

**Tiny's**

**Giant  
Spell Netbook**

417 New Spells

## Level One

Aura  
Beast Call  
Bladder Burst  
Curse: Beast Eyes  
Defense: Odor Secretion  
Essence Armor  
Essence Bolt  
Flare  
Globe of Twilight  
Glow  
Heal Light Wounds  
Law of Identification  
Locate Object  
Locate Star  
Maintain Temperature  
Marking  
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Quickdraw  
See Magi Energy  
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Singing Insect  
Sterilize  
Twilight Lantern  
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## Level Two

Amphibia  
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Holy Symbol: Lesser  
Hot Flash  
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Mask Scent  
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Portent of Doom: Minor  
Protection from Glare/Strobe  
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## Level Three

Alter Gravity  
Chaos Flare  
Color Restoration  
Courage  
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Impervious to Cold  
Impervious to Cold  
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Magical Radiance  
Mesmerism  
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## Level Four

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Carrion Gather  
Carrion Shaping  
Cleaning Crew  
Cold of the Grave  
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Crystal Battery  
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Defense: Quill  
Disorientation  
Dragon's Claws  
Fire Fly  
Frostbite  
Harden Aura  
Hyperawareness  
Image Shell  
Impervious to Darkness  
Impervious to Radiation

Inkspray  
Invigorate  
Lostrel's Wordwipe  
Magic Bolt  
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Nightvision  
Path of friends  
Rumble  
See and Sense Destabilization  
Shadow Mask  
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Spring  
Stationary Illusion  
Superhuman Beauty  
Tag  
Vibrating Palm  
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## Level Five

Absolute Darkness  
Aphrodisiac  
Bonesnap  
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Circle of Cold  
Crackle  
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Destroy Dead: Lesser  
Disinherit (Lesser)  
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Ice Bolt  
Impact Shield  
Improved Shadow Bolt  
Kinetic Beam  
Lesser Holy Incite  
Magic Trap  
Mangled  
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Mindshade  
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Mystic Shield  
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Nature Blast  
Obscure  
Power Burst  
Preserve Blood  
Recognition  
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Seeker

Sense Relative Location  
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Shadow Mold  
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ShadowBlade  
Spectral Weapon  
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Transparency  
Warp Matter  
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### **Level Six**

Absorbspell  
Acid Bolt  
Armor of Darkness  
Armor of Mordin  
Bar the Way (Incantation)  
Bio Energy Flash  
Block Magical Radiance  
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Despair  
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Electroshock  
Energize  
Familiar: Messenger  
Fang of Vengeance  
Feather Armor  
Flesh Armor  
Flop  
Force Bolt: Superior  
Good Luck  
Haven of the wood  
Heal Heavy Wounds  
Ice Blast  
Image Projection  
Impervious to Radiation and Heat  
Inertial Missile  
Infestation: Lesser  
Junglesense  
Magic Sphere  
Mana Bolt  
Multi-Missile (Major)  
Oxygen Generation  
Portent of Doom: Major

Power Surge  
See Shadow Creatures  
Shadow Steal  
Siphon: Simple  
Sunbeam  
Superhuman Metabolism  
Twilight Sight  
Warrior's Health

### **Level Seven**

Basal  
Black Light  
Bladestorm  
Blur  
Burning Without Burning  
Catalyst  
Clothe  
Cold Wall  
Ecstasy  
Energy Fist  
Essence Burst  
Fist of Death  
Future Dreams  
Healers Attack  
Inner Peace  
Inversion  
Life Suck  
Light Bomb  
Magic Grenade  
MystiCrypt (Ritual)  
Nightspill  
Nova  
Nymph  
Orgasm  
Pain  
Paralysis : Bomb  
Paralysis: Superior  
Pins & Needles  
Predator: Lesser  
Random Casualty  
Reflectspell  
Shadow Leap  
Shadow Meld: Superior  
Shell of Silence  
Shriek  
Spellbomb  
Teleport: Self  
Veil  
Void Wall  
Water Skin

### **Level Eight**

Acid Rain  
Advanced Spectral Weapon  
Anti-Magic Wall  
Aura of Chaos  
Battle Song:  
Blue Fireball  
Bond  
Chaos Plane  
Dark Duality  
Destroy Dead: Superior  
Destroy Dead: Superior  
Disinherit (Greater)  
Disrupt Chemical Reaction  
E.M.P.  
Energy Pulse  
Energy Pulse  
Fetch  
Firestorm  
Force Ball  
Force Mine  
Fusion Blast  
If... Then...  
Implode  
Lightning Wall  
Living Storm  
Lostrel's Wordlock  
Magic Grenade  
Negative Flame  
Nether Projection  
Pain Link  
Photosynthesis  
Portal of Fear  
Pulse  
Purify Atmosphere  
Shape Magic Energy  
Shockwave  
Skill Performance  
Speed of the Juicer  
Spelltrap  
Storespell  
Supernatural Strength  
Sustenance  
Temporary Enchantment (Ritual)  
Vampire Regeneration  
Zero Gravity

## Level Nine

Advanced Cloak  
Ambush  
Blood Curse (Ritual)  
Cure Disease (Level 9 Spell)  
Demon Spirit  
Disrupt Magical Forces  
Ebony Shroud  
Extend  
Heal Wounds: Superior  
Impervious to Vacuum  
Improved Invisibility  
Improved Invisibility  
Intimation  
Ley Line Orbital  
Martial Prowess  
Multi-Missile (Superior)  
Nocturnal  
Reduce Others (6 inches)  
Rolling Hills  
Shadow Dwelling  
Shadow Glyph  
Shadow Phase  
Spell Ability  
Spellblock  
Stabilize Magical Forces  
Steal Control  
Steal P.P.E.  
Stop Healing (curse)  
Summon Hordlings  
Supernatural Fear  
Teleport: Self  
Time Warp: Youth  
Vacuum Survival  
Void Spirit  
White Aura (Ritual)

## Level Ten

Animate and Control Dead:  
Greater  
Bar the Way (Ritual)  
Contingency (lesser)  
Copy Magical Aura  
Create Ghoul (Ritual)  
Create Greater Animated Dead  
(Ritual)  
Dark Law  
Deadbolt:  
Dimensional Window  
Enchant Armour/Shield (Ritual)  
Enchant Weapon (Ritual)

Entropy Shield  
Eye of Spiral  
Eyes of Eylor  
Final Flash  
Hibernation: Superior  
Hold metal  
Lostrel's Symbol Smasher  
Mend Metal  
Orb of Ehtys  
Orb of Sythe  
Phoenix Blood  
Shadow Walk  
Shapeshift  
Spellwall  
Starflare  
Terrain Flux  
Travel via Sandstorm  
Warmonger

## Level Eleven

Bone Armor (Necromancer,  
Ritual Only)  
Bone Weapon (Necromancer,  
Ritual Only)  
Calibrate Rift  
Consuming Flamecharge  
Create Gravity  
Elemental Mist  
Fragmentation  
Inertia Shield  
Mimic  
Nether Portal  
Predator: Superior  
Restore Radioactivity  
Restore Radioactivity (Ritual)  
Shadow Transformation  
Summon Hordlings: Advanced

## Level Twelve

Ball of Soul  
Charm Object (ritual)  
Cloth of Iron  
Dark Marionette  
Dimensional Fetch  
Disguise True Nature  
Disguise True Nature  
Encode Spell  
Nullmagic Shield  
Phase Shift  
Siphon: Superior (Ritual)  
Spell Ability: Superior

Transport

## Level Thirteen

Bestow Enemy  
Contingency (greater)  
Create Blue Flame Artifact  
(Ritual)  
Enchant Object (Ritual)  
Enchanted Weapon (Ritual)  
Infestation: Superior  
Preserver  
Prismatic Skull (Ritual)  
Recall to Sanctum  
Soul Transport  
Star Control (Ritual)  
Starlight Laser

## Level Fourteen

Alter Magical Stability  
Create Focus  
Curse of the Untimely Demise  
(Ritual)  
Restore Limb (Ritual)  
Space Rift (Ritual)  
Spell Steal  
Transference (Ritual)  
Water Serpents

## Level Fifteen

A Mind to Magic (Ritual)  
Dimensional Transport  
Ecomold (Ritual)  
Gateway (Ritual)  
Golem Armor: Ritual  
Rebirth (Ritual)  
Summon Blue Flame Elemental  
(Ritual)  
Vacuum Rift (Ritual)

## Spells of Legend

Advanced Rebirth (Ritual)  
Create Life Form (Ritual)  
Dimensional Shift  
Flame of Fury  
Immortality  
Lunar Eclipse  
Maelstrom  
Multiplicity:  
Nexus Manipulation  
Permanency

# Level One

## Aura

**Range:** 120ft

**Duration:** 24 melees per level of experience

**Saving Throw:** None

**PPE:** Two

This incantation can be cast on a object or a person. Once cast it causes the target to appear as if glowing a bluish light. The light will illuminate an area of up to 3ft from the target. Practioners above first level can control the color for one extra PPE at the time of casting. If cast on a person it does not interfere with vision. The glow is barely visible in full daylight. It can not be cast on a specific body part (like the eyes), but can target a individuals items (like a weapon). The spell will not illuminate an area larger then man size (such as a horse).

Player: I cast glow on the sword and the go to the local armorer's shop. I explain to the armorer that it is a magic sword.

GM: Ok the armorer calls in the local mage to cast sense magic on the weapon. The mage confirms that the sword appears magical. The armorer pays you a handsome price for such a rare weapon.

