

## —RANDOM ENCOUNTERS—

### ORGANIZATION

- 01-08 ADVENTURERS** Like the characters, this is a group in search of adventure, be it as warriors, explorers, or brigands.
- 09-16 MILITARY UNIT** This group is part of a much larger organization. Roll again on the following table:
- 01-40 COALITION** Could be anything from an S&D squad to a full convoy. Roll again on the COALITION Table.
- 41-80 LOCAL MILITIA** The nearest town or city/kingdom is patrolling the area.
- 81-00 MERCENARIES** These will be working for either the local militia or a larger group like the Coalition.
- 17-20 LONE PREDATOR** Careful, this monster or beast could be trouble!
- 21-28 KNOWN N.P.C.** Someone the group has met in the past.
- 29-36 MERCENARIES** This group could be on a mission, on their way to a mission or looking for work.
- 37-40 ANIMALS** A family of wild animals roams the area. Could be a good time to find some dinner. Skip MOTIVATION and ATTITUDE, and roll on the ANIMALS table.
- 41-49 TRAVELING SHOW** Passing through the area or camped nearby.
- 50-58 BANDITS** A group of brigands up to no good.
- 59-67 SUPERNATURAL & MINIONS** A powerful Supernatural being and his band of followers.
- 68-76 REFUGEES** Victims of someone or something looking for a new place to call home.
- 77-85 NOMADS** Always on the move, this could be a family or a tribe.
- 86-94 PILGRIMS** People/D-Bees on a regular Exodus to a place of some significance, either religious or otherwise.
- 95-00 LONE ADVENTURER** A foolish character Traveling without friends.

### BANDIT GOALS

- 01-23 ALL THINGS MAGIC** These guys are keen to get their hands on anything magic.
- 24-46 ALL THINGS TECHNOLOGICAL** From batteries to Robot Vehicles, these guys want tech!
- 47-69 WEAPONS & MILITARY** From Automatic S.D.C. weapons to M.D.C. tanks and bombers.
- 70-93 ANYTHING NOT NAILED DOWN** If they can get a few credits for it, they'll take it.
- 94-00 DESTRUCTION** Mayhem and Carnage are the name of the game. Booty is just an added bonus.

## —RANDOM ENCOUNTERS—

### MOTIVATION

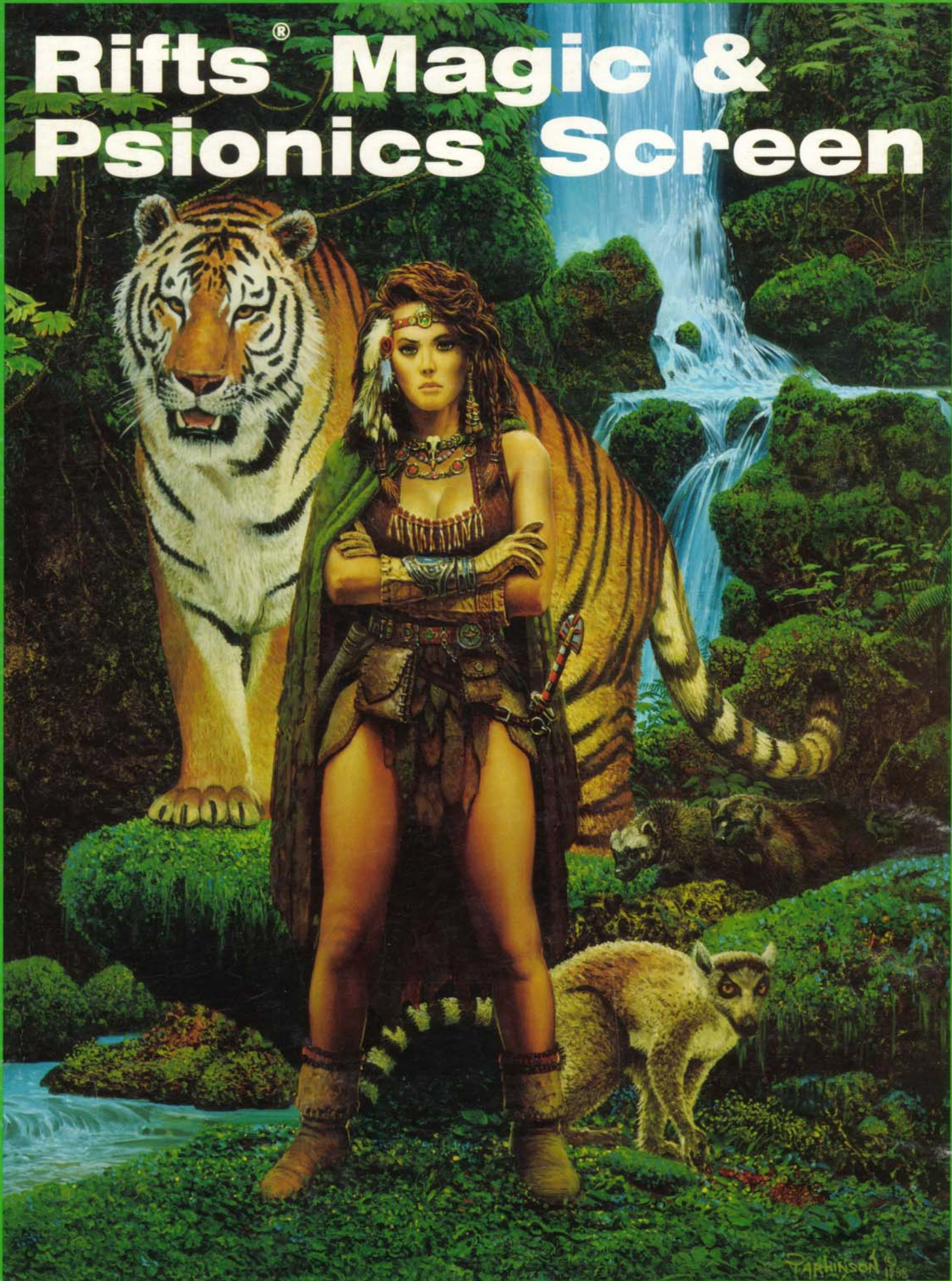
- 01-11 LOOKING FOR PREY** For one reason or another this group is spoiling for a fight. Not necessarily bad guys, they could just be bored and looking for sport.
- 12-23 RUNNING FOR COVER** This group has already been in a fight, and lost badly! The player characters may feel obligated to help out.
- 24-35 ROUTINE PATROL** Either near a settlement or merely a camp. They may request the characters move on in a direction away from their camp or town.
- 36-47 TREASURE HUNTING** These guys may be looking for leads or already have some.
- 48-59 HOMESTEAD** Either a small farm or cabin, or even an unexpected town or city.
- 60-71 CAMPED & RESTING** Tired after a long day, these people are looking for a good night's sleep.
- 72-83 LEAVING** Having stayed awhile, these people were just leaving. Maybe they'll stick around?
- 84-95 LOOKING TO CAMP** This may be the perfect spot to camp, but who got here first?
- 96-00 DECIMATED** The player characters stumble on the remains of a group that was completely destroyed. But by who? (or what?...)

