

Magic

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Enchantment: A Rediscovered form of Magic

Recently on the Palladium world, an archaeological dig in the Eastern Territory, led by the Elven Archmage Gharig Njortyn, discovered several new forms of magic. A team of scholars, miners, and practitioners of magic were excavating in search of remnants of early Eastern civilization when they discovered a massive granite object. After months of digging, they discovered the object was actually a 100ft tall stone pyramid, buried for millennia!

Engraved upon the entrance to the pyramid was the following inscription in an ancient Elven dialect: "Know all ye who enter this pyramid, that ye shall come upon great magicks not seen since the Time of a Thousand Magicks, magicks made in the Time of Lictalon." Inside the pyramid many scrolls were found that told of several magical disciplines unheard of by modern scholars, which the inscription on the doors seemed to imply that Lictalon had been the creator of these lost arts. The "Time of Lictalon" reference itself has sent the scholarly and magical community in an uproar. If this so-called "Time of Lictalon" existed, why doesn't the Tristine Chronicles mention it? Was it another time, perhaps the Age of Chaos or Light? Perhaps an early epoch of the Time of a Thousand Magicks, or the legendary Battle of the Gods? Regardless, these arts exist, and are becoming quite popular, as several schools of learning have been set up around the world to teach them.

Enchantment is a "true" magical art, much like wizardry or diabolism. The [Enchanter O.C.C.](#) is a new class of mage that focuses on putting magical spells and effects into mundane objects. They are generally accepted in most magic guilds, except in those that are dominated by alchemists (the enchanters seriously cut into their profits).

Creation of Enchanted Objects:

The classic enchanted object is the wand, a baton-type form that is lightweight and easy-to-conceal. Enchanted objects must weigh at least 1/2 ounce per 10 P.P.E. in it. Additionally it must be made of at least 50% iron, wood, or silver. The Enchanter can add one spell effect per level of experience.

All enchanted objects have at least one rune (from the runic alphabet) on them. This sometimes gets them confused with rune weapons. Objects with spells have one rune per level of each of the spells (so a wand with two fifth level spells would have 10 runes). Enchanted objects that store P.P.E. need 1 rune per 5 P.P.E. Objects that enhance spellcasting require two runes per each increase (so an object that increases range by 50%, duration by 75%, and spell strength by one requires twelve runes. Enchanted objects whose properties have been altered have an amount of runes equal to one-third its P.P.E. cost.

Note that saving vs. the magic of an enchanted object requires a 14 or higher.

Objects may be enchanted in five different fashions:

(A) Spell Casting:

Daily Usage Method:

The enchanter must energize the object with 70 P.P.E., then imbue it with twice the P.P.E. of the spell for each of the number of times per day the spell can be cast. For anyone other than the Enchanter to use the object, the Enchanter must pump in 5 P.P.E. (per person) and place a drop of the person's blood and/or recite the person's true name during the enchanting process. Enchanted objects can contain a maximum of three spells, and all enchanted objects operate at the level of experience of the Enchanter when the object was created. Also note that if an object runs out of "charges," it can cast the spell again by the wielder pumping into it one P.P.E. less than the normal P.P.E. cost of the spell.

Example: Raolin Degari, a 4th level Enchanter, wants to make a staff for the group's warrior that can shoot a Fireball three times daily. The P.P.E. cost of the staff is 135: $(70 + [(10 \times 2) \times 3] + 5)$

P.P.E. Usage Method:

The enchanted object is more like a classic Techno-Wizardry device. To create, it costs 30 P.P.E., plus ten times the spell's P.P.E. To activate, it costs half (rounded up) the spell's normal P.P.E., and has double duration, damage, range, and limits (such as altitude and speed). Note that the more experienced the creating Enchanter, the cheaper the cost of activating the spell: subtract one from the cost to activate at levels 4, 6, 9, 12, and 15 of the creating Enchanter, down to a minimum of one.

(B) Store P.P.E.:

The enchanted object can act as a storage device for P.P.E. It must first be energized with 50 P.P.E., plus the P.P.E. to be stored times 1.5, plus its daily regeneration times four.

Example: Raolin wants to put 50 P.P.E. into his iron armor, and have it regenerate at the rate of 10 P.P.E. per day. The total P.P.E. cost is 145: $(50 + [50 \times 1.5] + [10 \times 4])$

(C) Spell Enhancements:

The enchanted object can be charged to enhance the spellcasting of the enchanter. For anyone other than the Enchanter to use the object, the Enchanter must pump in 5 P.P.E. (per person) and place a drop of the person's blood and/or recite the person's true name during the enchanting process. For the spell enhancement to take place, the wielder must be physically touching the enchanted object (not through clothes, gauntlets, etc.), and must cast the spell *into* the object (this can be done with all non-ritual spells). Note: Triple P.P.E. creation cost for spell-casting enchanted objects.

The enchanted object must be charged with 20 P.P.E. during the initial creation process, plus the P.P.E. required for each effect from the following list:

Enhanced Range: Creation Cost: 10 P.P.E. to modify the spell range by 25%. (Not applicable to spells with a range of self or line of vision; spells with a range of touch become a range of 5ft + 1ft/level.) Activation Cost: 5 P.P.E. will increase by 25% the range of all spells cast into the object. The enchanted object can modify spells cast into it for one minute per level of the Enchanter when the object was created. Note: must spend 5 P.P.E. for *each* 25% added!

Enhanced Duration: Creation Cost: 15 P.P.E. to modify the duration by 25%. Activation Cost: 5 P.P.E. will increase by 25% the duration of all spells cast into the object. The enchanted object can modify spells cast into it for one minute per level of the Enchanter when the object was created. Note: must spend 5 P.P.E. for *each* 25% added!

Enhanced Spell Strength: Creation Cost: 50 P.P.E. to add 1 to the spell caster's spell strength, with a maximum spell strength of 17. Activation Cost: 10 P.P.E. will increase by one the spell strength of all spells cast into the object. The enchanted object can modify spells cast into it for one minute per level of the Enchanter when the object was created. Note: must spend 20 P.P.E. for *each* spell strength added!

Enhanced Damage: Creation Cost: 15 P.P.E. to add one die of damage to an offensive spell (Energy Bolt, Fire Bolt, Fire Ball, etc.), with a maximum of triple damage. Activation Cost: 5 P.P.E. will increase by one die the damage of all spells cast into the object. The enchanted object can modify spells cast into it for one minute per level of the Enchanter when the object was created. Note: must spend 5 P.P.E. for *each* die of damage added!

Example: Raolin is making a wand to modify the range and duration of his magic by 50%. The total P.P.E. creation cost is 70: $(20 + [10 * 2] + [15 * 2])$. Activating the wand would cost 20 P.P.E.

(D) Alter Physical Properties of the Object:

A maximum of three properties can be instilled into an object. An asterisk (*) denotes properties that can only be applied to weapons.

The enchanted object must be charged with 100 P.P.E. during the initial creation process, plus the P.P.E. required for each effect from the following list:

1. Tinted a certain color (any): 5 P.P.E.
2. Glow faintly (any color): 8 P.P.E.
3. Become buoyant (floats on water, no matter how big the waves): 15 P.P.E.
4. Become indestructible (except to alchemists and enchanter's - takes 12 hours and at least 12,000 gold): 1000 P.P.E.
5. Eternally sharp* (+3 to damage, rustproof, only for blades): 30 P.P.E.
6. Increased damage*: 30 P.P.E. per extra die of damage, with a maximum of triple damage
7. Increase AR: 10 per point (up to maximum of 18)
8. Increase S.D.C.: 2 P.P.E. for each additional point of S.D.C.
9. Regenerate: 50 P.P.E. plus 25 P.P.E. per each 1D6 healed every 24 hours
10. Impervious to fire (regular fire does no damage, magic does half): 60 P.P.E.
11. Impervious to cold (all): 50 P.P.E.
12. Impervious to horror factor: 50 P.P.E.
13. Fire resistant (normal fire does half damage, magic does full): 7 P.P.E.
14. Invisible (the object - not the wielder - is invisible): 60 P.P.E.
15. Lightweight (half normal weight): 15 P.P.E.
16. Noiseless (makes no sound): 50 P.P.E.
17. Weightless (weighs just one ounce): 40 P.P.E.
18. [Something] Slayer* (does double damage to a particular race, normal damage to all others): 80 P.P.E.
19. Flaming weapon* (double damage): 200 P.P.E.
20. Returns when thrown - Lesser (flies back to wielder after being thrown, has 1 attack per melee, and a maximum range of 120ft): 125 P.P.E.
21. Returns when thrown - Greater (teleports back to wielder after being thrown, has 1 attack per melee, and an unlimited range): 250 P.P.E.
22. Transformable (turns into any type of passive object; can have no other magic properties): 40 P.P.E. for smallish items, larger items are 60 P.P.E.
23. Protection from circles - Lesser (+1 to save): 60 P.P.E.
24. Protection from circles - Greater (+2 to save): 100 P.P.E.
25. Protection from spell magic: 60 P.P.E. for each +1 to save
26. Protection from the undead - Lesser: 35 P.P.E. to hold them at bay
27. Protection from the undead - Greater: 90 P.P.E. to hold them at bay, plus make the wielder impervious to a vampire's bite and mind control
28. Protection from wards: 60 P.P.E. for each +1
29. Protection from psionics: 60 P.P.E. for each +1
30. Protection from witches: 40 P.P.E. for each +1
31. Protection from enchanted object's magic: 50 P.P.E. for each +1.
32. Might of the Palladium (adds 1 attack per melee and +2 to S/P/D/Damage for 10 minutes): 175 P.P.E. for each daily use
33. Negate poison (90% chance of negating natural poisons, 35% chance of negating magical poisons): 30 P.P.E. for each daily use
34. Lightning resistant (lightning does half-damage to wielder or item, enchanter's choice at creation): 60 P.P.E.
35. Convert to M.D.C. (structural-damage is converted to mega-damage): 100 P.P.E. plus 5 P.P.E. per each point of S.D.C.
36. Increase M.D.C.: 5 P.P.E. for each additional point of M.D.C.
37. Inflict M.D.* (weapon does mega-damage instead of S.D.C.): 100 P.P.E.

Example 1: Raolin wants to turn his wimpy soft leather armor (AR 10, S.D.C. 20) into something more formidable. He adds 3 AR, 40 S.D.C., and causes it to keep the undead at bay. The total P.P.E. cost is 145: $([10 * 3] + [40 * 2] + 35)$

Example 2: Raolin turns his old suit of chain mail (44 S.D.C.) to a suit of M.D. body armor with 80 M.D.C. The total P.P.E. cost is 500: $(100 + [44 * 5] + [36 * 5])$

Example 3: Raolin wants his armor to regenerate 6D6 points of damage every 24 hours. The total P.P.E. cost is 200: $(50 + [25 * 6])$

Example of Combining Enchantments: Raolin wants his itty-bitty dagger to have a bit more sting. He converts it to M.D.C., causes it to inflict M.D., store 40 P.P.E. (regenerating 20 P.P.E. per day), make him impervious to horror factor, and increase his spellcasting damage by two dice. The total P.P.E. cost is 490: $(100 + 100 + [50 + (40 * 1.5) + (20 * 4)] + 50 + [20 + (2 * 15)])$

Commonly used Enchanted Objects:

Lantern of Daylight: looks like a standard lantern; Daily Usage Method: Globe of Daylight, 10x daily (costs 90 P.P.E. to create), or P.P.E. Usage Method: Globe of Daylight, 1 P.P.E. to cast for 6 minutes (costs 50 P.P.E. to create)

Lightning Rod (iron staff): Daily Usage Method: shoots lightning bolts (4D6), 10x daily (costs 370 P.P.E. for a 4th level Enchanter to create), or P.P.E. Usage Method: fires a lightning bolt for 7 P.P.E., double damage, range, and duration (costs 180 P.P.E. for a 4th level Enchanter to create)

Flying Carpet/Broom/Etc.: Daily Usage Method: Fly (as per the spell), 3x daily (costs 160 P.P.E. to create), or P.P.E. Usage Method: Fly for 8 P.P.E., double range, duration, speed, maximum length, and altitude (180 P.P.E. to create).

Gauntlets of Strength: looks like ordinary gauntlets or gloves; Daily Usage Method: Superhuman Strength, 5x daily (costs 170 P.P.E. to create), or P.P.E. Usage Method: Superhuman Strength for 5 P.P.E., take the gap between the magically altered PS of 30 and the regular attribute (so if you have a PS of 10, the gap is 30-10 or 20) and the gap between the altered PE 24 and the regular attribute (if PE is 10, the gap is 14), double that number (40 and 28), and add it to the respective attributes (50 and 38), also, add 60 S.D.C. (130 P.P.E. to create).

Magic Disruption Rules

If a mage is attacked while they are attempting to weave a spell, there is a chance that the spell caster will be interrupted and their spell be disrupted.

Caster's Level of Experience	Chance of Disruption per Point of Damage
One	10% per pt
Two	9% per pt
Three	8% per pt
Four	7% per pt
Five	6% per pt

Six	5% per pt
Seven	4% per pt
Eight	3% per pt
Nine	2% per pt
Ten	1% per pt
Greater than ten	.5% per pt

Curt's Diabolist and Ward Magic Rules: Rev 1.1 = 95.08.10

Ward magic is much abused and much misunderstood in the Palladium universe. Every campaign I have been in has handled them differently. They are easy to abuse and easy to over restrict. What I have summarized below is my attempt to clarify ward magic. This system has been used in my Palladium fantasy games for the last 10 years or so to good effect. I hope this helps.

WARDS

What is commonly called a ward is actually a ward phrase made up of 1 or more mystic symbols. Each symbol is inscribed in order in an appropriate substance (as listed in the book) and activated by incanting the symbol's power words. Diabolists have a certain number of wards per day they can activate. This number refers to the number of WARD PHRASES she can empower. In other words, you don't have to spend 3 of your wards per day to empower protection-from evil area-of-effect, that's one phrase, so 1 empowerment.

WARD PHRASES

These are my names for the parts of the ward phrase. They differ a bit from the book. I think mine are a little clearer. Anything in square brackets, [], is optional. Each part of the phrase is explained further below.

Action [Effect] [Number] [Modifiers . . .] [Names . . .]

Action: Actions are Alarms, protection-from, protection-by-infliction, and inflict. They define what this ward does. Actions are the key to using wards, so I will mention each of them here.

Alarms: The 4 alarms work as described in the book. A couple of notes here: Trigger alerts the diabolist and sets off an attached ward, and I increase the saving throw needed to bypass alarm wards the same way they are increased for protection circles (ie 3 pts harder).

Inflict: This action causes an instant effect to whatever the ward is attached to when it is activated. The item/person does still get a saving throw to avoid the magic. Requires an effect.

Protection-from: This action creates some defensive magic for the item/person to which the ward is attached. Protection from fire on your armor, only helps your armor, not your hit points. I allow willing targets to gain protection without failing a saving throw (I'm a nice guy). Saves for creatures trying to penetrate a protection ward are NOT increased like saves for creatures trying to enter protection circles. This is the advantage of summoners. Requires an effect.

Protection-by-infliction: This is the abused action! This action will inflict the effect on the first creature that disturbs the item/person this phrase is inscribed on. If done on a person other than the diabolist you must include their name!! (See Names below) Anyone/anything that can feel the effect that disturbs the warded

item must save or set it off. If they keep playing with the item, I have them keep rolling saves until it goes off (Like one per round, or whenever they do something significant with the warded item). Once it goes off it's safe (unless . . . See Numbers below). The trick here is examining the effect. I allow the ward to be smart enough to only allow a chance of triggering if the effect would work on the target. I need to explain that. Fire can effect any item, so hitting a fire ward with an arrow might set it off (roll save - I give items base saves). A charm ward, on the otherhand, requires some measure of intelligence to work, so an arrow won't trigger it. Another example: Mystic energy drain requires mystic energy to be triggered. This is a bit confusing, so if you have any questions on this, just e-mail me and I'll try to explain. Oh yeah, requires an effect.