Player: I collect the money and smile. Then I beat feet out of town before the spell wears of.

## Beast Call

**Range:** 500 ft

**Duration:** Instant

**P.P.E.:** 5

When an animal (regardless of its affiliation with shaman) dies, the shaman can use up five P.P.E. to absorb five times the P.P.E. base of the fallen creature or ten P.P.E., whichever is highest. The Ritual is Instantaneous, but will not work if the beast is killed by technological means

## Bladder Burst

**Range:** One person per every three levels of experience

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** One

This spell will increase the moisture content and pressure within a specific target's bladder. This disastrously results in the victim wetting himself uncontrollably, soaking his trousers with pungent urine. -4 to P.B. until cleaned up.

The opposite of this spell will mystically evaporate pent-up fluids in the bladder, negating the need to relieve oneself for at least 6 hours. Very useful when drinking heavily.

## Curse: Beast Eyes

**Range:** 60 feet

**Duration:** Two hours per level.

**Saving Throw:** 12 or better (does not change).

**P.P.E.:** 40

This is a powerful curse that can only be used on humans and intelligent life forms, and can only be broken with an anti-curse spell. This curse inflicts the victim with a life-long fear of animals. He is petrified of all animals, specifically their eyes.

## **Defense: Odor Secretion**

**Range:** Can be smelled for 600 ft.

**Duration:** One week per level.

**Saving Throw:** None

**P.P.E.:** 5

The shaman can secrete a powerful resin that has a highly potent smell. The resin cannot be removed by technological or magic means and will disperse with time. The smell is so strong and repulsive that no one will want to go near or touch the object or area affected for the spell duration.

## **Essence Armor**

**Range: Self**

**Duration:** One melee round per level of experience

**Damage:** 1D6 per two levels of experience

**Saving Throw:** Special

**P.P.E.:** 10

This spell creates a hazy black aura around the caster. Whenever he touches, or is touched by a living being, that being must roll a saving throw versus magic. If the saving throw is successful, the being suffers normal damage. If it fails, a S.D.C being will suffer damage directly to hit points, and a M.D.C. being will suffer damage that cannot be bio-regenerated for 1D4 hours. This spell will affect anyone in light or medium body armor.

## **Essence Bolt**

**Range:** 100 feet (30m)

**Duration:** Instant

**Damage:** 3D6 SDC, plus 1D6 per two levels of experience

**Saving Throw:** **Dodge**, plus Special

**P.P.E.:** One

This spell causes a pitch black bolt to streak forth from the caster to the target. On impact, the target must roll a saving throw, with the same effects as Essence Armor. The Essence Bolt will ignore body armor ( but not magic armor, power armor, or robot vehicles ). It has a flat 1-50% chance to ignore force fields, and a 1-5% chance per caster level of experience to ignore magical spell protections.

## **Flare**

**Range:** 500 feet maximum (can be seen for several miles)

**Duration:** Two melees (approximately 30 seconds)

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 2

This spell creates a tiny but brilliant spark of light that is used as a beacon. The mystical flare is created at an altitude of 500 feet in the air, where it will slowly drift downwards for two melees before ending (reaching a final height of approximately 400 feet). While the maximum height of the flare is 500 feet, the flare itself can be seen as far as five miles away. The flare invocation cannot be used to blind opponents (see Blinding Flash).

## **Globe of Twilight**

**Range:** Up to 50 feet away. 10 foot radius per level of experience.

**Duration:** 20 melees (5 minutes) per level of experience.

**Saving Throw:** Dodge on bolts.

**PPE:** 7 for globe, 10 per bolt.

Same as Twilight Lantern, except effects are doubled and the light keeps good-aligned spirits, all fairies, and all animals out of the area of effect.

## **Glow**

**Range:** Self or 30ft radius around caster.

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 2

This spell is similar to the other first level spells of Blinding Flash and Globe of Daylight. In this case, the photo kinetic energy is spread out over a longer duration. The mage can vary the color, size, and shape of the glow to create a display of pretty lights. The glow isn't really enough to see by (less than the light produced by a few candles). It's great for distractions, impressing children, training young illusionists, and making a mage seem more intimidating (+1 to horror factor when the glow is radiated from one's self, eyes, clothes, staff, etc.)

## **Heal Light Wounds**

**Range:** Touch or 3'

**Duration:** Instant

**P.P.E.:** 3

Restores 1D8 HP or SDC

## **Law of Identification**

**Range:** 60 feet

**Duration:** One use per casting

**Saving Throw:** None

**P.P.E.:** 2

This simple Wizard spell locates more of a specific item or material based on its similarity to another material. For example: If a person has a pinch of sand and wishes to find out which bag the sand comes from he casts the spell and once cast he will know which bag it comes from. The spell can also be used to identify a piece of skin or blood as coming from a specific person if they are within the Range of the spell. This can be very useful in prosecuting crimes.

## **Locate Object**

**Range:** 40 feet

**Duration:** One use per casting

**Saving Throw:** None

**P.P.E.:** 4

This spell is for the mage that forgets where he put an object. All he needs to do is cast the spell, picture the item, and if the object is within the Range of the spell then he knows where the object is.

### **Locate Star**

**Range:** 500,000 light years per level of experience. Knowledge is cast on self only, or others by touch or within 2 ft per level of experience.

**Duration:** 1 hour per level of experience.

**Damage:** None

**Saving Throw:** Standard if the knowledge is not wanted.

**P.P.E.:** 3

Effect: This simple spell allows the caster to locate any existing galaxy, black hole, white hole, star, planet, asteroid, comet or other celestial body provided the caster knows its name. This spell will NOT locate ships, life forms, mineral deposits, constellations, or spaceborn ley lines and nexuses.

### **Maintain Temperature**

**Range:** Self, or objects or others by touch.

**Duration:** Fifteen minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 4

This simple spell can be cast on just about anything. For the duration of the magic the object or life form will maintain its natural temperature. Whether human or ice, nothing will be able to alter the temperature. This spell is vital when traveling in arctic environments and scorching deserts without protection from the elements. This spell provides no special resistance against fire or ice attacks, but heat and cold attacks will only do half damage. Magic and mega-damage fire, heat, ice, and cold do full damage.

### **Marking**

**Range:** Touch

**Duration:** Infinite

**Saving Throw:** None

**P.P.E.:** 5

Frankly, a rather useless spell allowing the shaman to "Decorate" One of his familiars with markings or colors. This indicates to other animals that the animal is a familiar, and not to be messed with. To humans, it indicates a weird animal, one that should not be harmed.

### **Mystic Symbol**

**Range:** Touch

**Duration:** Permanent

**Saving Throw:** Only if attempted on a living organism that resists the effort

**P.P.E.:** 2

Makes an area of written, drawn, painted, inked, tattooed, etc. symbols permanent. Affects an area of up to 4 square inches per level. Can be cancelled only at the caster's will or by a Negate Magic or similar spell.



## Quickdraw

**Range:** 10 feet (3 m) radius per each level of experience.

**Duration:** Instant

**Saving throw:** None

**P.P.E.:** 2

Any object under 10 pounds (4.5 kg) will be heavily attracted to the caster's hand, as if it was powerfully magnetized (effective strength of 25). The object will instantly shoot towards the caster's grip. If the object is less than 20 feet (6.1 m) away, the character can grasp and use it with only one action. Anything else beyond this range will take one action to attract. If the return path is blocked by an object, the item will go up to 50 feet around to find a path to its master, otherwise it will fall as close as possible that is in a direct path of the caster.

## See Magic Energy

**Range:** Line of Sight/Self, Others by touch or within 5 ft per level of experience.

**Duration:** 2 minutes per level of experience.

**Damage:** None; see effect.

**Saving Throw:** Standard if the powers are not wished.

**P.P.E.:** 3

Effect: This spell allows the caster or someone nearby to see the magic energy radiating from people, creatures, objects, and areas, as long as more than 20 P.P.E. points are present in the source being looked at. The sensing ability is so acute that the character can see things made invisible either magically or naturally, including supernatural creatures, entities, and elementals. Any character under the affliction of a spell that cost more than 20 P.P.E. to cast will also be noticeable to the recipient of this spell.

## Singing Insect

**Range:** 90 foot (27.4 m) radius.

**Duration:** 4 melees per level of experience.

**Saving throw:** None

**P.P.E.:** 2

Extremely useful to rogues, this spell will conjure up the background sounds of insect life common to the area. They will start softly and unnoticeably rise in volume, masking the sounds of the character and all within the spell's range, giving them a 95% effective Prowl skill as far as not being detected by sound. They will still need to stay out of sight, however. These sounds are also magical in nature and cause a calming affect, giving the caster a bonus of +2 to initiative.

The volume can also be increased causing an almost deafening chorus. Everyone within the spell's range will suffer -1 to strike, parry and dodge due to the distracting numbing noise. These chirps travel so well that all those within 300 feet (91.5 m) will still hear faint calls, giving the caster an effective Prowl skill of 62% (or +15% if the skill is known) as far as not being detected by sound.

## Sterilize

**Range:** 12ft

**Duration:** Instant

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 2

This spell is useful in medical situations and in removing dust and other particles from surfaces. Each invocation affects one cubic foot or a four square foot surface area (depending on the task at hand) per level. All dust, harmful bacteria, powder, small loose particles, and external viruses are destroyed. Casting this spell is a good idea when there is a chance of infection from wounds. Multiple castings can also help to prevent the spreading of gangrene and other similar diseases.

