possessing entities. A successful exorcism will force the energy essence out of the stone body which transforms that body into a mound of earth or rock. The energy being is now revealed and vulnerable to direct energy, magic and psionic attacks. It can flee but must re-create a new body within six hours. Failure to create a new body sends it back to its natural body in the astral plane where it will be stuck for 1D6 months.

Ogeeyin in its Guardian Form

Alignment: Unchanged.

Mental Attributes: Unchanged.

Physical Abilities in Guardian Form: P.S. 4D6 + 12, P.P. 2D6 + 10, P.E. not applicable, Spd: 4D6

M.D.C./Hit Points: 2D4 × 100 for the guardian body (400 or 500 is typical), while the energy essence itself has 2D4 × 10 M.D. points. If the energy being loses all its M.D.C., it is forcibly hurled back into its physical body located in the astral plane. This violent incident prevents the Ogeeyin from returning to that dimension for 1D6 months.

Horror Factor: 11

P.P.E.: 4D6 × 10

I.S.P.: 4D6 × 10

Guardian Abilities: The energy form of an Ogeeyin is a temporary means of transportation. Each of the four minds can transfer its essence to a physical plane of existence by turning into a basketball size energy sphere. The Ogeeyin life essence, or life node, has 24 hours to create and bond with a body made of stone and/or earth. During this period, the life node has the power to rearrange dense molecules which it uses to build its body.

Once the body is built, the life node molecularly bonds with the earth and stone. When the bonding is complete (the entire process takes about an hour) the structure is its one and only body in that particular dimension. The size of the body will range from seven (2.1 m) to ten (3 m) feet tall and can be male or female, humanoid, animal-like or monstrous. Even if the body is destroyed, the Ogeeyin essence is unharmed and can completely rebuild it after eight hours of molecular manipulation. Likewise, destroyed appendages and lesser damage sustained from conflicts can be completely restored within four hours. **Note:** The power of molecular manipulation is limited to its physical body.

Other abilities in guardian form include: See the invisible, nightvision 300 feet (91.5 m), and impervious to heat, fire, cold, gases, drugs, and poison. Limited metamorphosis (molecular rearrangement) enables the stone and earth body to transform into a pillar of stone or boulder. Also see combat and bonuses.

Psionic Powers (natural abilities): Master psionic. Abilities include all sensitive psi-powers, detect psionics, bio-regeneration (4D6 M.D.C.), alter aura, death trance, ectoplasm, mind block, and seven super psionic powers of choice! **I.S.P.:** 4D6 × 10 I.S.P. (150 to 200 I.S.P. are typical).

Magic Knowledge: Varies, see R.C.C. skills.

Combat/Attacks Per Melee: Five hand to hand or psionic attacks per melee round. Or two magic attacks.

Average Level of Experience: 1D4 + 3 levels as a spell caster, psionic, and scholar.

Bonuses: +4 to strike, parry, and dodge, +2 on initiative, +2 to roll/pull punch, +4 to pull punch, critical strike on unmodified 19-20, inflicts mega-damage from punches and kicks, +2 save vs psionics, +2 to save vs all magic and +4 to save vs horror factor.

R.C.C. Skills: Unchanged. See the Ogeeyin description.

Appearance: Giant stone figure, usually humanoid.

Size: 7 to 10 feet (2.1 to 3 m) tall.

Weight: Three to six tons.

Average Life Span: 20,000+ years

Standard Equipment: None, relies on natural strength and abilities. Has little use for material things.

Cybernetics: None, incompatible.

The Golden Table

Nobody knows much about the golden table, including the Ogeeyin. All they know is that the memories (and life forces?) within the table cannot escape, have no psionic powers, the table and spirits within are incapable of movement, do not seem dangerous, and are willing to help other intelligent creatures of a good alignment. Most of the table's magic powers, although impressive and frightening, are limited and supplement its innate energy store by drawing on the ley line that runs along this area.

If the golden table is somehow captured by the forces of evil, it will simply refuse to talk — forever if necessary. There is no apparent means to magically or psionically probe the table. Nor can a character telepathically link with one of the many minds that seem to inhabit it. Even if one could read the minds within the table, none of them understand anything about the table or their existence. All psionic, magic and mechanical probes indicate massive amounts of mystic energy, but show no life readings whatsoever, regardless of the fact that the table seems to be possessed by scores of beings! Is it possible that the strange mystic object is nothing more than a memory storage and retrieval device with programmed responses and automatic defenses?