Effects: These are Conditions and Colors from the Palladium book. They are the pointy edge of most wards. Action gives you the direction of the magic. The Effect tells you what happens. This really isn't any different from the book. Some conditions list odd durations for what should be instant effects. I rule that damage is inflicted instantly unless the text of the condition says damage is per round. Effects that linger use the duration listed (like charm). The duration for Protection-from effects seems to be a constant 10m/level. As for colors . . . Yes, I let my diabolists turn people blue. The effect is also good for emergency magic weapons. (See Wards on Weapons below). I have added a bunch of effects to make up for the holes in the conditions provided in the book. I treat the stuff listed under diabolist similar to the common wizard spells. This lets the diabolist players get in on learning new magics as they continue thier adventures.

There are really 2 different kinds of conditions in the book. There are the active type that inflict an effect (like fire, light, knowledge). There are also ward symbols that represent classes (like evil, demon, faerie). They are in general used with Protection-from. I allow diabolistOBs to inflict these class wards. The effect is an alteration in the apparent aura of the target (if he fails his save). So the phrase "Inflict Evil" drawn on your forehead will make you appear evil to aura read, protection circles, etc. for 5m/level (which is the duration I put on inflicting colors too). If you think about it, this has some tricky uses. If you really want to know, I can write up a list of effects I'm using in my game and their, um, effects.

Numbers: Numbers are pretty much unchanged from the text too. They are optional and specify the order in which multiple wards placed on the same item/person will be triggered. Ther is no way of telling how far down the list a ward sequence is, unless you set it off.

Modifiers: Modifiers are things like Perminence, and Area-of-effect that modify normal ward behavior. Most of these require some special components because they make wards a lot more powerfull. Modifiers usually modify the effect, but I did let a diabolist change the order of his phrase once and let a Power modifier modify his Area- of-effect modifier for a larger area. Don't use that until you think about it carefully.

Power: Doubles the effect. Double damage, double penalties, and double duration. Pretty much like it says in the book.

Area-of-effect: Makes the ward effect work on any target that fails it's save in a 10'/level radius of the ward, once triggered. The ward must still be disturbed by someone who fails his save for this to go off. The exception is for alarms. An area-of-effect alarm will go off if anything in the area is disturbed (and a save is failed). Each person disturbing the area must save until the ward triggers. Area-of-effect wards can only be inscribed on anchored places, like buildings. The area-of-effect ward requires some fixed location and contact with a large mass to work properly (Best justification I can think of :-).

Perminence: This makes a ward perminent, NOT the effect. Actually, Perminence on an inflict will make the effect perminent. But, other than that, it is the ward that lasts forever. This means that every time the warded item is disturbed, the unlucky soul needs to make a saving throw. Perminent wards can go off any number of times. That's why the components are so rare. You might think this helps you ward a weapon, but perminent wards on weapons are annoying (triggering every time the scabbard bumps into it. . . See Wards on Weapons below).

Names: While a diabolist can not set off his own wards, anyone else can. The way around this rule is to inscribe true names in silver at the end of the ward phrase, but before the phrase is empowered. No, you can't add names after the fact (that would disturb the ward!). Anyone whose true name is listed can't trigger the ward nor can they be hurt by it's effect (if the ward is area-of-effect). Please note that this doesn't go for equipment, clothes, etc. The diabolist's protection doesn't protect his things either.

NOTE: Summoners can do very nasty things with your true name. I allow diabolist to use true names to set wards that can only trigger if <insert true name> disturbs it (sort of the reverse of the above). Letting your true name be common knowledge is usually a bad idea. True names are a whole other discussion.

USING WARD MAGIC

Wards are tricky to use. Once empowered, anything appropriate to the action or effect will cause the ward to activate. A diabolist cannot set off her own wards, but a clumsy one can trip one with her staff. Wards (except for those modified with area-of-effect) only affect one target/item. This is why wards on weapons are not very effective. If the ward works on anything (like most damage doing wards), it may be activated by the opponent's parry!! You may end up doing 25 points of damage to the ogre's shield. If the ward works only on intelligent things (like charm), then you have a better chance (See Wards on Weapons below). Inflict on your armor, only hurts the armor. Same with protection-from. If you want the protection the ward has to be on your flesh (or whatever passes for skin for you). Unless you like having your true name all over camp, those area-of-effect alarm wards are going to go off as some as someone rolls over. So a diabolist has to use her head.

WARDS ON WEAPONS

I touched on this in the previous section, but it needs more depth. The best ward to put on a weapon is inflict. Turn the blade green and it's a minor magic item for the next few minutes. Try to set it as a surprise for the next guy you hit and you have to be careful. Once painted on, the ward is still vulnerable to being wiped off at the first parry. Once empowered, the ward gains some degree of invulnerability. Physical effects will tend to get triggered by armor or parrying weapons rather than people. You can get lucky, but remember, once it triggers - that's it. You can put protection-by-infliction sleep on your axe. That will only effect creatures. Don't bump the handle against your horse! Don't hand the weapon to a friend! If you aren't a diabolist, your true name better be written on that ward or you might be the one sleeping. Wards on weapons are generally a pain and not done often.

Permanent wards on weapons can be more of a problem. Swords that make anyone they hit save vs ward or sleep. This is OK according to the rules, if you are a diabolist - or - your buddy the diabolist inscribes your true name on it. I had great fun with one of these items an enemy diabolist had. The PCs couldn't hold onto it for long, eventually that ward would get them. A nice cursed item. (A sword - magic - with permanent protection-by-infliction evil on it. Sometimes your aura looks evil, sometime is doesn't. Did you make your last saving throw?? :-)) The only control is to make the materials needed for permanence very rare. If dragons are a dime a dozen and easy to kill, make the material ancient magic-weilding dragon bones.

TIME

The enemy of the diabolist is time. If you look in the book, it tells you how long each of these wards takes to draw. Creating complicated ward phrases in combat is nearly impossible. The fight might be over before your killer ward is done. Or, more likely, the enemy could get to you before you finish. Never forget that while powerful, wards take time. You don't want to have all your wards active to start. One fall into a pit and between the impact activated wards your clothes will set off and the others that your friends will set off when they fall on top of you, you'll be in serious trouble. A skilled diabolist is prepared, but for most of the direct magics a diabolist can work on the enemy, he has to do it right there. Drawing the wards and NOT activating them doesn't save you either. That is a good idea for the wards that can be carved or carefully protected. The unprotected ward phrases will probably smudge and be useless before they are needed. Sorry.

Arafel the Pure: A Greater Holy Weapon

A large sword that glows a faint white, this Weapon of Light is totally indestructible. It is over five feet in length and in the style of a great blue-gray flamberge. The sword is very ornate and is decorated along its entire length with white engravings of holy symbols

Standard Abilities:

1. Totally indestructible, the blade never dulls or dents.
2. Link itself with owner/wielder within six months of constant contact. Thus, man and weapon can sense each other's presence within a four mile radius if separated.
3. Adds +1 to all saving throws.
4. Can be used to parry energy blasts (-8 to parry, very difficult).
5. The sword is Principled good in nature, and can only be used by those of good or unprincipled alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Greater Abilities:

- *Healing Touch*: Restores 2D6 S.D.C. and 2D6 Hit Points, or 3D6 M.D.C. to mega-damage creatures. This can be performed up to six times per 24 hours.
- *Damage*: Inflicts 4D6+6 M.D. from physical blows.
- *Monster Slayer*: Inflicts double damage to all supernatural beings and creatures of magic.
- *Sense Evil*: The presence of evil is indicated by the weapon changing colour from blue-gray to black, 20ft (6.1m) radius.

Curse:

Cravings

The owner of this weapon will suffer incredible cravings to eat insects. The cravings will come 1 - 4 times per day; to resist the craving the victim must make a successful save vs. magic (with a -3 to save). A failed roll means they will do *anything* to satisfy their craving. If they are unable to do so they will be -3 to strike, parry, and dodge for 1 - 8 hours, after which time the cravings will pass ... for the moment.

On the plus side, as long as the person remains cursed, the character has the skill *Cooking: Insects Only* at 80% and at a professional proficiency level. This unique skill can be used to create visually appealing and tasty meals comprised entirely of insects. (It should be noted that a character cursed with Insect Cravings is perfectly content and satisfied with eating their insects alive and uncooked. Indeed, many a person with this curse has said that the most enjoyable part of their daily insectoid snack is the way the little critters crawl around inside their mouths right before they start chewing on the crunchy carapaces.)

To break the curse, two things must happen. First, the weapon's owner must intentionally throw it away, sell it, give it away, or otherwise dispose of the sword. This can also be accomplished if the weapon is lost or stolen. The second step is to have a *Remove Curse* spell cast on the former owner (even then the curse is +10 to save). If the curse fails its saving throw, the curse has been removed from the person. **Note:** Even after the curse has been removed from the sword's former owner, any insanities that may have resulted from the curse will remain until cured (if a cure is even possible) by years of therapy from a medical professional. The cursed sword will, of course, continue to inflict its enchantment on every "new" owner who claims it.

Dastari the Withering: A Greatest Rune Weapon

The head of this battle mace is formed from a great jagged cluster of brilliant, fiery red crystal mounted atop a short silver handle. This weapon is very ornate, with many ebony etchings and mystic symbols covering its entire length.

As a sentient being, Dastari believes its own twisted moral code, and feels that the rest of the Megaverse should be engulfed in its cleansing flame. Indeed, the rune mace will judge every being its owner encounters, and if they do not 'measure up' to Dastari's corrupted standards, it will telepathically urge its owner to purify them in Dastari's withering fires.

Standard Abilities:

1. Independent personality with an IQ 15.
2. Communicate through limited telepathy.
3. Totally indestructible, it never dulls or dents.
4. Made of a great piece of multicolored crystal and lined with ebony runes.
5. Can be used to parry energy blasts (-6 to parry, very difficult). Can parry laser blasts with only a -2 penalty.
6. Link itself with owner/wielder within six months of constant contact. Thus man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Aberrant evil in nature, it can only be used by those of evil or anarchist alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Greatest Abilities:

- *Spell Magic*: Can cast these spells as often as three times each, per 24 hours: Globe of Daylight, Impervious to fire, Darkness, Tongue of Flame, Fire Ball, Wall of Flame, Heal Burns, Mini-Fireballs, Blue Flame, Breathe Fire, Dancing Fires, Fire Whip, Ten Foot Wheel of Fire, and Melt Metal. All are equal to a 12th level Fire Warlock.
- *Laser Beam*: Fires an intense laser beam that inflicts 5D6 M.D., range 2000ft (610m). Rate of fire is equal to the number of hand to hand attacks of its user (single shots only).
- *Radiate Daylight and Heat*: the crystal head can radiate natural daylight over a 50ft (15m) area (good against vampires) . It can also radiate heat up to 80 degrees (26.7 centigrade), affecting a 10ft (3m) area.
- 5D6 M.D. from physical hits.

Curses:

1. *Confusion*

This curse reduces the victim's I.Q. by two points. If this reduces their I.Q. below the minimum needed to perform the functions of their O.C.C., they will be unable to use any of their O.C.C.'s special abilities (casting spells, picking locks, etc.) There is also a -10% penalty applied against all the character's skill percentages so long as the curse is in effect.

2. *Vulnerability*

This curse applies a penalty of -2 to all the victim's saving throws; whether against magic, psionics, poison, etc.

3. *Phantom Odors*

The victim of this curse will smell odd and alarming odors at odd times for no reason (like when they are in an underground temple and suddenly smell burning sulfur, rather reminiscent of demons). The victim of the curse will be unable to tell whether the odors they smell are real or just a manifestation of the curse.

- Rate of Occurrence:
 - 50% every hour during sleep (it will awaken the person)
 - 80% every time food is eaten or nearby
 - 60% when on guard duty
 - 50% when listening at a door or unknown area
 - 35% when a stranger is met
 - 20% any other random time

This stress will eventually lead to insanity.

After the owner of this cursed item has experienced the odors for 60 days the person will *acquire a phobia* (fear and apprehension). Note that in this case the phobic condition is more like paranoia and extreme jitters rather than unreasoning terror. *Add* one phobia for each month the cursed item is used beyond the initial 60 days. 1) fire, 2) devils and demons, 3) darkness, 4) foods prepared by others, 5) uncleanness (that is to say he/she will be fanatical about being sparkling clean/washed/groomed. Anyone who is not will be viewed with suspicion and dislike, as well as being lectured about cleanliness), 6) unknown places, 7) fumes, perfumes, colognes, etc.

Note: The insanities are permanent (even if the curse is removed) unless they are cured.

4. *Glowing Eyes*

The victim of this curse will have his eyes glow white, yellow, or red. Most people who see such a person will assume they are evil, a demon or possessed by a demon, and either attempt to kill them or drive them out of town, or exorcise them (while clerics and wizards know the proper methods of exorcism there are a lot of people who think that physical pain can drive a demon out of a person, so such a victim may be beaten, whipped, burned, etc., in an attempt by a good hearted, but ignorant person to exorcise their "demon"). Although this curse raises a character's M.A. to 22 it only serves to intimidate rather than cause trust. The suspicious aura that will emanate around the enchanted person will cause friend and foe alike to view this person with suspicion, fear, and distrust. Unless threatening or angry, people will generally regard his/her words as lies.

To break the curses, two things must happen. First, the weapon's owner must intentionally throw it away, sell it, give it away, or otherwise dispose of the rune mace. This can also be accomplished if the weapon is lost or stolen. The second step is to have a *Remove Curses* spell cast on the former owner (even then the curse is +10 to save) for each of the curses. If a curse fails its saving throw, that curse has been removed from the person. **Note:** Even after all of the curses have been removed from the mace's former owner, any insanities that may have resulted from the curses will remain until cured (if a cure is even possible) by years of therapy from a medical professional. The cursed rune weapon will, of course, continue to inflict its enchantments on every "new" owner who claims it.

Edwina the Slayer: A Rune Weapon

Edwina the Slayer, or "Winnie" as she likes her owners to call her, is actually a short sword, though she looks very much like a large knife. Forged from a single piece of iridescent smoky marble, the weapon is a Sica-style Roman assassin's sword. It is very ornate, with many black etchings, carvings, and symbols covering it from narrow tip to handle.

As far as Winnie herself goes, she always tries to be helpful to her owners, however, her attention span is not what it used to be. She was transformed into a rune weapon long, long ago, and over the millennia she has gotten quite bored with her existence. This combination of inattentiveness and boredom often leads her to telepathically suggest unwise courses of action to her owners.

Standard Abilities:

1. Independent personality with an IQ 9.
2. Communicate through limited telepathy.
3. Totally indestructible, the blade never dulls or dents.
4. Made of a smoky marble and lined from tip to handle with black runes.
5. Does 4D6+4 M.D. from physical blows. Can actually be used to parry energy blasts (-6 to parry, very difficult).
6. Link itself with owner/wielder within six months of constant contact. Thus man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Anarchist in nature, she can only be used by those of selfish or miscreant alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Enrither the Fury: A Greatest Rune Weapon

Many eons ago, Enrither was an Ancient Great Horned Dragon and Champion of Good for over a dozen worlds. Over the millennia she fought untold numbers of battles against evil, slew countless millions of vampires across the Megaverse, and single handedly killed the Splugorth Buellencryth, thus preventing the N'Grath dimension from being conquered. However, all things eventually come to an end, and during the battle that forever ejected N'xla the Soul Harvester from the Palladium world, Enrither suffered grievous wounds and lay dying. Unwilling to see such a noble spirit die, the god Isis persuaded Thoth, a rune wizard and fellow member of the Pantheon of Light, to transform Enrither into a powerful weapon of good. Thus Enrither the Fury, the first Greatest Rune Weapon was born.

As a weapon of supreme good, Enrither has continued the battle for all that is right and just. Over two millennia ago during a battle that was so pitched that its dead were counted in the millions, Enrither the Fury and the godling Justynchyn slew the Splugorth Turrilizynth, making her the *only* being ever to kill two Splugorth. This angered the Splugorth so much that a coalition of a dozen Splugorth lords (including Splynncryth) hunted down and murdered Justynchyn, and dumped Enrither into the seething cauldron of an active volcano on a deserted, backwater world. However, Splynncryth was so intrigued with this powerful weapon, before Enrither was disposed of, he had a dozen of his best bio-wizards and runesmiths examine the sword, and create their own version. A new, super powerful class of rune swords were borne, a class that Splynncryth christened the Sword of Atlantis.

