

—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.

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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[®] Magic & Psionics Screen



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 THROW: 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