

Rifts TM **Africa**
Supplement



Advanced Rifts Book I: The Africa Supplement

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Contents

Foreword	3
Spells	4
Magic Items	20
Africa and the supernatural	25
Eternal Madman OCC	34

Foreword

The material which follows was written by someone else who posted this material publicly around 2004, after it was rejected by Palladium. Unfortunately I wasn't able to determine who wrote it.

1. Spells of Africa

Level 1

Cloud of Mist

Type: Conventional; also available as an air/water warlock spell.

Level: 1

Range: 90 feet (27.4 m)

Duration: 4 melee rounds per level of experience

P.P.E.: 2

Saving Throw: none

This magic enables the Spell Caster to create a cloud of dense white, humid, mist (30x30x30 maximum area).

Victims caught in the cloud will be unable to see anything beyond it and their vision is impaired; they can see no more than three feet (0.9 m) in front of them (and those images are only blurry shapes unless within one foot/0.3 m).

While in the cloud, victims will be -5 to strike and -9 to parry and dodge. This spell is not commonly used in combat, but instead is used to protect and prevent against dehydration. Besides making a desert trip more bearable, with the right tools about half a gallon can be retrieved from the mist cloud.

Create Pit

Type: Conventional, also available as a Earth Warlock spell

Level: 1

Range: 30 feet /9.1 m

Duration: Permanent

P.P.E.: 5

Saving Throw: Dodge

Through the use of this spell, a 20 foot by 20 foot pit is created in the ground. If cast directly under a subject there is a dodge roll to not fall down the pit. This is based on an attack roll of 14. Note that the pits created by this spell are fairly easy to get out of, merely taking 3 melee actions (one to get up and two to climb out).

See through Smoke

Type: Conventional

Level: 1

Range: Normal Eyesight: either Self or one other by touch.

Duration: 1 minute (4 melees) per level of experience

P.P.E.: 5

Saving Throw: None

The recipient of this spell can see through smoke, fog and other visible gases as if it was normal air. It should be noted that while the recipient can see through the gases, it does not make him (or her) immune to the gases in any way.

Sense Heartbeat

Type: Conventional

Level: 1

Range: 120 foot (36.6 m)

Duration: Two minutes (8 melee rounds) per level of experience

P.P.E.: 8

Saving Throw: None.

This magic ability enables the character to sense or feel the presence of creatures about the size of a rodent or larger, provided that it is warm blooded, by hearing their heartbeats. It will indicate approximately how many warm blooded creatures are within the 120 foot (36.6 m) radius; one, a few (2-6), several (7-14) or many (15 or more). It can also pinpoint the general location of the source(s) to a particular room(s) or an approximate distance (very close, near, far, etc.)

Sense Witchcraft

Type: Conventional

Level: 1

Range: 120 foot (36 m) area

Duration: 2 minutes (8 melees) per level of experience

P.P.E.: 4

Saving Throw: N/A.

This spell allows the character to sense or feel the presence of witchcraft. Besides detecting a witch, this ability can indicate whether a person has been life fed, whether an object has been charged with "evil", whether a witch spells (including spoiling magic) has been cast or a Witch's familiar is nearby. This spell does not only include African Witches, but also Pact Witches and Night Witches (See Mystic Russia for more details on this last O.C.C.) Note: This spell does not include evil or even magic, only witchcraft and its effects.

Level 2

Body of Scales

Type: Conventional

Level: 2

Range: Self or other by touch

Duration: 4 melees per level of the spell caster

P.P.E.: 10

Saving Throw: None

This spell covers the covers the recipient with a body of hardened scales. This mystic armor has a M.D.C. Of 5 per level of experience. Unfortunately Because of the nature of the spell, the casters P.B. Temporarily goes down by 5 points (although, not enough for a horror factor).

Level 4

Fist of Fangs

Type: Conventional

Level: 4

Range: Self or one person by touch

Duration: one melee round per level of experience

P.P.E.: 10 self or 50 to cast upon another

Saving Throw: none.

This spell causes the spell caster's dominant hand to have a fanged maw rip out of the palm (although harmless to the recipient). The character immediately

develops a horror factor of 11 from this gruesome sight. Any slap done by the caster (counts as one melee action) will cause the fanged maw to bite at the target. The bite itself does 1D6 M.D. (1D6+3 in S.D.C. worlds) per strike. Furthermore, if the maw has a chance to keep chewing away at a target, it will do 5D6 M.D.C. (S.D.C. in S.D.C. Worlds) per melee round. Note that hand can also parry mega damage hand to hand attacks with no damage occurring to the appendage.

Fungi Cloud

Type: Conventional

Level: 4

Range: 90 feet (27.4 m)

Duration: 4 melee rounds per level of experience

P.P.E.: 15

Saving Throw: none

This magic enables the spell caster to create a cloud of spores (30x30x30 foot (9.1 m cubed maximum area). Victims caught in the cloud will be unable to see anything beyond it and their vision is impaired; they can see no more than three feet (0.9 m) in front of them (and those images are only blurry shapes unless within one foot/0/3 m. While in the cloud, victims will be -5 to strike and -9 to parry and dodge. Furthermore all those within the area who are not wearing environmental armor or otherwise immune to gases makes make a saving throw verses non-lethal poison. Those who do retain the composure, but will suffer a -8 to strike, parry and dodge, -2 to initiative and lose one melee attack that round. Those that fail immediately suffer an attack of coughing and wheezing, unable to attack for as long as they are in the cloud and for 1D4 melees afterwards. Note that the spell

Impervious to poisons/toxins makes one immune to the Fungi Cloud.

Mighty Roar

Type: Conventional

Level: 4

Range: 10 foot (3.0 m) by 30 foot (9.1 m) cone of energy for immediate affects. 50 foot (15.2 m) radius for secondary affects.

Duration: Instantaneous

P.P.E.: 20

Saving Throw: Save vs Magic for the primary affect, otherwise none.

At the completion of this spell, the spell caster bellows out a roar of such intensity that it inflicts pain on those who hear it. All within a 50 foot radius are startled and distracted. This provides the spell caster with a +5 to initiative, +1 to strike, parry and dodge. Furthermore, the Mighty Roar creates a horror factor of 10 +1 for every 3 levels of the caster. However, those within the actual cone of affect are attack by a concentrated cone of sound. Those within the field without any type of head/ear protection will be temporarily deafened for 2D4 minutes and are -8 to initiative and -3 to parry and dodge. Characters who are in protective body or power armour will have some protection, but are still temporarily deafened for 1D4 minutes; same penalties apply. If another roar is performed, the same affects apply. Furthermore, the concentrated blast of sonic energy that does 1D4 M.D.C./S.D.C./H.P. and on targets that are less then 500 lbs (225 kg) has a 01-50% chance of knocked off their feet. Additionally creatures that weigh 500-1,000 lbs have a 01-20% chance of getting knocked off their feet. This knockback effect will not affect creatures or objects that weight more

then 1,000 lbs (450 kg). Note that the use of this spell, like the African roar of which this spell is based on, can be heard up to 2 miles (3.2 km) away. The caster is also immune to his own roar. This spell also takes up a single action.

Snake Snare

Type: Conventional

Level: 4

Range: 90 feet/27.4 m

Duration: 2 melees per level of experience

P.P.E.: 7

Saving Throw: Dodge, but victim must know the attack is coming and must roll an 1 or higher (bonuses to dodge are applicable)

To begin this spell, the caster throws a piece of snakeskin at the target. The snakeskin elongates and wraps around either the piece of snake skin wraps around the target and restrains either the arms or legs of the opponent. If the target was to wrap around the arms and torso, the victim limb's are lashed to his sides. Speed and balance are reduced by half, all combat bonuses (if any) are reduced to +1, and attacks per melee round are down to only two. Climbing and using one's arms are impossible, as is performing any skills that require the use of one's hands. If the target is to wrap around the legs, the snakeskin binds the joint and connects the legs; -50% to speed, reduce initiative by half, the climb and swim skills by half, and leaping, gymnastics and acrobatics are impossible. The Snake snare itself has a M.D.C. of 15. However, to hit the sucker, a called shot needs to be made a -3. Anything less, will strike the victim instead. The victim can also attempt to pry himself free using brute strength. To pry the snake snare loose, the person(s) must have a strength greater then the

spell (considered to have a supernatural P.S or 30) and roll a natural 18-20. Even still, each attempt will take three melee actions.

Spider Eyes

Type: Conventional

Level: 4

Range: Self or one other by touch

Duration: 5 minutes per level of experience

P.P.E.: 15

Saving Throw: None

With this enchantment, the spell casters eyes are magically transformed into the multifaceted eyes found on insect or arachnids. Furthermore, secondary eyes appear along the forehead of the caster. This unusual ability gives the character the following abilities:

• 340 degree of vision. The placement and nature of their eyes provides a much wider field of peripheral vision including the ability to see things that we would consider behind them.

• Polarized sight: The recipient is not adversely affected by bright lights or glare, including the Blinding Flash spell.

• Infrared and Ultraviolet Vision: Can see into these spectrums of light and operate quite well at night. 1,000 foot (304.8 m) range

• Hardened eyes: Typically 15 M.D.C. For the casters normal eyes and 5 M.D.C.

For the temporary new eyes.

• Optics bonuses: +2 to initiative, +1 to strike, +1 to dodge

• Poor clarity of vision, making close work and literacy impossible. However, this lack of clarity protects the recipient from hypnotic suggestion and any mind control that involves eye contact.

• The recipient becomes unnerving to look it. The caster gets a horror factor of

10 (or a +2 to any existing horror factor; whatever is higher) and the P.B. of the recipient is halved for the duration for the spell.

Thunderstrike

Type: Conventional, primarily used by rainmakers

Level: 4

Range: Self

Duration: one melee round per level of experience

P.P.E.: 20

Saving Throw: None

This spell causes the spell caster's dominant hand to crackle with yellow electricity. The character can do 3D6 M.D. due to the mega damage electricity. The fist is encased in magical energy and releases a shower of electricity upon impact. It cannot be used to empower weapons: Only to provide the caster with a mega damage hand to hand attack.

Level 5

Arm of the Constrictor

Type: Conventional

Level: 5

Range: Self with a reach of 16 feet (4.9 m)

Duration: 1 minute per level of experience

P.P.E.: 35

Saving Throw: None

This spells turns the arm of the caster into a rather large python composed of magical energy. This python arm is totally under the control of the wielder and can be used for a variety of things. When used for combat, the arm gives a +1 to strike and can be used to bludgeon an opponent, doing 3D6 M.D. per strike. Alternatively, the Constrictor arm can be used to wrap around an opponent. Bound

characters (only one is possible) cannot run or attack and suffer 2D6 M.D.C. (or S.D.C., depending on the wishes of the caster) per melee action of the caster. Each constriction still counts as one melee attack for the wizard. To pry the constrictor loose, the person(s) must have a strength greater than the spell (considered to have a supernatural P.S or 30) and roll a natural 18-20. Even still, each attempt will take three melee actions. In non-combat situations, the constrictor arm can be used as a tentacle, adding +25% to the climbing skill or a base of 40%, whatever is higher.