### ATTITUDE

- 01-15 CAUTIOUS & FRIENDLY** Not sure of the player character's motivations, these people are willing to be friendly, but they're no fools either.
- 16-30 SUSPICIOUS & HOSTILE** This group suspects the characters of being up to no good. Not likely to invite them for afternoon tea.
- 31-45 PARANOID & VIOLENT** When the characters appear they will have next to no time to convince these guys they don't want a fight. If they do want one, they've come to the right place.
- 46-60 SCHEMING** If these guys are up to no good, the characters won't know until it's too late. Or they could be looking for an angle, maybe to make some money.
- 61-75 HELPFUL & FRIENDLY** These people will do their best to earn the characters' trust, giving any aid that they can (within reason), and being very hospitable. Likewise, if the characters are looking for information, this is the place to get it (if these guys actually have it, that is).
- 76-90 BACKSTABBING** The nicest people the characters have come across. Too nice, in fact, for as soon as the opportunity presents itself, these guys will stick it to them, but good.
- 91-00 WEAK & SUBMISSIVE** The characters will feel powerful and in charge as these people bend over backwards to give them their way.



# Rifts<sup>®</sup> Magic & Psionics Screen



TARKINSON 11/98



# PSIONICS

The following is a quick reference to the entire list of psionics found in Rifts® pages 115 to 127.

## HEALING

**BIO-REGENERATION**  
 RANGE: SELF  
 DURATION: PERMANENT  
 I.S.P.: 6  
 SAVING THROW: NONE

## DEADEN PAIN

RANGE: TOUCH OR WITHIN 3FT  
 DURATION: 1 HOUR PER LEVEL  
 LENGTH OF TRANCE: 2 MINUTES  
 I.S.P.: 4

## DETECT PSIONICS

RANGE: 30FT PER LEVEL  
 DURATION: 1 MINUTE PER LEVEL  
 I.S.P.: 6

## EXORCISM

RANGE: TOUCH OR WITHIN 8FT  
 DURATION: INSTANT  
 LENGTH OF TRANCE: 30+6D6 MIN.  
 I.S.P.: 10

## HEALING TOUCH

RANGE: TOUCH  
 DURATION: INSTANT  
 LENGTH OF TRANCE: 2 MINUTES  
 I.S.P.: 6

## INCREASED HEALING

RANGE: TOUCH OR WITHIN 3FT  
 DURATION: 2D4 DAYS  
 LENGTH OF TRANCE: 1D6 HOURS  
 I.S.P.: 10

## INDUCE SLEEP

RANGE: TOUCH OR WITHIN 6FT  
 DURATION: 1 HOUR PER LEVEL  
 LENGTH OF TRANCE: 2 MINUTES  
 I.S.P.: 4  
 SAVING THROW: STANDARD/+5

## PSYCHIC DIAGNOSIS

RANGE: TOUCH OR WITHIN 3FT  
 DURATION: INSTANT KNOWLEDGE  
 LENGTH OF TRANCE: 2D4 MELEES  
 I.S.P.: 4  
 SAVING THROW: NONE

