

Rifts

Arcane

A Rift is a two-way transport gateway. The two locations connected by a Rift are known as 'faces'. A Rift is a two-dimensional construction, and can only be seen on one side (the two sides are the 'face' and the 'backplane'). Both 'faces' of the Rift are easily visible, appearing as a shimmering, mirror-like area (both backplanes are invisible). A Rift can be entered from either face.

Unlike other spells, a Rift can't simply be cancelled by the caster after it forms. Closing a Rift before the spell expires requires either the Close Rift or Collapse Rift spells, or Dispel Essence (the Rift resists at the level of the caster who created it, and gains a +50 modification to Dispel Essence).

Each face of a Rift forms from a central point, expanding outward to its size limitations or until it encounters a solid object. When an object is encountered, the Rift stops forming in that direction. Thus, a Rift could be formed within a doorframe, and its boundaries would be the doorframe itself.

Normally, a Rift face forms a vertical plane, although the caster can specify the orientation of both faces of the Rift when it forms. Neither face can be moved or shifted once the Rift is open. Creatures who contact a Rift at the edge (or by passing through the backplane) will feel a 'tingling' sensation accompanied by intense cold, but suffer no damage (nor do they pass into the Rift). Only creatures and objects that can fit inside the boundaries of the Rift can pass through it.

The caster must be familiar with the locations of both faces of the Rift when it is formed, or the location of the distant face is subject to the same degree of error as the Teleport spell (Closed Essence List: Lofty Bridge).

The only way to see what lies past the opposite face of a Rift is to enter it (or at least place your head or sensory organs through it). Normally, spells cannot be cast through a Rift. The only spell that can operate through a Rift is Riffsight (although spells on items and creatures who pass through a Rift are not dispelled).

Under certain conditions, a Rift may 'tear' if an exceptionally large creature or powerful force (e.g., a large dragon, avalanche, tidal wave, etc.) attempts to forcibly enter a Rift that is too small to allow passage. A Rift that has torn may continue to tear and expand randomly (not a good thing). If a Rift expands to 10X its original size, it may also tear into other (randomly determined) dimensions as well. The Collapse Rift spell is required to mend the tear and close the Rift. Normally, tearing a Rift requires an Insane (-100) strength-based maneuver. Also, a Rift can tear if the Expand Rift spell is misused (see spell description).

If a Rift closes while a creature is passing through it, the victim must roll on the Rift Closure Effects Table.

	Area of Effect	Duration	Range
1—Detect Rift	Self	1 rd/lvl (C)	Self
2—			
3—			
4—Rift I	10 ² /lvl	1 rd/lvl	Touch
5—Locate Rift	Self	1 rd/lvl (C)	Self
6—			
7—Rift II	10 ² /lvl	1 rd/lvl	Touch
8—			
9—			
10—Rift III	10 ² /lvl	1 rd/lvl	Touch
11—Close Rift	1 Rift	V	Touch
12—			
13—Cloak Rift	1 Rift	V	Touch
14—Expand Rift	1 Rift	V	Touch
15—Rift IV	10 ² /lvl	1 rd/lvl	Touch
16—			
17—Lock Rift	1 Rift	P	Touch
18—Riffsight	Self	1 rd/lvl (C)	Touch
19—Rift Guardian	1 Rift	P	Touch
20—Rift V	10 ² /lvl	1 rd/lvl	Touch
25—Rift VI	10 ² /lvl	1 rd/lvl	Touch
30—Dimensional Rift	10 ² /lvl	1 rd/lvl	Touch
40—Collapse Rift	1 Rift	—	Touch
50—Seal Rift	1 Rift	P	Touch

1—Detect Rift (I) Detects any Rifts within 100'/lvl of the caster. Caster does not learn the location of any Rifts detected.

4—Rift I (F) Caster creates a Rift between two locations. The two faces of the Rift can be separated by up to 100'/lvl.

5—Locate Rift (I) Caster can determine the location of any Rift detected by use of the *Detect Rift* spell.

7—Rift II (F) As *Rift I*, except the two faces of the Rift can be separated by up to 1000'/lvl.

10—Rift III (F) As *Rift I*, except the two faces of the Rift can be separated by up to 1 mile/lvl.

11—Close Rift (F) Causes a Rift to close. The Rift gains a RR at the level of the caster who created it (even if the caster is attempting to close a Rift he created). Permanent Rifts (made with the *Lock Rift* spell) close for 1 rd/level of the caster of the *Close Rift* spell.