### **Twilight Lantern**

**Range:** 30 feet

**Duration:** 30 minutes per level of experience.

**Saving Throw:** Dodge on bolts.

**PPE:** 5 for lantern, 6 per bolt

Creates a sphere that casts an eerie light similar to that of the time between dusk and night. It floats within ten feet of the caster and can be moved wherever desired. Creatures of darkness and any being that has weakness to sunlight to any type of light are attracted to the sphere. Vampires and those with weaknesses to light have double SDC or 250 more MDC, whichever applies. Also, the globe may fire small bolts of energy inflicting 2D6 MD or 1D6 x 10 MD to Gods, Godlings, and supernatural beings of good alignment. The only strike bonus is + 3.

### **Vacuum Speech**

**Range:** Self or others away 100 ft +50 ft per level of experience.

**Duration:** 30 minutes per level of experience.

**Damage:** None; see effect.

**Saving Throw:** Standard if the power is not wanted.

**P.P.E.:** 2

Effect: Allows the spellcaster and others to speak in the airless environment of outer space, or in any other kind of vacuums. Allows for spell casting and verbal communication when no radio is handy. This spell does not grant the spellcaster the ability to breathe without air and, if human, will run out of breath within 2 minutes.

Note: Still muted in Globe of Silence.

### **Ventriloquism**

**Range:** 15ft Range, affects self or others by touch.

**Duration:** Two minutes per level

**Damage:** None

**Saving Throw:** -2 penalty

**P.P.E.:** 2

The mage (or the recipient of the spell) can throw his voice anywhere within Range. Imitating voices is not possible unless the character has that skill (+10% bonus if he has it), but the character can grunt, growl, mumble, moan, scream, and change the sound of his voice. Note: This spell is taken from the first edition of the Palladium Fantasy RPGR.

### **Water Skin**

**Range:** Self.

**Duration:** 60 melees (15 minutes) plus 40 melees (10 minutes) per each additional level of experience.

**Saving throw:** None

**P.P.E.:** One

This spell will create a layer of circulating water covering the entire body of the character. This will give the benefits of a wet body suit and will not dampen clothing worn. When cast, two forms can be selected, warm or cold water. Each will protect the caster from the opposite temperature effects by environmental conditions. Warm will allow normal activity in temperatures as low as -30 degrees Fahrenheit with no penalties. Cold will allow normal activity in climates as high as 140 degrees Fahrenheit with no penalties or dehydration. When the spell expires, the water will disappear.

## Level Two

### Amphibia

**Range:** Self

**Duration:** 10 minutes per level.

**P.P.E.:** 12

A simple spell that enables the shaman to become totally amphibious and breathe in water effortlessly. He can also swim at twice the normal speed and his P.P. and P.E. are doubled in water!

### Audio Illusion

**Range:** 60ft

**Duration:** One minute per level.

**Damage:** None

**Saving Throw:** -2 penalty

**P.P.E.:** 4

Use of this spell allows a mage to mentally generate any form of noise, from breaking glass to a car engine. He can center the sound anywhere within Range, but it can be heard for a distance equal to the real sound. The sound can also be maintained for the listed duration. Voices cannot be duplicated (use Ventriloquism for that). This spell is useful to add noise to visual illusions to make them more convincing. If that is the use, drop the save throw for this illusion and instead add a -2 penalty to the save throw for the visual illusion.

### Blossom Fury

**Range:** 90 feet (27.4 m).

**Duration:** 4 melees per level of experience.

**Saving throw:** None for visual impairments; Save versus Poison for pollen

**P.P.E.:** 4

This spell is very popular among the Ninja and faerie folk of the Pacific Rim. A flurry of fragrant flower petals will start to fall and dance upon wind currents creating a beautiful wonder to behold. Within seconds, this turns to a downpour, obscuring sight and smell as if caught in a blizzard. What's worse, all caught within the area of affect without facial protection must save versus poison or suffer horrific allergies. These may include burning, watery eyes, sneezing, extreme congestion leading to the possibility of inhalation of the blossoms gasping for air.

All within the area of affect are nearly blinded by the array of bombarding blossoms, limiting visibility (by any means) to 5 feet (1.5 m) and all tracking abilities by scent become useless due to the overwhelming masking scent of the flower petals. While within the blossom fury, victims will be -4 to strike, parry and dodge. If they do not have proper protection (goggles, air filtration, mask, etc.) they will also suffer an additional penalty of -1 to strike, parry and dodge. These added penalties will last up to 2D4 melees after the spell's duration has elapsed.

### Boomerang

**Range:** Equal to that of the thrown/missile object.

**Duration:** 1 melee per level of experience.

**Saving throw:** None

**P.P.E.:** 3

Anything thrown by the caster under 10 pounds (4.5 kg) will return to the character's hand. If stuck in an object, it will exert a force equal to a strength attribute of 25. If the return path is blocked by an object, the item will go up to 50 feet around to find a path to its master, otherwise it will remain in place to be retrieved.

### **Death Mask**

**Range:** Touch

**Duration:** Two hours per level of experience

**Saving Throw:** None

**P.P.E.:** 18

This spell allows the target to "hide" from death temporarily. If the spell's target is near death ( in a coma, or at zero hit points and losing blood, dying from poison, etc... ), the spell places the target in stasis, stopping all functions for the duration.

### **Essence Net**

**Range:** 15 feet ( 4.5m ) +5 feet ( 1.5m ) per level of experience

**Duration:** One melee round per level of experience

**Damage:** 1D6 per two levels of experience

**Saving Throw:** Special

**P.P.E.:** 35

This spell generates an inky black net, approximately 12 feet ( 3.6m ) in diameter. The caster has to throw the net ( P.P. and W.P. bonuses apply ).

Any being entrapped by the net must roll a saving throw versus magic ( as per Essence Armor ) to determine any additional damage effects. The creature must also roll a saving throw versus pain or fall unconscious from the chilling pain that the net inflicts upon him. The net continues to inflict damage every melee round, and the saving throw versus pain must be re-rolled every round if the victim is still awake.

The victim can try to break free of the net if he has a supernatural P.S.. This requires one melee round for a P.S. of 31 or better, plus one melee round per point below 31. The net can withstand 50 M.D.C. of cutting damage before a hole large enough for a man-sized creature is made. A survivor of the net will have a criss-cross pattern of scars, resulting in a -1 P.B. per two rounds entrapped.

### **Eyes of the Eagle**

**Range:** Self, sight range of 600 per level.

**Duration:** One minute per level.

**P.P.E.:** 7

This spell enables the shaman to increase the power of his vision to that of an Eagle or an equally powerful predator. The spell allows the shaman to see the invisible, magnify his vision down to a 5ft wide area at maximum distance, and see clearly even small objects and read a newspaper headline over someone's shoulder at maximum range.

### **Familiar: Memory Bank**

**Range:** Touch

**Duration:** One month per level of experience.

**Saving Throw:** None

**P.P.E.:** 10

A marvel of animal to man communication through magic. The shaman can use any one of his familiars to store snippets of information within their unused consciousness. The animal's unused brain potential codes the information into whatever form the shaman desires (visual, tactile, credit card numbers, etc.)

### **Force Bolt: Lesser**

**Range:** 90ft

**Duration:** Instant

**Damage:** 4D6 S.D.C.

**Saving Throw:** Dodge, parry, or roll with punch/fall/impact.

**P.P.E.:** 4

The mage can create a small surge of kinetic force and project it at a target. Unlike a Call Lightning or Fireball spell, this is not entirely directed by magic. As such, the mage gets a +1 bonus to strike in addition to his spell strength bonus up to a maximum bonus of +8.

### **Headache**

**Range:** 90 ft or by touch

**Duration:** 1D8 melees +1 melee per level of caster

**Saving Throw:** Standard

**P.P.E.:** 4

This spell allows the mage to give anyone a headache (even himself) if they fail the Saving Throw. The effects of the headache are as follows: -1 to all combat bonuses -10% to perform skills and moving fast whether it is on foot or in a vehicle hurts even more (double penalties).

### **Hibernation: Lesser**

**Range:** Self

**Duration:** 1 hour per level of experience, or less if desired.

**P.P.E.:** 5

In five minutes of meditation and with 5 Cost, the shaman can slip into a state of hyper-meditation sleep, in which he is oblivious to the world around him. During the state, he regains SDC, Cost and ISP at three times the normal rate! It is difficult to rouse someone in this state.

### **Holy Symbol: Lesser**

**Range:** Touch or 1 ft per level of experience.

**Duration:** 5 minutes per level of experience.

**Damage:** Special; see effect.

**Saving Throw:** Standard (even ordinary objects get a chance to save).

**P.P.E.:** 5

Effect: This spell will enchant any ordinary object to become a temporary holy symbol that will keep evil creatures at bay such as vampires who naturally fear and/or are damaged by holy symbols. To such creatures the holy symbol will have a horror factor of 10 +1 every other level of experience (3, 5, 7, 9, 11, 13, and 15). Evil people or those not ordinarily affected by holy symbols are unaffected.

## Hot Flash

**Range:** 40ft

**Duration:** 1 minute per level of experience

**Saving Throw:** Standard

**PPE:** Five

This spell allows you to make a person or creature unusually warm and uncomfortable. They start sweating as if under a hot sun. The spell does not cause any damage and people or creatures resistant or immune to fire will not feel the effects. In a combat situation the enchanted individual will lose one melee attack and all skills suffer a penalty -10% to perform.