Circle of Hail

Type: Only available to the Rainmaker
Level: 5
Range: 60 foot (24.4 radius) per level of the rainmaker
Duration: 15 melees per level of the rainmaker
P.P.E.: 45
Saving Throw: Not applicable.
Through this ritual, the rainmaker can create a heavy downpour of snow and ice. Anybody in the circle of rain will suffer 5D6 S.D.C., movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet/9 m). This magic can be done indoors and outdoors. The Rainmaker uses this spell on crops to extract revenge for not being treated well.

Circle of Rain.

Type: Only available to the Rainmaker
Level: 5
Range: 60 foot (24.4 radius) per level of the rainmaker
Duration: 15 melees per level of the rainmaker
P.P.E.: 40
Saving Throw: None

Through this ritual, the rainmaker can create a heavy downpour accompanied by thunder, lightning and clouds. Any in the circle of rain will become soaking wet, chilled, movement slowed by one-third, and the sense of hearing and vision will be impaired (both normal and nightvision reduced to 30 feet/9 m). This magic can be done indoors and outdoors. This spell can be combined with the Rainmaker's special ability to call lightning, but the Rainmaker can only pull down lightning bolts that do half normal damage (AKA 10 M.D.C. per level).

Shock Shield

Type: Conventional; a common spell for rainmakers; also available to air warlocks.
Level: 5
Range: One weapon or shield; by touch
Duration: Two minutes per level of the caster
P.P.E.: 12
Saving Throw: None.
This spell creates an electrical field around a shield that acts as a natural barrier and enhances both its offensive and defensive capabilities. Any attackers are -2 to strike and parry due to its intimidating nature. Furthermore, unless the hand-held weapon is large and the attack does not lean into the electrical field, the attack will take 1D4 M.D. From the field. In addition, the user of the shield is immune to electricity, while energy attacks do half damage. Note that this spell does make the shield a M.D.C. shield.

Venom Blast

Type: Conventional
Level: 5
Range: 100 feet (30.5 m) +5 feet (1.5 m) per level of experience

Duration: Instant

P.P.E.: 15

Saving Throw: Dodge; but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable). Plus a saving throw versus non-lethal poison if it connects. This spell creates a green bolt of energy that is sent shimmering towards the chosen target. The caster must make a normal roll to strike, but the spell gets a +4 to hit. When it hits, the victim is injected with a magical poison. The target must then make a saving throw versus Lethal poison. A successful save means that the character only takes 3D6 S.D.C./H.P. (1D6 M.D. If a mega damage creature) If the saving throw is failed, the victim suffers an additional 1D6 damage, plus suffers -2 to initiative, strike, parry and dodge for 1D4 rounds. Multiple blasts are cumulative. Since this blast magically injects its lethal cargo, environmental body armor does not protect against this blast. However, those in power armor, giant robots, and other vehicles are.

Level 6

Arm of the Viper

Level: 6

Range: Self with a reach of 12 feet (3.7 m)

Duration: One melee round per level of experience

P.P.E.: 35

Saving Throw: None

This spell turns the arm of the caster into a poisonous viper composed of magical energy. When an opponent is struck by the magical viper (counts as one melee action), he suffers 1 M.D. (S.D.C. For non-mega damage worlds) and is injected with a virulent poison. The poison itself does 3D6 M.D. Per melee

round (6D6 S.D.C. for non-mega damage worlds, but only against supernatural creatures) or 1D6x100 S.D.C./hit points to humans and other non-mega-damage creatures (no change for non-mega damage worlds; the poison is meant to be used against supernatural beings). The poison lasts in the system for 2D4 melee rounds inflicting damage each melee. A successful save vs poison means the character suffers a mere 30% of the damage. The arm itself adds +1 to attacks per melee, and an additional +2 to strike. It is considered to have 30 mega damage and can be targeted on a called shot (with an additional -2 to hit).

Bladewheel

Type: Conventional

Level: 6

Range: 100 feet (30.4 m)

Duration: One melee round per level of experience

P.P.E.: 15

Saving Throw: Parry (when applicable) or dodge.

In many ways a variation of spinning blade, this spell turns a small knife into a magical circular blade, not unlike a buzzsaw. That can be used for both defense and offence. When used in defense, the circular blade will move to parry all physical attacks from other blades, arrow, bullets and energy blasts. It is normally +4 to parry physical attacks, but only +1 to parry energy attacks. It can also attack within its field of influence. Used as a weapon, it strikes at +3 to hit and does 4D6 M.D.

Charge Weapon

Type: Conventional; a common spell for rainmakers; also available to air warlocks.

Level: 6 (4 for warlocks)

Range: Touch; close, hand to hand combat

Duration: One minute per level of experience

P.P.E.: 25

Saving Throw: Not applicable.

This spell empowers a weapon with electrical energy that surround the weapon.

While the weapon itself is not made into a mega-damage weapon, the electrical field that surrounds it adds 2D6 M.D. to the weapons usual capacity.

Creatures vulnerable to damage will suffer double normal damage from this field. However, creatures resistant or immune to either electricity or energy will have partial or total resistance.

At the end of this spell, the field dissipates.

Fireball (revised)

Type: Conventional (also available to Fire warlocks)

Level: 6 (3 for a fire warlock)

Range: 90 feet (27.4 m) plus an additional 10 feet (3.0 m) per level of experience.

Duration: Instant

P.P.E.: 15

Saving Throw: Dodge, but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable). The Skill W.P.: magical attacks bonus can be added to this strike (which means if you have +1 to hit with the skill, the dodge needed becomes 19 or higher)

The spell caster creates a large fireball, which hurls at its target at an awesome speed, inflicting 1D4 M.D. per each level of the spell caster. The fireball is magically directed and seldom misses. In the magical world of Rifts, the Fireball has a new feature. It has a blast

radius of 5 feet (1.5 m) per level of experience. Creatures caught in the blast radius suffer half damage. A fire warlock's fireball is slightly more powerful, doing 1D6 M.D. per level.

Misfortune

Type: Conventional

Level: 6

Range: Touch or 10 feet (3 m)

Duration: 6 hours per level of experience

P.P.E.: 20

Saving Throw: standard

This minor curse causes just a touch of bad luck to be inflicted upon the caster. Small things such as misplacing small objects of relative small consequence (40%), running into people at the wrong time, and anything else the G.M. Can think off. In short it gives the G.M. a chance to make his players life a living hell on a minor scale. This small dose of bad luck does have limitations. If injured by the misfortune, the damage generally cannot exceed 1D6 S.D.C./H.P. (mega damage if a mega damage creature). This spell is meant to harass, not kill.

Mucous Blast

Type: Conventional

Level: 6

Range: 60 feet (18.3 m)

Duration: Instantaneous

P.P.E.: 10

Saving Throw: Dodge; but the victim must know the attack is coming and must roll an 18 or higher (bonuses to dodge are applicable).

This spell duplicates the Blowworm's attack and generates a huge glob of thick, sticky mucus that is shot towards the target. The character must make a roll to dodge to avoid the glob. Those that fail are engulfed in the thick sticky substance. Those with less then 24 P.S.

cannot move, speak or breathe. Entrapment in its thick globe reduces most victim's speed to one-eighth and melee actions/attack to one! Characters with a P.S. of 24 or higher have their speed reduced to one-third and melee actions by half. It generally requires an intense effort of about 10 melee actions to pull oneself free of the glob. However characters are likely to suffocate and lose consciousness within four melee rounds (one minute) and from suffocation within 8 melee (two additional minutes). Of course characters who are protected by magic body armor, magic breathe without air or can hold their breath for a long period will not smother and are likely to escape. While trap in the glob, victims cannot fight or attack anything other than the glob. Those without a face cover will be blinded and choked by the mucus as well. Victims must concentrate on escaping the gooey substance or perish. If a victim should escape, he finds himself covered in a sticky, unpleasant smelling slime. To clean himself completely will take at least an hour and to thoroughly clean his armor and possessions will take another 1D4 hours.

Level 7

Arrow of Kongamato

Type: Conventional: Enchantment

Level: 7

Range: One Arrow

Duration: Indefinite

P.P.E.: 100

Through the use of this spell, the spell caster crafts and enchants a serpent arrow. This arrow appears as a normal arrow, it is almost always made of black ebony wood and has batwing as fletching. When the arrow strikes, it does 1D6 S.D.C./H.P. or M.D.C. (depending on the target), penetrates any

environmental body armour and drains 1D4 pints of blood from its target.

Causes the following affects:

- Losing one pint of blood causes no ill effect, damage or impairment. The body replaces the lost pint of blood in about three weeks.

- Losing two or three pints of bloods is the reasonable limit before the person experiences serious negative effects. It takes about six to eight weeks for the human body to replace the blood naturally. There's a 1-20% chance that a victim of a bite that drains him of two or three pints of blood will pass out for 4D6 minutes. This run down sensation lasts for about a week; with the following penalties. Penalties: -2 on initiative, -1 to strike and loses one melee attack for 1D6 days. Note: Receiving a transfusion of one point of blood or a healing touch/spell that restores 15 hit points will bring the person up to snuff (no penalties) in an hour.

- Losing Four pints of blood is getting into the danger zone. There is a 1-80% chance of passing out for 1D6 hours. The victim is extremely weak, can barely move, needs to drink fluids to avoid dehydration and sleeps 12 to 18 hours a day. Penalties: Speed is reduced to 10%, attacks/actions per melee are reduced to one, skills are -50%, no bonuses to strike, parry or dodge apply. Can move around for a period of minutes equal to the character's P.E. before collapsing exhausting or even passing out (01-60% chance of passing out for 1D4 hours). For example: A character with a P.E. 12 can exert himself (with the previously described penalties in place) for 12 minutes of activity before collapsing and must rest or sleep for at least an hour before he is able to exert himself for

another 12 minutes. The weakened condition and penalties last 2D4+3 days with rest or 1D4+1 weeks if the person refuses bed rest and continues to exert himself. Such a foolish person is subject to numerous collapses, fever and much sleep (at least 14+1D6 hours a day). Will have to be carried/transported by others to travel.

A Blood Transfusion adding a minimum of two pints of blood will reduce the recuperation period to 8D6 hours (back on their feet in a day or two and pretty much back to normal, no penalties.

Magical or Psionic healing can also restore the victim of blood loss. The equivalent of 30 hit points of healing will restore two pints of blood and the person will be up and around without penalty within 1D6 minutes, although the person will feel nauseous and tired for the rest of the day. The equivalent of 15 points will restore one pint of blood and the person will be able to function, but remains weak; speed and attacks are half, -20% on skills, -2 on initiative.

After the Arrow of Kongamato has successfully struck its target, it loses all enchantment. If it can be retrieved, it again can be reenchanted.

If multiple arrows are made, blood loss is cumulative (See Rifts Vampire Kings, page 46 for the full blood loss table).

One of the persistent rumours about this enchantment is that Kongamato, the mutated vampire intelligence is behind this spell and that is why it carries his name. If it is true, it could be possible that the blood drained by this arrow goes to feed that Vampire intelligence.