The rune sword Enrither the Fury is incredibly ornate and decorated with flared protrusions, etchings, symbols, sculptured figures, and a double-headed dragon (signifying the duality of the weapon and its owner), and its hilt is encrusted with gems worth millions of credits. A great pair of wings protrude from the hilt and can come alive in an instant.

Standard Abilities:

1. Independent personality with an IQ 26.
2. Communicate through limited telepathy.
3. Totally indestructible, the blade never dulls or dents.
4. Made of a dark red metal and lined from tip to handle with runes.
5. Can be used to parry energy blasts (-5 to parry, very difficult).
6. Link itself with owner/wielder within six months of constant contact. Thus, man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Principled good in nature, it can only be used by those of good or unprincipled alignments. Persons not of a compatible alignment take 2D6 S.D.C. (4D6 M.D. if a mega-damage creature) each time they touch the weapon.

Greatest Abilities:

- *Skills*: Enrither has the following skills that can be used up to five times total (not each) per day: *Lore: Magic* at 50%, *Lore: Demons & Monsters* at 65%, and *Detect Ambush* at 65%.
- *Spell Magic*: Can cast these spells as often as three times each, per 24 hours. Equal to a 12th level sorcerer.

- **Turn Dead**

Range: Up to 60ft (18.3m) away

Duration: Instant effect.

Saving Throw: Standard save vs. magic with a -3 penalty

Effect: This magic will turn/repel 12D6 animated dead. This means that those creatures affected will turn and immediately leave the area without harming the spell caster or anyone near him. The dead turned will not come back for 24 hours. This magic only affects "animated" dead, and skeletons or corpses that are magically animated like marionettes, but will *not* affect vampires, zombies, or any corpse or skeleton possessed by a living entity.

- **Heal Wounds**

Range: Touch or 3ft (.9m) distance.

Duration: Instant

Saving Throw: If the person resists the magic, they may attempt a standard save vs. magic spell, but with a -3 penalty.

Effect: This powerful invocation will instantly heal minor physical wounds, such as bruises, cuts, gashes, bullet wounds, burned flesh and pulled muscles. It will *not* help against illness, internal damage to organs or nerves, broken bones, or poisons/drugs.
The Heal Wound magic restores 3D6 S.D.C. and 1D6 hit points.

- **Fear**

Range: 20ft (6.1m) area, up to 100ft (30.5m) away.

Duration: 12 minutes.

Saving Throw: Special; Save vs. Horror Factor 16

Effect: The invocation creates a sensation of fear over a particular area. The mystic can place the enchantment on an area occupied with people, or an area that is not presently occupied. Anybody entering the area of enchantment must roll to save vs. horror factor 16. A failed roll means the person is suddenly washed with terror and will be momentarily stunned, loses initiative, is the last person to attack, and can not defend against an opponent's first strike each melee the person is in the area of fear.

- **Globe of Daylight**

Range: Near self or up to 30ft (9.1m) away.

Duration: 36 minutes.

Saving Throw: None

Effect: A small globe or sphere of true daylight is magically created. The light is bright enough to light up a 144ft (43.9m) area. Because it is daylight, it can ward off most vampires, keeping them at bay just beyond the edge of light. The creator of the globe can mentally move it along with himself, or send it up to thirty feet (9.1m) ahead. The maximum speed at which the globe can travel is equal to a speed attribute of 12.

- **Invisibility: Superior**

Range: Self or others by touch.

Duration: 12 melees

Saving Throw: None

Effect: A powerful incantation that makes the spell caster invisible to all means of detection. Infrared, ultraviolet, heat, motion detectors, and even an animal's sense of smell, can not locate the invisible person. No footprints are made, and little sound (Prowl 84%). The magic is broken only if the character makes a hostile move, engages in combat/attacks. At that instant, he becomes completely visible.

Note: The invisible character is not ethereal and can not walk through walls; he must still use a door. The act of forcing open a door or window, picking a lock, tapping somebody, accidentally bumping somebody, or accidentally getting shot or hurt, is not considered an act of aggression or combat, so the invisibility is maintained.

- **Protection Circle: Superior**

Range: Radius of the circle.

Duration: 24 hours, but can be reactivated immediately.

Saving Throw: None

Effect: In principle and function, the superior protection circle is just like the simple circle, only stronger. The arcanist must draw the circle to have effect. The circle ceases to function only if it is seriously marred.

The superior protection circle will protect everybody inside its radius by preventing all supernatural creatures from coming any closer than 20ft (6.1m) from its edge. Even greater beings are held at bay. *Lesser beings* can not stand to be *withinline of sight* of the circle and are forced to leave (even if it's only to the next room with the door shut). This means no attacks are possible for the lesser beings.

The circle also provides the following bonuses to all occupants: +5 to save vs. all magic and psychic attacks, impervious to possession, +8 to save vs. horror factor. Plus it provides an *extra* 10 P.P.E. to each mage and 10 I.S.P. to each psychic. Of course, the characters are vulnerable to conventional weapons and thrown objects.

- **Mystic Portal**

Range: 20ft (6.1m)

Duration: 10ft wide by 20ft tall portal/opening

Saving Throw: None

Effect: This spell creates a dimensional rift in the fabric of space allowing the spell caster to use it in the following ways:

Pass through solid walls. The caster has but to weave the spell targeting a particular, blocked area. The area will shimmer bright and suddenly, a portal or passage will appear as if cut out of the very stone. The portal can create a 144ft (43.9m) deep passage in any substance.

Teleportation. The portal can also teleport someone to another location known to the spell caster instantly, as well as flawlessly. The portal can be placed on a vertical wall. Looking

into it reveals what will appear to be just the other side of the wall, even though the view may be completely incongruous to ones present location. Stepping through it will instantly place the person in that location. Range is a meager 1200ft (366m).

The major limitation of this spell, in all its modes of transport, is that the portal provides only *one-way* passage to or through all aforementioned places. Once a person steps through a mystic portal the portal behind him is gone (although people on the other side can see both the portal and the person). To return, a new portal must be made on the other side by invoking another mystic portal spell.

- **Close Rift**

Range: 100ft (30.5m)

Duration: Instant results

Saving Throw: -3 to save vs. spell magic

Effect: The master of magic can close a rift by sheer force of will. The mystic nature of the dimensional gateway gives it an automatic save versus magic attack. The rift will instantly vanish if successful. A failure means the rift is not affected.

- *Healing Abilities:* Heal wounds: 2D6, six times per day; remove curse: 56% chance of success, four times daily; turn 4D6 dead: 55% chance of success, four times daily (four hour duration); animate & command 2D6 dead: 64% chance of success, four times daily (four hour duration).
- *Damage:* Inflicts 1D4 x 10 M.D. from physical blows. Double damage to vampires and all alien intelligences like Splugorth.
- *Fly:* The sword can be thrown and fly (with the help of the magic wings) 1000ft (305m), then return to its owner.
- *Animated:* Upon command, the sword becomes completely animated and can fight, hover, and move through the air by its wings! The weapon functions as if it were being used by an invisible swordsman. The sword can fight alongside its owner up to 200ft (61m) away. The sword has three attacks per melee, +4 to strike and parry, and +2 on initiative. It cannot cast spells when animated.
- *Ranged Dragon Head Attack:* The double dragon heads can breath down the length of the sword to fire one of the following :

Fire Blast: 1D6 x 10 M.D., range 1000ft (305m).

Force Blast: 2D4 x 10 M.D., range 1000ft (305m).

Lightning Blast: 1D6 x 10 M.D., range 2000ft (610m).

Note: Even the blasts inflict double damage to vampires and alien intelligences.

Hephaestus the Honourable: A Greater Rune Weapon

A great katana sword, Hephaestus was forged from a single piece of dark red metal. The weapon is very ornate and covered from hilt to sword tip in scarlet runes.

Hephaestus has a very somber personality, and feels quite strongly that its owner should follow the same code of honour that Hephaestus followed in life. If an owner breaks Hephaestus's code, then the sword will go incommunicado until the owner atones for their wrong and regains their honour.

Standard Abilities:

1. Independent personality with an IQ 11.
2. Communicate through limited telepathy.
3. Totally indestructible, the blade never dulls or dents.
4. Made of a dark red metal and covered with scarlet runes, and the blade glows a faint blue.
5. Does 4D6+6 M.D. from physical blows. Can actually be used to parry energy blasts (-6 to parry, very difficult).

6. Link itself with owner/wielder within six months of constant contact. Thus man and sword can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Aberrant alignment, and can only be used by those of evil alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Greater Abilities:

- Heal Wounds: 2D6 H.P. and 2D6 S.D.C. or 2D6 M.D.C., six times per 24 hours (just three times daily if Hephaestus has gone incommunicado).
- Remove Curse: 56% chance of success, four times daily (only twice per 24 hours if Hephaestus has gone incommunicado because of its owner's dishonourable actions).
- Turn 4D6 Dead: 55% chance of success, four times daily (just two times per day if Hephaestus has gone incommunicado).

Curse:

Glow

The flesh of the victim of this curse will glow softly with a whitish light. This light is not enough to illuminate an area or book in darkness, but is more than enough to attract attention. The odd effect reduces the physical beauty by 2 points and the unusual glow tends to attract night insects and first attacks in combat (because of suspicion and fear).

To break the curse, two things must happen. First, the weapon's owner must intentionally throw it away, sell it, give it away, or otherwise dispose of the rune sword. This can also be accomplished if the weapon is lost or stolen. The second step is to have a *Remove Curses* spell cast on the former owner (even then the curse is +8 to save). If the curse fails its saving throw, the curse has been removed from the person. **Note:** Even after the curse has been removed from the rune weapon's former owner, any insanities that may have resulted from the curse will remain until cured (if a cure is even possible) by years of therapy from a medical professional. The cursed rune weapon will, of course, continue to inflict its enchantments on every "new" owner who claims it.

Nemish: A Greatest Rune Bow

During the time of a thousand magic, when dwarves and elves were more amicable, there were magics that defy not only the laws of the universe, but our very imaginations as well. And during this time there lived an elven Bowman better than all before, and, most assuredly, all since. Nemish was for many years considered an outcast never believing in the ways of magic. Everyone of that time practiced magic in one form or another but this elf was different. Again and again he told people of the downfalls of magic. Again and again he told them one day a people would come and their magic would prove to be their downfall. And, as he said, so it would be.

It is during this time that a force beyond magic would become known. Perhaps they were creatures summoned through a circle, or a rift. Perhaps they were the planet's answer to the misuse of magic. Or maybe, just an experiment gone awry. Whatever they were, and wherever they came from, the Zavor brought terror to an entire world. Despite their best efforts (and their best magics) the Zavor just kept coming. Each one becoming two with each attack. Where were they to turn? To people like Nemish, to those who became better without magics. Those who, through training and sheer force of will made themselves as powerful as any mage.

The monsters came. Most non-mages stood to the side and laughed at the magic users. Nemish, however, took to arms. Nemish began a campaign of extermination which eradicated a full 90% of the Zavor. The others being imprisoned or unable to be found.

It is said that Nemish could fire off ten arrows in the time it took a mage to launch his magical fireball. It is said Nemish could strike the silliest of fairies from farther than most people could see. It is also said that Nemish died an old elf with his bow in hand and arrow strung.

In honor of the life of one so great his bow was taken and enchanted joining a piece of Nemish to the bow he has cherished all his life. Nemish's bow is made of the wood of a tree, now long extinct, known for extreme strength and superior flexibility. Enchanted with runes (written in the blood of faerie volunteers) from notch to notch. Even the string is the same having been made indestructible. The bow was last seen during the great elf-dwarf wars in the hands of the captain of the archers at Baalgor.

If this were just a bow the artistry alone would fetch many thousands of gold. As an ancient elven relic it is priceless. As a greatest runed item it is both priceless and very powerful. Upon drawing the string one of three things will happen (depending on the mind of the wielder). Either a normal wooden arrow will appear, or an arrow of magical construct will appear, or one of the many spells contained in the bow will be cast.

Standard Abilities:

1. Totally indestructible, the bow can never be broken.
2. Link itself with owner/wielder within six months of constant contact. Thus, man and weapon can sense each other's presence within a four mile radius if separated.
3. Adds +1 to all saving throws.
4. Can be used to parry energy blasts (-8 to parry, very difficult).

Greatest Abilities:

- Damage:
 - Wood Arrow: 6D6 S.D.C. (triple damage to vampires)
 - Magic Arrow: 1D6 x 10 M.D.C. (double damage to alien intelligences), note that this is a physical construct, not energy
- Range: 1000ft (305m) plus 50ft (15.2m) per year of being bonded to the bow. The range of the last known wielder was 13,000ft (3960m)!
- Spell Magic: 12th level proficiency
 - Carpet of Adhesion
 - Magic Net
 - Fireball
 - Agony
 - Speed of the Snail
 - Armor of Ithan

All spells appear as magical arrows of energy and must strike their target, however, due to the powerful ancient magics, the recipient of the arrow is at a -4 to save vs. the magic of the bow.

- Additional Bonuses: Adds 2 attacks to the wielder's archery skill, +3 to strike, +1 to parry. Due to the lack of a full essence the bow can be used by those of any alignment and does not possess an intellect. It will *not* communicate with it's owner.

Odrade the Goodslayer: A Greater Dark Holy Weapon

A giant-sized sword that glows a faint blue, this Dark Holy Weapon is totally indestructible. It is over three feet in length and is in the style of a great blue-grey longsword. Decorated with black etchings and engravings of dark holy symbols, the sword is very ornate.

Standard Abilities:

1. Totally indestructible, the blade never dulls or dents.
2. Link itself with owner/wielder within six months of constant contact. Thus, man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
3. Adds +1 to all saving throws.
4. Can be used to parry energy blasts (-8 to parry, very difficult).
5. Aberrant evil in nature, it can only be used by those of evil alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Greater Abilities:

- *Healing Touch*: Restores 3D6 S.D.C. and hit points, or 4D6 M.D.C. points, but only to beings of selfish or evil alignment. Can be performed six times per 24 hours.
- *Damage*: Inflicts 5D6+6 M.D. from physical blows. Inflicts double damage to supernatural beings and creatures of magic.
- *Good Slayer*: Inflicts double damage to all beings of a good alignment (triple damage if they are supernatural good).

Rashedi the Vile: A Greater Rune Weapon

This weapon is a huge sword, over seven feet in length, and styled as an ebony bastard sword. It is very ornate, with many silver etchings and symbols covering it from tapered tip to flared handle.

Personality wise, Rashedi is very dark in nature and filled with a great deal of simmering anger and hatred. Quite often the sword will try to push its owner into doing aggressive and violent deeds by telepathically shouting things like "vengeance!" and "liar!" and "strike him down!" Also, the weapon takes great joy in draining the life essence from other beings. In fact, it often proclaims itself to be *Rashedi, Sword of Judgment* and that it can tell the guilt or innocence of a person by simply cutting the person and drawing their blood: if the person's soul is drained, they were guilty; if the person lives, they are innocent. In actuality, the weapon cannot tell the difference between guilt and innocence; it just loves drinking souls, and is not above lying to its owner to indulge its evil pleasures.

Standard Abilities:

1. Independent personality with an IQ 14.
2. Communicate through limited telepathy.
3. Totally indestructible, the blade never dulls or dents.
4. Made of an ebony metal and lined from tip to handle with silver runes.
5. Can be used to parry energy blasts (-6 to parry, very difficult).
6. Link itself with owner/wielder within six months of constant contact. Thus man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Miscreant evil in nature, it can only be used by those of evil alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Greater Abilities:

- *Spell Magic*: Can cast these spells as often as three times each, per 24 hours.