Player: I cast Hot Flash on the orc we are negotiating with.

GM: Ok he failed his save and a start to really sweat and his face goes flush.

Player: "My Mr. Orc why so nervous looking? Are you holding out on us?" and then I pull out my really mean looking dagger and snicker.

## Mask Scent

**Range:** 10 foot radius (3 m) plus 3 feet (1 m) per each additional level of experience.

**Duration:** 48 melees (12 minutes) plus 24 melees (6 minutes) per each additional level of experience.

**Saving throw:** None

**P.P.E.:** Three

The casting of this spell will completely mask the scent of the caster (or object cast upon), including equipment, within the radius of effect. Everything will become odorless, forcing creatures that track by smell, to rely on visual and audio clues. This is also handy for such uses as masking the scent of a cooked meal, negating the nauseous stench of the undead, and fumigating an outhouse, among others.

## Mage Clean

**Range:** 10 square feet per level of experience

**Duration:** Instant

**Saving throw:** not applicable

**P.P.E.:** 4/8

This is an often overlooked but important spell used for domestic purposes. This spell is similar in many ways to the spell 'Cleanse' but is specialized for use on inanimate objects. The magical energy of the spell magical removes dirt, grime, stains, and whatever else the mage considers unclean. This spell is often taught to mages just learning magic and is know by most mages. With game masters permission, a mage may know this spell to start without taking another spell's slot. The spell normally does not get rid of diseases and bacteria although it will get rid of fleas, ticks, and other similar vermin. If the spell caster spends four extra P.P.E., the spell with also disinfect and get rid of diseases and bacteria as well.

## Magic Pick

**Range:** 5 ft

**Duration:** 15 seconds (1 melee)

**Saving Throw:** None

**PPE:** 5

This spell enables the caster to pick any simple key locks through the use of magic. Complex locks (IE: safe/vault/digital/combo/combination/etc) can not be opened with this spell.

## **Motion Sickness**

**Range:** 60 ft or by touch

**Duration:** 1D4 minutes

**Saving Throw:** Standard

**P.P.E.:** 8

This spell can cause motion sickness in any being targeted by the spell (assuming they fail the save). The effects of motion sickness are debilitating, making anyone with motion sickness not be able to move fast. If the character is moved fast it caused great pain and nausea. Basically the character has a -40% to do any of his skills, and a -4 to all combat bonuses, attacks are cut in half. This is doubled if the character is moving at a rate higher than a movement rate of 6. As with the previous spell the caster can target himself if he likes.

## **Portent of Doom: Minor**

**Range:** 10 ft radius can be cast up to 100 ft away

**Duration:** 15 seconds (1 melee)

**Saving Throw:** None

**P.P.E.:** 5

This spell creates a voice (that sounds like the caster) that utters the word "doom" every two seconds. The voice says this in a vaguely uninterested tone of voice, and not very loud (i.e. if the characters are conversing they will not hear the voice). Reactions of NPCs are up to the GM.

## **Protection from Glare/Strobe**

**Range:** Self or others by touch

**Duration:** 4 melees per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 3

Very simply, this spell protects the recipient from being blinded by any form of bright light, whether it be glare from the sun, strobe lights, or a Blinding Flash spell. While under the influence of this spell, the user cannot be blinded or hampered by any sort of bright light. Even looking directly into the sun will not cause the user harm. The spell will not, however, protect the user from lasers or other energy beams.

## **Sense Vampire**

**Duration:** 1 min per level

**Range:** 50 ft + 10 ft per level

**Saving Throw:** Std (master is at +2 to save)

**P.P.E.:** 4

The mage will know if any person that they see is a vampire, if the vampire fails the save.

## **Shadow Bind**

**Range:** Self or other by touching the shadow

**Duration:** 2 days per level

**Saving Throw:** 12 if unwilling



**P.P.E.: 6**

Description: By the use of this spell the mage can bind a person's shadow to a particular location (or person). The shadow is literally held to the bound spot and does not follow it's owner's movements. While this can produce interesting results for dramatics, in practical applications it is only un-nerving, although the spell could also be employed for thievery and such.

**Spark**

**Range:** 30ft

**Duration:** Instant

**Damage:** 1D6 SDC per two levels of experience (so 1D6 at levels one through three, 2D6 at levels four and five, 3D6 at level six, etc.) Damage can be varied in increments of 1D6. Add +2D6 SDC damage in a Rifts world.

**Saving Throw:** Dodge

**P.P.E.:** 5

A small burst of electrical energy can be created and fired at a single target, doing minimal damage. The electric spark has a +2 bonus to strike in addition to the caster's spell strength bonus. Add +2D6 damage when near a ley line, and +4D6 damage when near a ley line nexus. No physical gesturing is required to direct the spark.

**Sure Hit**

**Range:** Self (Only effective against Ranged attacks)

**Duration:** Instant

Bonus: None

**Saving Throw:** Standard

**PPE:** 10

This is an illusionary spell that the magic user can cast instantly in place of a dodge roll. The spell creates the illusion of that whatever was attacking the mage, strikes, and does death dealing damage. IE: The attacker sees his energy blast, or fire ball, or any RANGED attack, successfully strike his target and obliterate it. The attacker will think that his target is no more and no longer feel that it is a threat. After this point, if the mage takes action against his attacker, he will get a + 4 on imitative, and + 6 to strike, catching the attacker totally by surprise. NOTE: Once the mage attacks, the spell is broken, the attacker will not see the "obliterated" corpse get up and attack, he will just see the mage whom he thought he killed attacking him. If the mage does not take action against the attacker after the spell, he can move around freely without the attacker noticing him for a period of 1 minute. Any interaction with things around the victim of the spell that would draw attention to the mage, will instantly break the spell.

**Sword of Sticks**

**Range:** Touch or within ten feet.

**Duration:** Five minutes (20 melees), plus one minute per level of experience.

**Damage:** 1D4 MD

**Saving Throw:** None

**PPE:** 8

This spell takes parts of plant life around the caster and binds it into a sword, typically one that fits the user's personality. Since it is bound by magic, the sword inflicts mega-damage on all attacks. Also, it does double damage to vampires. Note: if there is little or no plant life in the area, this spell won't work.

## **Tether**

**Range:** 100 feet maximum

**Duration:** 5 minutes (20 melees) per level of experience

**Damage:** None

**Saving Throw:** None (special)

**P.P.E.:** Four (4)

Tether creates a mystical link between two objects. When the spell is cast, the magic-user touches the recipient and concentrates on the object which the recipient (or recipient object) is to be tethered to (the magic-user must either possess or be riding upon said object). The link appears as an intangible wispy blue cord, about an inch thick. The tether unrolls and contracts in accordance with the magic-user's wishes.

The spell can only be cast upon inanimate objects - a wizard can't bind two people together via this spell.

However, a wizard can tether a suit of body armor (with recipient) to a large, solid object. If one of the objects to be tethered is being worn by a living creature, the creature inside can make a normal saving throw against the spell (of course, if the creature inside is willing to have the spell cast upon them, no saving throw is necessary).

## **Treadless Path**

**Range:** 10 foot radius (3 m) plus 3 feet (1 m) per each additional level of experience.

**Duration:** 36 melees (9 minutes) plus 24 melees (6 minutes) per each additional level of experience.

**Saving throw:** None

**P.P.E.:** Three

Upon casting this spell, the enchanted person and/object(s) will leave no visible tracks. Walking in malleable surfaces such as mud will immediately fill in the indentions made, restoring the ground to its prior untouched state. This spell is ideal for throwing off trackers. This spell, however, does not mask the scent of the person or item(s) that this spell is cast upon.

## **Water Mirror**

**Range:** Can use this power on any water source up to 1 mile per level of experience (to actually sense this fire source if not seen by the caster, will require another spell or power). All within a 10 foot (3 m) radius plus one-half foot per level of experience, of the water source will be in plain view.

**Duration:** 12 melees (3 minutes) plus 8 melees (2 minutes) per level of experience.

**Saving throw:** None

**P.P.E.:** Four

With this spell, the caster can use any water (as small as a bucket of water) source as an extension of his sight. The caster simply looks into a body of water (the larger the amount of water, the larger the viewing size) and all that is visible within the radius of the targeted body of water will be seen as clearly as the images they reflect in the body of liquid. This spell only allows for visual images only (images will be very accurate with a possible slight blue tinge), auditory is a separate spell.

## Level Three

### Alter Gravity

**Range:** 15 feet per level of experience  
**Duration:** 4 melees (1 minute) per level of experience  
**Damage:** None  
**Saving Throw:** Standard  
**P.P.E.:** 6

This incantation allows the magic-user to change gravity levels by 10% per level of experience (so a fifth-level caster could halve the amount of gravity, or increase it to 1.5 normal levels). The area of effect takes the form of a sphere 15 feet (per level of experience) in diameter. Saving throws for this spell are standard - which does mean that if multiple targets are in the area of effect, it is quite possible that some targets are affected and some aren't. If gravity is decreased (everything is lighter), affected targets are +2 to speed and +2 to dodge. However, chances of being knocked down are doubled, and on any successful dodge the character must make a successful roll against P.P. (on a d20) or else lose an extra attack (unable to compensate for lighter gravity). Certain skills, such as Zero-Gravity movement, might negate this (GM's decision). If the gravity is increased, the affected targets suffer -2 to speed, -2 to dodge, but chances of knockdown are halved.