Returning Weapon

Type: Conventional

Level: 7

Range: One weapon by touch

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

P.P.E.: 25

Saving Throw: None

This spell enchants a thrown weapon so that it returns like a boomerang. It has its normal range, gains an additional +1 to strike, and will return (which will take one melee action). If it misses its target, it will take another swipe at the target on its way back. It will be at -2, but the parry and dodge the first time this trick is used will be halved, due to the surprise of the attack. After this, it will only be at -2 to parry and dodge. It is used primarily on throwing irons and sticks.

Serpent Arrow

Type: Conventional: Enchantment

Level: 7

Range: One Arrow

Duration: Indefinite

P.P.E.: 100

Saving Throw: Special

Through the use of this spell, the spell caster crafts and enchants a serpent arrow. This arrow appears as a normal arrow, except for its fletching is made of scales and it radiates magic. When this arrow successfully strikes a target, it does 1D4 damage (S.D.C. or M.D.C. depending on the target), and immediately turns into a poisonous snake and immediately attacks the target. The Snake has the following Attributes:

M.D.C.: 30

Size: Around 18 inches (0.5 m)

Attributes: I.Q. 7, P.S 14, P.P. 19, P.E.

N/A, Spd; 8 all physical skills are supernatural and the magical essence is impervious to pain, poison, cold, heat and fear. Horror Factor: 12 when the arrow transforms.

Combat 2 physical attacks per melee, does 1D4 M.D. or S.D.C., can penetrate

most environmental armour with its fangs and injects a poison:
Against S.D.C./H.P. beings, it 2D4 damage each melee round for 3D4 melee rounds unless a successful save vs lethal poison made. Then it does a mere 2D4 damage.
Against M.D.C. beings: it 1D4 damage each melee round for 2D4 melee rounds unless a successful save vs lethal poison made. Then it does a mere 2D4 damage.
Bonuses: +5 to initiative, +8 to strike, +8 to dodge
Limitations: After one minute (4 melee rounds), the snake returns back to being an arrow and loses all enchantment. If it can be retrieved, it again can be reenchanted into being a serpent Arrow.

Stone Missile

Type: Conventional, also available as an Earth Warlock spell.
Level: 7 (6 as a Earth Warlock spell)
Range: 1,000 feet (304.8 m)
Duration: Instantaneous
P.P.E.: 30
Saving Throw: None
Through the use of this spell, a rock, chosen by the spell caster, is launched out of or off the ground and towards a target of choice. This spell surrounds the rock with a magical telekinetic field that allows them to inflict mega damage. The stones are +3 to strike and inflict 4D6 M.D. With an additional 1D6 M.D. at levels 3, 5, 7, 9, 11, 13 and 15. This attack can also be used to strike an unsuspecting foe from behind (no dodge possible).

Level 8

Armor of Thunder

Type: Conventional, commonly used by the rainmaker.
Level: 8
Range: Self

Duration: 1 minute per level
P.P.E.: 40
Saving Throw: Not applicable.
Causes the caster to be surrounded with the strength of the elements. A field of electrical energy, which supplies the following abilities, surrounds the rainmaker:
ÿ Horror factor: 12
ÿ Does minor mega damage with his bare hands. When the rainmaker strikes an opponent, it does 1D6 M.D. and generates a thunderclap.
ÿ The field of electricity acts as an armor of lightning that has 30 M.D.C. and has no physical or movement penalties. However, there is a prowl penalty of -20% due to flashes of light.
ÿ Impervious to electricity and ion based attacks. Furthermore, all energy attacks do half damage.

Charge with "Good Magic"

Type: Conventional; similar to the Medicine man's special ability.
Level: 8
Range: One item
Duration: 5 minutes per level of experience
P.P.E.: 55
Saving Throw: None.
This spell charges an item with "good medicine." It does 3D6 M.D. to evil spirits and mega-damage creatures and can harmlessly discharge/destroy objects charged with "bad medicine" created by witchcraft and evil magic. The magic cannot affect spells above 8th level. It is usually done on sticks and clubs, but any object can be charged.

Curse: Nature's Call.

Type: Conventional and an uncommon witch spell.
Level: 8
Range: Touch or 10 ft (3 m)

Duration: 12 hours per level of experience
P.P.E.: 35
Saving Throw: Standard
This incantation inflicts a bad case of the "call of nature" onto a person once every hour and uncontrollably under stress. While attempting to answer the call of nature, the victim suffers a loss of two melee actions per round and may make complications during a combat scenario (try answering nature's call while in power armor; hope you've got a capacitor). If attempting to "hold it in," victim halves all combat bonuses and attacks per melee. Furthermore, there is a 20% chance of accidentally answering nature's call. Note that most civilized people don't take it too kindly of whizzing in public.

Egg of Fire

Type: Conventional: Enchantment
Level: 8
Range: 1 egg.
Duration: Until Triggered
P.P.E.: 150
Saving Throw: None
To create this magical item, a fresh egg is required. The egg is emptied of its contents and replaced with oil. While this procedure is occurring the spell caster continues his chant and finishes it, except for the last word. The egg is then taken to the place where it will act as a guard, the last phrase is incited. If anything larger than a small dog approaches within 10 feet (3.0 m), the egg explodes, doing 4D6 M.D. of fire damage to a 25 foot (7.6 m) area. After it has exploded, the egg cannot be reused.

Lightning Lash

Type: Conventional or Warlock (air spell).

Level: 8 (7 as a warlock spell)
Range: 6 feet (1.8 m) plus one foot (0.3 m) per level of the warlock
Duration: One minute per level of experience
P.P.E.: 50 (40 as a warlock spell)
Saving Throw: None
The spell caster is able to create a magical whip of pure electricity that does 4D6 M.D. (S.D.C. in non-mega damage environments) every time it strikes. It can be parried and dodged, but is +1 to strike (plus W.P. Whip bonuses can be applied). Furthermore, any electrical attacks directed towards the caster are partially absorbed by the whip, and therefore only do half damage.

Strangling Hands

Type: Conventional
Level: 8
Range: 100 feet (30.5 m)
Duration: 1 melee round per level of the caster
P.P.E.: 35
Saving Throw: Dodge.
This powerful spell creates a pair of bodiless hands composed of magical energy that move directly towards the chosen target. The hands must first strike the target and get a +8 to strike. If the strike is successful, the hands latch around the neck of the victim. The hands prevent any spellcasting and do 1D6 damage directly to Hit Points for every melee action of the hand (the hand has three melee actions). The hands can reach through full armor and even environmental body armor. However, those in power armor, giant robots, and other vehicles are not affected by this spell.

Level 9

Boulder Throw

Type: Conventional, also available as an Earth Warlock spell.

Level: 9 (8 as a Earth Warlock spell)

Range: 1,000 feet (304 m)

Duration: Special

P.P.E.: 60 (45 for an earth warlock)

Saving Throw: None

This powerful spell allows one stone that the caster throws, to transform into a huge boulder and accelerate towards a target of choice. The small rock changes into a boulder that weighs 200 lbs per level of the caster. The rock is thrown as per normally (P.P. Bonuses and Archery/targeting skill bonuses apply). When it hits it does 1 M.D. for every 200 lbs. of the rock. If the person is wearing body armor, or even power armor, the body armor absorbs

the damage, but he still takes impact damage of 2D6 S.D.C./H.P. per 200 lbs. Additionally if the target is not have a robotic strength of 40 or higher, or a supernatural strength of 30, there is a 30% chance of becoming stunned from the attack for 1D4 melees. Furthermore, when the target is struck, there is a chance (20%) that the victim will be pinned under the rock (no attacks). Even if the character is strong enough to lift the rock, it will take three melee actions to get out from under the rock (if not stunned in the first place; two to get out from the rock and one to return to a standing position) and loses initiative.

Lightning Surge

Type: Conventional (also available to Air warlocks); a spell available to Rainmakers.

Level: 9

Range: 300 feet (91.4 m)

Duration: Instant

P.P.E.: 35

Saving Throw: none; it always hits unless one's opponent rolls a natural 20 or a modified 24 or higher to dodge. This spell creates a lightning bolt, which can be directed at any specific target up to 300 feet (91 m) away. The lightning bolt shoots down from the sky, hitting the desired target. The target or area must be within the spell caster's line of vision the lightning bolt does 2D6 plus an additional 1D6 M.D. per level of the spell caster's experience. This magic can be cast outdoors or in; damage is inflicted only to the specific person or target. Unlike its lesser cousin, call lightning, the Lightning surge, has the ability to fry any electrical device it strikes; rendering it useless. Only military grade electrical shielding has any effect and has a 80% chance of protecting against these electrical surges.

Predict Weather (ritual)

Type: Conventional, also available to the Rainmaker, although generally not needed.

Level: 9

Range: 100 mile (160 km) diameter

Duration: 10 minutes

P.P.E.: 140

Saving Throw: None

With the use of a sacrifice and period of chanting and meditation, the Spellcaster predicts for the next 2D4 days. The timing is pretty accurate and will be down to even specific times. Any change from this forecast will mean mystical intervention. This ritual is usually performed on a high hill or other area of magic and usually requires a blood sacrifice. In Africa, cattle are commonly used.

Talon Blade

Type: Conventional

Level: 9

Range: One weapon by touch

Duration: 2 melee rounds

P.P.E.: 40

Saving Throw: None

The spell generates a pair of ectoplasmic claws that wrap around the weapon's blade. These talons appear to have a mind of their own and anticipate the wielders actions. If cast on a non mega-damage weapon, this allows the weapon to strike with the claws and do 2D6 damage. If cast on a hand to hand mega-damage weapon, the weapon gets an additional attack per melee that does 2D6 M.D. Additionally the weapon gets an additional +3 to strike. However, until the weapon is gotten used to (about 1 melee round), it actually has a -2 to strike.

Level 10

Animal Abomination

Type: Conventional

Level: 10

Range: Special

Duration: 24 hours

P.P.E.: Special

Saving Throw: Standard

In order to cast the spell, the spell caster requires a small animal and an article from the person who the spell will affect (examples include hair, nail clippings, or a personal object of choice). Through the use of this spell, the caster enchants an animal with a single spell. Once the spell is completed, the creature is set loose where it make a b-line towards the target. Once the animal has successfully come within striking distance, it immediately attacks the target. Once it has made a successful strike, the spell that the spell that is carried by the animal is immediately set off. Once this spell has been released, the spell is broken and the animal becomes completely normal.

In order to affix a spell on the animal, the spell caster must expend the P.P.E. of spell plus 5 P.P.E. per level of spell. The spell does not augment the animal in anyway (other then carrying the spell). Additionally, if the animal cannot get to the target within 24 hours, the spell fades away and the animal returns to normal. This spell can be only used on small animals (not insects) and is most commonly used on snakes and hares. However, one sorcerer has taken to using mice and call lightning to get a particularly nasty effect.

Anti-Magic Barrier

Type: Conventional

Level: 10

Range: 30 x 30 feet (roughly 9.1 meters square).

Duration: 20 min / level

P.P.E.: 600

Saving Throw: Standard; -3 to save.