## PSYCHIC PURIFICATION

RANGE: TOUCH  
 DURATION: IMMEDIATE  
 LENGTH OF TRANCE: 6D6 MINUTES  
 I.S.P.: 8  
 SAVING THROW: NONE

## PSYCHIC SURGERY

RANGE: TOUCH  
 DURATION: VARIES  
 LENGTH OF TRANCE: 2D6+ MINUTES  
 I.S.P.: 14

## RESIST FATIGUE

RANGE: SELF  
 DURATION: 1 HOUR + 20 MIN PER HOUR  
 LENGTH OF TRANCE: 1D6 MELEES  
 I.S.P.: 4

## PHYSICAL

**ALTER AURA**  
 RANGE: SELF  
 DURATION: 1 HOUR PER LEVEL  
 I.S.P.: 2  
 SAVING THROW: NONE

## DEATH TRANCE

RANGE: SELF  
 DURATION: UP TO 4 DAYS  
 LENGTH OF TRANCE: 2D4 MELEES  
 I.S.P.: 1

## ECTOPLASM

RANGE: 40FT PLUS 5FT PER LEVEL  
 DURATION: 4 MINUTES PER LEVEL  
 I.S.P.: VAPOR - 6 SOLID - 12

## IMPERVIOUS TO COLD

RANGE: SELF  
 DURATION: 20 MINUTES PER LEVEL  
 LENGTH OF TRANCE: 1D4 MELEES  
 I.S.P.: 2

## IMPERVIOUS TO FIRE

RANGE: SELF  
 DURATION: 3 MINUTES PER LEVEL  
 LENGTH OF TRANCE: 2D4 MELEES  
 I.S.P.: 4

## IMPERVIOUS TO POISON

RANGE: SELF  
 DURATION: 2 MINUTES  
 I.S.P.: 4

## LEVITATION

RANGE: UP TO 60FT AWAY  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: SMALL-2, MEDIUM-6, LARGE-6 + 1 PER ADDITIONAL 10 LBS.  
 SAVING THROW: NONE

## MIND BLOCK

RANGE: SELF  
 DURATION: 10 MINUTES PER LEVEL  
 I.S.P.: 4

## NIGHTVISION

RANGE: SELF; VISUAL RANGE - 600FT  
 DURATION: 10 MELEES PER LEVEL  
 I.S.P.: 4

## RESIST FATIGUE

RANGE: SELF  
 DURATION: 1HR. + 20MIN. PER LEVEL  
 I.S.P.: 4

## RESIST HUNGER

RANGE: SELF  
 DURATION: 20 MINUTES PER LEVEL  
 LENGTH OF TRANCE: 1D4 MELEES  
 I.S.P.: 2

## RESIST THIRST

RANGE: SELF  
 DURATION: 6 HOURS  
 I.S.P.: 6

## SUMMON INNER STRENGTH

RANGE: SELF  
 DURATION: 10 MINUTES PER LEVEL  
 I.S.P.: 4

## TELEKINESIS

RANGE: UP TO 60FT AWAY  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: SMALL-3, MEDIUM-8, LARGE (OVER 20LBS)- 8+1 PER EVERY 10LBS

## SENSITIVE

**ASTRAL PROJECTION**  
 RANGE: SELF  
 DURATION: 5 MINUTES PER LEVEL  
 I.S.P.: 8

## CLAIRVOYANCE

RANGE: SELF  
 DURATION: 6D6 MELEES  
 I.S.P.: 4  
 BASE SKILL: 58% + 2% PER LEVEL

## EMPATHY

RANGE: 100FT  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: 4  
 SAVING THROW: STANDARD

## MIND BLOCK

RANGE: SELF  
 DURATION: 10 MINUTES PER LEVEL  
 I.S.P.: 4

## OBJECT READ

RANGE: TOUCH  
 DURATION: VARIES; ABOUT 2D6 MIN.  
 I.S.P.: 6 (+4)  
 SAVING THROW: NONE  
 BASE SKILL: IMPRESSIONS: 56% + 2% PER LEVEL. PRESENT: 38% + 2% PER LEVEL

## PRESENCE SENSE

RANGE: 120FT AREA  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: 4  
 SAVING THROW: NONE

## SEE AURA

RANGE: 60FT AND MUST BE VISIBLE  
 DURATION: 2 MELEES  
 I.S.P.: 6  
 SAVING THROW: NONE, BUT MIND BLOCK WILL HIDE PSYCHIC ABILITIES

## SEE THE INVISIBLE

RANGE: 120FT DISTANT  
 DURATION: 1 MINUTE PER LEVEL  
 I.S.P.: 4  
 SAVING THROW: NONE

## SENSE EVIL

RANGE: 140FT AREA  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: 2  
 SAVING THROW: NONE

## SENSE MAGIC

RANGE: 120FT AREA  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: 3  
 SAVING THROW: NONE

## SIXTH SENSE

RANGE: 90FT AREA  
 DURATION: UNTIL DANGER PASSES  
 I.S.P.: 2  
 SAVING THROW: NONE

## SPEED READING

RANGE: SELF  
 DURATION: 3 MINUTES PER LEVEL  
 I.S.P.: 2

## TELEPATHY

RANGE: READ SURFACE THOUGHTS-60FT AWAY; TWO WAY-140FT  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: 4  
 SAVING THROW: CONDITIONAL