### Chaos Flare

**Range:** Varies  
**Duration:** Varies  
**Saving Throw:** Varies  
**P.P.E.:** 4+1D6

This spell allows the mage to cast a random spell from levels 1 to 3. The usefulness of this spell is in doubt but is there any better way to confuse the GM or players?

For the effect roll on this chart.

01-10 Fear  
11-20 Blinding Flash  
21-30 Paralysis: Lesser  
31-40 Globe of Daylight  
41-50 Thunderclap  
51-60 Befuddle  
61-70 Cloud of Smoke  
71-80 Turn Dead  
81-90 Ignite Fire  
91-00 Invisibility: Simple

### Color Restoration

**Range:** 10 square feet per level of experience  
**Duration:** Instant and Permanent  
**Saving Throw:** None  
**P.P.E.:** 8

This is a relatively simple spell but is a very useful domestic type spell. Over time, colors can fade through sunlight or by being exposed to the elements. This spell restores colors to faded materials even if the color has

completed faded. This spell is believed to have been invented to restore manuscripts that had faded to the point that they could no longer be read. It was found to be useful for a great many other materials than faded books.

## **Courage**

**Range:** 10 feet per level

**Duration:** 1 melee per every 2 levels of caster

**Saving Throw:** None

**P.P.E.:** 6

This can affect 1 person per level of the caster. Each affected person gains a temporary bonus of +2 to save vs. horror factor. The effect lasts until the spell runs out or is negated.

## **Create Illusion**

**Duration:** 1 min per level

**Range:** 6ft radius per level, up to 40 ft away

**Saving Throw:** None

**P.P.E.:** 6

This spell, basically the reverse of globe of daylight, will cause no light to be in the circle. It was developed as a defense against the globe of daylight spell.

**Creaturesight: Probe**

**Range: Touch**

**Duration:** Ritual takes one minute to perform

**Saving Throw:** The animal cannot resist, so no saving throw.

**P.P.E.:** 20

The shaman can choose any animal in his service (except familiars) and probe its mind in complete detail. This operation is like seeing a movie of the animal's life, allowing the shaman to fast forward or rewind at his discretion, seeing everything through its eyes.

## **Fur Armor**

**Range: Self** or others!

**Duration:** 15 minutes plus 4 per level of experience

**P.P.E.:** 25

With this spell, the shaman is covered in a fur armor that has SDC/MDC of 120 plus 7 for each additional level of experience. The armor has no horror factor, but endows the wearer with a plus 12% to prowl, a bonus of +2 to dodge, +1 to strike, and +1 to PE. Cannot be used in conjunction with any other magical armor.

## **Illusionary Clothing**

**Range: Self** or Touch

**Duration:** 1 hour per level of experience

**Saving Throw:** Standard (See Description)

**P.P.E.:** 8

Mages often learn this spell or similar spells as lessons to more powerful illusions. This spell created illusionary clothing and allows the creation of almost any time of clothing, fancy to plain and linen to silk or velvet. The

spell gives no protection for the elements but does work as a disguise and can be cast over other clothing. In most cases, unless a viewer has a reason to suspect an illusion, do not give the viewer an automatic saving throw. If a viewer discovers that the clothing is an illusion, the illusion will not disappear but the viewer will be able to see it as an illusion though imperfections and possibly a slightly ghostlike property. The quality of illusion is improved if the spell caster has the sewing skill and is further improved if the spell caster has the skill at professional level. Add a -2 penalty to save against the illusion if the spell caster has sewing and -3 if the spell caster has professional sewing.

### **Impervious to Cold**

**Range:** Self or others up to 60ft away.

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 5

Normal and magical cold will do no damage to the recipient of this protective magic.

### **Magical Radiance**

**Range:** Self

**Duration:** 1 minute

**Saving Throw:** Save vs. horror factor 14. (Per each attack that this spell is used.)

**PPE:** 20

This illusionary spell makes any of the mages offensive magical attacks to appear to be god like in power and effect. What normally would look like a fireball emerging from the fingertips of the mage now looks like the mage is engulfed in magical flame that is channeled through his body and expelled as a searing white hot ball of flame. The mage will appear to be overflowing with magical power every time he casts an offense spell such as lighting or fireball etc... The offensive spells do not change other than in appearance. A save vs. a horror factor of 14 is needed for EVERY attack cast by the mage. (Only the defender needs roll) No one else is affected by the spell except by sheer awe of the mages so called "power." A failed save in most cases will mean that the victim will most likely spend his melee actions dodging/cowering and running away.

### **Mesmerism**

**Range:** 12ft with visual contact.

**Duration:** Varies with victim and suggestion.

**Saving Throw:** Standard

**P.P.E.:** 10

This enchantment enables the caster to use simple hypnotic suggestions upon intelligent creatures. Works just like the super psionic ability Hypnotic Suggestion. Taken from the PFRPG (1st edition).

### **Pain Dispersal**

**Range:** Touch

**Duration:** Instant/until the wounds heal

**Saving Throw:** None

**P.P.E.:** 25

The shaman, in a time of need, can heal himself by distributing the physical damage he has taken to his

servants/apprentices or familiars. ex. If the shaman has taken 70 SDC and he wishes to prematurely heal 60 SDC of that, he can disperse his pain/wounds.

### **Sense Vibrations**

**Range:** 50 feet (15.25 m) per each level of experience

**Duration:** 24 melees (6 minutes) plus 8 melees (2 minutes) per each additional level of experience.

**Saving throw:** None

**P.P.E.:** Eight

While in the water (or other liquids), at least ankle deep, the mage will sense all movement within the water source. The mage cannot be surprised (not even by sneak attacks or back attacks) and will receive the bonuses of +5 on initiative, +2 parry and dodge, while in the water.

### **Shadow Bolt**

**Range:** 200 ft

**Duration:** Instant

**Saving Throw:** Dodge

**P.P.E.:** 5

This spell produces a powerful bolt of pure shadow that will do 3dD6 M.D.C. to whatever it hits.

### **Stationary Illusion**

**Range:** 60ft

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** -2 penalty

**P.P.E.:** 8

An invocation which creates a replica of a physical object. The object that is "created" can be no larger than 100 cubic feet (5x5x4 feet) plus 100 cubic feet per level. Thus, anything from your basic easy chair to a pen can be simulated. The object has no substance, and if it is touched the spell is broken and the illusion ends. It is most effective when used to create an illusion of an object that is looked at but rarely touched (like a mantelpiece, painting, or other aesthetic possession). As the mage progresses, he can even create illusions of non-moving cars, shacks, used armor, etc. In order to create an object, the mage must have a copy to work from, a detailed memory, or a skill involving the object.

### **Strength of the Earth**

**Range:** Self

**Duration:** 2 melees per caster level

**P.P.E.:** 5

This spells adds 2D4 to a character's PS and 3D6 to their physical SDC/MDC for the Duration of the magic. This magic will only work if the character is close to the earth. If the character leaves the ground during the spell, it fails and the bonuses are lost.

## **Sword of Stone**

**Range:** Touch or within ten feet.

**Duration:** Three minutes (12 melees), plus 30 seconds per level of experience.

**Damage:** 4D6 MD

**Saving Throw:** None

**PPE:** 10

The caster uses this spell to pull stone and minerals from the surrounding area and bind it all together to form a sword. Typically, it fits the personality of the caster. Magic energy binds the sword together, so it inflicts mega-damage on all attacks.

## **Watery Image**

**Range:** Any water source that is pinpointed within one-half mile per level of experience.

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

**Saving throw:** None

**P.P.E.:** Eight

The caster will be able to project his image through that of any water source. This can be done one of two ways, either a mirror image of the caster is seen in the water's reflection or the water erupts upwards into the general appearance of the caster. The mage will also be able to verbally deliver any message, as well as see and hear the response, within the duration of the spell.

## **Weapons To Snakes**

**Range:** 400 ft.

**Duration:** 15 seconds.

**Saving Throw:** Standard.

**P.P.E.:** 20.

This is the classic illusionary spell that makes the victim think that the weapon in his hand has now turned into a snake. Those affected by this spell will instantly drop their weapon and jump back losing 1 attack that melee. This spell affects 1D6 people plus 1 per level of experience.

## Level Four

### Auto Aim

**Range:** Self

**Duration:** Instant.

**Bonus:** +5.

**Saving Throw:** Dodge

**P.P.E.:** 15.

This spell gives the caster a +5 bonus to hit with any Ranged weapon. The spell is instantaneous **and does not use** up an attack.

### Blood rush

**Duration:** Permanent

**Range:** Touch

**Saving Throw:** none

**P.P.E.:** 10

A variant on the heal wounds spell, this spell restores 2 pints of blood to the affected person. It is mostly used by mages that hunt and hate vampires, and mages associated with vampires (to gain extra food).

### Cleaning Crew

**Range:** 10 feet (3m) radius +2 feet (.6m) per level of experience.

**P.P.E.:** 15

**Duration:** Till the area is cleaned to the spellcasters specifications.

**Save:** Not Applicable

the spellcaster must use his full melee to cast this spell to convey what task he wants done. All objects in that radius will then animate themselves and begin to clean up the way the spellcaster wishes. The spellcaster must be specific as to his wishes because the spell will loosely interpret his meaning. I.E.: Fantasia, Mickey orders the brooms to get water and pour it into the hold. When he falls asleep they continue even when it's full because Mickey never instructed them in what condition to stop. (GM's: be sure to have fun with it when the character says, "Till it shines")

Once cast the spell will continue its course until the specifications are met (this can be this is five minutes or five years). The spell cannot be stopped, even if the spell caster ceases it, only negate magic works. The spell can be set to go off automatically in an area when it's dirty. This requires a ritual and costs double the P.P.E.