Through the use of this spell, the Spellcaster generates a magical field that will not let any magical affects pass through it. Thus a Fireball stops at its edge, a T.W. engine stops working when it crosses it, etc. If a person passing through the field is not a practitioner of magic, not a supernatural creature or creature of magic, or possessing a magical item, he passes through as if the field isn't there. The biggest use of this spell is to contain supernatural creatures. Unless they make a Saving Throw verses magic, they cannot cross the barrier. Note: Techno-wizard equipment not activated is not powered by magic and is not hindered through the least.

Ironbane

Type: Conventional

Level: 10

Range: Self or one other by touch

Duration: 1 minute per level of experience.

P.P.E.: 130

Saving Throw: None

This spell makes the character out of flux for most iron and steel based weapons. Even if the weapon is magical of mega damage, it does no damage to the recipient of the spell. Bare in mind that the recipient is still affected by all other types of attacks.

Spirit Snare

Type: Conventional: Enchantment

Level: 10

Range: 1 piece of rope

Duration: Permanent; until destroyed.

P.P.E.: 150

Saving Throw: None

In order to cast this spell properly. One requires either a rope that was used to hang a man or composed completely of cobwebs. When this spell has been completed properly, it can be used to ensnare supernatural entities, whether it be your standard entity or a standard African Spirit. If the entities are successfully entangled (requires a standard strike roll and this spell will affect them, even if insubstantial), they are totally restrained and are effectively helpless. While any spirit contained can be held indefinitely, it is comparatively fragile. If 10 M.D. is done to the rope, the rope is destroyed (and a very angry spirit is around in the area).

Spiritual Double

Type: Conventional: enchantment:

Level: 10

Range: Special

Duration: Permanent

P.P.E.: Special

Saving Throw: None

In African legend, people are believed to have a spiritual double. This double,

which is a spirit, affects the health and well being of the person. What this spell does is brings this symbolic connection into focus. To begin this spell, a small wooden statue must be crafted. It need not look like the person & it usually is done in a very stylized manner (in other words the spell caster must have either carpentry or whittling/sculpting). The statue must be prepared from a single piece of virgin wood that is suitable for carving and 80 P.P.E. given each night over a 7 day period. If there is any disruption of the spell, the spell caster must start from scratch (including finding a new piece of wood). Additionally, the person who will be the “double” of the statue must be there and put in at least 5 P.P.E. of his own after the spell caster has pumped in his own P.P.E. Once this item is completed, a magical link has been placed between the recipient and the statue. It has the following effects:

- While under the care of the Spell Caster who made it, the recipient is considered to be treated as per a professional in a fully equipped medical hospital. Hit points are restored at a rate of 2 H.P. per day for the first 2 days and 4 H.P. for every following day, until the character has regained all his/her original hit points. S.D.C. points are restored at a rate of 6 per day. Furthermore, the recipient has a 01-85% chance of recovering from a coma. Furthermore, no side effects or scarring will occur (see Rifts RPG page 10 for more details on recovering in this manner). The Spiritual Double can also provide a “quick” heal to the recipient every 24 hours. After about ten minutes of meditation, the character is completely rested and 2D6 S.D.C. and Hit points are restored. Any spells cast at the statue are considered to be directly at

the recipient, regardless of distance!!! Thus the spell caster could be on the exact opposite side of the globe and the spell would be considered to directly affect him. It is only limited if the recipient is in another dimension. Note that this can also be used to also cast harmful affects on the recipient, and could be nothing short of disastrous if the statue falls into an enemies' hands. Note that all spells cast through the statue are considered to have to a save verses Magic: ritual, not Magic: Spell. The statue itself has 2D4x10 M.D. and can only be destroyed by physical attacks. If it is damaged, it will regenerate 3D6 M.D. per hour. However every point inflicted on the statue will cause 1 S.D.C. on the recipient. If the recipient no longer has any S.D.C., the damage is then transferred to the Hit Points instead. This means its possible to parry with the small statue (using W.P. blunt) is really not recommended. If the statue is destroyed, the character suffers 3D4x10 S.D.C./H.P., which will most likely place the character in a coma. However, if the recipient survives, the character will quickly recover (although the loss of a "spiritual double" may be considered tragic enough to roll on the Trauma table). A person can only have on "Spiritual Double" at a time. This spell cannot be used on Supernatural creatures or creatures of magic, only mortal humans and D-bees.

Level 11

Thunderblast

Type: Technically a conventional spell, but generally only available to the Rainmaker O.C.C.

Level: 11

Range: 1000 feet (305 m) plus 400 feet (122 m) per level of experience

Duration: Instant

P.P.E.: 90

Saving Throw: None

Similar to the Air warlock spell Wind Blast, this spell allows the rainmaker to create a titanic, but concentrated blast of wind. This wind crackles with electrical energy and hits a with hurricane force. This windblast does 2D4x10+30 M.D. (S.D.C. damage in non-mega damage worlds). However, if one is immune to lightning, damage is halved. The rainmaker must aim and hurl the blast, and gets +5 to strike in the attempt, on top of P.P. and W.P.: Magical attacks bonuses (if any).

Level 13

Magic Staff (Enchantment ritual)

Type: Conventional

Level: 13

Range: As per spell or as melee weapon

Duration: As per spell (3rd level potency) or until destroyed.

P.P.E.: 700 over a seven day period.

Saving Throw: Varies

This spell (more like a long term ritual) allows the creation of a magical staff that assists in spell casting. The staff must be prepared from a single piece of virgin wood that is suitable as a staff and 100 P.P.E. given each night over a 7 day period. If there is any disruption of the spell, the spell caster must start from scratch (including finding a new piece of wood). The staff acts as a spell focus for spell casting. It adds an additional +1 to spell strength and +2 to strike by any missile type spells cast from it. More importantly single shot spells that are cast through this spell act as only one melee action! Thus if a wizard has four attacks, by using this spell, he can cast 4 fireballs per melee! There are a few limitations. Spells cast through this spell must have a direct

physical effect, have an instantaneous duration and still require a P.P.E. Cost. Spells level 8 or higher cannot be cast through the staff. The following spells are able to be cast through the staff.

From the Rifts RPG

Energy Bolt
Fire Bolt
Magic Net
Fire Ball
Wind Rush

From Federation of Magic

Fireblast
Mental blast
Power Bolt
Sonic Blast
Sub-Particle Acceleration

From Mojo

Snake Snare
Stone Missile
Venom Blast
Mucous Blast

Other spells can be added to this list (G.M. Choice) as long as they fit into the basic criteria that the spells above fit into.

The staff, when used as a blunt weapon, inflicts 4D6 S.D.C./H.P. Damage to mortal S.D.C. beings and 3D6 M.D. to demons and other mega-damage creatures, including those clad in full M.D.C. Body armor, cyborgs and robots. The staff itself has 45 M.D.C. for the purposes of breaking it. Note that only direct physical attacks towards the staff actually damage it. Normal parrying does no damage whatsoever.

Level 14:

Metamorphosis: Loogaroo

Type: Conventional

Level: 11

Range: Self

Duration: 1D6 hours per level of the spell caster

P.P.E.: 1,200

Saving Throw:

This charm allows the caster to temporarily become a loogaroo, a supernatural demon that assumes the shape of a vulture. The following attributes and abilities apply:

- 3D4x10 M.D.C.
- +2 to strike, parry and dodge.
- +4 to parry and dodge in the air/flying
- +3 to save vs magic.
- Horror factor: 16
- Inflicts 1D4 M.D. damage with a bite, plus an additional +1D6 M.D. to strikes due to claws.
- Strength and endurance is considered supernatural.
- Natural Abilities (in addition to one's own skills and magic abilities): fly 50 (mph/km), nightvision 90 feet (27.4 m), hawk like normal vision (can see a dead carcass two miles away), turn invisible at will, impervious to poison.

Metamorphosis: Serpent

Type: Conventional

Level: 14

Range: Self

Duration: 20 minutes per level.

P.P.E.: 920

Saving Throw: none

The spell caster actually changes into a magical serpent. The following attributes and abilities apply:

- 1D4x100 M.D.C. This M.D.C. is separate from the spell casters normal health so the spell caster returns to his previous state before he cast the spell. For example if he was unharmed when he cast the spell. When the spell ends, he will be completely untouched, even if the serpent form takes massive damage.

- +1 attack per melee round.
- +2 to save vs horror factor and +4 to save vs poison.
- Physical attributes are considered the following: P.S.: 40, P.P. 20, P.B.: 17, and Spd: 42. Attributes are considered supernatural.
- Can crush with tail for 5D6 M.D. and can wrap around and pin opponent on a natural 18,29, and 20.
- Bite does 2D4 M.D. and injects a poison. that paralyzes the opponent. If a save vs non-lethal poison is failed, reduce the victim's speed, combat bonuses and attacks per melee by half for 1D6 rounds.
- Natural Abilities: See the invisible, nightvision 100 feet (30.5 m), Impervious to disease and bio-regenerate 5D6 M.D.C. per minute (4 melee rounds).
- Skills of note: climb 80%, prowl 60%, and track humanoids 65%, track animals 65%. The Serpent cannot fly.

Spells of Legend:

Anti-Magic Barrier (ritual)

Type: Conventional

Level: Spell of legend

Range: 30 x 30 feet (roughly 9.1 meters square).

Duration: Permanent

P.P.E.: 3,000 plus the caster loses permanently 1 P.E.

Saving Throw: Standard; -5 to save.

Through the use of this spell, the Spellcaster generates a magical field that will not let any magical affects pass through it. Thus a fireball stops at its edge, a T.W. engine stops working when it crosses it, etc. If a person passing through the field is not a practitioner of magic, not a supernatural creature or creature of magic, or possessing a magical item, he passes through as if the

field isn't there. The biggest use of this spell is to contain supernatural creatures. Unless they make a SAVING THROW verses magic, they cannot cross the barrier. Note: Techno-wizard equipment not activated is not powered by magic and is not hindered through the least. This is a more powerful ritual version of the spell of the same name that is virtually identical, save that it is permanent. It can only be undone by gods or extremely powerful magic: Not affected by negate magic and dispel Magic Barriers. An Anti-magic Cloud will cancel out the enchantment, but only for its duration.

2. Magical Items

The following items are a series of miscellaneous magical items that are available on the African Continent.

Magical items of The Blood Sun Lands

Although the majority of equipment is no different then that found in other African Tribes, their association with the Brothers has caused the creation of many unique magical items. Most are not normally for sale, but are occasionally sold to both defend the homeland and to cause terror and despair. Below are the most common.

Death Amalgamates:

This magical item looks like nothing more then a single rib that has become old with time. It is attached to the Lower Ribcage (outside the skin) and instils the following powers:

- +10 to P.S. and Strength is considered Supernatural
- Heals Five times faster then a normal Human

· Release an odour at will. Acts as the equivalent of tear gas (-10 to strike, parry and dodge, -3 to Initiative and lose one melee attack/action for each of the next 1d6+1 melee round.) The gas can cover an area of 90 feet (27.4 m) per release.