## TOTAL RECALL

RANGE: SELF  
 DURATION: PERMANENT  
 I.S.P.: 2

## SUPER

**BIO-MANIPULATION**  
 RANGE: 160FT  
 DURATION: 4D4 MINUTES  
 I.S.P.: 10  
 SAVING THROW: STANDARD

## BIO-REGENERATION (SUPER)

RANGE: SELF  
 DURATION: PERMANENT  
 I.S.P.: 20

## ELECTROKINESIS

RANGE: VARIES  
 DURATION: VARIES  
 I.S.P.: VARIES

## EMPATHIC TRANSMISSION

RANGE: 60FT  
 DURATION: 2D6 MINUTES  
 I.S.P.: 6  
 SAVING THROW: STANDARD

## GROUP MIND BLOCK

RANGE: 120FT  
 DURATION: 10 MINUTES PER LEVEL  
 I.S.P.: 22

## HYDROKINESIS

RANGE: VARIES  
 DURATION: VARIES  
 I.S.P.: VARIES

## HYPNOTIC SUGGESTION

RANGE: 12FT WITH EYE CONTACT  
 DURATION: VARIES; A FEW HOURS MAX  
 I.S.P.: 6 PER ATTEMPT  
 SAVING THROW: STANDARD

## MENTALLY POSSESS OTHERS

RANGE: TOUCH  
 DURATION: 5 MINUTES PER LEVEL  
 I.S.P.: 30

## MIND BLOCK AUTO DEFENSE

RANGE: 120FT  
 DURATION: 10 MINUTES PER LEVEL  
 I.S.P.: 22

## MIND BOLT

RANGE: 100FT PER LEVEL  
 DURATION: INSTANT  
 I.S.P.: 6 = 1D6 S.D.C.; 12 = 3D6; 20 = 6D6; 40 = 2D4 M.D.C.

## MIND BOND

RANGE: TOUCH  
 DURATION: SPECIAL  
 I.S.P.: 10  
 SAVING THROW: STANDARD

## MIND WIPE

RANGE: TOUCH  
 DURATION: SPECIAL  
 I.S.P.: SPECIAL  
 SAVING THROW: STANDARD

## P.P.E. SHIELD

RANGE: SELF  
 DURATION: 6 MINUTES PER LEVEL  
 I.S.P.: 10

## PSI-SHIELD

RANGE: SELF  
 DURATION: 6 MINUTES PER LEVEL  
 I.S.P.: 30

## PSI-SWORD

RANGE: SELF  
 DURATION: 5 MINUTES PER LEVEL  
 I.S.P.: 30

## PYROKINESIS

RANGE: VARIES  
 DURATION: VARIES  
 I.S.P.: VARIES

## TELEKINESIS (SUPER)

RANGE: 100FT PER LEVEL  
 DURATION: 2 MINUTES PER LEVEL  
 I.S.P.: 10 PER 100LBS

## TELEKINETIC FORCE FIELD

RANGE: SELF OR 40FT PER LEVEL  
 DURATION: 10 MINUTES PER LEVEL  
 I.S.P.: 30  
 M.D.C.: 25 PER LEVEL

## TELEMECHANICS

RANGE: TOUCH OR 5FT AWAY  
 DURATION: 10MIN. + 2MIN. PER LEVEL  
 I.S.P.: 10  
 SAVING THRW: NONE



# SPELL LEARNING RULES (OPTIONAL)

The following is a complete reference to the entire list of spells found in Rifts® pages 168 to 190. Each spell is listed with a Difficulty Rating (D.R.). After an initial uninterrupted study period of 1 to 30 days (G.M.'s call), a character has a rudimentary understanding of the studied spell. When attempting to cast the spell, roll 1D20 and use the results from the following tables. Each table has a percentile chance of eliminating the need to roll a 20 sided die for success.

## I. SIMPLE SPELLS

• 1 - 4: Misread, P.P.E. spent.  
• 5 - 9: Misread, no P.P.E. spent.  
• 10 - 20: Success! +4 (cumulative) on next roll.  
**Know Spell Permanently:** 15% +10% for each success.

## II. AVERAGE SPELLS

• 1 - 6: Misread, P.P.E. spent.  
• 7 - 12: Misread, no P.P.E. spent.  
• 13 - 20: Success! +3 (cumulative) on next roll.  
**Know Spell Permanently:** 10% +10% for each success.

## III. MODERATE SPELLS

• 1 - 7: Misread, P.P.E. spent.  
• 8 - 13: Misread, no P.P.E. spent.  
• 14 - 20: Success! +2 (cumulative) on next roll.  
**Know Spell Permanently:** 10% +8% for each success.

## IV. DIFFICULT SPELLS

• 1 - 8: Misread, P.P.E. spent.  
• 9 - 15: Misread, no P.P.E. spent.  
• 16 - 20: Success! +1 (cumulative) on next roll.  
**Know Spell Permanently:** 10% +5% for each success.