13—Cloak Rift (F) Caster can cloak a Rift from normal vision. Both the face and backplane of the Rift are invisible, but passage through the face of the Rift is unimpeded. Each face of the Rift must be *Cloaked* separately, and must be *Cloaked* from that location (the spell cannot be cast through the Rift). The *Cloak* can be canceled at any time by the caster, and can be dispelled normally with *Dispel Essence*, but

otherwise remains in effect until the Rift closes. **Note:** *Even if the Cloak is dispelled, the Rift itself may not be affected.*

14—Expand Rift (F) Caster can increase the size of a Rift by up to $10^2/\text{lvl}$. If the *Expand Rift* spell fails, the Rift may tear (50% chance). If a *Dimensional Rift* is expanded, there is a chance (50% – 1%/caster’s level) that the Rift will tear. The expansion lasts until the Rift closes.

15—Rift III (F) As *Rift I*, except the two faces of the Rift can be separated by up to 10 miles/lvl.

17—Lock Rift (F) Caster makes a Rift permanent (subject to the *Close Rift* and *Collapse Rift* spells).

18—Riftsight (F) Caster can see and hear from the other face of a Rift as if he were there. The sensory input is fixed on the other side of the Rift. The *Riftsight* spell causes the opposite face of the Rift (where the caster’s sensory input is located) to glow a shimmering, golden color (even if the Rift is cloaked on that face).

19—Rift Guardian (F) Binds a semi-intelligent guardian spirit of the caster’s level into the Rift. The Rift will be impassable to all except the caster unless a will contest (**RMCI**) is successfully initiated and carried out against the *Guardian* (Guardian’s Will = 5x caster’s lvl). If the *Guardian* loses the will contest, it is released from the Rift. The spirit is incapable of harming anyone, and only serves to prevent passage through the Rift. The *Guardian* can only impede passage through the Rift in one direction (specified by the caster when this spell is cast). The *Guardian* remains in the Rift until it closes.

20—Rift V (F) As *Rift I*, except the two faces of the Rift can be separated by up to 100 miles/lvl.

25—Rift VI (F) As *Rift I*, except the two faces of the Rift can be separated by up to 1000 miles/lvl.

30—Dimensional Rift (F) As *Rift I*, except the two faces of the Rift can be on different planes of existence (caster must still be sufficiently familiar with both locations to utilize this spell).

40—Collapse Rift (F) As *Close Rift*, except any Rift can be closed permanently with this spell. Non-permanent Rifts do not receive a RR; *Locked* Rifts gain a RR but are permanently closed if they fail.

50—Seal Rift (F) Caster can *Seal* a Rift so that only individuals he specifies can pass through it (no limit to the number of objects, however). Up to one person per five levels of the caster can be specified (must be done at the time of casting). A *Sealed* Rift cannot have a *Guardian*, cannot be *Closed* or *Dispelled*, and gains a +50 RR bonus to *Collapse Rift* spells.

Rift Closure Effects Table

01–20	Traveler is thrust from Rift through the face he was entering.
21– 30	Traveler is thrust from Rift through a randomly determined face. Takes 'A' Slash critical.
31– 40	Traveler is thrust from Rift through a randomly determined face (face first). Takes 'A' Slash critical.
41– 50	Traveler almost makes it clear of Rift before it closes. Random departure from Rift. Takes 'B' Slash critical.
51-65	Unwary traveler is caught in closing of Rift. Takes 'B' Slash critical, and any indicated body part is severed. Bulk of traveler is cast out of gate through a randomly determined face.
66	Unfortunate victim is trapped in Rift's closing. Takes 1-5 'E' Essence criticals and 1-5 'E' Slash criticals.
67– 70	Victim takes 'C' Slash critical before being dumped unceremoniously out of Rift through a random face. Any indicated body parts are severed.
71– 84	Slow fool is caught in Rift. Takes 'D' Slash and 'C' Stress criticals before being thrust out of Rift through a random face. Any indicated body parts are severed.
85– 91	Unexpected closure of Rift delivers 'E' Slash and 'D' Stress criticals. Random departure from Rift. Any indicated body parts are severed.
92– 96	Oops! A little slow. 'E' Slash, 'E' Stress, and 'D' Essence criticals. Random departure from Rift. Any indicated body parts are severed.
97– 99	Sorry. 1-3 'E' Slash, 1-3 'E' Essence, and 1-3 'E' Stress criticals. Pieces of traveler depart Rift randomly. Any indicated body parts are severed.
100	Gate closes instantly...neatly bisecting the traveler vertically. Yuck.