· Gives the ability of Sixth Sense with an I.S.P. of 30. (It cannot be used for other Psionics)

However, there is a major side effect for being joined to a Death Amalgamate. Once every ten days, there is a 25% chance that the Host's body will be filled with a wracking pain that lasts for eight hours. During the first hour, the Hosts cannot do anything due to the intense pain. After the first hour, the pain subsides somewhat and gives the penalty of -3 to parry, strike and dodge. Additionally all skills are at -20% during the seven hours. Finally, Napakade (the older Brother) knows where the character is at all times. Only Available through the Brothers and is not for sale!!

Grave Caster:

This is a Spear caster that is carved from a thighbone. Any S.D.C. spear that is cast from it has double the range and inflicts Mega Damage (after adding strength). Additionally, any blessed and/or M.D.C. spear does twice as much Mega Damage (after strength). These are both converted after damage modifiers. The Grave Caster can also be used as a club, inflicting 1D6 M.D. W.P.: Category: Archery/Targeting or Blunt, depending how it is used. Cost: 30,000 credits in trade goods

Igungu Cup:

This magical charm is commonly used by the minions of the blood sun lands. It is made from a human skull and which helps to contain the potent

supernatural forces that are believed to dwell in the stomach (known as an Igungu). If a warrior has died, the Igungu is released and immediately heads towards the nearest enemy (determined by the fallen warrior at the sign of death). When it has entered the enemy, it causes swelling and bloating in the target. Victims feel sick to their stomach, suffer from headache, running sinuses, watering eyes, nausea, vomiting, diarrhea, weakness and need to sleep. Cannot hold food down, making the person weaker as time passes. If the victim tries to push himself (always roll at the beginning of each melee round), there is a 1-69% likelihood of collapsing into unconsciousness for 1D4x10 minutes. Also roll for collapse if the character exerts himself in any other way, or does not sleep at least two hours for every two hours awake. When active, temporarily reduce speed, P.S., and P.P. by half; all combat bonuses, attacks per melee and physical S.D.C. are also at half. Skills are -20% and remember to roll for collapse every time the character exerts himself.

A Save vs disease is applicable (16 or higher). A successful save means that the disease is treatable through modern medicines, will half the penalties (meaning, only a loss of 1/4 attributes and combat penalties) and duration of only 1D4 hours. Otherwise, the disease will continue until treated magically or the victim dies!

Cost: Generally not for sale. If it was aquired, it could be sold for up to 300,000 credits in trade goods

Roots of Mlanjeni:

These enchanted fibres (named after a prophet of the Xhosa people during the 1800's) are chewed in a fashion similar to gum. When spit out (takes one melee

action), it can be used to deflect bullets and energy blasts. It requires a to hit roll at -3, but P.P. and archery targeting bonuses do apply (in the latter case, add the strike bonus to the parry). Each root can be used only once.

W.P. Category: Mouth Weapons. May carry up to six in mouth.

Cost: Roughly 1,000 credits in trade goods for a pack of 25 and available only through the people of the Blood Sun Lands.

Skull Shield:

This horrid item is made from an animal skull that is surrounded by a ring of hide (and, rumoured, flesh as well). It can do the following:

- Radiates fear (Horror Factor 13) at the will of the owner.

- Skull can bite in hand to hand combat.

This adds an additional attack per round and does 2D6 M.D. However the attack is at -2 unless being used by the dominant hand, or if the Character using the Shield has Ambidexterity.

- The shield itself can withstand 70 M.D.C., but Regenerates 5 M.D.C. per minute. If reduced to 0 M.D.C., it is forever destroyed.

W.P. Category: Shield.

Cost: 20,000 credits in trade goods.

Millennium items of the Great

Father

The following are specific magical items that are available from the Ancient Father, a massive Millennium tree in the heart of the Congo. While the Ancient father has been known to produce virtually every item common to Millennium Trees (see Rifts England for more details), there are a few unique items of note. They are listed below:

Leaf Shield:

This simple shield is a leaf of a millennium tree that has been pulled over an Iron wood frame. It is a small shield that is used for self defence.

M.D.C.: 60 M.D.C.

Weighs: 2 lbs (0.9 kg)

Cost: Varies dramatically. Most people won't sell the shield because the leaf was a gift from the Tree of life. In instances the shield usually costs 10,000 to 15,000 credits. Rare, except in the Congo area.

Millennium Spear:

This powerful one of kind creation of the Ancient Father was given to a pygmy hunter during the Coming of the Heroes. While it appeared as a crude, handmade wooden weapon of inferior quality, it was actually a powerful magical item of note and had the following affects:

- The power granted to its owner is the psionic ability of sixth sense. This power is always on until the owner lets go and does not require I.S.P.

- The spear inflicts the typical 1D6 S.D.C. damage, but against supernatural creatures, it inflicts 4D6 M.D. Against power and evil Supernatural beings (such as the four horseman of apocalypse), the Spear does a whopping 1D4x10 M.D.

- Any damage done by this spear heals much slower then normally. Creatures that can normally bio-regenerate in melee rounds takes the equivalent time in hours. Damage that normally heals in minutes takes the equivalent time in days! Damage healed in hours takes the equivalent time in weeks!

- The Spear is well balanced and give a +3 to initiative and +2 to stike and parry; the millennium spear is not meant to be thrown.

Cost: This one of a kind magical item may have not been return to the Ancient Father after the coming of the heroes. If found, it would be worth millions.

Millennium Blowgun:

This item is made from bark that has been naturally “given” and has been peeled off in a cylindrical pattern. Any dart fired from the blowgun is dead silent. Furthermore, they automatically penetrate body armour and M.D.C. (usually without causing Mega Damage), and can inject the following toxin of choice:

- Lethal Poison: 4D6 S.D.C. with a successful save vs harmful drugs meaning that the character suffers only 1D6 S.D.C. damage. If a supernatural creature or a creature of magic, the creature suffers 4D4 M.D. with a successful saving throw meaning that he only suffers 1D4 M.D. if a supernatural creature.
- Burning Poison: The chemical cause the wound to burn like the dickens. The victim of the burning pain loses initiative for 1D6 melee rounds, and is so distracted by the pain that he is -1 to strike and parry. Penalties are cumulative from several burning poison attacks a successful save vs harmful drugs means minor pain and no penalties. Equal to supernatural creatures and mortal foes.
- Paralysis poison: This poison is effective only when the dart strikes an arm, hand or leg. The appendage affected will become numb and less effective. If an arm is effected, the character loses one attack per melee round. If the hand is struck, he cannot hold a weapon or grasp with any strength. If the leg is struck reduce the character’s speed and prowl ability by 30%. A successful save vs lethal poison

means only a tingling sensation in that limb and no penalties.

Equal to supernatural creatures and mortal foes.

- Sleeping poison: This poison makes the character drowsy for 1D6 melee rounds. During this period the victim will also find it difficult to focus and concentrate. Skill performance is -10%, speed is reduced by 10%, initiative roll is -3 and throwing a weapon or shooting an arrow is -2 to strike. Furthermore, there is a 01-70% likelihood that characters who are not actively engaged in combat (standing guard, resting, sitting, talking, etc.) will fall asleep for 2D4 melee rounds. A successful save vs lethal poison, means the poison has no effect. Equal to supernatural creatures and mortal foes.

- Fever Poison: This is a delayed reaction chemical that gives its victim jungle fever 1D6 hours after being infected with the poison. The victim suddenly feels hot/feverish, thirsty, weak, muscles ache and the character sweats profusely.

Penalties: -1 attack per melee round, -2 on all combat bonuses, reduce speed and skill performance by half. The penalties last 1D4 hours. A successful save vs lethal poison means the poison has no effect. The character must roll to save for each time he is struck with the poison, but the effects are NOT cumulative in this case. Equal to supernatural creatures and mortal foes.

The poison is generate by the millennium blowgun and never runs out. Market Cost: Varies dramatically. Most people won’t sell the blowgun because the leaf was a gift from the Tree of life. In instances the blowgun usually costs 20,000 to 35,000 credits. Rare, except in the Congo area.

Staff of Defence:

Not all gifts of the Ancient Father are earth shattering. This simple walking stick or staff (which may be either blunt or pointed at one end, so it can be used as a spear) is a simple magical item that is used to assist and protect the people of the forest.

- Constant power: none, other than a sense of humility and self reliance.
 - It has 2D4x100 M.D.C. and regenerates all lost M.D.C. within 24 hours.
 - It possesses 2D4x10 P.P.E. that can be siphoned and used by its owner.
 - It inflicts 2D6 S.D.C. against mortal opponents or 3D6 M.D. against supernatural beings. The weapon becomes attuned to the wielder who uses it as the wield grows with experience. Add 1D6 M.D. at levels 5, 10, and 15.
- Cost: Varies dramatically. Most people won't sell the Staff because the leaf was a gift from the Tree of life. In instances the Staff usually costs 10,000 to 15,000 credits. Rare, except in the Congo area.

Staff of the Jungle:

This Staff made of a black ebony wood which is gnarled, yet tapers off into a point. It possesses the following powers:

Possesses the usual powers, plus the following:

- The powers granted to its owner are the abilities to additional Spell Magic: A total of spells (or any combination or repetition) can be cast per 24 hours) Spells available include: @Animate the Forest Floor, Chameleon, !Fumigate Insects, Ignite Fire, Purify food/water, Repel Animals, Sense evil, &Snake Skin,
- As a weapon, it only inflicts the usual 2D6 S.D.C., but inflicts 4D6 M.D.

against supernatural creatures and creatures of magic.

Cost: Varies dramatically. Most people won't sell the Staff because the leaf was a gift from the Tree of life. In instances the Staff usually costs 150,000 to 200,000 credits. Rare in the Congo area, virtually unknown elsewhere.

Spell Catcher:

This leaf is one of the items that has been modified by the pygmies of the forest, but can still be return to the Ancient Father with no ill will. This leaf amulet, when worn around the neck, has the effect of absorbing spells that are cast at it. It has a resevoir of "anti-magic" points. Every time a spell is employed against the wearer of this amulet, the power has no effect other than reducing the P.P.E. capacity of the item's resevoir. If there aren't enough Anti-magic points left in the Artifact to stop the magic, its effects will be reduced by half, if the P.P.E. dispelled by the magic item is at least half (or more)than the P.P.E. used in the spell. Otherwise, the spell or power will work normally. Every 24 hour period, the anti-magic resevoir reknews itself. The Spell catcher normally only has 22 to 42 P.P.E. points and restores itself at a rate of 5 points per hour. However, there is a more powerful version that was created that had resevoir of 60-90 points (1D4x10+50)

Cost: Varies dramatically. Most people won't sell the Staff because the leaf was a gift from the Tree of life. If it is soled, it is worth 250,000 credits for the lesser spell catcher, but 750,000+ for the greater version. Very rare in the Congo area, virtually unknown elsewhere.

Blessed Bolas:

Created by the Akan Federation and duplicated by other people of the west coast. A weapon created specifically for the capturing of slaves without killing them. If the weapon hits an opponent, it will wrap around and entrap either his arms or both his legs (50-50 chance.) In order to get free, the victim must roll against the P.S. of the bolas (P.S. 30). A stronger version is under development that will have a strength of 50.

Range: 350ft plus Archery/targeting bonus.