## LEVEL ONE

**BLINDING FLASH**  
RANGE: 10FT RADIUS, 60FT AWAY  
DURATION: INSTANT  
SAVING THROW: STANDARD  
P.P.E.: 1 D.R.: I

**CLOUD OF SMOKE**  
RANGE: 90FT  
DURATION: 4 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 2 D.R.: I

**DEATH TRANCE**  
RANGE: SELF  
DURATION: 10 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 1 D.R.: I

**GLOBE OF DAYLIGHT**  
RANGE: UP TO 30FT AWAY  
DURATION: 12 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 2 D.R.: I

**SEE AURA**  
RANGE: 100FT  
DURATION: 1 MELEE  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: I

**SEE THE INVISIBLE**  
RANGE: 200FT  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 4 D.R.: I

**SENSE EVIL**  
RANGE: 90FT  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 2 D.R.: I

**SENSE MAGIC**  
RANGE: 120FT  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 4 D.R.: I

**THUNDERCLAP**  
RANGE: 30FT AREA  
DURATION: INSTANT  
SAVING THROW: VS. HORROR FACTOR  
P.P.E.: 4 D.R.: I

**LEVEL TWO**  
**BEFUDDLE**  
RANGE: 100FT  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 6 D.R.: I

**CHAMELEON**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 18 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: I

**CLIMB**  
RANGE: SELF OR OTHERS UP TO 40FT  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 3 D.R.: I

**CONCEALMENT**  
RANGE: SMALL OBJECTS UP TO 40FT  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 6 D.R.: I

**DETECT CONCEALMENT**  
RANGE: AREA AFFECT: 30FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: I

**EXTINGUISH FIRE**  
RANGE: 20FT AREA UP TO 80FT AWAY  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 4 D.R.: I

**FEAR**  
RANGE: 20FT AREA UP TO 100FT AWAY  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: VS. HORROR FACTOR  
P.P.E.: 5 D.R.: II

**HEAVY BREATHING**  
RANGE: 60FT AWAY  
DURATION: 5 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 5 D.R.: I

**LEVITATION**  
RANGE: UP TO 60FT AWAY  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 5 D.R.: II

**MYSTIC ALARM**  
RANGE: 12FT  
DURATION: 1 YEAR PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**TURN DEAD**  
RANGE: UP TO 60FT AWAY  
DURATION: INSTANT EFFECT  
SAVING THROW: STANDARD  
P.P.E.: 6 D.R.: II

**LEVEL THREE**  
**ARMOR OF ITHAN**  
RANGE: SELF OR OTHERS  
DURATION: 4 MELEES PER LEVEL  
M.D.C.: 10 PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: II

**BREATHE WITHOUT AIR**  
RANGE: SELF OR OTHERS  
DURATION: 12 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: I

**ENERGY BOLT**  
RANGE: 150FT  
DURATION: INSTANTLY  
DAMAGE: 4D6 S.D.C.  
SAVING THROW: DODGE OF 18  
P.P.E.: 5 D.R.: II

**FINGERS OF THE WIND**  
RANGE: 90FT  
DURATION: 3 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**FLOAT IN AIR**  
RANGE: SELF OR OTHERS WITHIN 30FT  
DURATION: 10 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**FUEL FLAME**  
RANGE: 100FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**IGNITE FIRE**  
RANGE: 40FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: II

**IMPERVIOUS TO FIRE**  
RANGE: SELF OR OTHERS UP TO 60FT  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**IMPERVIOUS TO POISON**  
RANGE: SELF OR OTHERS  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**INVISIBILITY: SIMPLE**  
RANGE: SELF OR OTHERS  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: II

**NEGATE POISONS/TOXINS**  
RANGE: SELF OR BY TOUCH  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 5 D.R.: II

**PARALYSIS: LESSER**  
RANGE: 60FT  
DURATION: ONE MINUTE PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 5 D.R.: II

**RESIST FIRE**  
RANGE: SELF OR OTHERS  
DURATION: 20 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: II

**TELEKINESIS**  
RANGE: 60FT  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: DODGE  
P.P.E.: 8 D.R.: IV

**LEVEL FOUR**  
**ASTRAL PROJECTION**  
RANGE: SELF  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: II

**BLIND**  
RANGE: TOUCH OR 10 FEET AWAY  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 8 D.R.: II

**CARPET OF ADHESION**  
RANGE: UP TO 30FT AWAY PER LEVEL  
DURATION: 10 MELEES PER LEVEL  
SAVING THROW: SPECIAL  
P.P.E.: 10 D.R.: II

**CHARISMATIC AURA**  
RANGE: 60FT RADIUS  
DURATION: 6 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 10 D.R.: II

**CURE MINOR DISORDER**  
RANGE: TOUCH OR 10 FEET  
DURATION: INSTANT  
SAVING THROW: STANDARD (IF UNWANTED)  
P.P.E.: 10 D.R.: III

**ENERGY FIELD**  
RANGE: SELF OR UP TO 60FT AWAY  
DURATION: 1 MINUTE PER LEVEL  
A.R.: 4 M.D.C.: 60  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: III

**FIRE BOLT**  
RANGE: 100FT PER LEVEL  
DURATION: INSTANT  
DAMAGE: 4D6 M.D.C.  
SAVING THROW: DODGE  
P.P.E.: 10 D.R.: II

**FOOL'S GOLD**  
RANGE: 5FT  
DURATION: 20 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 10 D.R.: II



**LEY LINE TRANSMISSION**  
RANGE: LENGTH OF THE LEY LINE  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 30 D.R.: II

**MAGIC NET**  
RANGE: 60FT  
DURATION: 2 MELEES PER LEVEL  
SAVING THROW: SPECIAL  
P.P.E.: 7 D.R.: II

**MULTIPLE IMAGE**  
RANGE: SELF  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: -4  
P.P.E.: 7 D.R.: III

**REPEL ANIMALS**  
RANGE: 30FT  
DURATION: IMMEDIATE  
SAVING THROW: STANDARD  
P.P.E.: 7 D.R.: II

**SEAL**  
RANGE: 100FT  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 7 D.R.: II

**SHADOW MELD**  
RANGE: SELF  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: II

**SWIM AS A FISH**  
RANGE: SELF OR OTHERS UP TO 10FT  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 6 D.R.: II

**TRANCE**  
RANGE: TOUCH OR WITHIN 12FT  
DURATION: 20 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 10 D.R.: III