Alignment: Presumably good.

Attributes: Not applicable, seems to contain the knowledge of many intelligent and educated people.

M.D.C.: The golden table is indestructible.

Horror Factor: 12

P.P.E.: 1200

Abilities: Understands all languages and when it speaks, any listeners will hear the words in their native tongue. The voice that seemingly emanates from the table can change completely depending on the question, suggesting that different people answer different questions.

It also automatically senses the presence of evil, evil intent, and magic. The enchanted table cannot write, move or take

any form of physical action. It is indestructible and seems to be completely unaffected by magic and psionics.

Answering Questions: It is important to understand that the table cannot see into the future. It speaks only when asked a direct question and never volunteers information.

Psionic Powers (natural abilities): None.

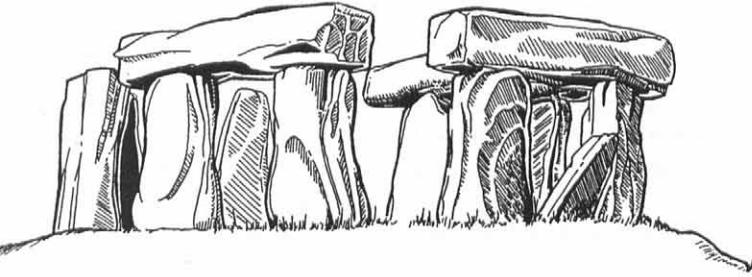
Magic Knowledge: Is limited as described above, plus the spells as listed.

Spells are limited to: Globe of daylight, blind, mute, repel animals, energy disruption, dispel magic barrier, negate magic, tongues, teleportation, teleportation: superior, and sanctum. It can also summon, at will and without limitation, the "Light of Protection." A spinning wheel of light that inflicts 2000 M.D.C. per melee (15 second of exposure), but can only be used against characters of evil alignment or evil intent. Good characters standing next to a proponent of evil are untouched. All spells are equal to a 12th level sorcerer.

Combat/Attacks Per Melee: As many as three by means of magic, but only as a means of defense.

Average Level of Experience: Not applicable.

Bonuses: Not applicable. Impervious to everything.



France

Across the English Channel is France. Like most of Europe, the eruption of the ley lines, the opening of dimensional rifts and the invasion by demonic monsters has transformed the country into a wasteland dangerous for humanoids. The land along the northern coastline has been decimated by a terrible plague that prevents plant life from growing along the entire length of the coast and is transforming the land into a parched desert up to 50 miles (80 km) inland. The coastal desert is inhabited by few animals and fewer humanoids. Beyond the parched earth are vast forests broken by the occasional grassland. Most of the old cities were toppled during the Great Cataclysm and their bones covered by the wilderness.

Note: More about France and the surrounding countries will be presented in future sourcebooks and/or world books.

Paris

Paris is one of the few cities that remains at its original location. The toppled ruins of the once great city still stand and serve as the dwellings for rodents, disease, and sub-humans like goblins and mutants. Among the ruins are the beginnings of a new city, but this Paris of Rifts Earth is a filthy squalor inhabited by non-humans. It is a haven for ogres, trolls, orcs, goblins,

boogie-men, giants, creatures of magic and supernatural monsters. Humans and other prettier creatures are tolerated if they are discreet or powerful.

Visitors can find countless boarding houses and restaurants (catering mainly to non-human tastes), a dozen high-tech repair shops, body-chop-shops (there are no legitimate cyber-centers or hospitals), arenas for blood sports, gambling halls, drug dens, and every other den of iniquity imaginable. Powerful guilds, including assassins, thieves, wizards and herbalists, are all dominated and controlled by the blood druids.

Carnac

Ley Line Nexus Complex

Carnac is an ancient megalithic site and the location of a three ley line nexus. Ten miles to the west is a Millennium Tree.

Blood Druids

Non-player Character Villains

Blood Druids, also known as the Disciples of Destruction, are members of a growing death cult based in the country once known as France. They believe in the perpetuation of anarchy and chaos, making them dangerous in the extreme. Like most druids, they have no formal alliance with any "one" tribe, clan or kingdom. They advise, teach and assist many nefarious beings: monsters, demons, destroyers, D-bees, humans, kings and peasants. Their only true allegiance is to the forces of evil. They enjoy the sweet destruction, war, pain, panic, fear and hate these forces breed within societies that seek to attain an orderly and peaceful existence.