W.P. Category: Archery/Targeting or W.P. Bolas (See Rifts: New West).

Costs: \$35,000 in trade goods.

Spirit Hut:

This powerful magical structure is a basic hut that looks normal from the outside, but is extensively decorated with mystic and cultural symbols. To the owner and his guests, this hut draws upon magical guardian spirits and provides P.P.E. as if it were a ley line (doubles all aspects of the spell, provides 10 P.P.E. per level every 12 hours and replenishes lost P.P.E. at a rate of 20 points per half hour)! It cannot be entered without the permission of the owner. The owner and his guests can only enter it into. It radiates a horror factor of 16 to any intruders that attempt to enter the house. Furthermore, if the intruder manages to make the Horror Factor and enters the hut for more than 5 minutes, he is inflicted with a taboo that can only be removed by the owner of the hut (As per Rifts Africa pg. 77). This item can only be created by a medicine man or witch with the help of powerful guardian spirits. In a village, the chief Medicine man is the one that owns this structure. If he dies, it commonly is

transferred to its successor (the hut seems to allow this to occur). When the witch who owns such a structure dies, they are usually abandoned and are considered to be “haunted.” The cost of this powerful artifact is a secret known to only the most powerful Medicine man and witches. It should not be available to player characters. There are only 14 known huts known to exist on the African continent. zebaman

New Weapon Markings**Mark of the Circle:**

This mark is only placed on thrown weapons, such as throwing sticks, throwing spears and throwing irons. When a weapon is thrown, it returns to the wielder. It takes one melee action to do so. It costs 225 P.P.E. to create.

3. Africa and the supernatural

The people of the African continent have some of the most intimate knowledge of magic on the planet. Even in the beginning of the 21st century, many people still believed in spirits, magic, and the supernatural to an almost extreme degree.

Apparently, these beliefs were well founded as this gave them a fairly good understanding of the possible fate that has occurred. Unfortunately, not all remembered this long forgotten knowledge and those who did not remember were very easy pickings for the demonic armies that invaded the continent, which eventually became the Phoenix Empire. Still those who did remember “the old ways” were able to survive and even flourish to some degree in the chaos and strife.

The majority of people that have not been enslaved by either the Splugorth or the Phoenix Empire are the descendents of these believers. These beliefs have had a profound influence on the people. "The Old Ways" have shown the majority of people that magic is a force that can be used for either good or evil.

The Nature of African Spell Casting.

By Dr. Wilfred Orogson
Associate professor of the Faculty of Anthropology, Academy of Learning

Despite the unusual cultural practices performed by the people of the African continent, the method of African spell casting is pretty much the same as the methods used by traditional casters. In fact, Western magic (commonly known as Invocation) had its birth in Africa, long ago in the Nile Valley. It was here along the banks of the Nile that it was first learned that the use of gestures and words backed up by a strong will would produce such wondrous affects.

Perhaps the best example of the similarities between Western and African magic is the Spirit Cauldron, sometimes used by the wizardly practitioners of the West. Through this questionable concoction of blood and other ingredients, the wizard attempts to attract spirits that would temporarily possess his body. Through this union the two share memories. When the spirit is released, it leaves behind a residue in the form of imparted spells.

The African practitioner commonly learns spells in a similar manner but is much more discriminating when choosing a spirit. Instead of attempting to attract just any spirit, most African

practitioners of magic try to hedge their bets to attract the more accessible and safer spirits. One of the ways African practitioners do this is through the use of true names. The average African practitioner has a large practical knowledge of hundreds of spirits' names in order to negotiate with them effectively. Even though the majority of African spell casters are illiterate, their strong oral tradition passes along the key information about which spirits perform which functions. Knowledge of this information is commonly linked with a long period of apprenticeship so that both the spells and the names given will become second nature to the caster. This is done both to instil the practitioner with a sense of humility and to avoid summoning unwanted trouble for the local communities.

At the same time, Africa has definitely influenced how magic has been used. Instead of using humanoid blood, which is common in the West, the African practitioner prefers another source of life energy: cattle. Cattle generally contain more P.P.E. than the average human and are less likely to arouse the feeling of tragedy that a human sacrifice would cause. There are a few historical cases in which human sacrifice has occurred but it is not the general rule. Cattle are also considered an extremely valuable commodity and by sacrificing a cow, the practitioner shows that he is willing to sacrifice his wealth and welfare for power and knowledge.

Perhaps one of the more interesting contrasts with Western technique is the African distinction between public and private magic. Public magic is made into

a participatory ritual involving virtually the whole village. This sort of magic is usually considered good or "white", as the magic is being invoked to help the entire tribe. These rituals are most commonly used to improve the welfare of the tribe and to ward off the dangers of magic. By getting everyone involved in these rituals, there is a social bond forged between the practitioner and the rest of the tribe. This is another reason why cattle are commonly sacrificed. For by sacrificing something of such great value, the practitioner is making a public statement. He is saying, "I am willing to sacrifice my wealth to make you listen to me." As a result, the other people of the tribe are more willing to lend their P.P.E. to make the ritual successful.

In contrast, private magic is considered dangerous. Because it does not have either the participation or the consent of the community, private magic is perceived as malicious. Private magicians are generally shunned, ostracized, and are considered to be a threat. These are the figures that become the targets of "witch hunts" when generally well meaning medicine men make harsh decisions of banishment and death simply to satisfy the needs of the tribe.

This is not to say that all private practitioners want nothing more than to live in harmony and peace. There were many orally recorded cases of problems with so-called witches and sorcerers who were performing such vile actions as mystical poisoning of people, infanticide, and even more horrible atrocities. My point is that despite, or perhaps because of, the continuous application of magic, there is usually a

conflict between the practitioner and the rest of the community. As a result, the practitioner usually either has to provide some assistance in a more public setting or must frighten the masses, isolating himself from the rest of the community. Both ways have advantages and disadvantages.

Common Beliefs of the African People

One of the things that we have learned about the African people is, namely, that their beliefs are extremely diverse. Despite some vague similarities, local beliefs and traditions vary from one place to the next. Perhaps this should not come as a surprise for several reasons. The first reason is the sheer size of the continent. Being the second largest continent with a wide variety of climates and habitation zones not only varies the way people work for a living but also has an effect on the spiritual and mystical beliefs of the peoples.

Another reason for these vast differences of belief and ideology is due to the many different ethnic groups that make up the African continent. Despite the return of the spirits and the coming of many supernatural monsters, Africa is still composed of many different cultures that each have a proud heritage. Even today, after the demon invasion of the former countries and the slave trade in the west, there are still over 15,000 different known languages and dialects that can be found on the African continent.

Still despite this variation, there are a number of beliefs among the African people that have a universal quality. One of these overlying beliefs is that

there is a supreme god that is omniscient and omnipresent. Another is that there are men who are intermediaries between god and man. Whether they are known as Medicine Men, diviners, witch doctors, or something else, it is their job to gain divine favor for the people.

The intermediary achieves this goal through the use of sacrifice. In most cases it is done through the sacrifice of animals, most commonly cattle, sheep, goats, dogs, and fowl. However, there are also a few cases of human sacrifice. Human sacrifice is generally done only as a last resort, to show the ultimate sacrifice for the community.

Community is probably one of the most powerful influences for the people of the African continent. It is through their tribe that most African people form and associate with the cornerstones of their basic beliefs. The tribe also provides guidelines for conforming to society. When an individual does not conform to society, they must make amends to their tribe through compensation or sacrifice. If the breaking of social law is severe, it may be considered an act against man or nature and the offender may be branded a witch or sorcerer even if he possesses no supernatural powers.

The term “Ancestor Worship” is generally not very accurate, because few Africans actually worship their ancestors in the sense that the Westerner might suppose. “Ancestral Respect” is perhaps a more accurate term, since the ancestors are consulted for protection and advice, along with their Gods. Ancestral Spirits form the basis of the majority of traditional African religions. While there are many spirits, they can be broken down into roughly three categories. The

first type are best understood as “family ghosts” whose job is to protect the living and occasionally speak to mortals either directly or through a spirit medium. The next type is the human spirits not properly inducted into the spirit world. These spirits are the wandering, fairly benign beings that can enter the body of an accepting host, who then gains the skills and powers of that spirit. Finally, there are the spirits that have wandered but have become (or already were) vengeful, angry, and evil. These spirits have a particular axe to grind against the living and can cause illness, death, and destruction. These spirits are extremely petty and self-serving and may wish ill will over the pettiest of reasons.

Many spirits, especially the more malevolent ones, are often associated with sorcerers and witchcraft. Many an angry spirit has a living magical “companion” who influences it to do either good or evil. These spirits have a wide variety of supernatural abilities but not all African Spirits have an effect on things directly. There are many cases of disembodied voices from spirits that merely wish to chat with passers-by. While the majority of these spirits are human and other sentient creature ancestors, there are also animal spirits. Although totemism is not nearly as common in Africa as it is in North America, there are many animal spirits that are called upon for a wide variety of effects. One example in particular is the totem warriors who literally share their mortal body with an animal spirit in order to gain the spirit’s abilities. Other animal spirits can be summoned through dancing and other group-oriented rituals.

Not only are the spirits of the ancestors useful, the dead bodies they once possessed are also useful. Africa is the birthplace of Necromancy, the art of magic and the dead. This shows in many of the rituals that are performed there. Corpses, while not pleasant, can be bountiful resources. The body can be made into charms and there are many rituals that require either part of a corpse or an object that killed a man. The only thing to remember when doing such magic is that the dead man (or woman)'s spirit must be convinced that it was not you who killed him (or her). This convincing should sway the spirit into allowing the use of its body to continue helping the living. In particular, skeletons are decisively spiritual objects. As stated previously, many of the spirits retain an attachment to their physical bodies and may attempt to possess them, causing their bones to animate themselves under the control of the original spirit. Sometimes the spirit only has a connection to its skull.

The Nature of Divination

Within most African cultures, there are two basic types of divination beyond dowsing. One method of divination is to see the future using any number of rituals. These rituals range from dropping nuts on a board to human sacrifice or examining the entrails of the deceased. The other type of magic that is commonly used to detect magic and in particular witchery. By using various magical techniques, the would be diviner can detect the supernatural to better avoid or defend themselves against it. Both types of Divination magic generally makes the following assumption: that everything is preordained. Divination is used to uncover the true path of the participant.

Discovering this path is sometimes harsh. For example, a practice that has recently been revived in these post-apocalyptic times is the test of the bell.

After a battle, a victim, chosen from the losing side, is speared in the neck with a long hollow horn which is hanging from a spear that is stuck point up in the ground. Into the wide end of the horn, the would-be diviner sticks little horns, which are pushed into the victim's wound. Suspended from the other end of the horn is a bell. The pulse of the blood through the apparatus makes the bell ring. A skilled listener can foretell the outcome of the entire war from the pleasant tinkling sounds of the bell. Fortunately, most divination is much more humane. One of the more common techniques used is a divining board onto which rocks are dropped. Another way is the use of a piece of paper laced with meat and chalk. Wild animals eat the food and the trail they make determines the possible path. Still others include the use of bells, whistles, dancing, and group participation. In short, there are almost as many ways of divining the future as there are people. The need to know the true path of their people often leads tribes to seek out a person skilled in divination.