**LEVEL FIVE**  
**CALLING**  
RANGE: 2 MILES PER LEVEL  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 8 D.R.: II

**CIRCLE OF FLAME**  
RANGE: 10FT AROUND SELF  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: III

**DOMINATION**  
RANGE: TOUCH OR WITHIN 4FT  
DURATION: 15 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 10 D.R.: IV

**ENERGY DISRUPTION**  
RANGE: 60FT  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 12 D.R.: III

**ESCAPE**  
RANGE: SELF, TOUCH OR 5FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 8 D.R.: II

**EYES OF THOTH**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 10 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 8 D.R.: II

**FLY**  
RANGE: OBJECT BY TOUCH  
DURATION: 6 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 15 D.R.: III

**HEAL WOUNDS**  
RANGE: TOUCH OR 3FT  
DURATION: INSTANT  
SAVING THROW: STANDARD  
P.P.E.: 10 D.R.: II

**HORRIFIC ILLUSION**  
RANGE: 30FT  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: vs H.F.: 14  
P.P.E.: 10 D.R.: III

**SLEEP**  
RANGE: TOUCH OR 1FT  
DURATION: 10 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 10 D.R.: II

**SUPERHUMAN SPEED**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 1 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: III

**SUPERHUMAN STRENGTH**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 2 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 10 D.R.: III

**SWIM AS A FISH: SUPERIOR**  
RANGE: SELF OR OTHERS  
DURATION: 10 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 12 D.R.: III

**LEVEL SIX**  
**APPARITION**  
RANGE: 30FT  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 20 D.R.: III

**CALL LIGHTING**  
RANGE: 300FT  
DURATION: INSTANT  
DAMAGE: 1D6 M.D.C. PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 15 D.R.: II

**COMPULSION**  
RANGE: 60FT  
DURATION: 24 HOURS  
SAVING THROW: STANDARD  
P.P.E.: 20 D.R.: III

**CURE ILLNESS**  
RANGE: TOUCH OR 3FT  
DURATION: INSTANT  
SAVING THROW: NONE/STANDARD  
P.P.E.: 15 D.R.: II

**FIRE BALL**  
RANGE: 90FT  
DURATION: INSTANT  
DAMAGE: 1D4 M.D.C. PER LEVEL  
SAVING THROW: DODGE  
P.P.E.: 10 D.R.: III

**IMPERVIOUS TO ENERGY**  
RANGE: SELF OR OTHERS BY RITUAL  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: III

**MAGIC PIGEON**  
RANGE: IMMEDIATE AREA  
DURATION: 2 MONTHS PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: III

**MASK OF DECEIT**  
RANGE: SELF  
DURATION: 10 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 15 D.R.: III

**MEMORY BANK**  
RANGE: TOUCH  
DURATION: 3 MONTHS PER LEVEL  
SAVING THROW: NONE/STANDARD  
P.P.E.: 12 D.R.: III

**REDUCE SELF (6 INCHES)**  
RANGE: SELF  
DURATION: 10 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: III

**TELEPORT: LESSER**  
RANGE: 5 MILES PER LEVEL  
DURATION: REQUIRES 2 FULL MELEES  
SAVING THROW: NONE  
P.P.E.: 15 D.R.: II

**TIME SLIP**  
RANGE: SELF  
DURATION: 1/2 MELEE (7 SECONDS)  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: III

**TONGUES**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 12 D.R.: III

**WORDS OF TRUTH**  
RANGE: 5FT  
DURATION: 1 MINUTE PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 15 D.R.: II

**LEVEL SEVEN**  
**CONSTRAIN BEING**  
RANGE: 30FT  
DURATION: 2 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 20 D.R.: III

**AGONY**  
RANGE: 5FT PER LEVEL  
DURATION: 1 MINUTE  
SAVING THROW: STANDARD  
P.P.E.: 20 D.R.: III

**ANIMATE & CONTROL DEAD**  
RANGE: 400FT/LINE OF VISION  
DURATION: 5 MINUTES  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: IV

**DISPEL MAGIC BARRIER**  
RANGE: 100FT  
DURATION: INSTANT  
SAVING THROW: STANDARD  
P.P.E.: 20 D.R.: III

**FLY AS THE EAGLE**  
RANGE: SELF OR OTHERS UP TO 100FT  
DURATION: 20 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 25 D.R.: III

**GLOBE OF SILENCE**  
RANGE: 90FT  
DURATION: 6 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: III

**INVISIBILITY: SUPERIOR**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: III

**INVULNERABILITY**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 1 MELEE PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 25 D.R.: IV

**LIFE DRAIN**  
RANGE: 30FT  
DURATION: 2 MELEES PER LEVEL  
DAMAGE: SPECIAL  
SAVING THROW: STANDARD  
P.P.E.: 25 D.R.: IV

**METAMORPHOSIS: ANIMAL**  
RANGE: SELF OR OTHERS BY RITUAL  
DURATION: 20 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 25 D.R.: III