All blood druids are evil or anarchist in alignment and use blood sacrifices, including human sacrifice, to perform their malignant magic and to assist in the propagation of anarchy. Most are assassins and masters of a grisly form of necromancy. It is important to note that much of their magic requires blood sacrifice, not because it is necessary but because it is preferred.

Headquarters

The blood druids' **headquarters** is located near the border of the old French and Swiss Empires, about 8 miles (12 km) from Switzerland, near the city once known as Geneve. They occupy the village Le Morte (The Death or The Dead), which has a population of about 2600 inhabitants, 30% of which are blood druids. Most of the remaining townspeople are dedicated supporters of the druids who they consider to be the village's benefactors and protectors. Less than 20% have any idea of what evil the blood druids are involved in at other places.

The location of Le Morte is very central for the druids, putting them near the hub of civilization and activity in western and central Europe. About 80 miles (129 km) to the southwest are the monster inhabited French Alps. One hundred and eighty miles to the southwest and over the Alps is Italy. A hundred miles (160 km) to the southeast are the ruins of Lyons, and Spain is 620 miles (992 km) further. To the northeast are the decadent hordes of Paris, farther north is Belgium and to the northwest, the New German Republic.

Major Places of Activity

France is the home of the blood druids, with off-shoot cults in communities throughout the country. Unfortunately, they have begun to spread their tendrils of evil around the world. There are cults operating in New Camelot, the kingdom of Berwynmoor and other towns and villages in England. They also wander the entire British Isles, inciting trouble and hatred wherever they go. The blood druids are especially powerful in the wastelands of Europe, particularly Belgium, Germany, Austria, Yugoslavia and Romania. There they are participants in the life and death struggle between humanoids and monsters, enticing both sides to engage in the most extreme and deadly actions against each other. The druids also have a growing presence in Morocco, Egypt and much of northern Africa. Individual blood druids and small loyal groups of adventurers travel throughout all of Europe, Africa, the Middle East, India, Atlantis and, within the last 15 years, North America (mainly the east coast and Magic Zone).

O.C.C. Powers

Note: The magic in this book is fictional. The necromancy magic of the blood druids is vile and involves the murder of other living beings. These fictional "characters" are evil fiends with little regard for life. Players or Game Masters who feel uncomfortable with such violent, foul characters and the type of malignant magic they use, can alter this character to be an evil woodland druid: the bard type, and skip the death magic entirely.

1. **P.P.E.:** Druids have far less P.P.E. than most other practitioners of magic. Take the P.E. attribute number and multiply it by three to determine the character's P.P.E. base. Add 8 points for each level of experience.
2. **Bonuses:** +4 to save vs faerie magic, foods and drinks, +4 to save vs poisons and unwanted magic potions and foods. +1 to save vs all other types of magic, +4 to save vs horror factor, +1 on initiative, +1 to parry and dodge, +4 to damage, and +1 to roll/pull punch.
3. **Mystic herbology: The creation and use of magic herbs of all kinds.** The blood druids can create and use magic herbs for healing, helping or hurting and can also make ointments, wands and staves. See the section describing the *Herbalist and Herb Magic*.
4. **See the future by blood sacrifice:** Again, by looking at the entrails of the recently deceased (less than eight hours) or into the pools of blood from the humanoid victim of a blood sacrifice, the murderous practitioner of magic can see glimpses into the future. The visions will be strongest and more specific if the focus of the future sight is a character or place that the druid knows well.
5. **Learn about a slain enemy by blood sacrifice:** The druid can learn about a recently slain individual (died less than eight hours ago or by killing somebody). At the moment of death, the druid is likely to use the victim's P.P.E. to create a mystic herb or perform some other feat of magic, then stare into the blood or remove the creature's entrails and examine them. The power is very similar to the psychic's power to *see aura* except there is NO defense/mind block because the individual is dead and cannot resist the psychic probe. The necromancer can discern the following.
 - * Learn exact amount of P.P.E. and the ability to draw on that energy during a blood sacrifice.
 - * Estimate the general level of experience.

- * Estimate the character's age and health (before his demise) within 1D6 years.
- * General alignment — good, very good, selfish or evil.
- * The presence of magic — including enchantment.
- * The presence of a possessing entity.
- * The presence of a mental or physical aberration; physical sickness or mental illness.