While many different magical practitioners can perform such tasks, there are people who do make a living at finding these paths. These are the Diviners. (For more information, see the Diviner O.C.C. in the Magical O.C.C.s section.) The second means of divination is much more pragmatic. Using this ability to detect the supernatural, is primarily used in the identification and removal of witches. The techniques for doing this range from the fairly benign

methods of detection to methods that are virtually guaranteed to injure or kill the accused, even if the person is not a witch. Some of the more extreme examples are having the suspected pull stones out of boiling water. If she is burnt, then she is a witch. (More information is detailed under the Medicine Man and Witch O.C.C.s, found in the Magical O.C.C.s section.) These methods of divination are more popular with those lives have been adversely affected by “Dark Magic.”

Fetishes

Africa is the place where the word Fetish was first coined. It was originally a word coined by Portuguese, which derives from the word “feitico” meaning “‘made’ or artificial.” At any rate, I believe a more appropriate word is Minkisi, a word used by many people of Central Africa to describe a small statue that is believed to have supernatural abilities (and some actually do). There are generally two types of fetishes.

This first type is the domestic use of common natural objects with supposed supernatural powers, which are preserved. It can be a common object used in day to day life or perhaps a stick that caught the eye of a tribesman on his way home. Sometimes they are impregnated by the medicine man with a concoction, the composition of which depends on the intended purpose of the fetish.

The second types are the fetishes that are designed specifically for magic. These items are used to diagnose whether or not magic is being used in the area and more importantly, whether or not witchcraft is being done within an area.

This almost obsession with dealing with “private” magic makes these fetishes particularly valuable. These objects not only safeguard but cure, and can be anything from teeth to snake heads, or may take the form of images of men or animals.

However, even these items do not last forever. An analogy that was used by one of my informants was that of a “car battery.” Like a car battery, the fetish eventually runs down. At that point it must be either replaced or rejuvenated with potential psychic energy or P.P.E.

The Divine Nature of Kings

Since religion and magic plays such a critical role in the day to day lives of the African people, it makes only logical sense that the Chief is not only the head for day to day affairs, but also spiritual matters. He usually leads the rituals with the help of the priests, medicine men, rainmakers, and village elders to show that the tribe is in good capable hands. In return the rest of the tribe is expected to show complete devotion and love towards their chief.

In the larger tribes and the major tribal kingdoms, this devotion seems to have an unusual effect. It would appear to give the chief the very supernatural abilities that they are believed to have. It is this professor’s belief that this could be caused by the sheer involvement in many rituals and the willing donation of large amounts of P.P.E. from their subjects which causes a transformation of many key rulers to the point where these sovereigns become effectively minor Demigods. How this occurs is presently not known. At any rate, it is an area worthy of further study.

African Ley Lines

All in all, the African continent is above average when it comes to Ley Lines. Many of the beliefs of the African people about magical places were based on the original location of the Ley Lines.

That being said, magical energy is not uniform all over the continent. Africa is very much a place of extremes with some places overflowing with magical energy and others that are virtually dead to the world, magic-wise. Below are some of the better-known magical places on the African continent.

Physical features of African Magic:

Caves:

Caves play a vital role in many African rituals and traditions. They range in magical use from burial to the attraction of spirits. Caves are often believed to conceal ancient knowledge.

Mountains and hills:

Countless mountains and hills are reputed to be the domain of spirits and gods (and many are). Quite a few notable Rainmakers build their huts on the top of these hills. These are also the places where many tribal rituals take place. This is done in order to take advantage of the magic that is present. Many of these hills and mountains have springs erupting from their summits. A common experience is to hear waterfalls, cattle, drums, and singing, even when there is no one there. Many of these hills have a direct connection to the spirit world.

Pools:

Pools are yet another “sacred place” where rituals commonly occur. These

are sacred places associated with fertility, aquatic supernatural creatures, and magical events. Some people of Africa perform sacrifices in such pools when times of hardship and calamity occur.

Waterfalls:

Perhaps the most dangerous of the most common magical features, waterfalls are generally avoided because dangerous supernatural beings are attracted to them and commonly pick a waterfall as a home. However, if one believes himself to be, or actually is, possessed by evil spirits, a Medicine Man or Witch Doctor might advise the possessed to bathe in a waterfall.

Rock Art:

Throughout Africa, particularly in the south, there are many depictions of rock art. However, this unique art form is mysterious, cryptic, and formless to the average observer. At one time, it may have had some special meaning to the artists. Some instances of Rock art have special or magical qualities. A common result of the art is entopic or optical illusions experienced by people in trance. Some of the more scientific studies performed in the 20th century put forth that these are the recordings of key trances. What is more likely is that this is information obtained from spirit journeys and may be a sort of travel log. If this is true, these paintings could really be a wealth of mystical information.

Cairns:

These huge piles of rocks are commonly found along ley lines and have many purposes. Some are commonly believed to slow down supernatural predators.

Others are burials of the long fallen whose names are lost to antiquity.

Trees:

In many tales throughout African mythology, there is much talk about how trees act as links between Earth and the spirit world. Some cultures identify such “mystical” trees and perform their rituals there. In the Western and Central African rainforests, many secret societies perform their secret rituals within a groove of trees, drawing on the magic of the forest to aid them in their endeavors.

Graves:

Like in the West, graves have an extremely supernatural quality about them. They are the remains of what were once living beings. Even though the spirits have long departed, they still have an attachment to their now dead bodies. This can be used if the African Practitioner wishes to contact a particular spirit.

Echoes:

While not spirits, echoes have some supernatural merit. In some areas where a natural amphitheatre exists, magic is also enhanced through similar properties.

Some Notable Magical Areas

The Giza Complex:

This huge series of Ley Lines, running on both sides of the Nile and going through many sacred areas, culminates at the Giza Complex. This makes the Giza Complex one of the most powerful Ley Line Complexes on Planet Earth. (More details of this complex and other powerful magical sites will be found in the upcoming Phoenix Empire: World Book.)

The Congo Rainforest:

This area is littered with a huge series of Ley Lines, much like North America’s Magic Zone. With such an influence, is there any wonder why the majority of jungle people consider it to be a place of spirits and avoid it?

Lake Tele:

Found in the thick of the Congo. It is a place of deserted spirits that are dangerous and hungry.

The Matoba Mountains:

This mountain range is the home of four mountains that are powerful nexus points: Mount Kenya (the highest mountain in this range), Mount Agoro (which is used for pilgrimages), Mount Langi which is avoided for its supernatural nature, and Mogongo Jo Mugwe, which is believed to be where many people of East Africa were originated.

“Apollo 11”:

Located in the heartland of Namibia, this is an area of cave paintings, once dated to 26,000 years old, that some in the Age of Man believed was painted by ancient astronauts. Whatever the truth may be, it is a place of spirits.

The Skeleton Coast:

Along the coast of Namibia, these treacherous tracts have claimed many a sailor throughout the ages. It is an area where the spirits gather and is further ascended by a single solitary Ley Line that rips along its coastline.

The Hills of Zimbabwe:

Many of these hills are associated with magical abilities. Some of these hills sport hoof prints of cattle and other domestics in solid rock. Also within this

chain is the hill Tchib-fuku, a small hill which hosts a cave in which a pot named “god” can be found. Another example of one of these hills is Mvuma, which means roughly “place of magical singing”. Yet another example is Chiwerio hill, where, by a stream into the Mazoe River, lies a believed bottomless pool closed in by high rock walls.

The Winda Pool:

This pool is found in Zimbabwe along the Mazoe River. It is believed that an old “Witch Doctor” was buried here when he died. Some people believe that the old Witch Doctor still survives, living there, and can be asked for favors (provided he approves of the action).

Lake Nyanea:

This lake in South Africa has long been rumoured to be a gateway to “lands of the terrible” which sound suspiciously like a dimensional rift. It is also believed to be the “heart of the earth.”

Wanzerbe:

This city of the Songhay is renowned for its magic. It is located on a nexus point and many practitioners live within its cracked mud walls.

Victoria Falls:

Known to most Africans as Mosi-oa-Tunya, “The smoke that thunders”, the bellowing spray appears like a volcanic plume over the surrounding territory of Victoria Falls. The largest waterfall is generally avoided, due to its attraction for dark spirits.

Other Natural Phenomena of Note.

Lightning:

Charging across the sky in pink and orange colors, lightning is definitely

very much a common feature of Africa. It is a comparatively common occurrence for the people of Africa to die by being struck by lightning. While the majority of lightning strikes are of common weather origins, they can also be summoned by angered gods or wrathful ancestor spirits.

Stones:

A wide variety of stones throughout the African continent are considered to have supernatural qualities. Many flat-topped rocks found under trees are generally considered to be the property of chiefs or powerful spirits. If someone has the audacity to sit on such rocks, expect complications. Angering chiefs and spirits are not the only danger of sitting on a rock. If you sit on either a sharp stone or a honing stone, it may cause baldness by supernatural means. It is common belief that sitting on a hearthstone will cause one’s spouse to die, or become infertile. Sitting on a mortar or pestle may cause a backache or your wives may die. If a woman sits on a grinding stone, it may well kill three successive husbands (and quite possibly brand the woman as a witch as well.)

Scopes:

Scopes are mysterious balls of light that spontaneously appear and disappear throughout Africa. While they themselves are not supernatural or even alive, they do indicate the presence of the supernatural and spirits.

The Creation Myth – Some Conjecture

On such a varied continent, the people themselves have many different beliefs of why they are here ranging from being released from a cosmic egg, to have

climbed down a tree, or sprung from a patch of reeds. While the tales themselves are diverse. There are a few generalities that can be made:

1. The world was created from nothing.
2. Mankind came after the world was made.
3. Man loses his "link to heaven" and becomes mortal.

Africa has long been established as the birthplace of the human race. From the Dark Continent, Homo erectus spread across the rest of the world and one way or another, evolved into the species that we know as Homo Sapiens Sapiens. It is with this knowledge that I would like to propose a hypothesis that would seem fantastical if it were not for the reality of our post apocalyptic world.

What if Man is not native to the earth? The "Coming of Spirits" was a time that many different and diverse races were pulled to our planet. We have documented evidence that several thousand years ago there was another time of great magic on our planet.

Why couldn't the ancestor of man been pulled through a dimensional rift in a similar fashion? With the African oral history and myths to supplement this conjecture, it does seem quite possible.

4. Eternal Madman OCC

Attribute requirements: None, roll as per normal.

Racial Requirements: None, although the vast majority (70%) are human.

Alignment requirements: Despite their insanity, they are almost always (70%) good.

O.C.C. Skills:

Language: native (98%)

Language: one of choice (+10%)

Identify fruits and plants (+10%)

Prowl (+15%)

Dancing (+10%)

Singing (+10%)

Preserve Food (+10%)

Skin and prepare hides (+10%)

Wilderness Survival (+15%)

W.P.: one of choice

Hand to Hand: Basic can be selected as one "other" skill or hand to hand: Expert at a cost of two "other" skills, and martial arts or assassin costs three "other" skills."