**PURIFICATION**  
RANGE: TOUCH OR 3FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 20 D.R.: II

**SECOND SIGHT**  
RANGE: 5 MILES PER LEVEL  
DURATION: 2 MELEES  
SAVING THROW: NONE/MIND BLOCK  
P.P.E.: 20 D.R.: III

**WIND RUSH**  
RANGE: 120FT  
DURATION: 1 MELEE  
SAVING THROW: STANDARD  
P.P.E.: 20 D.R.: II

**LEVEL EIGHT**  
**COMMUNE WITH SPIRITS**  
RANGE: SELF OR OTHERS BY TOUCH  
DURATION: 5 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 25 D.R.: II

**EXORCISM**  
RANGE: 30FT  
DURATION: 3 MINUTES/UP TO 6 MONTHS  
SAVING THROW: STANDARD  
P.P.E.: 30 D.R.: IV

**EYES OF THE WOLF**  
RANGE: SELF OR OTHERS  
DURATION: 20 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 25 D.R.: III

**HALLUCINATION**  
RANGE: TOUCH OR 3FT  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 30 D.R.: III



**LOCATE**  
RANGE: 15 MILES PER LEVEL  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 30 D.R.: II

**LUCK CURSE**  
RANGE: TOUCH OR 10FT  
DURATION: 24 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 40 D.R.: III

**METAMORPHOSIS: HUMAN**  
RANGE: SELF OR OTHER BY RITUAL  
DURATION: 20 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 40 D.R.: III

**MINOR CURSE**  
RANGE: TOUCH OR 10FT  
DURATION: 24 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 35 D.R.: III

**NEGATE MAGIC**  
RANGE: TOUCH OR 60FT  
DURATION: INSTANT  
SAVING THROW: SPECIAL  
P.P.E.: 30 D.R.: II

**ORACLE**  
RANGE: SELF  
DURATION: 1 MINUTE  
SAVING THROW: NONE  
P.P.E.: 30 D.R.: III

**SICKNESS**  
RANGE: TOUCH OR 20FT  
DURATION: 12 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 50 D.R.: III

**SPOIL FOOD & WATER**  
RANGE: TOUCH OR 3FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 30 D.R.: II

**STONE TO FLESH**  
RANGE: 12FT  
DURATION: INSTANT/PERMANENT  
SAVING THROW: NONE  
P.P.E.: 30 D.R.: III

**WISPS OF CONFUSION**  
RANGE: 90FT  
DURATION: 5 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 40 D.R.: III

**LEVEL NINE**  
**CURSE: PHOBIA**  
RANGE: TOUCH OR 20FT  
DURATION: 24 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 40 D.R.: IV

**FAMILIAR LINK**  
RANGE: SELF AND ANIMAL/600FT  
DURATION: INDEFINITE  
SAVING THROW: NONE  
P.P.E.: 55 D.R.: III

**METAMORPHOSIS: INSECT**  
RANGE: SELF OR OTHERS BY RITUAL  
DURATION: 20 MINUTES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 60 D.R.: IV

**MUTE**  
RANGE: 30FT  
DURATION: 20 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 50 D.R.: IV

**PROTECTION CIRCLE: SIMPLE**  
RANGE: RADIUS OF THE CIRCLE  
DURATION: 24 HRS; 4 P.P.E. TO REACTIVATE  
SAVING THROW: NONE  
P.P.E.: 45 D.R.: III

**SUMMON & CONTROL CANINES (PENTACLE)**  
RANGE: VARIES  
DURATION: 5 HOURS PER LEVEL  
SAVING THROW: STANDARD (IF P.C.)  
P.P.E.: 50 D.R.: IV

**SPEED OF THE SNAIL**  
RANGE: 60FT  
DURATION: 2 MELEES PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 50 D.R.: IV

**TRANSFERAL**  
RANGE: TOUCH OR 10FT  
DURATION: 1 HOUR PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 50 D.R.: III

**WATER TO WINE**  
RANGE: 12FT  
DURATION: INSTANT/PERMANENT  
SAVING THROW: NONE  
P.P.E.: 40 D.R.: IV

**LEVEL TEN**  
**BANISHMENT**  
RANGE: 100FT  
DURATION: 2 WEEKS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 65 D.R.: IV

**CONTROL & ENSLAVE ENTITY**  
RANGE: 30FT  
DURATION: 48 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 80 D.R.: IV

**METAMORPHOSIS: SUPERIOR**  
RANGE: SELF OR OTHERS BY RITUAL  
DURATION: 20 MINUTES PER LEVEL  
SAVING THROW: NONE/STANDARD  
P.P.E.: 100 D.R.: IV

**MYSTIC PORTAL**  
RANGE: 20FT  
SIZE: 10FT WIDE BY 20FT TALL  
DURATION: 4 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 60 D.R.: IV

**SUMMON & CONTROL RODENTS (RITUAL)**  
RANGE: 60FT  
DURATION: 5 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 70 D.R.: IV

**SUMMON SHADOW BEAST**  
RANGE: IMMEDIATE  
DURATION: 6 MELEES PER LEVEL/SPECIAL  
SAVING THROW: NONE  
P.P.E.: 140 D.R.: IV