6. **Heal & regenerate by slaying others in blood sacrifice:** The blood druid draws on the P.P.E. expended at the moment of death and transfers it into a sick or hurt living being. The recipient of the magic receives 20 S.D.C. points, 10 hit points, is purged of any poison or drugs, and is +20 to save vs coma/death.
7. **Turn dead:** Same as the magic spell only twice as powerful: turns 2D6 dead per level of experience. Costs 6 P.P.E. every time the turn dead power is used.

Blood Druid O.C.C.

Note: This character is not recommended as a player character and is intended as an NPC villain.

Attribute Requirements: I.Q. and M.E. must be 11 or higher.

Alignment: Any, but typically anarchist or evil.

Horror Factor: 9

Psionics: Varies as normal; about 30% have some degree of psionics, mostly minor abilities.

Average Experience Level: 1D6+3. Use the "Woodland Druid" experience table.

Combat/Attacks Per Melee: Varies with the level of experience; all are assassin or expert and may have benefited from other combat skills such as boxing, wrestling, and gymnastics.

Membership: 30% Humans, 30% D-bees (including elves and dwarves), 30% monster races (ogres, trolls, rahu-men, ratlings, wolven, giants) and 10% are creatures of magic such as the occasional dragon wolf, sphinx, scarecrow, sowki, and dragon. Even a few dozen gargoyles are counted among the members of the blood cult, although few possess mystic knowledge. Instead, they serve as assistants, guardians, spies and assassins. Likewise, the blood druids are often assisted by minions which can include goblins, orcs, humans and just about any race. These minions do not know magic; most are spies, thieves, assassins and warriors.

O.C.C. Skills:

Holistic Medicine (+15%)

Mystic Herbology (+15%)

Identify Plants & Fruits (+15%)

Biology (+15%)

Chemistry (+15%)

Math: Basic (+20%)

Wilderness Survival (+10%)

Land Navigation (+10%)

Language: Euro, Gobblely and two of choice (+20%)

Literate in Euro and one other (+20%).

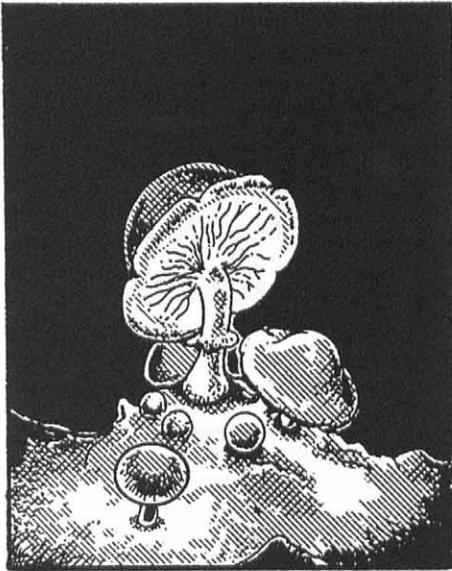
W.P. Knife and three others of choice

Physical: Select Gymnastics or Prowl

Physical: Select Boxing or Wrestling

Hand to Hand: Assassin

The hand to hand combat skill can be changed to expert at the cost of one "other" skill selection.



O.C.C. Related Skills: Select four other skills, plus two additional skills at levels three, seven, eleven and fifteen.

Communication: Any (+5%)

Domestic: Any (+5%)

Electrical: None

Espionage: Escape artist, forgery and intelligence only (+5%)

Mechanical: None

Medical: Only the O.C.C. skills and pathology (+10%)

Military: None

Physical: Any except acrobatics.

Pilot: Any (+5%), except robot, power armor, tank or spacecraft.

Pilot Related: Any

Rogue: Any (+5%)

Science: Any (+5%)

Technical: Any (+10%)

W.P.: Any

Wilderness: Any (+5%)

Secondary Skills: The character gets to select three secondary skills from those listed. These are additional areas of knowledge that do not get the advantage of the bonus listed in the parentheses (). All secondary skills start at the base skill level.

Standard Equipment: Most blood druids start with the following.

Magic herbs and items: Two wands or a wand and a staff of choice and 10 + 1D4 magic herbs, 1D4 poisons and 2 + 1D4 items like teas and ointments made from ordinary herbs.