- **Blade of Fire:**

- *Fire Ball*

- Range: 90ft (27.5m)
Damage: 1D4 x 10 M.D.
Strike: auto 18

- *Fire Bolt*

- Range: 150ft (45.5m)
Damage: 4D6 M.D. or 1D6 x 10 S.D.C.
Bonus to Strike: +4

Blade of Protection:

- *Armour of Ithan*

- Range: Self or others by touch
Duration: 10 minutes
Defenses: 1/2 damage from magic, fire, lightning, and cold
M.D.C.: 100

- *Invulnerability*

- Range: Self or others by touch
Duration: 10 melees
Defenses: impervious to all fire and energy attacks
Bonuses: +10 to save vs. magic, psionics, and horror factor
M.D.C.: 35

Blade of Debilitation:

- *Havoc*

- Range: 90ft (27.5m); affects a 20ft (6m) area
Duration: 5 minutes
Damage: 1D6 direct to hit points per melee (even to those in environmentally sealed armour or vehicles)
Penalties: -3 to initiative, strike, parry, and dodge
Disorientation: no sense of direction or time

- *Wisps of Confusion*

- Range: 90ft (27.5m); affects 1D8 individuals
Duration: 12.5 minutes
Penalties: -5 to strike, parry, and dodge and 1/2 attacks per melee

- *Damage*: Inflicts 1D6 x 10 M.D. from physical blows.
- *Soul Drinker*: The drinking of souls is the actual absorption of one's life essence. The victim's blood must be drawn by the weapon (cut) before the rune weapon can devour the life essence. This may be done slowly or in a spectacular flash. A victim devoured by a rune weapon is forever lost. The weapon is limited to drinking 1D6 souls per day. Victims of a soul drinking attack get to save vs. magic, but are -2 to save. A successful save means the victim's essence is saved but suffers double damage (triple damage if a mega-damage creature).

Curses:

1. *Hallucinatory Noises*

The victim of this curse will hear noises at odd times; such as when they are sleeping, on guard duty, listening at doors, etc. The noises they hear will always suggest living creatures or beings, such as voices carrying on a whispered conversation which they can almost, but not quite make out, the scratching of claws on stone, the whisper of footsteps, etc. They will never be sure whether what they are hearing is just a hallucinatory noise or one created by an actual creature.

- Rate of Occurrence:
 - 75% chance during sleep (it will awaken the person)
 - 60% chance when in darkness
 - 50% when on guard duty
 - 50% when listening at a door
 - 25% any other time

This stress will eventually lead to insanity.

After the owner of this cursed item has experienced the noises for 60 days the person will *acquire a phobia* (fear and apprehension). Note that in this case the phobia is more like paranoia and extreme jitters rather than outright terror. *Add* one of the following for each month the cursed item is used beyond 60 days. 1) darkness, 2) closed doors, 3) graveyards, 4) undead, 5) unknown places, 6) gods, 7) sleep.

After one year there is a 50% chance of becoming a paranoid. Roll for each year under curse.

Note: The insanities are permanent (even if the curse is removed) unless they are cured.

2. *Breaking*

The victim of this curse seems to be extremely unlucky or clumsy; any breakable object they are given will somehow become broken within 24 hours of their taking possession of it, no matter how well rapped or protected it is. For example, a potion bottle they place in their pack may be broken when they are knocked backwards and land on their pack. A crystal ball could be broken when they are attacked from behind or dropped. An arrow fired at them miraculously hits the breakable item instead of their body. This curse is extremely subtle, but very effective. A *remove curse* is required to negate the lasting effects of this curse even after the cursed item has been relinquished.

To break the curses, two things must happen. First, the weapon's owner must intentionally throw it away, sell it, give it away, or otherwise dispose of the rune sword. This can also be accomplished if the weapon is lost or stolen. The second step is to have a *Remove Curses* spell cast on the former owner (even then the curse is +12 to save) for each of the two curses. If a curse fails its saving throw, that curse has been removed from the person. **Note:** Even after the curse has been removed from the sword's former owner, any insanities that may have resulted from the curse will remain until cured (if a cure is even possible) by years of therapy from a medical professional. The cursed sword will, of course, continue to inflict its enchantment on every "new" owner who claims it.

Scepter of the Necromancer

In the past, many have confused this with the Necronstaff but it is a distinct magic item. While the Necronstaff is a rune weapon, the Scepter of the Necromancer is a Millennium Tree Staff that has been corrupted by the combined foul magics of Necromancers and Bio-Wizards. Unlike most corrupted Millennium Tree Wands and Staves, the Millennium will not take back a Scepter of the Necromancer; the item can only be destroyed. It has been suggested that the necromantic item would poison the Tree itself. There are many rumors surrounding the staff. One is that a Staff of Life must be used in the creation of the necromantic staff. A second rumor is that the ashes of a master vampire are used in the creation of the Scepter of the Necromancer.

The whole staff is bone white and looks much like it is constructed from bone not wood. Any person who can sense supernatural evil will be able to sense it radiating from the staff and the aura has similarities to that of a vampire presence. The handle of the scepter is gnarled and twisted and has the appearance of vines wrapped around each other until they become a solid mass. The top of the staff is wider than the rest of the staff and has the appearance of a misshapen humanoid skull with thorned vines crushing the skull. The skull has the appearance of being cracked in multiple places and black viscous can be seen in the cracks.

The fluid inside of the skull oozes out slowly and will reduce the healing of any living creature that the staff touches and penetrates the flesh, including supernatural creatures. Even if not used in a true strike, the thorns will cause small scratches where the poison will be able to penetrate the flesh. Body armor is the best protection and the poison has no effect on machines or undead creatures. A negate poison will remove the effects of the poison. The wielder of the staff is immune to the poison and is immune to all other poisons as well. In addition to the staff's poison related abilities, the staff has a number of necromantic magic abilities. These include the ability to create Necro-Armor, Animate Dead, Command Ghouls, and to throw Death Bolts.

Abilities:

- Inflicts 8D6 M.D. to living creatures (only does 4D6 M.D. when used against machines and undead)
- Poison Touch - The healing abilities of the target is greatly reduced. Damage normally regenerated in a melee takes 15 minutes, minutes take hours, hours take days, and days take weeks.
- Impervious to Poison: The holder of the staff is impervious to all poisons
- Spells: The staff can cast up to 8 spells in a 24 hour period: Command Ghouls, Necro-Armor, Animate & Control Dead, and Death Bolt

Black Market Cost: 10 to 15 million credits, very poor availability

T'Chakta the Dragon Slayer: A Greater Holy Weapon

This massive seven foot long sword is the holiest of holy weapons to the Poptal Giants, a race of Dragon Slayers from another dimension. Poptal legend has it that this enchanted weapon was forged in the blood of slain a dragon god, and indeed the sword is forged from a single piece of mottled red-black metal. Very ornate in nature, the tooth-like projections that flair out from the hilt are said to be teeth from the Poptal god Anthos himself. A single giant blue sapphire, claimed to be the mystical Eye of Anthos, dominates the center of the sword.

Standard Abilities:

1. Totally indestructible, the blade never dulls or dents.
2. Link itself with owner/wielder within six months of constant contact. Thus, weapon and wielder can sense each other's presence within a four mile (6.4km) radius if separated.

3. Adds +1 to all saving throws.
4. Can be used to parry energy blasts (-6 to parry, very difficult).
5. Anarchist in nature, it can only be used by those of evil or selfish alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature, 6D6 M.D. if a dragon) each time they touch the weapon.

Greater Abilities:

- *Damage*: Inflicts 3D6+4 M.D. from physical blows.
- *Flame Burst*: Can become enveloped in a living flame (+2D6 M.D.) for up to sixty minutes, three times per 24 hours.
- *Lightning*: Spits lightning bolts (6D6+6 M.D.) with a range of 300ft (91.4m), up to six times per day.
- *Dragon Slayer*: All attacks do double damage to dragons, supernatural beings, and creatures of magic.

Tractator the Terrible: A Rune Weapon

Tractator the Terrible is a very large Scimitar-style sword forged from a single slab of iridescent smoky marble. It is very ornate, with many black etchings and symbols covering it from curved tip to tapered handle.

Deranged in life, the transformation from Gargoyle Lord to indestructible rune weapon has only made Tractator that much more insane. Everywhere Tractator looks, he sees a tangled web of conspiracy targeted against him, his owner, and all Gargoyles throughout the Megaverse. Once Tractator is telepathically linked with his owner, he will constantly tell them about every little detail of the conspiracy, and about what will happen if the conspiracy is left unchecked.

Standard Abilities:

1. Independent personality with an IQ 10.
2. Communicate through limited telepathy.
3. Totally indestructible, the blade never dulls or dents.
4. Made of a smoky marble and lined from tip to handle with black runes.
5. Does 5D6+6 M.D. from physical blows. Can actually be used to parry energy blasts (-6 to parry, very difficult).
6. Link itself with owner/wielder within six months of constant contact. Thus man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Anarchist selfish in nature, it can only be used by those of selfish or miscreant alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Curse:

Heat

The victim of this curse will always be uncomfortably warm, even if they are sitting in a cold bath. While uncomfortable, this curse has no other side-effects, except the person may catch a cold from wearing too few clothes.

To break the curse, two things must happen. First, the weapon's owner must intentionally throw it away, sell it, give it away, or otherwise dispose of the sword. This can also be accomplished if the weapon is lost or stolen. The second step is to have a *Remove Curse* spell cast on the former owner (even then the curse is +10 to save). If the curse fails its saving throw, the curse has been removed from the person. **Note:** Even after the

curse has been removed from the sword's former owner, any insanities that may have resulted from the curse will remain until cured (if a cure is even possible) by years of therapy from a medical professional. The cursed sword will, of course, continue to inflict its enchantment on every "new" owner who claims it.

Vargus the Assassin: A Rune Weapon

Vargus is a Katar style knife hewn from a single piece of jade and covered from tip to crossbars with intricate gray etchings and symbols. It is 16 inches in length and weighs just over one pound.

In life Vargus was an assassin, so as a rune weapon, there is nothing that Vargus enjoys more than assassination and murder. In fact, he is quite a bit happier as an assassin's blade, than he was as an assassin. As he sees it, he has no risk (rune weapons are indestructible) and in his current form (that of a long knife), it is his body that actually slices and tears away the body of his victim. Killing brings him such great pleasure, that once Vargus and his owner are telepathically linked, he is quite cunning in trying to convince his owner to kill more and more people.

Standard Abilities:

1. Independent personality with an IQ 8.
2. Communicate through limited telepathy.
3. Totally indestructible, the blade never dulls or dents.
4. Made from a piece of jade and covered in gray runes.
5. Does 4D6 M.D. from physical blows. Can actually be used to parry energy blasts (-6 to parry, very difficult).
6. Link itself with owner/wielder within six months of constant contact. Thus man and weapon can sense each other's presence within a four mile (6.4km) radius if separated.
7. Adds +1 to all saving throws.
8. Diabolic evil in nature. Can only be used by those of evil alignments. Persons not of a compatible alignment take 1D8 S.D.C. (3D6 M.D. if a mega-damage creature) each time they touch the weapon.

Curse:

Reduced Healing

A person afflicted with this curse will only heal *one hit point per day* by natural means and by half if a magical heal is used on them. Spells of restoration will automatically fail to restore lost limbs and even a resurrection has only a 25% chance of working successfully. When attempting to recover from a coma the victim of the curse will have to roll as though they have received only basic medical treatment, even if magical aid is used.

To break the curse, two things must happen. First, the weapon's owner must intentionally throw it away, sell it, give it away, or otherwise dispose of the knife. This can also be accomplished if the weapon is lost or stolen. The second step is to have a *Remove Curse* spell cast on the former owner (even then the curse is +10 to save). If the curse fails its saving throw, the curse has been removed from the person. **Note:** Even after the curse has been removed from the rune knife's former owner, any insanities that may have resulted from the curse will remain until cured (if a cure is even possible) by years of therapy from a medical professional. The cursed weapon will, of course, continue to inflict its enchantment on every "new" owner who claims it.

Create Golem Armor Ritual

Create Golem Armour (Ritual)

Range: Touch

Duration: Permanent, or until destroyed.

Time Required to Cast: 1D6 x 10 + 10 minutes

Saving Throw: None

P.P.E.: 1300

Mystic Discipline Limitation: None. Any mage that can cast Common Spell Magic can use this spell.

Level: 15

Create Golem Armor is a variation on the standard Create Golem ritual which creates enchanted automatons which function like magically animated robots. The Create Golem Armor ritual makes what is in effect a hollow, iron golem-like body, which can be worn as armor.

The ritual to create the Golem Armor is effectively the same as that of the normal golem, except the sorcerer must be nude and covers himself entirely in clay, which is then magically shaped to reflect his image of the armor and then transformed into a golem.

Knowledge of this spell is currently limited to Manoa (where it was first performed), Lazlo, and more recently, Tolkeen.

Golem Armor

Size: Human equivalent.

Weight: 30 pounds (13.6 kg).

Bonuses: The armor magically raises the physical strength and speed of the wearer: +6 to P.S. (and makes it supernatural), +10 to SPD, reduces the rate of fatigue by 70%.

Mobility: Perfect, no penalties.

M.D.C. by Location:

The numbers in parenthesis are the highest value that the armor can be raised to by alchemists.

Helmet -- 40 (80)

Arms -- 60 each (120 each)

Legs -- 70 each (140 each)

Main Body -- 100 (300)

Special Weapons or Features: During the creation process, the mage can elect to add specific mounts for TW and enchanted weapons, magical sensor systems, etc. The armor can be further enchanted by alchemists and techno-wizards to increase its damage capacity

Market Price: A basic suit of Golem Armor can cost upwards of one million credits on the black market (although the mage who created the armor usually gets only 20 or 30%), for they can only be manufactured in Lazlo and Tolkeen (and in Manoa, the True Atlantean city in South America, although they transform the golem into power armor through more enchantments). Additional features raise the cost of the armor dramatically.

Create Life Form Ritual

Create Life Form (Ritual)

Range: Touch

Duration: Permanent, or until destroyed.

Time Required to Cast: 2D4 x 10 + 20 minutes

Saving Throw: None

P.P.E.: 1000+

Mystic Discipline Limitations: Only practitioners of Necromancy can learn this spell.

Level: Spell of Legend

With this spell powerful mages and gods can create new life-forms. It cost 1000 P.P.E. to start plus extra to shape the new creature. It is a form necromancy because it requires body parts to be grafted to a skeleton and re-animated by a variant of Resurrection.

This is the spell that The Old Ones used to create life on the Palladium World (which spread to other dimensions).

Requirements: Skeleton and appendages to added and animated.

- The base shape is simple humanoid/animal
- IE: 2 arms, 2 legs, 1 head, etc ... or 4 legs, 1 head, etc.

Attributes: All at 1D6 (PS is Non-SN)

- 1 attribute can be increased by 1D6 for 10 P.P.E. or by 1 point (+1) for 5 P.P.E..
- PS can be made supernatural (SN) for 50 P.P.E.
- Flight: With wings: 20 P.P.E. Without Wings: 100 P.P.E.

Limbs: 10 P.P.E. per additional limb

Damage Capacity:

- SDC: +1D4 per 5 P.P.E., +1 per 1 P.P.E.
- MDC: +1D4 per 10 P.P.E., +1 per 5 P.P.E.

Alignment: 10 P.P.E. to EXCLUDE 1 alignment

HF: +1 per 10 P.P.E.

P.P.E.: +1 per 1 P.P.E.

Abilities:

- *Nightvision:* 10ft per 10 P.P.E.
- *Invisibility: Simple:* 20 P.P.E. (same as spell)
- *Invisibility: Superior:* 50 P.P.E. (same as spell)
- *See the Invisible:* 10 P.P.E.
- *Resistance:* (1/2 Dam/Effect):
 - Fire, Cold, Poison or Electricity: 10 P.P.E. each
 - Energy: 100 P.P.E.
- *Impervious:* (No dam):
 - Fire, Cold, Poison or Electricity: 100 P.P.E. each

- Energy: 500 P.P.E.
- *Eyes of Thoth*: 100 P.P.E.
- *Tongues*: 150 P.P.E.
- *Bio-Regeneration*: 1D4 per 10 P.P.E.
 - Per hour: 10 P.P.E.
 - Per Minute: 50 P.P.E.
 - Per Melee Round: 200 P.P.E.
- *Teleport*: 20 P.P.E.; 10% + 1% per 10 P.P.E.
- *Dimensional Teleport*: 50 P.P.E.; 10% + 1% per 30 P.P.E.
- *Metamorph*:
 - 200 P.P.E. (Smallest Size: rabbit; Largest Size: Original Body)
 - Mist: 200 P.P.E. (or +100 P.P.E. if with other type of metamorph)
 - Duration: 1 hour per level + 1 per level per 50 P.P.E.
- *Shadow Meld*: 50 P.P.E.
- *Armor of Ithan*: 10 P.P.E.
- *MDC*:
 - 10 per Lvl + 10 (not per level) per 10 P.P.E.
 - +10 per level per 50 P.P.E.
 - Number Times per Day: 1 + 1 per 25 P.P.E.