**WARDS**  
RANGE: VARIES WITH TYPE  
DURATION: VARIES WITH TYPE  
SAVING THROW: STANDARD  
P.P.E.: 90 D.R.: IV

**LEVEL ELEVEN**  
**ANTI MAGIC CLOUD**  
RANGE: 100FT RADIUS PER LEVEL  
DURATION: 20 MELEES PER LEVEL  
SAVING THROW: SPECIAL  
P.P.E.: 140 D.R.: IV

**CREATE MAGIC SCROLL**  
RANGE: IDENTICAL TO SPELL  
DURATION: AS PER SPELL  
SAVING THROW: STANDARD  
P.P.E.: 100+ D.R.: IV

**CREATE MUMMY (RITUAL)**  
RANGE: TOUCH  
DURATION: EXISTS UNTIL DESTROYED  
SAVING THROW: NONE  
P.P.E.: 160 D.R.: IV

**REMOVE CURSE**  
RANGE: TOUCH OR 10FT  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 140 D.R.: IV

**SUMMON & CONTROL ANIMALS**  
RANGE: 600FT  
DURATION: 5 HOURS PER LEVEL  
SAVING THROW: STANDARD  
P.P.E.: 125 D.R.: IV

**SUMMON FOG**  
RANGE: 1 MILE AREA PER LEVEL  
DURATION: 1 HOUR PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 140 D.R.: IV

**LEVEL TWELVE**  
**AMULET**  
RANGE: HOLDER/WEARER OF AMULET  
DURATION: UNTIL DESTROYED  
SAVING THROW: NONE  
P.P.E.: 290+ D.R.: IV

**CALM STORM**  
RANGE: 1 MILE AREA PER LEVEL  
DURATION: 1 HOUR PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 200 D.R.: IV

**CREATE ZOMBIE (RITUAL)**  
RANGE: TOUCH  
DURATION: EXISTS UNTIL DESTROYED  
SAVING THROW: NONE  
P.P.E.: 250 D.R.: IV

**METAMORPHOSIS: MIST**  
RANGE: SELF OR OTHERS BY RITUAL  
DURATION: 20 MINUTES PER LEVEL  
SAVING THROW: NONE/STANDARD  
P.P.E.: 250 D.R.: IV

**SUMMON & CONTROL ENTITY (RITUAL)**  
RANGE: NOT APPLICABLE  
DURATION: 24 HOURS PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 250 D.R.: IV

**TIME HOLE**  
RANGE: SELF  
DURATION: 24(4) HOURS PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 210 D.R.: IV

**LEVEL THIRTEEN**  
**CREATE GOLEM** D.R.: IV  
RANGE: TOUCH  
DURATION: EXISTS UNTIL DESTROYED  
SAVING THROW: NONE  
P.P.E.: STONE: 700 IRON: 1000

**PROTECTION CIRCLE: SUPERIOR**  
RANGE: RADIUS OF THE CIRCLE  
DURATION: 24 HOURS; 20 P.P.E. TO REACTIVATE  
SAVING THROW: NONE/STANDARD  
P.P.E.: 250 D.R.: IV

**SUMMON & CONTROL STORM**  
RANGE: IMMEDIATE AREA/UP TO 10 MILES AWAY  
DURATION: 1 HOUR PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 300 D.R.: IV

**SUMMON LESSER BEING (RITUAL)**  
RANGE: NOT APPLICABLE  
DURATION: 24 HOURS PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 425 D.R.: IV

**SANCTUM**  
RANGE: 30x30FT UP TO 200 MILES AWAY  
DURATION: LIFETIME OR UNTIL CANCELED  
SAVING THROW: NONE  
P.P.E.: 390 D.R.: IV

**TALISMAN**  
RANGE: VARIES WITH TYPE OF SPELL  
DURATION: EXISTS UNTIL DESTROYED  
SAVING THROW: STANDARD  
P.P.E.: 500 D.R.: IV

**LEVEL FOURTEEN**  
**CLOSE RIFT**  
RANGE: 100FT  
DURATION: INSTANT  
SAVING THROW: STANDARD  
P.P.E.: 200 + 2 D.R.: IV

**ID BARRIER**  
RANGE: 200FT AWAY + 100FT PER LEVEL  
DURATION: 3 MINUTES PER LEVEL  
SAVING THROW: STANDARD & VS H.F.: 14  
P.P.E.: 600 D.R.: IV

**IMPENETRABLE WALL OF FORCE**  
RANGE: 100FT  
DURATION: 5 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 600 D.R.: IV

**RESTORATION**  
RANGE: TOUCH OR 3FT AWAY  
DURATION: INSTANT/PERMANENT  
SAVING THROW: NONE  
P.P.E.: 750 D.R.: IV

**LEVEL FIFTEEN**  
**DIMENSIONAL PORTAL**  
RANGE: A FEW FEET AWAY  
DURATION: 2 MELEES PER LEVEL  
SAVING THROW: NONE  
P.P.E.: 1000 D.R.: IV

**TELEPORT: SUPERIOR**  
RANGE: SELF/OTHERS 300 MILES PER LEVEL  
DURATION: INSTANT  
SAVING THROW: NONE  
P.P.E.: 600 D.R.: IV

**TRANSFORMATION (RITUAL)**  
RANGE: TOUCH  
DURATION: 3 DAYS PER LEVEL  
SAVING THROW: STANDARD - 3  
P.P.E.: 2000 D.R.: IV