Common items: Clothes and shoes suitable for wilderness travel, a complete medical kit, small shovel and hand axe for digging up plant roots and bulbs, rope and/or lightweight nylon cord (50 feet/15.2 m), two iron spikes, two wooden stakes, a silver cross, mirror, several types and sizes of knives, scissors, laser scalpel, knapsack or back-pack, utility belt, a dozen small sacks, a box of 50 small plastic bags (also for specimens), a lighter, flashlight, and air filter.

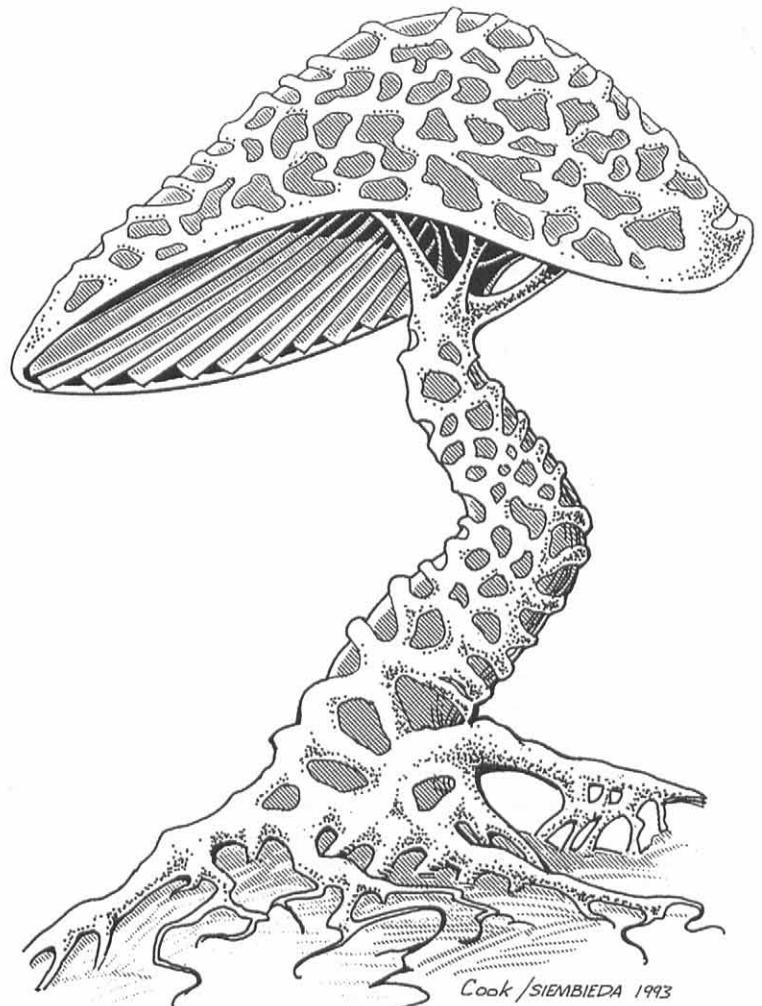
Traditional garb is a mixture of black, grey, red and white but they can wear anything. Wealthy and/or powerful blood druids typically adorn themselves with expensive jewelry and clothes. Most wear light to medium body armor when traveling and prefer magic armor, weapons and devices above most others.

Vehicle: Many never learn how to drive, allowing themselves to be chauffeured around by their minions. Those with a piloting skill start with a basic hover ground vehicle or horse but are likely to acquire a superior riding animal and/or vehicle(s) by fifth level.

Money: 2D6 × 1000 in gems and precious metals, 2D4 × 1000 in credits. Although selfish and greedy, many blood druids use their personal fortunes to supply and assist evil beings, especially those willing to be easily manipulated.

Payment for healing and magic can range from a few credits to several thousands. Blood druids tend to charge much more than most woodland druids and often withhold their magic from characters of good alignment or those allied with the forces of good. They also use their potions, wands and magic as rewards and bribes. These conniving characters are likely to get as much as 30% of the fair market price when selling wholesale to merchants or medical facilities.

Cybernetics & Bionics: Artificial enhancements are never considered! Bio-system cybernetics will be considered but only if absolutely necessary; cybernetics interferes with magic.