Bonuses:

- *Strike*: +1 per 10 P.P.E.
- *Parry*: +1 per 10 P.P.E.
- *Save*: +1 per 10 P.P.E. per Type
- *HF*: +1 per 10 P.P.E.
- *Dodge*:
 - +1 per 10 P.P.E.
 - Auto-Dodge: 100 P.P.E.
- *Initiative*: +1 per 10 P.P.E.
- *Roll*: +1 per 10 P.P.E.

Attacks: (+1 per arm)...+1 per 100 P.P.E.

O.C.C.s: 100 P.P.E. per O.C.C. allowed (No CS!!)

R.C.C./Race Skills: 10 P.P.E. per skill + 1% per 2 P.P.E.

Height: Up to 20ft tall: 10 P.P.E. per variable foot range (creator chooses)

Weight: Varies

Damage: As per strength tables

Breathe Weapon:

- 50 P.P.E. base
- Range: 100ft + 10 per 10 P.P.E.
- Damage: 1D4 per 10 P.P.E. or 50 P.P.E. for 1D4 per level

Magic:

- As per O.C.C. or 50 P.P.E. to Initiate:
- +P.P.E. of spell to have

Psionics:

- As per O.C.C. or 50 P.P.E. to Initiate:
- +P.P.E. = ISP of power
- ISP: ME + 1D4 per 10 P.P.E.
- x 10 P.P.E. to select a power from Super category

Age:

- 100 years + 10 per 1 P.P.E.
- or Immortality for 1000 P.P.E.

The Curse of the Untimely Demise

The Curse of the Untimely Demise (Ritual)

Range: 20 feet, line of sight is required.

Duration: Instant and permanent.

Time Required to Cast: 1D6 x 10 + 15 minutes

Saving Throw: Standard, with a penalty of -5

P.P.E.: 420

Mystic Discipline Limitations: Only practitioners of African Witchcraft, Common Spell Magic, or Necromancy can learn this spell.

Level: 14

The Curse of the Untimely Demise is a legendary spell, reserved for those who severely annoy the spellcaster. It was originally created by a mage, named Poindexter Handler, who had both a short temper and a sense of dramatic irony. The spell picked up in popularity, particularly within Tolkeen and the True Federation, as mages found they had discovered the ultimate way to send those who irritate them into a justly deserved punishment.

Hanging like a cloud over the poor schlob it is cast on, the Curse exists to do one simple task. It kills the victim at the most inopportune and unlikely time. The Curse is always accompanied by a verbal or written warning (otherwise the Curse does not work). The warning will tell the victim what has happened and what will happen in the future. The curse then waits for an unlikely time to come along and strikes the character dead with no explanation or warning. Examples of unlikely times would be while on the toilet, in the middle of a date, and during successful business deals. The death is always painful and shocking, accompanied by sudden uncontrolled releases of bodily fluids and various gasses (methane, notably).

The Curse cannot be undone by the spellcaster, though most of the evil bastards who use this spell might tell the victim they can just to get them to do things for them. Standard methods for removing powerful curses will technically work, but the Curse always considers that a great time to kill the victim.

There is only one hope for the victim of the Curse: to risk death. The cure was discovered when a pissed off wandering Shifter cast the spell on the Crazy he was travelling with for constantly drawing enemy fire towards them both. Since the Crazy never stopped risking his life and the lives of those around him, there was never an unlikely or inopportune time for the Curse to kill him. His death was seemingly assured from the moment he awoke to the time he went to bed. He was eventually killed by a Vagabond who got lucky throwing a pair of chopsticks, but the Curse never got him in the seven years he lived with it. Naturally, this halted Tolkeen's plans to use a massive version of the spell on the Coalition States. Now that the cure has gotten out, the spell has become less popular. It is still used occasionally, though, since no matter what happens, eventually the victim will get killed.

Fire Fly

Fire Fly

Range: 100ft (30.4m)

Duration: 1 melee per level of the castor.

Saving Throw: Standard

P.P.E.: 15

Mystic Discipline Limitations: Only practitioners of African Witchcraft, Common Spell Magic, or Necromancy can learn this spell.

Level: 4

This spell has an annoyance factor through the roof! Which is exactly the intent. This spell creates a swarm of about 50 fireflies (actually they're just a bunch of flying sparks). These "flying sparks" swarm and dance around the victim impairing his vision and hampering his movement. Penalties for the individual being swarmed and the reduction of sight (plus the sheer annoyance factor) are as follows: -3 Strike, Parry, and Dodge, -10% to all skills that require visual acuity (which is most of them), an additional -5% penalty to skills requiring great amounts of concentration (like playing chess, disarming a bomb etc.). Thermo sensors and infra-vision are completely blinded, any one relying totally on them suffer the penalties for blind fighting. Also, the victim is a lot easier to spot with all these whirling points of light and heat about (-10% to prowl, and +5% to perception rolls to see the poor guy) especially for those who can see the infrared spectrum (+15% to see the poor guy, *not* in addition to the +5%).

This spell is even worse if the victim is not wearing any protective armor. In this case, the victim suffers a -8 penalty to all combat rolls, is -25% to all skills, and takes 10 S.D.C. points of damage every melee round (20 S.D.C. points of damage on Rifts Earth). If the victim makes his saving throw vs. magic, then they suffer only a -1 penalty to Strike, Parry, and Dodge, and if unprotected only suffer 1 point of S.D.C. per melee (2 points of S.D.C. on Rifts earth). No, the armor does not have to be fully environmental to count as protection, but it must cover the whole body (legs, arms, chest, and some type of helmet).

Cornucopia

Cornucopia

Range: 10ft (3m)

Duration: Instant and permanent.

Saving Throw: Not Applicable

P.P.E.: 12

Mystic Discipline Limitations: Only practitioners of Africian Chant Magic, Biomancy, Common Spell Magic, Conjuring, Earth Elemental Magic, Ocean Magic, and Nature Magic can learn this spell.

Level: 4

Invoking this spell causes a swirling mist of mystic ectoplasm to form. After several seconds, the ectoplasm solidifies into an oversized wicker or goat's horn. This mystic horn of plenty contains fresh, raw fruits, vegetables, and grains of the mage's choosing, up to 2lbs (.9kg) per level of experience. Once the horn has been emptied of its contents, it turns back into ectoplasm and evaporates. The produce taken from the cornucopia are nutritious, full of flavour, and of top quality. Using this spell, a few mid-level mages could feed an entire town or a small army of vegetarians.

Note: Practitioners of Conjuring, Earth Elemental Magic, and Nature Magic can create 50% more food for the same P.P.E. cost, while Biomancers can create twice the normal amount of food for the same P.P.E.

Create Milk and Honey

Create Milk and Honey

Range: 10ft (3m)

Duration: Instant and permanent.

Saving Throw: Not Applicable

P.P.E.: 15

Mystic Discipline Limitations: Only practitioners of Africian Chant Magic, Biomancy, Common Spell Magic, Conjuring, Earth Elemental Magic, Ocean Magic, and Nature Magic can learn this spell.

Level: 5

Casting this spell causes a teaming swirl of mystic ectoplasm to form. After several seconds, the ectoplasm solidifies into a 1 gallon (3.7 litre) jug of milk, a 1lbs (.45kg) loaf of bread, and a 8oz (226g) pot of honey. Each level of experience allows the mage to create an additional jug of milk, loaf of bread, and pot of honey, so a level ten practitioner could create 10 jugs of milk, 10 loaves of bread, and 10 pots of honey. The food is very tasty and when eaten in sufficient quantity, can provide an entire day's worth of nutrition. Once the last of the milk or honey are eaten or removed from their containers, they turn back into ectoplasm and evaporate. Using this spell, a few mid-level mages could feed an entire town or small army.

Note: Practitioners of Conjuring, Earth Elemental Magic, and Nature Magic can create 50% more food for the same P.P.E. cost.

Create Porridge

Create Porridge

Range: 3ft (.9m)

Duration: Instant and permanent.

Saving Throw: Not Applicable

P.P.E.: 4

Mystic Discipline Limitations: Only practitioners of Africian Chant Magic, Biomancy, Common Spell Magic, Conjuring, Earth Elemental Magic, Ocean Magic, Nature Magic, and Necromancy can learn this spell.

Level: 1

Casting this spell causes a swirl of mystic ectoplasm to form. After a few seconds, the ectoplasm solidifies into a bowl full of porridge complete with spoon. Up to 4oz (113g) of porridge per level of experience can be created. The porridge is tasty, if a bit bland, but very nutritious. Many adventurer mages use this spell in place of the rations eaten by mundanes. Once the last of the porridge is eaten or removed from the bowl, both the spoon and the bowl turn back into ectoplasm and evaporate.

Note: Practitioners of Conjuring, Earth Elemental Magic, and Nature Magic can create 50% more porridge for the same P.P.E. cost.

Thaumaturgic Cooking

Thaumaturgic Cooking (Spell and Ritual)

Range: Touch, or 3ft (.9m)

Duration: Instant and permanent.

Time Required to Cast: One melee for the spell, or 6D6 minutes for the ritual version.

Saving Throw: Not Applicable

P.P.E.: 12

Mystic Discipline Limitations: Only practitioners of Africian Chant Magic, Biomancy, Common Spell Magic, Conjuring, Earth Elemental Magic, Ocean Magic, and Nature Magic can learn this spell.

Level: 4

This enchantment transforms simple ingredients into a delicious meal, with no cooking skill required! By merely touching or gesturing at the food ingredients and then the serving ware, the caster can turn up to 1lbs (.45kg) per level of experience of raw foodstuffs into a tasty, fully cooked meal. The ritual version of the incantation (often performed with great flourish and pomp) will transmute up to 10lbs (4.5kg) per level of experience of ingredients into a sumptuous feast. With this spell, hot meals are made without need of flame or heat and chilled items are created without need of ice or refrigeration. The final product of the spell is limited only by the user's imagination and raw ingredients. As an example, if the mage had some eggs, a hunk of bread, a raw ham hock, and some milk, this spell could create a simple eggs-and-bacon breakfast or a scrumptious eggs benedict.

Mages who know this spell often own several cooking tomes or recipe books, because if the caster can acquire all of the proper ingredients, this spell can be used to create anything in the book! One should remember that while this incantation eliminates the need for food preparation, cook ware (mixing bowls, baking pans, hot griddles, etc.), and the actual cooking or cooling of the food, this spell does not create any ingredients (so keeping a supply of salt, pepper, herbs, and spices is handy), and the mage will still need serving and table ware. Attempting to use this spell without serving ware to hold the finished product can lead to a very big mess. Use of the Thaumaturgic Cooking spell by a clever mage may be the origin of the *Stone Soup* fable.

Note: The Conjurer can cast this spell at half the P.P.E.

Machinebane

Machinebane

Range: 100 feet (30.5 m)

Duration: One minute per level of experience

Time Required to Cast: One melee

Saving Throw: None, except if sentient machine

P.P.E.: 45

Mystic Discipline Limitations: Only practitioners of Temporal Magic can learn this spell.

Level: 9

This spell is similar to *Time Warp: Age* except it works on machines instead of living creatures. The spell warps time around the equipment and alters it to be at the end of its life span. This spell adversely effects all parts of the machine, and its power supply will be drained to almost nothing. As such, speed and rate of fire are reduced by half. Additionally any types of systems wear out or become brittle or have computer failures. In gaming terms, this means that piloting rolls are at -20%, M.D.C./S.D.C. is reduced by 20%, along with the penalties of -2 to strike, -2 to parry, -2 to dodge, and -2 to initiative.

Sentient machines receive a saving throw against the spell, and vehicles larger than 50 tons will only have one system effected.

Maelstrom

Maelstrom (Ritual)

Range: One Mile (1.61 km)

Duration: 1D4 hours

Time Required to Cast: 5 minutes

Saving Throw: None

P.P.E.: 5000, and 75% of the caster's M.D.C./H.P., and all S.D.C., if applicable

Mystic Discipline Limitations: Only practitioners of African Chant Magic, Biomancy, Common Spell Magic, and Ocean Magic can learn this spell.

Level: Legendary

This spell was created by a lone genius mage in times long since forgotten; this much has been pieced together from legends and old recordings: the spell's creator was well known as a force for good, and was caught by a siege at her tower by some of the most powerful forces of evil for hundreds of miles. The Maelstrom was evidently her final effort, in an attempt to destroy those attacking her even as she, herself was destroyed by them.

This legendary spell creates a powerful storm of raw mystic energy, so powerful it will tear through almost any defense it touches; buildings disintegrate, armor and those wearing it are consumed by the raging energies, and even most magical protections are destroyed. Only the most powerful circles of protection, designed specifically to hold back the raw fury of the magestorm, and protections created by the strongest gods can withstand the Maelstrom.

The Maelstrom appears as a vast funnel of blue-green mist, whirling around the mile-wide edge at hundreds of miles an hour. On the inside of the 'funnel' is a momentary calm zone barely wide enough for a human to stand in, followed by another funnel of 'mist', and so on to the center, where the smallest funnel rises around the caster. Everywhere but the inside of that innermost funnel, occasional puffs of the 'mist' sweep through the gaps, tearing at anything which was lucky enough to not get caught in the concentric rings of the funnel.

Effects:

- Everything touched by the mist loses 10 M.D.C./S.D.C./H.P. per melee of contact.
- No form of communication, whether magical, psionic, or technological, will work within 10 miles of the Maelstrom's edge.
- All charged objects within the one-mile range, whether charged with P.P.E. like a talisman or with normal power like an e-clip, will be drained the moment the Maelstrom comes into existence. Living creatures are not affected by this drain, so a mage can still draw P.P.E. off of others.
- No power sources will work within ten miles of the storm. The moment the storm dies away, however, any power sources that aren't batteries will resume working as if nothing happened - this includes nuclear generators.
- Anyone trying to attack the caster will be seized by a small funnel and flung up into one of the thicker walls, to be torn apart by the magical field.
- An odd side effect of the Maelstrom is that it prevents any Rifts from opening within 10 miles of it, and any ley line storms will be absorbed by it. When combined with the fact that no tech power sources work, and all P.P.E.-charged 'batteries' are drained, if you want to get away from the Maelstrom you have to do it the hard way. Even teleportation fails consistently.
- All spells, even those of the caster, are at half range within 10 miles of the Maelstrom.

The few mages who know this spell will *not* teach it to anyone they haven't trained themselves for at least twenty to thirty years. They know exactly how powerful the spell is, and don't want it used freely.

Mystic Zanshin

Mystic Zanshin (Spell and Ritual)

Range: Self or others by ritual (has a 60 ft [18.3 meter] radius)

Duration: Ten minutes per level of experience

Time Required to Cast: One-half melee for the spell, or 1D6 x 10 + 15 minutes for the ritual version.

Saving Throw: Not Applicable

P.P.E.: 10

Mystic Discipline Limitations: None. Any mage that can cast Common Spell Magic can use this spell.

Level: 5

This spell is similar to the psionic ability of *Sixth Sense*. The spell creates a 60 foot (18.3 meter) radius field which will instantly alert the spell caster when any being tries to attack. Unlike the psychic ability, the spell lasts as long as its duration or until triggered, whichever comes first. The spell may be cast on someone else as a ritual in order to allow the spell caster to know if that individual is being attacked. Note that the spell is tailored for that person alone in those cases. Bonuses last only for first melee the spell is trigger on.

Bonuses: +6 to Initiative, +2 to Parry, +3 to Dodge, and mage cannot be surprised from behind.

Restore Limb Ritual

Restore Limb (Ritual)

Range: Others by touch (cannot be performed on oneself).

Duration: Instant and permanent.

Time Required to Cast: 1D6 x 10 + 15 minutes

Saving Throw: None

P.P.E.: 800

Mystic Discipline Limitations: Only practitioners of Africian Chant Magic, Biomancy, Common Spell Magic, and Ocean Magic can learn this spell.