O.C.C. related skills: Select seven other skills, plus one additional skill at levels 4, 8 and 12. All new skills start at level one proficiency.

Communications: Basic only

Cowboy: Breaking in horses only (+10%)

Domestic: Any

Electrical: None

Espionage: Detect Ambush only

Mechanical: None

Medical: First Aid only (+10%)

Military: None

Physical: Any

Pilot: Horsemanship (+25%), Boats (except ship), pilot motorcycle or hover cycle only (all at +10%)

Pilot related: None

Rogue: Any

Science: None

Technical: Language, art and lore only

W.P.: Any

Wilderness: Any (+10%)

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

level. Also, skills are limited (any, only, none) as previously indicated in that list. Standard Equipment: Starts off with two suits of day to day clothing, a rope belt, a sack, 1D4 clay pots and a waterskin. He also has a 30% chance to have 1D4 pre-Rifts items (lighter, magnifying glass, etc.)

Weapons may include anything, but are usually a blessed spear and one other weapon of choice (dependent on location of the character and G.M.'s Whim).

Armour, if the Eternal Madman has any at all, is likely to be of a light traditional type.

Money: Most Eternal Madmen cannot count and they, in general place little value in money, but may be attracted to gems and gold and understand enough to keep 2D6x100 credits (or equivalent) for basic needs. The few that collect a treasure trove other than weapons and equipment will generally have no real concept of just how valuable something is and may rely on somebody else who can tell him. The Eternal madman gets enjoyment in thinking he has things of value, whether or not he actually does.

Cybernetics: Because of the "gifts" of the spirits", the Eternal Madman's body rejects all foreign objects, including Cybernetics and Bionics.

Abilities:

1. P.P.E. available for spell casting:

The character starts with 1D6x10 plus the P.E. attribute in Potential Psionic Energy. This increases by 2D6 per level, but does not increase as the P.E. attribute increases (see below).

In addition, the Eternal Madman can draw double the amount of P.P.E. from ley lines, and can draw on the doubled P.P.E. Energy of animal of animals and people at the moment of death when they have been slain by his own hands,

without the necessity of a blood sacrifice ritual! The P.P.E. drawn upon from those he has killed must be used quickly, but the Eternal Madman can hold that energy for ten minutes per level of experience.

2. Sense Ley Lines:

The Eternal madman can see and feel the presence of magic. All of the following sensing abilities are automatic powers and do not require the expenditure of P.P.E.

Sense ley line: The Eternal madman is able to sense the presence of ley lines within an area equal to 10 miles (16 km) per level of experience. They are also able to locate the exact location of a ley line with proficiency slightly less than that of a Ley Line Walker. The base skill is 20% +4% per each additional level of experience.

Sense ley line nexus: Once the ley line has been found, the Eternal madman can follow the ley line to as many nexus points as it intersects. Skill level is 30% +5% per each additional level of experience.

See magic energy: The Eternal madman can see magic energy radiating from peoples, creatures, objects and areas as long as more than 20 P.P.E. Are present. This ability is not as acute as the Ley Line Walker ability and does not allow the Eternal madman to see anything made invisible by magic. Range: Line of sight, about 1,000 feet (305 m) without obstructions.

3. Spell Knowledge:

The character starts with the knowledge of 10 spells in total; four from 1st level, three from 2nd level, two from 3rd level and one from 4th level. With each additional level, the magician can learn one additional spell equal to his own.

This is intuitive knowledge that just comes to him the same as it comes to a mystic.

4. Minor Psychic:

The Eternal Madman has minor psionic powers, rare for a sorcerer. He may select two sensitive powers and one physical power. I.S.P. is the M.E. Number +1D6 per level of experience.

5. Pure Soul:

Despite suffering from insanity and even capable of random acts of violence, the soul of the Eternal madman is ever pure, regardless of what his body does.

Despite his supernatural nature at later stages, he does not radiate evil.

Furthermore, their very presence repels evil supernatural creatures. If an evil supernatural creature decides to attack an Eternal Madman, it will be haunted by several ghostly apparitions and suffer the following penalties: -1 attack per melee, -1 to save vs horror factor and magic fear and all combat bonuses are at -2. Vampires and animated dead are held at bay - cannot attack. Note: If the Eternal Madman attacks the evil spirit(s) first, the taboo is negated and the foul creature can attack without fear of a taboo curse or penalties.

6. Immune to possession:

The Eternal Madman is already possessed by some very possessive spirits and so therefore is immune to further possession. Furthermore, if the Eternal Madman dies, 2 haunting entities, a poltergeist and a possessing spirit are released into the area.

7. Resistance to Mind Control:

The spirits possessing the Eternal Madman has a vested interested in him. Even if the Eternal Madman fails a save

vs mind control, the spirits possessing him will take control of the body! For 1D6x10 minutes, the character becomes under G.M. control, but does not have to take orders from the would be mind controller).

8. Special O.C.C. bonuses:

- +1 to save vs mind control at levels 1, 3, 5, and 7.

- +1 to vs ritual Sorcery.

- +1 to save vs horror factor at levels 1, 3, 5, and 7.

Development, modifications, bonuses and penalties by level of experience.

1st Level: The character is physically superior. Add +1D6 to the P.S., P.E., and P.E. Attributes; +2D6 to Spd, +3D4x10 to physical S.D.C.! The character looks strong and healthy.

2nd Level: Becomes a minor mega-damage creature. Replace hit points and S.D.C. with 3D6+12 M.D.C.! Also +3 to initiative and +2 to strike, parry and dodge as the character develops enhanced reflexes.

Unfortunately, this is also the first sign of mental deterioration. The Eternal Madman rolls once on the Phobia table.

3rd Level: +4D6 to physical M.D.C., +1D6+2 to P.S. and Spd, and 1D4 to P.B. The character's body takes on the appearance of a top athlete and body builder. Also +3 to initiative, +2 to disarm, +1 to parry and +1 to dodge as the character continues to develop enhanced reflexes. They also roll once on the Affective disorder table.

4th Level: The spirits are strong within the character. Add +2 to save vs all forms of magic, +4 to save vs

possession, and +3 to his spell strength (defenders now need a 15 or higher to save), but suffers a -3 penalty to insanity. Unfortunately, the Eternal Madman also rolls once on the Crazy Hero table. Because the Eternal Madman has at this point become one with the spirits, he is now affected by all spells that affect spirits. For example, a successful exorcism will cause the Eternal Madman to go running out of the area and he may never return. He cannot flee into another dimension, however, without outside help.

5th Level: The character becomes a major Mega-Damage superbeing! +2D6x10+40 to M.D.C. And P.S. And P.E. Becomes supernatural! The character looks young (no older than 21 regardless of age) and powerful. He can leap 15 feet (4.6 m) high and 20 feet (6 m) across, double with a running start.

6th Level: Double the character's running speed and +1 attack per melee round. His continued expansion of his vision allows the user to see the invisible. A disturbing development: a vulnerability to one of the following (determined by rolling 1D6)

1. Cold/Ice
2. Fire
3. Silver
4. Iron
5. Wood
6. Magic

M.D. and magical versions do double damage, and S.D.C. Versions do their S.D.C. Equivalent in M.D. (i.e. A silver S.D.C. Dagger that normally inflicts 1D6 S.D.C./Hit Point damage does 1D6 M.D. to the Eternal Madman.

7th Level: The Eternal Madman's body takes on a whole new dimension as it

begins to regenerate 2D6 M.D.C. per minute. The Eternal Madman also continues his slow steady descent into insanity. Roll once on the Obsession table.

8th Level: The Eternal Madman can become invisible at will (same as the spell: invisibility simple). There is also the likelihood of periodic delirium and hallucinations. These episodes will occur 1D4 times every 24 hours, with the following results (roll percentile dice):

0-25 Doesn't recognize those around him and will not trust them. Asks for family members.

26-50 Doesn't know where he is and tries to leave (find friends, go home, etc.)

51-75 Relives some past event and sees everybody around him as someone else (friend or foe). Nothing the character says makes any sense.

76-00 Sees monsters and villains threatening him. The character will scream in terror, shout warnings, run around, and point to and attack things that are not there.

9th Level: The opening of his vision begins to accelerate out of control. The Eternal madman begins to see everything in sight as something monstrous. While the Eternal Madman will understand (at least in the beginning) that what he is seeing is an illusion, he will become paranoid, jumpy and easily startled and confused; -20% on all skill performance, -3 on initiative, reduce speed by 25%, reduce attacks by melee round by one and cannot recognize real monsters. He can mentally force himself to see the world as it is for 1D4 minutes, but it requires a saving throw versus insanity to

implement. On the plus side, the Eternal Madman is now immune to horror factor.

10th Level: The Eternal madman aging slows down drastically. He only ages 1 year for every 5.

11th Level: the spirits enhances his special magical abilities: +1 to spell strength. Also the energies of Eternal Madman have become so intense that if the Eternal Madman dies, he literally disappears in a puff of sparkling blue energy.

12th Level: Roll once on the Psychosis table.

13th Level: Because the Eternal madman is being continuously bombarded with random messages and feelings, he becomes impervious to all mind controlling spells and psionic abilities.

14th Level: The Aging slows down to such a degree that they become effectively immortal. Unfortunately, the Eternal Madman can no longer differentiate between fantasy and reality. As a result, the penalties of 9th level are doubled!

15th Level: Roll for one random insanity.

Curing the Eternal Madman: Shortly after contact with the spirits, the Eternal Madman becomes irreversible very quickly. By Fourth level, the merging is unstoppable.

To escape the spirits “gifts”, one must enlist the aid of at least a Medicine man and a Priest, and usually many other participate. The Eternal Madman must

be under 4th level and a willing subject. A four hour ritual involving dance, singing, chanting and the laying of hands will forever change the character. After the ritual has been completed, he or she is spiritually reborn and will have lost all of his Eternal Madman powers and bonuses. Any spells he once new are forgotten and can not take any Magic O.C.C.s in his new life (most likely becomes a Assimilated Tribesman). However, as a parting gift, the character remains a minor M.D.C. creature with 3D6+12 M.D.C., +1D4 to the P.S., P.E., P.B., and Spd attributes, is +1 to save vs disease and poisons, and +2 to save vs possession. The character looks strong and healthy. However, the O.C.C. skill bonuses for the new occupation are half and any O.C.C. bonuses do not apply. Note: Must be played out. One cannot start out as an Ex-Eternal Madman.

Stabilizing the Eternal Madman: Even after the point of no return, through the use of magic, the Eternal Madman can be released from his lunacy for short periods of time. After fourth level, when the connection with the spirits in finally forged, the use of the spell Control/ Enslave entity can be used to command the Eternal madman to perform a specific task. While doing this task, the Eternal Madman is focused on the goal and gets a +4 to save vs any of his insanities. Furthermore, his vision is clear and he does not suffer from delirium and hallucinations. However, there are a few restrictions to this. For starters, the possessing entities may break control at anytime. Secondly Eternal Madman does have to make an involuntary save vs magic with all of his bonuses. A successful save means that the spell does not work and the Eternal Madman responds normally.