### Carpet of Slickness

**Range:** 30ft per level of experience of the caster

**Duration:** 10 melees per level experience

**Saving Throw:** Special

**PPE:** Fifteen

This is a reversed spell of Carpet of Adhesion and one cast in the area of another will cancel each other out. The spell creates an extremely slippery carpet. The victims will find their footing/grasp challenged. The spell may be cast on walls, floors, tables, doors, etc. or a person. As the adhesion spell the caster can alter the size and shape with in the limit of 200 sq. ft.

Saving Throw: If cast on a floor and if a successful save versus magic is made the targets loses one melee attack per round a new save must be made at the beginning of each melee phase for the duration of the spell. If the



save is failed the target loses their footing and falls down and loses all melee attacks that round a successful save and the target regains footing.

If cast on a person they have +2 to parry, dodge and -2 to be struck (attacker -2 to strike person with Carpet of Slickness cast on them) in hand to hand combat (not ranged). Also pins and grappling automatically fail. A target will find it hard to pick up and hold on to objects unless already holding the items before the spell was cast.

If cast on a wall that a character is trying to climb a save vs. magic must be made if failed they will fall or lose their grip. If the save is made a -25% to climb the wall (this also applies to ropes and ladders).

GM: The thief is getting away by scaling the wall.

Player 1: I think I can shoot him down. But it might kill him and then we'll never find out who sent him.

Player 2: Wait I'll cast Carpet Of Slickness on the wall!

GM: He failed his save "Ahhhhhhh <THUD>"

does no actual damage but does give a -2 to strike, parry, and dodge. NOTE: If the mage is not in combat the extra shadows all mimic the original.

### **Carrion Gather**

**Range:** Two miles per level.

**Casting Time:** One minute

**Duration:** Until the desired amount is collected or 1 day, whichever comes first.

**P.P.E.:** 20

The shaman can call all the insects or animal scavengers in the forest to comb it for dead flesh. The matter is transported mystically and rapidly decomposes as it is being carried, and arrives at the shaman in a pulp state. This is to allow the caster to use the dead matter as desired, usually by the next spell. The use of this spell can also help prevent disease.

### **Carrion Shaping**

**Range:** Touch

**Duration:** One hour per level.

**Saving Throw:** None - matter is dead.

**P.P.E.:** 5 for initial molding, 15 for every hour afterwards.

The shaman can mold the carrion, which he collects. Vast amounts are usually gathered, depending on the habitat. The initial molding makes the carrion mega-damage! After the initial molding, the shaman can add to the heap whenever he so desires. The carrion has 10 MDC per item created (takes about one hour to create a simple item), or per six by six square foot area (each area takes a half hour to develop). Weapons can be created and are also mega-damage structures, but only do SDC damage.

Dried carrion armor typically weighs about 14 lbs and causes a -10% penalty to prowl, but has an amazing 80 MDC (double or triple according to size for larger and non- humanoid creatures). The Animal Shaman can create artwork, shelters, walls, shovels, axes, chairs, etc. Just use the appropriate skill if the GM feels it is necessary. For non- Rifts worlds the mega-damage values should be replaced with equal SDC

### **Cold of the Grave**

**Range:** self or one other target. 30ft radius.

**Duration:** 1minute/level of caster

**Saving Throw:** vs. Horror Factor.

**P.P.E.:** 10

This spell makes the target of the spell radiate a spine tingling cold (both physical and psychic, like the cold of death, like Lord Soth in the Dragonlance books) that penetrates through body armor, power armor and force fields, but not robots. The cold provides a horror factor of 16 and any being that faces the recipient of the spell in combat suffers a -1 to strike, parry, dodge and initiative, triple that if the save was failed.

### **Concentrate Light**

**Range:** 50 feet per level of caster

**Duration:** Instant

**Damage:** 1d4 M.D. per every 2 levels

**Saving Throw:** Dodge

**P.P.E.:** 8

Concentrate Light is an offensive spell, but fairly weak as far as offensive spells are concerned. The invocation takes ambient light and magically concentrates it, making a thin beam of laser light. The spell has no effect in total darkness (though even a candle will give the spell enough power), though it is compatible with Globe of Daylight. While the damage inflicted to M.D.C. targets is low, the spell is deadly to vampires, inflicting 1d6 H.P. per level of the caster (and does full damage to vampires, unlike most damage-causing spells).

### **Crystal Battery**

**PPE:** 20

This is, in effect, one of the only incantation spells that really requires physical components, crystals. This spell requires quality crystal to store magic energy, but only magic energy... not spells.

Effect: Stores magic energy (PPE) in a crystal

PPE Stored: a crystal can hold 1 PPE per 50 credits of value

When PPE is stored in a crystal, it does glow (whatever colour the crystal is) and radiates magic quite clearly (can not be hidden). The mage casting the spell can put as much energy in the crystal as s/he desires, as long as the crystal can handle the energy and the energy is available (from self, ley lines, etc.).

### **Curse: Necrophobia**

**Range:** 60 feet

**Duration:** Two days per level.

**Saving Throw:** 12 or better (does not change).

**P.P.E.:** 35

This is a mild curse by comparison to bloodlust, and is a simple fear of all things dead or dying. The victim will not be able to enter a graveyard, a hospital, or even discuss disease, death, or dead people. The cure is the same as all curses.

### **Defense: Quill**

**Range:** Self

**Duration:** Five minutes per level.

**Saving Throw:** None

**P.P.E.:** 15

The shaman can cover himself with a layer of thick, sharp quills. The armor has 45 MDC and does not impede movement. Upon command 2D4 quills can dislodge to spray a target or area. One target will take 3D6 MDC, while 1D4+1 targets in a 10ft area will take 1D4 MDC .

## Disorientation

**Range:** Touch or up to 60 ft away  
**Duration:** 1 minute per level of caster  
**Saving Throw:** Standard -2  
**P.P.E.:** 12

This spell allows the mage disorientate a target. The target feels like he doesn't know where he is and for the Duration he cannot think very coherently. **Penalties:** -30% to skill performance and -3 to strike parry and dodge. Has no initiative.

## Dragon's Claws

**Range:** Self  
**Duration:** 1 melee per level  
**Damage:** 2D6 Mega-Damage  
**Saving Throw:** None  
**P.P.E.:** 7

The caster's hands become scaly and slightly enlarged with claws (like a dragon's). These claws do 2D6 M.D. with a clawing attack. The caster does NOT gain supernatural strength however and because the claws and hands are so awkward, the caster gets a -2 bonus to strike with any hand held weapons and is -10% on any skills that require intricate hand work until the spell is either cancelled or runs out.

## Fire Fly

**Range:** 100ft (30.4m)  
**Duration:** 1 melee per level of the castor.  
**Saving Throw:** Standard  
**P.P.E.:** 15  
**Mystic Discipline Limitations:** Only practitioners of African Witchcraft, Common Spell Magic, or Necromancy can learn this spell.

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

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

## **Frostbite**

**Range:** 60ft

**Duration:** Instant

**Damage:** 2d4+4 S.D.C. or 1d4+2 M.D.C. to M.D.C. beings.

**Saving Throw:** Standard

**P.P.E.:** 8

A spell that inflicts painful frostbite on an extremity. The frostbite must be taken care of within 1d4 hours, or else the affected flesh needs to be removed. Professional medical care or psionic or magical healing is necessary to prevent amputation. Regeneration abilities take twice as long to heal the wounded flesh. Note: I'm relatively sure that there was a printing of the effects of frostbite somewhere in a Palladium book. If you know which book, which page, and what the effects were please mail me.

**Cast on a hand** - weapons cannot be held, skill performance is -35%, and the character is -2 to parry and dodge and on initiative due to the pain and distraction. If a foot is affected cut speed by 75%, -4 to dodge, -2 on initiative, and the victim loses one attack. Aiming the spell anywhere else will be painful and difficult to tend to. The penalties for this are a -2 to parry, dodge, and initiative and a -10% on skill performance.

## **Harden Aura**

**Range:** Self or others by touch.

**Duration:** Three minutes per level

**Casting Time:** Two melee actions

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 10

Recipients of this spell are impervious to (and cannot use) the psionic abilities of telepathy, empathy, Empathic Transmission, and Hypnotic Suggestion. They are also given immunity to all mind-altering magic (Befuddle, Compulsion, Domination, Wisps of Confusion, etc.) Add a +1 to save vs. psionic attack and illusions. This spell confers the same defenses as a Mind Block in the Dreamstream, but only has half the penalties.

## **Hyperawareness**

**Range:** Self

**Duration:** 1 hour per level

**P.P.E.:** 35

The shaman can endow himself with the senses of a wolf, or a close approximation. His sense of smell is increased by 200 percent, (Identification of smell, direction of smell, etc.) and the shaman's peripheral vision, hearing, and even touch sensitivity are doubled.

## **Image Shell**

**Range:** Self

**Duration:** Ten minutes per level.

**Damage:** None

**Saving Throw:** -4 penalty

**P.P.E.:** 12

An invocation that allows a mage to alter his physical appearance to a fair degree. If the mage has the Disguise skill, he can add a +15% bonus when using this spell. If he does not have it, his base skill is 30% +5% per level

when using this spell. He can not, however, copy another person's face (too complicated). What he can do is change the appearance of his clothing, his apparent age (add or subtract three years per level), his apparent P.B. or P.S. (can alter each by one point per level of experience), and the shape of his body.