Level: 14

This incredibly powerful healing ritual will completely restore a missing or seriously injured limb or internal organ. After performing the ritual, a mystic ectoplasm appears and is directed into the recipient's body by the archanist. Once properly positioned (a process that takes an additional 1D6 melees), the ectoplasm solidifies and becomes a fully functional duplicate of the original limb or organ. The restored limb/organ is in perfect condition, is medically indistinguishable from the original limb/organ, and does not suffer any scarring or penalties.

Restore Limb is always successful as long as the recipient is not resisting the effects of the spell (in which case the character would receive a standard save vs. Ritual Magic). Any *one* limb (foot/hand, leg & foot/arm & hand, tail/tentacle, or wing), or any *one* internal organ (heart, a lung, small intestine, a kidney, an eye, etc.) can be restored per incantation.

This ritual cannot be used to restore a missing head or torso/main body, and it cannot be used to restore life to the dead. It can be used to attempt to restore a damaged brain, but the chance of success is a mere 10% +

2% per level of experience of the mage. Note that Restore Limb *cannot* be used on any creature or being that possesses bio-regeneration. This means that several creatures of magic and supernatural races such as the Sphinx are able to utilize this powerful magic.

Weapon Covered in Blue Flame

Category of Tattoo: Magic Weapon

Description of Tattoo: A weapon covered in jagged sheets of blue flame.

P.P.E. to Activate: 20, or 30 if combined with the *Weapon with Wings* tattoo.

Duration: 15 minutes per level of experience, or until canceled.

Damage: Double damage to creatures of magic and supernatural beings.

Power: The weapon pictured inflicts the mega-damage equivalent of the usual S.D.C. damage. When used against creatures of magic and supernatural beings, it does *double* damage.

Note: This tattoo cannot be combined with either the *Weapon Covered in Flames* or the *Coiled Serpent* tattoo; they are mutually exclusive.

Weapon in a Pentagram

Category of Tattoo: Magic Weapon

Description of Tattoo: Pentagram with a weapon in its center.

P.P.E. to Activate: 45

Duration: One melee (15 seconds) per level of experience.

Power: When activated, this powerful tattoo enables its user to have *twice* as many attacks as normal with the melee weapon type featured in the tattoo! Note that only melee weapons (sword, axe, mace, club, etc.) can be used with this tattoo.

Weapon Radiating Black Lightning

Category of Tattoo: Magic Weapon

Description of Tattoo: A weapon radiating jagged bolts of black lightning.

P.P.E. to Activate: 15 if a simple weapon (S.D.C. damage), 20 if dripping blood (double S.D.C. damage), 40 if a flaming weapons (M.D. weapon), or 55 if coiled in serpent (M.D. weapon that does triple damage to dragons and supernatural reptiles) or covered in blue flame (M.D. weapon that does double damage to supernaturals).

Duration: 15 minutes per level of experience, or until canceled.

Damage: Automatic critical strike when used from behind.

Power: This magic weapon tattoo does an automatic critical strike when used to attack from behind. While it is the favored weapon for assassins, it is rarely selected by characters of good alignments.

Weapon with a Halo of Darkness

Category of Tattoo: Magic Weapon

Description of Tattoo: A weapon surrounded by a halo of darkness.

P.P.E. to Activate: 10 if a simple weapon (S.D.C. damage), 15 if dripping blood (double S.D.C. damage), 30 if a flaming weapons (M.D. weapon), or 40 if either coiled in serpent (M.D. weapon that does triple damage to dragons and supernatural reptiles) or covered in blue flame (M.D. weapon that does double damage to supernaturals).

Duration: 15 minutes per level of experience, or until canceled.

Damage: Double damage to anyone with a Good alignment.

Power: The weapon pictured inflicts *double* damage to any beings or creature with the alignment of Unprincipled, Scrupulous, or Principled.

Weapon with a Halo of Light

Category of Tattoo: Magic Weapon

Description of Tattoo: A weapon surrounded by a halo of bright light.

P.P.E. to Activate: 10 if a simple weapon (S.D.C. damage), 15 if dripping blood (double S.D.C. damage), 30 if a flaming weapons (M.D. weapon), or 40 if either coiled in serpent (M.D. weapon that does triple damage to dragons and supernatural reptiles) or covered in blue flame (M.D. weapon that does double damage to supernaturals).

Duration: 15 minutes per level of experience, or until canceled.

Damage: Double damage to anyone with an Evil alignment.

Power: The weapon pictured inflicts *double* damage to any being or creature with the alignment of Aberrant, Miscreant, or Diabolic.

Brain with Blue Aura

Category of Tattoo: Power

Description of Tattoo: A brain surrounded by by a glowing blue aura.

P.P.E. to Activate: 35

Bonuses: Even if the user is a non-psychic, they gain an I.S.P. Pool with 50 points!

Duration: The duration of each psionic is indicated in the description of that power. The I.S.P. Pool lasts two minutes per level of experience. At the end of the tattoo's duration, the I.S.P. Pool (and any unused I.S.P. in the Pool) disappear. Note that psionic powers already activated may continue to operate long after the I.S.P. Pool is gone!

Power: This tattoo gives the user limited control over kinetic forces! Once activated, it gives the user an I.S.P. Pool of 40 points plus the following kinetic psionic powers: Electrokinesis (see *RIFTS Main Book*, pg. 127), Hydrokinesis (*RIFTS Main Book*, pg. 124), Pyrokinesis (*RIFTS Main Book*, pg. 127), Super Telekinesis (*RIFTS Main Book*, pg. 127), Telekinetic Acceleration Attack (*Psyscape*, pg. 37), and Telekinetic Force Field (*RIFTS Main Book*, pg. 127).

Brain with Lightning Bolts

Category of Tattoo: Power

Description of Tattoo: A brain with several lightning bolts.

P.P.E. to Activate: 30

Bonuses: Even if the user is a non-psychic, they gain an I.S.P. Pool with 40 points!

Duration: The duration of each psionic is indicated in the description of that power. The I.S.P. Pool lasts two minutes per level of experience. At the end of the tattoo's duration, the I.S.P. Pool (and any unused I.S.P. in the Pool) disappear. Note that psionic powers already activated may continue to operate long after the I.S.P. Pool is gone!

Power: This tattoo gives the user power over telekinetic forces. Once activated, it gives the user an I.S.P. Pool of 40 points plus the following telekinetic psychic abilities: Telekinesis (see *RIFTS Main Book*, pg. 118), Telekinetic Acceleration Attack (*Psyscape*, pg. 37), Telekinetic Force Field (*RIFTS Main Book*, pg. 127), Telekinetic Leap (*Psyscape*, pg. 37), Telekinetic Lift (*Psyscape*, pg. 38), Telekinetic Punch (*Psyscape*, pg. 38), and Telekinetic Push (*Psyscape*, pg. 38).

Broken Sine Wave

Category of Tattoo: Power

Description of Tattoo: A sine wave that is broken or cut in half.

P.P.E. to Activate: 20

Duration: One minute per level of experience, or until canceled.

Range: 100ft (30.4m) radius around the tattoo user.

Power: Once activated, this tattoo magically jams all communications and sensors within its area of effect. Radios, radar, heat sensors, motion detectors, radiation detectors, etc. are all rendered useless until they are removed from the area or the spell ends.

Small Circle with Mystic Symbols

Category of Tattoo: Power

Description of Tattoo: A smallish circle surrounding several mystic symbols.

P.P.E. to Activate: 30

Duration: Six hours per level of experience, or until canceled or destroyed.

Power: Activating this tattoo makes a magic circle of protection appear around the character (the circle may be up to 5ft (1.5m) in diameter and is composed of a dull gray ectoplasm-like substance). This circle will protect everyone inside its radius by keeping *lessersupernatural* creatures at least five feet away, however they are still free to hurl objects, use weapons, or use magic and psionics against those inside the circle. Additionally, it provides its occupants with a bonus of +2 to save vs. magic and psychic attack from any lesser supernatural beings.

The circle has absolutely no effect on *greater* supernatural beings (circle occupants do not receive any bonuses to save vs. these powerful beings either).

Note: If the circle is damaged (scraped, scarred, shot, etc.), it will immediately disappear. The tattoo user can create a new circle for 30 P.P.E.

Large Circle with Many Mystic Symbols

Category of Tattoo: Power

Description of Tattoo: A large circle containing many mystic symbols.

P.P.E. to Activate: 60

Duration: Six hours per level of experience, or until canceled or destroyed.

Power: Activating this tattoo makes a magic circle of protection appear around the character (the circle may be up to 12ft (3.7m) in diameter and is composed of a dull gray ectoplasm-like substance). The circle prevents all supernatural creatures from coming any closer than 20ft (6.1m) from its edge, and *lesser* supernatural beings are forced to flee from its line of sight.

The superior circle of protection tattoo provides the following bonuses to all occupants: +5 to save vs. magic and psionic attack, +8 to save vs. horror factor, and impervious to possession. Additionally, it provides an extra 10 P.P.E. to each mage and 10 I.S.P. to each psychic.

Note: If the circle is seriously damaged (more than 66% of it has been scraped, scarred, shot, etc.), it will immediately disappear. The tattoo user can create a new circle for 60 P.P.E.

Cloud with Lightning Bolt

Category of Tattoo: Power

Description of Tattoo: A dark cloud with a lightning bolt shooting out from it.

P.P.E. to Activate: 20

Duration: Instant, but with lasting effects.

Range: Up to 60ft (18.3m) away, and affects a 30ft (9.1m) area.

Damage: 1D4 M.D. to the object struck by the lightning bolt.

Bonuses: The user of this tattoo gains the following bonuses: +5 to initiative and +1 strike, parry, and dodge.

Penalties: Everyone in the area (except for the tattoo user) must make a save vs. Horror Factor 8 or flee the area. Additionally, everyone must make a save vs. magic, or they will be blinded for 1D4 melees and suffer the following penalties: -5 to strike, -10 to parry and dodge, and have a 50% chance of falling down for every 10ft (3m).

Power: Activating this tattoo causes a great, jagged bolt of lightning to rip from the skies and brilliantly explode (against the target of the user's choice) with a titanic clap of thunder.

Concentric Rings

Category of Tattoo: Power

Description of Tattoo: Three to five concentric rings.

P.P.E. to Activate: 35

Duration: Instant

Range: 40ft (9.1m) radius

Damage: 4D6 M.D. to everything within the radius.

Power: This tattoo creates a powerful sonic boom that can be heard up to five miles away. Everyone within the sonic boom's area of effect is temporarily deafened for 2D4 minutes and suffers following penalties: -2 attacks per melee, -8 on initiative, -3 to parry and dodge, -25% on all skills, and all objects weighing less than 1000lbs (454kg) have a 45% chance of being knocked to the ground. Character protected inside environmentally sealed power armour or vehicles suffer the same penalties, but for only 1/2 the duration. Note that the tattoo user is unaffected by the sonic boom.

Fire Dragon with Flame Breath

Category of Tattoo: Power

Description of Tattoo: The head and neck of an adult Fire Dragon that is breathing out a great plume of fire.

P.P.E. to Activate: 35

Duration: One minute (four melees) per level of experience, or until canceled.

Number of Attacks: Equal to the number of hand-to-hand attacks.

Bonuses: +2 to strike; only bonuses from a high P.P. attribute and hand-to-hand combat skills can be added to this strike bonus, W.P. bonuses are not applicable.

Range: 50ft (15.2m) plus 5ft (1.5m) per level of experience.

Damage: 3D6 M.D. to a 6ft (1.8m) wide area, plus 1D6 M.D. at levels 4, 8, and 12.

Power: The character has a mega-damage fire breath weapon that is very similar to that of the Fire Dragon. Additionally, this tattoo makes the user impervious to all forms of heat and fire (including mega-damage plasma and magic fire).

Heart in a Pentagram

Category of Tattoo: Power

Description of Tattoo: A pentagram with a heart in its center.

P.P.E. to Activate: 15

Duration: One minute per level of experience.

Bonuses: P.S. increased to 30, P.E. increased to 24, and SPD increased to 44. The character is immune to fatigue, and can lift and carry 10% more than usual. Additionally, the tattooed user is +2 parry, +6 to dodge, and is +2 to save vs. disease, poisons, and toxins.

Power: This tattoo gives its user superhuman endurance, speed, and strength.

Ice Dragon with Frost Breath

Category of Tattoo: Power

Description of Tattoo: The head and neck of an adult Ice Dragon that is breathing out a great gust of ice and hail.

P.P.E. to Activate: 30

Duration: One minute (four melees) per level of experience, or until canceled.

Number of Attacks: Equal to the number of hand-to-hand attacks.

Bonuses: +1 to strike; only bonuses from a high P.P. attribute and hand-to-hand combat skills can be added to this strike bonus, W.P. bonuses are not applicable.

Range: 45ft (13.7m) plus 5ft (1.5m) per level of experience.

Damage: 3D6 M.D. to a 6ft (1.8m) wide area, plus 1D6 M.D. at levels 4, 8, and 12.

Power: The character has a mega-damage frost breath weapon that is very similar to that of the Ice Dragon. Additionally, this tattoo makes the user impervious to all forms of cold (including mega-damage and magic cold attacks).

Intertwined Snakes

Category of Tattoo: Power

Description of Tattoo: Two intertwined snakes, or two snakes wrapped around a branch.

P.P.E. to Activate: 20

Duration: Ten minutes per level of experience, or until canceled.

Power: When activated, this tattoo makes its user impervious to all forms of disease and illness (including magical), receives a bonus of +2 to save vs. poisons and drugs, and fatigues at 1/2 the normal rate.

Person in a Bubble

Category of Tattoo: Power

Description of Tattoo: The outline of person surrounded by a spherical bubble.

P.P.E. to Activate: 20

Duration: Twenty-four hours per level of experience, or until canceled.

Power: This tattoo allows its user to survive in virtually any environment for days on end by removing the need for food, water, or even breathable air. The user fatigues at 1/2 the normal rate, and only needs two hours of sleep per night for the duration of the tattoo's power. Note that the tattoo user is still vulnerable to extremes of temperature, physical damage, and poison/drugs/disease.

Snail on a Spider's Web

Category of Tattoo: Power

Description of Tattoo: A snail trapped on a spider's web.

P.P.E. to Activate: 25

Duration: Two melees per level of experience, or until canceled.

Range: 60ft (18.3m)

Power: This powerful time distortion tattoo reduces the physical prowess, speed, and mobility of its victims to one-third their normal level. Speed, attacks per melee, dodge, and parry are all reduced to one-third. This tattoo can affect up to 1D6 persons, and works as well on robots and vehicles as it does on people.

Specter with a Yellow Aura

Category of Tattoo: Power

Description of Tattoo: A specter or ghost that is radiating a yellow aura.

P.P.E. to Activate: 40

Duration: One minute per level of experience.

Power: When activated, this tattoo allows its user to influence and walk with spirits. The following abilities can be activated at will: Astral Projection (see *RIFTS Main Book*, pg. 127), Commune with Spirits (*RIFTS Main Book*, pg. 180), Exorcism (*RIFTS Main Book*, pg. 180), Invisibility: Simple (*RIFTS Main Book*, pg. 171), and See the Invisible (*RIFTS Main Book*, pg. 168),

Whirlpool of Darkness

Category of Tattoo: Power

Description of Tattoo: A dark or black whirlpool.

P.P.E. to Activate: 65

Duration: Thirty seconds per level of experience, or until canceled.

Range: Up to 100ft (30.4m) away, and affects a 20ft (6.1m) area.

Power: When activated, this tattoo creates an unseen but powerful whirlpool of chaos that causes 1D6 points of damage direct to hit points (3D6 M.D. to supernaturals or creatures of magic) per melee to everyone in the area, including those in environmentally sealed armour or vehicles! Additional penalties include -2 attacks per melee, -6 to initiative, -4 to strike, parry and dodge, and characters have no sense of direction or time. Characters that make a successful save vs. magic (with a -2 to save) suffer half damage and 1/2 the penalties.

Wolf with Glowing Eyes

Category of Tattoo: Power

Description of Tattoo: A wolf's head with glowing eyes.

P.P.E. to Activate: 20

Duration: Fifteen minute per level of experience, or until canceled.