British Isles



O.C.C. & R.C.C. Experience Tables

Chiang-Ku Dragon

1	0,000-2,900
2	2,901-4,800
3	4,801-9,600
4	9,601-19,200
5	19,201-29,200
6	29,201-49,000
7	49,001-79,000
8	79,001-119,000
9	119,001-169,000
10	169,001-230,000
11	230,001-300,000
12	300,001-380,000
13	380,001-470,000
14	470,001-600,000
15	600,001-800,000

Ancient Chiang-ku

16	800,001-1,000,000
17	1,000,001-1,250,000
18	1,250,001-1,500,000
19	1,500,001-2,000,000
20	2,000,001-2,500,000
21	2,500,001-3,000,000
22	3,000,001-3,500,000
23	3,500,001-4,000,000
24	4,000,001-5,000,000
25	5,000,001-6,000,000
26	6,000,001-7,000,000

Dubugghs, Earth & Star Child

1	0,000-2,200
2	2,201-4,400
3	4,401-9,000
4	9,001-19,000
5	19,001-28,000
6	28,001-40,000
7	40,001-60,000
8	60,001-80,000
9	80,001-100,000
10	100,001-150,000
11	150,001-200,000
12	200,001-275,000
13	275,001-350,000
14	350,001-425,000
15	425,001-525,000

Temporal Warrior

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-27,800
6	27,801-37,900
7	37,901-55,100
8	55,101-75,200
9	75,201-100,300
10	100,301-145,500
11	145,501-190,600
12	190,601-245,700
13	245,701-295,800
14	295,801-345,900
15	345,901-415,100

Temporal Wizard, Cernun Serpent, & Ogeeyin

1	0,000-2,500
2	2,501-5,000
3	5,001-10,000
4	10,001-20,000
5	20,001-28,500
6	28,501-38,500
7	38,501-52,000
8	52,001-72,000
9	72,001-105,000
10	105,001-140,000
11	140,001-190,000
12	190,001-235,000
13	235,001-290,000
14	290,001-350,000
15	350,001-520,000

Temporal Raider

1	0,000-2,700
2	2,701-5,400
3	5,401-10,800
4	10,801-21,600
5	21,601-31,600
6	31,601-42,800
7	42,801-62,000
8	62,001-90,000
9	90,001-120,000
10	120,001-170,000
11	170,001-220,000
12	220,001-290,000
13	290,001-400,000
14	400,001-500,000
15	500,001-700,000

Millenium Druid

1	0,000-1,900
2	1,901-3,700
3	3,701-7,400
4	7,401-14,800
5	14,801-22,100
6	22,101-31,200
7	31,201-41,300
8	41,301-54,400
9	54,401-75,500
10	75,501-105,600
11	105,601-140,700
12	140,701-190,800
13	190,801-240,900
14	240,901-292,000
15	292,001-335,000

Herbalist Woodland Druids Blood Druids

1	0,000-2,200
2	2,201-4,400
3	4,401-8,800
4	8,801-17,600
5	17,601-24,000
6	24,001-35,000
7	35,001-50,500
8	50,501-72,500
9	72,501-98,500
10	98,501-140,500
11	140,501-200,500
12	200,501-250,500
13	250,501-300,500
14	300,501-400,500
15	400,501-500,000

Warlock & Witch

1	0,000-2,175
2	2,176-4,300
3	4,301- 8,400
4	8,401-17,500
5	17,501-24,600
6	24,601-36,700
7	36,701-44,800
8	44,801-57,900
9	57,901-94,000
10	94,001-130,000
11	130,001-190,000
12	190,001-240,000
13	240,001-280,000
14	280,001-330,000
15	330,001-400,000

Knights of Camelot, Royal Knights, & Human Nexus Knights

1	0,000-2,150
2	2,151-4,300
3	4,301-8,600
4	8,601-17,200
5	17,201-25,500
6	25,501-36,000
7	36,001-52,000
8	52,001-73,000
9	73,001-98,000
10	98,001-134,000
11	134,001-184,000
12	184,001-240,000
13	240,001-295,000
14	295,001-365,000
15	365,001-425,000

Knights (general)

1	0,000-2,100
2	2,101-4,200
3	4,201-8,400
4	8,401-16,800
5	16,801-25,000
6	25,001-35,000
7	35,001-50,000
8	50,001-70,000
9	70,001-95,000
10	95,001-130,000
11	130,001-180,000
12	180,001-234,000
13	234,001-285,000
14	285,001-345,000
15	345,001-410,000