The mage still retains his own sex, voice, memory, skills, attributes, and abilities with the illusion, at least until level three. After level three, the mage can change his apparent sex, race, personal odor, and the sound of his voice in addition to his appearance. At level four, he can use his Lore: D-Bee and Lore: Demons & Monsters skills as a Disguise skill and make himself look like a member of another race. Size and weight does not change, but can appear to. Anyone who successfully saves against the spell will not see the illusion but the mage himself. The mage could also use this spell to boost his own horror factor by a number equal to his spell strength. Combined with Mask of Deceit, the mage can totally change his appearance into that of another person. Add Ventriloquism to this spell.

### **Impervious to Darkness**

**Range:** Self or others by touch.

**Duration:** Five minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 10

The recipient of this protective magic becomes immune to darkness and negative energy blasts (like Negative Chi), immune to the darkness based spells in this file, and immune to blindness, mute, and all other sense affecting spells. No special ability to see in darkness is granted.

### **Impervious to Radiation**

**Range:** Self or others up to 60ft away.

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 15

Though radiation is still uncommon, its presence has been enough to prompt the development of this spell. It's very useful in outer space, strange dimensions, and on the battlefield where cracked nuclear cores can spew radiation for decades. The beneficiary takes no damage from natural or artificial radiation. This spell will not cure physical damage caused by radiation, but will prevent any further damage from occurring.

### **Inkspray**

**Range:** 30ft

**Duration:** Effects last for 1D4 minutes per level.

**Damage:** The ink drains 2D4 SDC (or 1D4 MDC) per minute.

**Saving Throw:** Standard

**P.P.E.:** 8

The invocation of this spell conjures a sticky black substance that is placed on the chosen victim, who suffers from a life drain. The black ink will begin to glow a pale blue within a melee of covering a victim. During the draining the victim loses one attack, -2 on initiative, and -1 to strike, parry, and dodge. Total submersion in water or Remove Curse spells are the two quickest ways to get rid of the ink.

## Invigorate

**Range:** Self or others by touch.

**Duration:** Fifteen minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 7

This spell restores the vitality of a subject for a limited duration. The recipient immediately recovers one hit point and 1d4 S.D.C. (or 1d6 M.D.C.), feels refreshed and alive (no penalties from fatigue or pain), and he gets a +1 to save vs. poisons, toxins, pain, and magic and psionic attacks that affect the physical body for the duration of the magic.

If cast on someone who is currently wounded, dazed, weakened, etc. the mage can instead halve all the penalties that the character is currently suffering from whether induced via magic, psionics, chemicals, fatigue, or wounds. If this is done, none of the benefits in the previous paragraph are gained. This spell is useful in fighting the effects of Agony, debilitating curses, sickness and disease, and wounds. It is useless against mind attacks and reality-warping spells like S-Dep and T-Dep.

## Lostrel's Wordwipe

**Range:** 30ft

**Duration:** Instant

**Saving Throw:** Special

**P.P.E.:** 10

This interesting bit of magic was developed in the Rifts city of Lazlo. This is a seemingly useless spell, which is what local guild members and private wizards in the city thought when that laughed at the developer, Lostrel Zhane. Then they found their magic scrolls blank. They also found their magical libraries ruined. Entire passages, accounts, laboratory reports, and chapters of the costly books were partially deleted (some even totally wiped out). Even a one of a kind text on developing magical servants was damaged beyond repair, when the first six chapters on the necessary preparation for the ceremonies were erased in a way that made you wonder if there was ever any writing there. Even Techno-wizards who thought their magical information was safe on the encrypted hard drives of their personal computers found their text files garbled beyond recognition. The neophyte who created the spell was grudgingly accepted into one of the most renowned guilds of Lazlo, and also made a lot of enemies when he agreed to teach a course on the creation and usage of this spell. Those same enemies were placated (on the surface, at least) when he offered to sell a validated counter-spell for Wordwipe.

When targeted at a scroll, book, or any sort of object with writing upon it this spell magically *erases* some of the writing! Even if it is encrypted or in a foreign language, the text is erased. If the caster also has the Computer Operations skill (70% skill level or better) he can attack one specific data format or program on a computer (image files, text files, virus protection software, viruses, the Windows 95 operating system, etc.)

The scroll, book, or computer gets a save vs. spell magic. Success means that no words are erased. Failure means that some (5d10 +25%) of the words are erased. A save throw roll of 3-5 means that 80 +1d20% of the text gets erased, a 2 means that all text in the book (or whatever) is erased, and a 1 means that the *entire* literary object is erased clean of all pigmentation (all text, artwork, images, even inkstains are gone!)

Normal literary works save normally, with no bonus. This includes all books that are *about* magic. Things that have magic written *in or on them*, such as *circle making manuals and magic scrolls* are +3 to save. Books that *are* magic probably have their own bonus to save listed. Anything on a computer gets an additional +1 save throw bonus. One magic scroll or book with magic circles and formulae can be affected per invocation of this

spell. However, the caster can affect 500 pages of normal text and digital information per level per invocation. The effect is Instant - so this spell could be used to counter the reading of a scroll, which would probably have some bad effects for the scroll reader.

Runes, wards, glyphs, and all *magical writing and objects* are not affected by this spell.

### **Magic Bolt**

**Range:** 90ft +10ft per level.

**Duration:** Instant

**Damage:** See description

**Saving Throw:** Dodge an 18 or better.

**Destabilization:** None

**P.P.E.:** 12

This is a purely magical equivalent of the FireBall spell. The caster generates a magical disturbance, which he can then throw at a target. Physical targets suffer a mere 1D4 SDC per level of experience, while living targets suffer the same damage (never does hit point damage) plus are disoriented and confused for the rest of the melee (-2 on all combat rolls and lose the next attack).

The greatest value of this spell is against those creatures vulnerable to magic. Against them this spell does 1D4 MDC per level of the caster and causes the victim to be -1 to save vs. magic per hit for 1D4 melees. Multiple magic bolts do add up, but the maximum penalty is -4. This will definitely split Zavor in two.

### **Magic Missile**

**Range:** 30m/level

**Duration:** 1 min/level

**Saving Throw:** N/A

**P.P.E.:** 9

This spell allows the caster to fire bolts of magic for the Duration of the spell. These bolts inflict 2D4 MD to a 3m radius and use 1 melee attack. +2 to strike.

### **Makeover**

**Range:** Special

**Duration:** 24 hours

**Saving Throw:** None

**P.P.E.:** 15

Low powered spell but involved both illusion and telekinetic/reshaping effects. Spell creates a low powered illusion that allows character to do whatever facial makeup effects that character wants. Spell allows for highlighting, color changing, and any other effect associated with makeup. Spell can include unusual effects such as green hair as well. Spell's secondary effect is to manage hair and style hair into desired effect via telekinetics and reshaping.

### **Multi-Missile (Minor)**

**Range:** 200 feet + 25 feet a level

**Duration:** Instantaneous

**Damage:** 3D6 S.D.C. per bolt

**Saving Throw:** Dodge of a 16 or better

**P.P.E.:** 8

This spell fires 1 bolt per every 2 levels that the caster has. The bolts can be fired at the same or at separate targets. The chance to hit is automatic and the only way that they can miss is if the target dodges by rolling a 16 or higher (gets bonuses to dodge). The bolts come from the caster's fingertips.

### **Multiple Shadow**

**Range:** immediate

**Duration:** 2 rounds per level

**Saving Throw:** None

**P.P.E.:** 6

Description: This confusing spell gives the caster one extra shadow per every three levels. The shadows move independently of the mage and always appear to be attacking whomever the mage is fighting. This confusion

### **Nightvision**

**Range:** Self or others by touch.

**Duration:** Five minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 8

This spell confers a recipient with the ability to clearly see objects in total darkness for 200ft +100ft per level of the caster. Vision in magical or artificial darkness is 50ft +10ft per level of the caster. Taken from page 133 of the Nightbane RPG and slightly updated.

### **Path of friends**

**Duration:** 5 mins per level

**Range:** 2 ft or 10 ft (see below)

**Saving Throw:** none

**P.P.E.:** 10

This is a useful spell for traveling through the forest at speed. It causes all (non sentient) plant life to move slightly, to give the biomancer a clear path. This allows him to sprint through the jungle without getting slowed down but the trees, therefore going faster than the pursers / pursued. Or just getting there faster. Normally the biomancer can only take one person through the path, but if 2 biomancers cast the spell, they can create a path that is 15 ft long, enough for a group of 5 people.

### **Rumble**

**Range:** 500ft plus 25ft per level.

**Duration:** Instant

**Saving Throw:** Dodge

**P.P.E.:** 10

This is low level combat spell that a mage can cast and is a variant off of the Energy Bolt spell. The effect is bolt of electricity that is fired from the mage's hands at the target doing 3D4 S.D.C. +1D4 S.D.C. per level of experience. On M.D.C. worlds, this becomes mega-damage. Bonuses are +3 to strike. Damage is doubled when influenced by a ley line and tripled when cast from a ley line nexus.