Power: The tattoo user's eyes glow a faint yellow, and the character gains the following abilities:

- Nightvision: 250ft (76m)
- See the invisible: 150ft (46m)
- Climb: 80%
- Track: 75%
- Identify tracks: 85%
- Identify plants/fruits: 70%

TW Boots of Levitation

When activated, these gem encrusted boots enable their wearer to hover in mid air. This enables the person to walk off cliff tops or building roofs, and gently float to the ground. Additionally, while hovering in the air, the wearer can magically propel themselves forward at speeds of up to 30 mph by simply walking through the air.

These Techno-Wizard boots have gained widespread notoriety in the New West because of their use in the daring escapades of a secretive champion of good known only as the Rhinestone Cowboy.

Creation Costs:

P.P.E. Cost: 35

Spells Needed: Levitation, Energy Bolt, Float in Air, and Super Human Speed

Physical Requirements: eight clear quartz crystals worth at least 75 credits each, two rose quartz crystals worth 150 credits each, and 200 credits worth of silver thread.

Time: 3D4 hours

Usage:

Maximum Height: 60ft (18.3m) + 10ft (3m) per level of the Techno-Wizard when the Boots were created.

Maximum Speed: equal to speed attribute 44 (about 30 mph)

Maximum Weight: 200lbs (90kg) + 20lbs (9.1kg) per level of the Techno-Wizard when the Boots were created.

To Recharge: 15 P.P.E. for mages, 30 I.S.P. for psychics, or 12 P.P.E. for Techno-Wizards

Duration of Charge: 2 minutes per level of the Techno-Wizard when the Boots were created.

Cost: 70,000 credits + 5000 credits per level of the Techno-Wizard when the Boots were created.

TW Concealed Weapon Holster

The TW Concealed Weapon Holster was designed to make both the holster and its weapon undetectable by all but the most extraordinary means. Any type of concealed weapon holster (knife, pistol, etc.) may be converted to the Techno-Wizardry. When not in use, the TW Concealed Weapon Holster looks like an ordinary holster decorated with a few crystals and metallic thread, however when it is activated, the holster and its contents blend in so completely with the wearer's clothing, they are virtually undetectable!

Creation Costs:

P.P.E. Cost: 12

Spells Needed: Energy Bolt, Chameleon

Physical Requirements: four clear quartz crystals worth at least 20 credits each, and 50 credits worth of fine silver thread.

Time: 2D4 hours

Usage:

Chance of Detection: when activated, the holster and weapon are undetectable to the casual observer. Even during a determined search, there is only a 10% chance it will be discovered.

To Recharge: 8 P.P.E. for mages, 16 I.S.P. for psychics, or 7 P.P.E. for Techno-Wizards

Duration of Charge: 10 minutes per level of the Techno-Wizard when the Holster was created. Note that removing the weapon from the holster deactivates the spell.

Cost: 50,000 credits + 5000 credits per level of the Techno-Wizard when the Holster was created.

TW Fire Whip

This powerful Techno-Wizardry weapon is extremely rare because its creation requires the combined efforts of a highly experienced Fire Warlock and a skilled Techno-Wizard. When not activated, the TW Fire Whip looks like a simple wood or metal whip handle. Once energized, a crackling red, orange, or yellow flame appears on the handle and can be used as a magic whip. This TW weapon is extremely popular with demons and supernatural beings of all sorts.

Creation Costs:

P.P.E. Cost: 30 + 5 P.P.E. for each 1ft (.3m) of the whip's range, +10 P.P.E. for each minute of the whip's duration.

Spells Needed: Energy Bolt and the sixth level Fire Elemental spell, Fire Whip

Physical Requirements: a ruby worth at least 1500 credits and 100 credits worth of silver wire, plus one smoky quartz worth at least 100 credits for every 1ft (.3m) of the whip's range, plus one clear quartz worth at least 100 credits for each minute the whip remains energized.

Level Requirements: None, however creation of this weapon requires the assistance of an experienced Fire Warlock who knows the Fire Whip spell. Unfortunately, working with a magic user who is not a Techno-Wizard is more difficult and reduces the odds for success: 20% + 6% per level of the Techno-Wizard. Additionally, for every level of experience of the Fire Warlock, the Techno-Wizard may (with the appropriate physical requirements) extend the fire whip's range by 1ft (.3m) and increase its duration by one

minute.

Time: 1D4 hours per each crystal in the weapon

Usage of the Fire Whip:

Weight: only about 2lbs (.91kg).

Mega-Damage: 4D6 M.D.

Range: 6ft (1.8m) + 1ft (.3m) per level of the Warlock, however, increasing the range requires additional P.P.E. and smoky quartz crystals from the Techno-Wizard at the time the weapon is created.

Duration: One minute per level of the Warlock, however, increasing the duration of the whip requires additional clear quartz crystals and P.P.E. from the Techno-Wizard at the time the weapon is created.

Mega-Damage Capacity: Unchanged

Weapon Proficiency: WP Whip

Bonus to Strike: +1

To Recharge: 15 P.P.E. for mages, 30 I.S.P. for psychics, 13 P.P.E. for Warlocks, or 12 P.P.E. for Techno-Wizards will fully energize the whip, regardless of its range or duration.

Cost: Roughly 12,000 credits per each crystal in the weapon.

TW Frost Blade

Often thought of as the yin to the Flaming Sword's yang, this powerful Techno-Wizardry weapon inflicts mega-damage through mystical cold. Additionally those struck must make a save vs. magic or suffer from a sudden, debilitating, numbing cold. A numbed opponent loses one attack per melee, is -2 to initiative, -1 to strike/parry/dodge, and speed is reduced by 10%. These penalties are not cumulative, and last for 1D4 minutes.

When not activated, the TW Frost Blade looks like a simple wood or metal sword hilt with no blade. Once energized, a crackling blade of white or pale blue energy appears on the handle and can be used as a magic sword. While comparatively rarer than its flaming cousin, this TW weapon is extremely popular with demon hunters and those who battle supernatural beings because whereas many creatures are resistant or even impervious to magic fire, very few have any protection from magic cold.

Creation Costs:

P.P.E. Cost: 40 +10 P.P.E. for each minute of the blade's duration.

Spells Needed: Orb of Cold (*Federation of Magic*, pg. 132) or Frostblade (*Federation of Magic*, pp. 139 - 140)

Physical Requirements: two sapphires worth at least 1500 credits each and 500 credits worth of silver wire, plus one clear quartz worth at least 100 credits for each minute the sword remains energized.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon.

Time: 1D4 hours per each crystal in the weapon

Usage of the Frost Blade:

Weight: only about 2lbs (.91kg).

Mega-Damage: 4D6 M.D. plus penalties from the numbing cold.

Saving Throw: Standard (applicable only to the penalties from the debilitating cold; no save vs. the mega-damage)

Duration: One minute per level of the mage, however, increasing the duration of the sword requires additional clear quartz crystals and P.P.E. from the Techno-Wizard at the time the weapon is created.

Mega-Damage Capacity: Unchanged for the hilt. The energy blade is effectively indestructible (it does not take damage from parried attacks) but disappears once the duration elapses.

Weapon Proficiency: WP Sword (*RIFTS Main Book*, pg. 32)

Bonuses: Due to superior balance, the blade is +1 to strike and can be used to parry energy blasts (no special bonuses).

To Recharge: 15 P.P.E. for mages, 30 I.S.P. for psychics, or 12 P.P.E. for Techno-Wizards will fully

energize the sword, regardless of its duration.

Cost: Roughly 12,000 credits per each crystal in the weapon.

TW Laser Weapons

Any type of laser pistol or laser rifle can be converted into Techno-Wizardry. During this process, the Techno-Wizard replaces the weapon's energy system, completely converting it to magic energy. Once finish, normal energy clips designed for the weapon will no longer function.

Creation Costs:

P.P.E. Cost: 6 + 3 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 10 shots.

Spells Needed: Globe of Daylight and Energy Bolt

Physical Requirements: one garnet worth at least 200 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 10 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 3, 4, 5, 6, 8, and 10.

Time: 1D4 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the energy clip has been removed.

Mega-Damage: one die of damage less than the original weapon

Rate of Fire: Unchanged

Maximum Effective Range: Unchanged

Payload: 10 shots, plus 10 additional blasts for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 70 shots can be added (giving the weapon a total payload of 80 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Energy Pistol (*RIFTS Main Book*, pg. 33) for converted laser pistols, and WP Energy Rifle (*RIFTS Main Book*, pg. 33) for converted laser rifles.

Bonus to Strike: Unchanged

To Recharge: 8 P.P.E. for mages, 16 I.S.P. for psychics, or 7 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 10,000 credits per each crystal in the weapon.

TW Ion Weapons

Any type of ion pistol or rifle can be converted into Techno-Wizardry. During this process, the Techno-Wizard replaces the weapon's energy system, completely converting it to magic energy. Once finish, normal energy clips designed for the weapon will no longer function.

Creation Costs:

P.P.E. Cost: 8 + 4 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 10 shots.

Spells Needed: Call Lightning

Physical Requirements: one topaz worth at least 200 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 10 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond

at levels 2, 4, 6, 8 and 10.

Time: 1D6 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the energy clip has been removed.

Mega-Damage: Unchanged

Rate of Fire: Unchanged

Maximum Effective Range: Unchanged

Payload: 10 blasts, plus 10 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 50 shots can be added (giving the weapon a total payload of 60 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Energy Pistol (*RIFTS Main Book*, pg. 33) for converted ion pistols, and WP Energy Rifle (*RIFTS Main Book*, pg. 33) for converted ion rifles.

Bonus to Strike: Unchanged

To Recharge: 10 P.P.E. for mages, 20 I.S.P. for psychics, or 9 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 12,000 credits per each crystal in the weapon.

TW Plasma Weapons

Any type of plasma handgun or rifle can be converted to Techno-Wizardry. During this process, the Techno-Wizard replaces the weapon's energy system, completely converting it to magic energy. Once finish, normal energy clips designed for the weapon will no longer function.

Creation Costs:

P.P.E. Cost: 10 + 5 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 5 shots.

Spells Needed: Fire Bolt and Energy Bolt

Physical Requirements: one ruby worth at least 1000 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 5 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 4, 6, 8, and 10.

Time: 1D8 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the energy clip has been removed.

Mega-Damage: one die of damage less than the original weapon

Rate of Fire: Unchanged

Maximum Effective Range: Unchanged

Payload: 5 blasts, plus 5 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 25 shots can be added (giving the weapon a total payload of 30 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Heavy Energy (*RIFTS Main Book*, pg. 33)

Bonus to Strike: Unchanged

To Recharge: 15 P.P.E. for mages, 30 I.S.P. for psychics, or 13 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 20,000 credits per each crystal in the weapon.

TW Lightning Blaster

While very time consuming and expensive to convert, a Techno-Wizard can convert particle-beam weapons into extremely powerful Lightning Blasters! During the conversion process, the Techno-Wizard replaces the weapon's energy system, completely converting it over to magic energy. Once finish, normal energy clips designed for the weapon will no longer function. Due to the weapon's incredible damage potential, it is a favourite among creatures of magic and combat mages of all types.

Creation Costs:

P.P.E. Cost: 15 + 7 P.P.E. for each damage crystal required, +10 P.P.E. for each additional payload of 2 shots.

Spells Needed: Call Lightning and Energy Bolt

Physical Requirements: one violet amethyst worth at least 500 credits for each damage crystal required (see chart below), plus one diamond worth at least 1500 credits for each additional payload of 2 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 3, 6, 9, and 12. Likewise, as the Techno-Wizard rises in experience, they are able to build more powerful versions of the weapon (see chart below).

Time: 2D6 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the energy clip has been removed.

Mega-Damage: Varies; the amount of damage inflicted by the weapon depends on the level of experience of the Techno-Wizard when the weapon was built:

Experience Level of Techno-Wizard When Weapon was Created	Amount of Damage Inflicted	Number of Damage Crystals Required
1, 2	4D6	4
3, 4	5D6	5
5, 6	6D6	6
7, 8	1D4 x 10	8
9, 10, 11	1D6 x 10	10
12, 13, 14	2D4 x 10	12
15 and higher	2D6 x 10	15

Rate of Fire: Unchanged

Maximum Effective Range: Unchanged

Payload: 2 blasts, plus 2 additional shots for each extra 1500 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 8 shots can be added (giving the weapon a total payload of 10 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Heavy Energy (*RIFTS Main Book*, pg. 33)

Bonus to Strike: Unchanged

To Recharge: 23 P.P.E. for mages, 46 I.S.P. for psychics, or 20 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 50,000 credits per each crystal in the weapon.

TK Revolver

Any type of S.D.C. revolver (.38 Ruger, .357 Magnum, etc.) can be converted to Techno-Wizardry. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 7 + 3 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 6 shots.

Spells Needed: Telekinesis and Energy Bolt

Physical Requirements: one rose quartz worth at least 250 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 6 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 4 and 8.

Time: 1D4 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the ammo has been removed.

Mega-Damage: Same as the weapon's original S.D.C., but converted to M.D.

Rate of Fire: Unchanged

Maximum Effective Range: 1000ft (305m)

Payload: 6 shots, plus 6 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 12 shots can be added (giving the weapon a total payload of 18 shots).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Revolver (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 8 P.P.E. for mages, 16 I.S.P. for psychics, or 7 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 8,000 credits per each crystal in the weapon.

TK Pistol

Any type of S.D.C. automatic pistol (Colt .45, etc.) can be converted to Techno-Wizardry. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 6 + 3 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 5 shots.

Spells Needed: Telekinesis and Energy Bolt

Physical Requirements: one rose quartz worth at least 250 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 5 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 3, 6, and 9.

Time: 1D4 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the clip has been removed.

Mega-Damage: Same as the weapon's original S.D.C., but converted to M.D.

Rate of Fire: Unchanged

Maximum Effective Range: 1000ft (305m)

Payload: 5 shots, plus 5 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 15 shots can be added (giving the weapon a total payload of 20 shots).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Automatic Pistol (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 8 P.P.E. for mages, 16 I.S.P. for psychics, or 7 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 8,000 credits per each crystal in the weapon.

TK Sub Machineguns

Any type of S.D.C. sub machinegun (Uzi, Viking, etc.) can be converted to Techno-Wizardry. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 8 + 4 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 20 shots.

Spells Needed: Telekinesis and Energy Bolt

Physical Requirements: one rose quartz worth at least 500 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 20 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 4, 7, and 10.

Time: 1D6 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the clip has been removed.

Mega-Damage: Same as the weapon's original S.D.C., but converted to M.D.

Rate of Fire: Unchanged

Maximum Effective Range: 2000ft (610m)

Payload: 20 shots, plus 20 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 80 shots can be added (giving the weapon a total payload of 100 shots).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Sub-Machinegun (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 10 P.P.E. for mages, 20 I.S.P. for psychics, or 9 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 12,000 credits per each crystal in the weapon.

TK Shotgun

Any type of S.D.C. shotgun (12 Gauge Beretta, 12 Gauge Winchester, etc.) can be converted to Techno-Wizardry. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 11 + 5 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 2 shots.

Spells Needed: Telekinesis and Energy Bolt

Physical Requirements: one rose quartz worth at least 750 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 2 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 3, 4, 5, 7, 9, and 11.

Time: 1D8 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the ammo has been removed.

Mega-Damage: Same as the weapon's original S.D.C., but converted to M.D.

Rate of Fire: Unchanged

Maximum Effective Range: 500ft (152m)

Payload: 2 shots, plus 2 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 14 shots can be added (giving the weapon a total payload of 16 shots).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Bolt Action Rifle (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 14 P.P.E. for mages, 28 I.S.P. for psychics, or 11 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 18,000 credits per each crystal in the weapon.

TK Automatic Rifle

Any type of S.D.C. automatic rifle (M16, AK-47, etc.) can be converted to Techno-Wizardry. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 10 + 5 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 50 shots.

Spells Needed: Telekinesis and Energy Bolt

Physical Requirements: one rose quartz worth at least 750 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 50 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 3, 4, 6, 8, and 10.

Time: 1D8 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the clip has been removed.

Mega-Damage: Same as the weapon's original S.D.C., but converted to M.D.