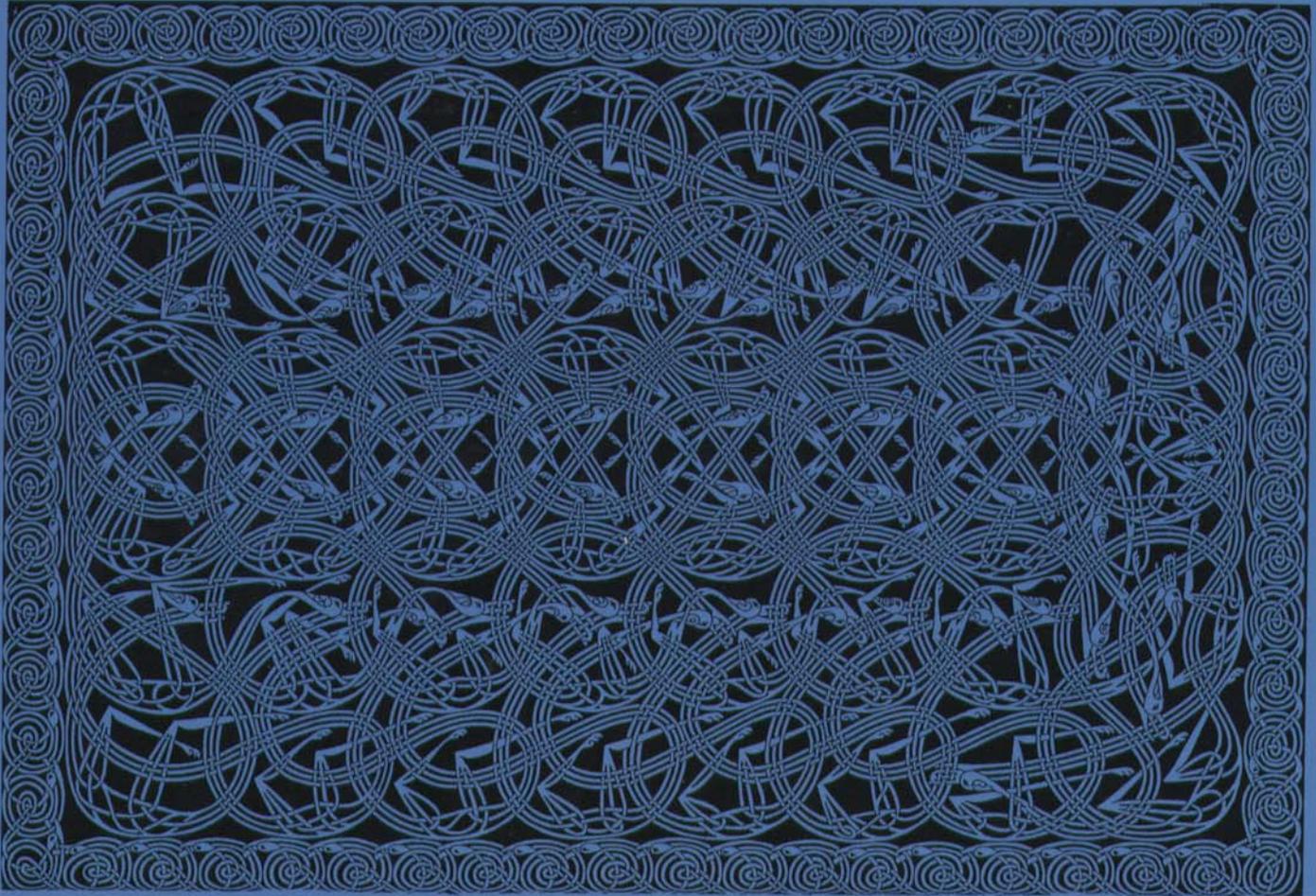
Mantaz Sectle

1	0,000-1,950
2	1,951-3,900
3	3,901-7,500
4	7,501-15,000
5	15,001-23,000
6	23,001-32,100
7	32,101-42,200
8	42,201-55,300
9	55,301-76,400
10	76,401-106,500
11	106,501-140,600
12	140,601-190,700
13	190,701-240,800
14	240,801-294,000
15	294,001-336,000

Note: The Woodland Druids include the Dryad, Filidh, and Scathach. The Warlock and Witch are found in the pages of **Rifts Conversion Book**.

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