Rate of Fire: Unchanged

Maximum Effective Range: 3000ft (915m)

Payload: 50 shots, plus 50 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 300 shots can be added (giving the weapon a total payload of 350 shots).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Automatic & Semi-Automatic Rifle (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 15 P.P.E. for mages, 30 I.S.P. for psychics, or 12 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 20,000 credits per each crystal in the weapon.

TK Machinegun

Any type of S.D.C. machinegun (.30 Caliber Browning, .50 Caliber Browning, etc.) can be converted to Techno-Wizardry. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or muzzle flash. Bolts that hit a target puncture or tear through it, but there is no physical round/bullet. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 20 + 10 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 100 shots.

Spells Needed: Telekinesis and Energy Bolt

Physical Requirements: one rose quartz worth at least 1500 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 100 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 3, 4, 5, 6, 7, 8, 9, and 10.

Time: 3D4 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the clip has been removed.

Mega-Damage: Same as the weapon's original S.D.C., but converted to M.D.

Rate of Fire: Unchanged

Maximum Effective Range: 4000ft (1220m)

Payload: 100 shots, plus 100 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 900 shots can be added (giving the weapon a total payload of 1000 shots).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Heavy (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 23 P.P.E. for mages, 46 I.S.P. for psychics, or 20 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 40,000 credits per each crystal in the weapon.

TK Rail Gun

Any type of rail gun can be converted into this incredibly powerful Techno-Wizardry weapon. Once converted, the weapon amplifies and directs telekinetic energy to fire bullet-hard bolts of force. The basic principle is not unlike mundane rail guns except instead of firing metal at high speeds, the TK rail gun fires high speed bolts of force. **Note:** The TK bolts leave no telltale casings, bullets, or barrel flash. Bolts that hit a target puncture or tear through it, but there is no physical round. Once it hits, the force bolt is gone.

Creation Costs:

P.P.E. Cost: 550 + 10 P.P.E. for each damage crystal required, +50 P.P.E. for each additional payload of 5 bursts.

Spells Needed: Call Lightning, Telekinesis, Invulnerability, and Teleport: Lesser.

Physical Requirements: two rose quartz crystals worth at least 1500 credit for each damage crystal required (see chart below), plus one diamond worth at least 5000 credits for each additional payload of 5 bursts added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 3, 6, 9, and 12. Likewise, as the Techno-Wizard rises in experience, they are able to build more powerful versions of the weapon (see chart below).

Time: 3D4 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the energy clip has been removed.

Mega-Damage: Varies; the amount of damage inflicted by the weapon depends on the level of experience of the Techno-Wizard when the weapon was built:

Experience Level of Techno-Wizard When Weapon was Created	Amount of Damage Inflicted by a Single Shot	Amount of Damage Inflicted in a Burst	Number of Damage Crystals Required
1, 2, 3	1 or 2	5D6	10
4, 5, 6	1D4	1D4 x 10 + 5	15
7, 8, 9	1D6	1D6 x 10 + 10	24
10, 11, 12	2D4	2D4 x 10 + 15	32
13 and higher	2D6	2D6 x 10 + 20	47

Rate of Fire: single shot or burst (each burst fires 25 rounds)

Maximum Effective Range: Unchanged

Payload: 5 bursts (125 rounds), plus 5 additional bursts for each extra 5000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 20 bursts can be added (giving the weapon a total payload of 25 bursts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Heavy Energy (*RIFTS Main Book*, pg. 33)

Bonus to Strike: Unchanged

To Recharge: 30 P.P.E. for mages, 60 I.S.P. for psychics, or 25 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 75,000 credits per each crystal in the weapon.

TW Electric Field Gun

This Techno-Wizard weapon can be made from virtually any kind of flare gun, however, because its creation requires the collaborative efforts of an experienced Air Warlock as well as a Techno-Wizard, it is fairly rare. When fired, three basketball-sized spheres of ball lightning fly out of the weapon's barrel and surround their target in a triangular formation. Once the balls of lightning are in position, a crackling electric field covering a 20ft (6.1m) area forms between them, and everything within this area takes damage every melee from the sparking lightning for as long as the field lasts.

Creation Costs:

P.P.E. Cost: 10 + 4 P.P.E. for each 60ft (18.3m) of the gun's range, + 6 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 3 shots.

Spells Needed: Energy Bolt and the fourth level Air Elemental spell, Ball Lightning

Physical Requirements: one amethyst worth at least 200 credits for each die of damage the weapon does, plus one smoky quartz worth at least 100 credits for every 60ft (18.3m) of the gun's range, plus one diamond worth at least 1000 credits for each additional payload of 3 shots added to the weapon.

Level Requirements: None, however creation of this weapon requires the assistance of an Air Warlock who knows the Ball Lightning spell. Unfortunately, working with a magic user who is not a Techno-Wizard is more difficult and reduces the odds for success: 20% + 6% per level of the Techno-Wizard. Additionally, for every level of experience of the Air Warlock, the Techno-Wizard may (with the appropriate physical requirements) extend the electric field gun's range by 60ft (18.3m). As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 3, 6, and 9.

Time: 2D4 hours per each crystal in the weapon

Usage of the Electric Field Gun:

Weight: Unchanged, only the weight of the ammo has been removed.

Mega-Damage: 3D6 + 1D6 M.D. per every three levels of the Warlock, however, increasing the damage requires additional P.P.E. and amethyst crystals from the Techno-Wizard at the time the weapon is created. The damage is inflicted once every melee to everything inside or touching the field.

Rate of Fire: Single shots only!

Range: 60ft (18.3m) per level of the Warlock, however, increasing the range requires additional P.P.E. and smoky quartz crystals from the Techno-Wizard at the time the weapon is created.

Payload: 3 shots, plus 3 additional blasts for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 9 shots can be added (giving the weapon a total payload of 12 blasts).

Field Duration: Five minutes

Mega-Damage Capacity: Unchanged; the balls of lightning have 20 M.D.C. each, and all three must be destroyed to collapse the lightning field.

Weapon Proficiency: WP Revolver (*RIFTS Main Book*, pg. 32)

Bonus to Strike: None

To Recharge: 17 P.P.E. for mages, 34 I.S.P. for psychics, 16 P.P.E. for Warlocks, or 15 P.P.E. for Techno-Wizards will fully energize the gun, regardless of its range, payload, or damage.

Cost: Roughly 14,000 credits per each crystal in the weapon.

TW Entity Launcher

"Who ya gonna call?"

In the desperate search for new weapon types to be used against the CS, Tolkeen's weaponsmiths have gone slightly off the deep end. One of the stranger designs invented is the Entity Launcher, a Techno-Wizard device that summons an entity of choice and places it in a holding point within the weapon. When the shooter fires the weapon, the entity is drawn down the barrel of the weapon and fired at an opponent. This

can result in a variety of effects depending on the entity chosen. Syphon entities can be launched, resulting in some object on the target's person being taken over and their ISP/PPE drained, tectonic entities can bring demolished enemy robots and armor back to "life," Poltergeists can turn weapons against their users, and Ghosts can just be used to scare the crap out of people when they take the form of whoever they just passed through ("They've torn out his soul! Kill the body before it turns against us!"), but the most popular choice is Possessing Entities. A weapon that puts your enemies under your complete control has enormous tactical potential.

The primary advantage to using this weapon, besides the typical effects, is that it uses an ammunition type that can pass through any substance made. Like Phase Weapons, no form of armor can stop an entity on a mission. The ethereal Astral creatures are not stopped by anything and can only be harmed by a limited set of weapons and strategies, most of which the CS doesn't have.

The main disadvantages start with its prohibitive PPE cost. Requiring a Summon and Control Entity spell, few mages have the energy to do so more than once. The ammo also travels at an abysmally slow rate, equal to a Spd Attribute of around 30. A long range version is in the works, employing a Banishment spell to immediately fire the entity 600 feet away, but the range is limited to that distance before the entity goes back to its Spd of 30. It is essentially a close range weapon for use only when the enemy charges the trenches.

Creation Costs:

P.P.E. Cost: 300 P.P.E.

Spells Needed: Summon and Control Entity (250 P.P.E.)

Physical Requirements: The shell of a large weapon, no smaller than a large submachine gun (Tommy Guns are popular choices); a circular space on the weapon (can be drum magazines or an attached circular plate); one Zircon crystal and one emerald that are no less than 5 carats in size.

Level Requirements: None. If the Techno-Wizard does not know the Summon and Control Entity spell, then the creation of this weapon requires the assistance of a mage who knows this level twelve ritual.

Unfortunately, working with a magic user who is not a Techno-Wizard is more difficult and reduces the odds for success: 20% + 6% per level of the Techno-Wizard.

Time: 1D6x10 hours

Usage of the TW Entity Launcher:

Weight: Unchanged, only the weight of the ammo has been removed.

Rate of Fire: Single shots only!

Range: line of sight

Duration of Charge: 24 hours per level of the maker

Payload: 3 shots

Bonus to Strike: None

To Recharge: 250 P.P.E. for mages or 300 I.S.P. for psychics

Cost: 200,000 credits.

TW Fire Ball Blunderbuss

Any type of shotgun can be converted into this short range, but very powerful Techno-Wizardry weapon. Because the TW Fire Ball Blunderbuss requires the combined efforts of an experienced Fire Warlock as well as a Techno-Wizard, it is a fairly rare weapon. When fired, the Fire Ball Blunderbuss shoots a small swarm of fire balls that do 1D6 M.D. each. The number of fire balls in the swarm can be as high as the level of the Fire Warlock when the weapon is created, so a Fire Ball Blunderbuss created by a level 15 Warlock could do as much as 15D6 M.D.!

Creation Costs:

P.P.E. Cost: 15 + 3 P.P.E. for each additional 20ft (6m) of the gun's range, + 6 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 5 shots.

Spells Needed: Fire Bolt and the third level Fire Elemental spell, Fire Ball

Physical Requirements: one crimson garnet worth at least 200 credits for each die of damage the weapon does, plus one smoky quartz worth at least 100 credits for every additional 20ft (6m) of the gun's range, plus one diamond worth at least 1000 credits for each additional payload of 5 shots added to the weapon.

Level Requirements: None, however creation of this weapon requires the assistance of a Fire Warlock who knows the Fire Ball spell. Unfortunately, working with a magic user who is not a Techno-Wizard is more difficult and reduces the odds for success: 20% + 6% per level of the Techno-Wizard. Additionally, for every level of experience of the Fire Warlock, the Techno-Wizard may (with the appropriate physical requirements) increase the weapon's range and damage. Also, as the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 2, 4, 7, and 10.

Time: 1D6 hours per each crystal in the weapon

Usage of the Fire Ball Blunderbuss:

Weight: Unchanged, only the weight of the ammo has been removed.

Mega-Damage: One tiny fire ball per level of the Warlock, however, each fire ball beyond one requires additional P.P.E. and garnet crystals from the Techno-Wizard at the time the weapon is created. Each fire ball inflicts 1D6 M.D.

Rate of Fire: Single shots only!

Range: 90ft (27.4m) + 20ft (6m) per level of the Warlock, however, increasing the range requires additional P.P.E. and smoky quartz crystals from the Techno-Wizard at the time the weapon is created.

Payload: 5 shots, plus 5 additional blasts for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 20 shots can be added (giving the weapon a total payload of 25 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: WP Bolt Action Rifle (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 15 P.P.E. for mages, 30 I.S.P. for psychics, 14 P.P.E. for Warlocks, or 13 P.P.E. for Techno-Wizards will fully energize the gun, regardless of its range or damage.

Cost: Roughly 12,000 credits per each crystal in the weapon.

TW Particle-Beam Weapons

While expensive to convert, a Techno-Wizard can turn any type of particle-beam pistol or rifle into Techno-Wizardry. During this process, the Techno-Wizard replaces the weapon's energy system, completely converting it to magic energy. Once finish, normal energy clips designed for the weapon will no longer function.

Creation Costs:

P.P.E. Cost: 12 + 6 P.P.E. for each die of damage the weapon does, +10 P.P.E. for each additional payload of 3 shots.

Spells Needed: Sub-Particle Acceleration (see *Federation of Magic*, pg. 143)

Physical Requirements: one diamond worth at least 1000 credits for each die of damage the weapon does, plus one diamond worth at least 1000 credits for each additional payload of 3 shots added to the weapon.

Level Requirements: None; a Techno-Wizard of any level can create this type of weapon. As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 3, 5, 7, 9, and 12.

Time: 2D6 hours per each crystal in the weapon

Usage of Converted Weapon:

Weight: Unchanged, only the weight of the energy clip has been removed.

Mega-Damage: Unchanged

Rate of Fire: Unchanged

Maximum Effective Range: Unchanged

Payload: 3 blasts, plus 3 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 15 shots can be added (giving the weapon a total payload of 20 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Heavy Energy (*RIFTS Main Book*, pg. 33)

Bonus to Strike: Unchanged

To Recharge: 20 P.P.E. for mages, 40 I.S.P. for psychics, or 17 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 40,000 credits per each crystal in the weapon.

TW Wind Bazooka

Any type of conventional bazooka can be converted into this short range, but very powerful Techno-Wizardry weapon. Because the TW Wind Bazooka requires the collaborative efforts of a highly experienced Air Warlock as well as a Techno-Wizard, it is the rarest Techno-Wizardry weapon of all. This incredibly destructive Techno-Wizard weapon fires a titanic, but highly concentrated blast of wind with hurricane like force.

Creation Costs:

P.P.E. Cost: 50 + 6 P.P.E. for each 400ft (122m) of range added, +8 P.P.E. for each damage crystal required, +10 P.P.E. for each additional payload of 2 shots.

Spells Needed: Call Lightning and the eighth level Air Elemental spell, Wind Blast

Physical Requirements: one blue zirconia crystal worth at least 1500 credits for each damage crystal required (see chart below), plus one smoky quartz crystal worth at least 250 credits for each additional 400ft (122m) of range added to the bazooka, plus one diamond worth at least 1000 credits for each additional payload of 2 shots added to the weapon.

Level Requirements: None, however creation of this weapon requires the assistance of an Air Warlock who knows the Wind Blast spell. Unfortunately, working with a magic user who is not a Techno-Wizard is more difficult and reduces the odds for success: 20% + 6% per level of the Techno-Wizard. Additionally, for every level of experience of the Air Warlock, the Techno-Wizard may (with the appropriate physical requirements and additional P.P.E.) extend the wind bazooka's range by 400ft (122m). As the Techno-Wizard advances in experience, they may build the weapon with an additional payload-increasing diamond at levels 3, 5, 7, 10 and 13. Likewise, as the Techno-Wizard rises in experience, they are able to build more powerful versions of the weapon (see chart below).

Time: 3D4 hours per each crystal in the weapon

Usage of Wind Bazooka:

Weight: Unchanged, only the weight of the ammo has been removed.

Mega-Damage: Varies; the amount of damage inflicted by the weapon depends on the level of experience of the Techno-Wizard when the weapon was built:

Experience Level of Techno-Wizard When Weapon was Created	Amount of Damage Inflicted	Number of Damage Crystals Required
1	1D4 x 10	14
2, 3	1D4 x 10 + 10	18
4, 5	1D4 x 10 + 20	24
6, 7	2D4 x 10	28
8, 9, 10	2D4 x 10 + 10	32
11, 12, 13	2D4 x 10 + 20	40
14 or higher	2D4 x 10 + 30	52

Rate of Fire: Single shots only!

Maximum Effective Range: 1000ft (305m), plus 400ft (122m) per level of the Warlock, however, increasing the range requires additional P.P.E. and smoky quartz crystals from the Techno-Wizard at the time the weapon is created.

Payload: 2 blasts, plus 2 additional shots for each extra 1000 credit diamond added. If the Techno-Wizard is of sufficiently high level when the weapon is built, a maximum of 10 shots can be added (giving the weapon a total payload of 12 blasts).

Mega-Damage Capacity: Unchanged

Weapon Proficiency: Unchanged; WP Heavy (*RIFTS Main Book*, pg. 32)

Bonus to Strike: Unchanged

To Recharge: 25 P.P.E. for mages, 50 I.S.P. for psychics, 23 P.P.E. for Warlocks, or 22 P.P.E. for Techno-Wizards will completely recharge the weapon, regardless of its payload size or the amount of damage it inflicts.

Cost: Original cost of weapon, plus 55,000 credits per each crystal in the weapon.