### **See and Sense Destabilization**

**Range:** Affects only the caster who has sight for 60ft and sensing for one mile.

**Duration:** Two minutes per level.

**Damage:** None

**Saving Throw:** None

**Destabilization:** None

**P.P.E.:** 12

An extremely useful spell when dealing with the chance of magical destabilization. The mage can see all areas of destabilization within 60 feet and their approximate magnitude (minimal, low, dangerously high, etc.) The destabilization's appear as a transparent bubble of multicolored light. The mage can also sense all areas of destabilization, their location in relation to the caster, and estimate their distance. This sense has a range of one mile. The character can also see dimensional pockets and envelopes, the residual magic of a Time Hole or Mystic Portal, and other magically created spatial anomalies at a skill of 50% +5% per level of experience.

### **Shadow Mask**

**Range:** Self

**Duration:** 5 minutes per level

**P.P.E.:** 7

**Saving Throw:** None

Prevents one's shadow from being evaluated by the 'Shadow Sight' spell.

### **Shard Spray**

**Range:** 60ft

**Duration:** Instant

**Damage:** 2D4x10+20 SDC or 4D4 MDC (the damage can be regulated).

**Saving Throw:** Dodge

**P.P.E.:** 7

This spell requires a bone or handful of small bones (like from a hand) as a physical component. The necromancer utters the words of the spell, crushes the bones in his hand, and throws them at a target. The fragments splinter and impale the target! The death mage gets a +5 bonus to strike with the shards. Damage is doubled near a ley line, and tripled when near a nexus. Damage is also doubled if the bone of a supernatural creature is used (dragon, unicorn, sowki, demon, etc.)

### **Spring**

**Duration:** 2 mins (2 gallons) per level

**Range:** Touch

**Saving Throw:** None

**P.P.E.:** 10

Used by people who live in the deserts, and techno-wizards who want to built water based weapons. This cause a spring to break out from where ever the mage touches. It produces 2 gallons of pure water per level of the caster, and the water flow at the rate of 1 gallon per minute.

## **Stationary Illusion**

**Range:** 60ft

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** -2 penalty

**P.P.E.:** 8

An invocation which creates a replica of a physical object. The object that is "created" can be no larger than 100 cubic feet (5x5x4 feet) plus 100 cubic feet per level. Thus, anything from your basic easy chair to a pen can be simulated. The object has no substance, and if it is touched the spell is broken and the illusion ends. It is most effective when used to create an illusion of an object that is looked at but rarely touched (like a mantelpiece, painting, or other aesthetic possession). As the mage progresses, he can even create illusions of non-moving cars, shacks, used armor, etc. In order to create an object, the mage must have a copy to work from, a detailed memory, or a skill involving the object.

## **Superhuman Beauty**

**Range:** Self or others by touch.

**Duration:** Two minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 10

Recipients of this magic will gain a P.B. rating equivalent to a P.B. of 28 (86% chance to charm or impress) and +5% on the Interrogation, Pick Pockets, and Performance skills.

## **Tag**

**Range:** 1 object

**Duration:** 1 year per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 10

Tag is perhaps the most non-dangerous spell ever devised - at least, by itself. The spell is designed to create a magical "anchor" for several other spells (such as Sense Relative Location, Fetch, and Dimensional Fetch). The only condition to the spell is that the object to be 'tagged' must be non-magical. Items such as scrolls and potions, however, may be enchanted. Rune weapons, on the other hand, are immune to said magicks. Once the object is 'tagged', the magic- user can then use it for any spell that requires a 'tagged' object.

## **Vibrating Palm**

**Range:** Touch.

**Duration:** Counts as 1 attack.

**Damage:** 1D6x10 SDC.

**Saving Throw:** Dodge

**P.P.E.:** 30.

This spell only affects those in armor/powerarmor. The mage places a hand on the armor and sends vibrations through the metal causing the person inside to be hit with a powerful shockwave of vibrations. Damage is

1D6x10 SDC. This power simply annoys MDC creatures. Those affected are also -2 to strike parry and dodge for 1D4 melees.

### **Weapon Talent**

**Range:** Self and touch, or others by touch.

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** Standard (roll for the device), but ballistic firearms get a +1 bonus, energy weapons get a +2 bonus, and vehicle weapon systems get a +3 bonus.

**P.P.E.:** 10

The casting of this spell gives the recipient an unnatural skill with a weapon held at the time of casting. If the recipient has no weapon proficiency with the weapon he gains a +1 to strike and parry with it, or +1 on an aimed and burst strike for firearms. If the recipient does have training with the weapon he gains one extra melee attack with the weapon and a +2 initiative bonus when using it for their first attack in a melee, in addition to the bonuses of an untrained user of the weapon. If physical contact with the weapon ends (like if it is knocked away or dropped) the magic ends immediately.

## Level Five

### Absolute Darkness

**Range:** 120 ft radius

**Duration:** 2 melees per level

**P.P.E.:** 10

**Saving Throw:** None

This spell creates an area of absolute darkness. Not only will light be not visible but also no creature can see and even sensors (all kinds) go dead. Only the mage can see in this murk giving him a +2 to strike, parry, and dodge.

### Aphrodisiac

**Range:** Touch

**Duration:** Enchanted food or drink remains enchanted for ten minutes per level, while the effects last for 1d4+1 hours.

**Damage:** None

**Saving Throw:** Standard

**P.P.E.:** 15

Enchanting a container of food or drink with this spell will result in its transformation into a strong aphrodisiac. The spell will affect a wine glass, a punchbowl, and a tray of oysters all the same. Persons affected by the spell will perceive all people of their sexual preference to have an M.A. and a P.B. six points higher than they really are. The afflicted will flirt mercilessly and attempt to seduce the nearest person of their sexual preference found attractive (almost anyone). A rejection isn't disheartening - they will move on to the next person in their sights. Those who drink or eat the enchanted sustenance will also be generally giddy and forgetful, though they will still fight to defend themselves, their loved ones, and their principles. Anyone with serious sexual problems/repression gains a +6 bonus to save vs. this spell. This spell is guaranteed to make a party interesting.

### Bonesnap

**Range:** 30ft

**Duration:** Instant

**Damage:** 1D4+2 hit points or 2D4+2 SDC/MDC

**Saving Throw:** Opponents are -2 to save.

**P.P.E.:** 10

By casting this spell and snapping his fingers, a necromancer can cause immediate internal pain resulting from a broken bone. If the save throw fails, the victim ends up with a broken bone and needs medical attention (or time to regenerate if that is an option). If it succeeds the victim takes half damage and the bone is not broken, but is still somewhat wounded. Use the Optional Damage Tables in step 2 of character creation to determine the penalties for wounded limbs and broken bones. This spell only affects dead and living organic life forms, not elementals, plants, or machines. The necromancer can affect any limb or bone of choice.

### Charm Weapon (Ritual)

**Range:** Touch

**Duration:** 12 hours per level of the caster.

**Saving Throw:** Standard

**P.P.E.:** 12

This spell doubles the damage a weapon does to supernatural creatures. The weapon gets a save vs. the enchantment. Add +1 if the weapon is a standard melee weapon, +3 if the weapon is a missile weapon (gun, bow, and crossbow) or an energized melee weapon (vibro-blade), and +5 if the weapon is an energy weapon (rail guns and missile launchers included). Taken from Nightbane page 133 and slightly updated.

### **Circle of Cold**

**Duration:** Two minutes per level.

**Damage:** 1d4x10 S.D.C.

**Saving Throw:** None

**P.P.E.:** 12

This spell creates a column of magical cold that is six feet tall and damages anyone attempting to pass through the circle. The circle has an eerie, two-dimensional flicker of pale blue energy.

### **Crackle**

**Range: Touch**

**Duration:** 20 minutes per level

**Damage:** 3D6 SDC + 2 SDC per level

**Saving Throw:** Standard

**PPE:** Fifteen

The caster can use this spell to energize a single small item, lid, or a door. Once an item (such as a stone or dagger) is energized anyone who touches that item will receive a violent electrical shock. A successful save versus magic will halve the damage. This enchantment isn't cast on the door itself but on the handle or knob of the door, the affect is the same when someone touches the doorknob.

The enchantment can also be time controlled. A caster may set the duration from 1 melee up to the casters max duration. Upon the expiration of the duration the item will discharge, but only inflicting half damage to everyone within a 5 foot radius. A save versus magic negates all damage from the discharge.

### **Curse: Bloodlust**

**Range:** 60 feet

**Duration:** Two days per level.

**Saving Throw:** 12 or better (does not change).

**P.P.E.:** 50

This curse is similar to beast eyes, but the victim is overcome with the homicidal urge to kill and maim, but only at night. When the curse is first inflicted, the victim will feel nothing save for an unusual chill. At night, the victim will become a merciless murderer regardless of alignment.

### **Defense: Nature Mold**

**Range:** 1000 ft

**Duration:** Two minutes per level.

**Saving Throw:** None

**P.P.E.:** 45

This is a Biomancy- type spell that allows the shaman to control plant life and vegetation around him. He can will a tree to strike opponents (1D6 MDC per strike), cause vines to ensnare victims (equivalent P.S. of 30),

weave plants into a living net, etc. The plants have a +3 to strike, parry, entangle, and grapple. They cannot dodge, roll with punch/impact, or pull punch. Each action by an animated plant (or a group of them) counts as one of the shaman's melee attacks.

### **Destroy Dead: Lesser**

**Range:** 30ft

**Duration:** Instant

**Damage:** 1d4x10 damage (whether S.D.C. or M.D.C.)

**Saving Throw:** Standard

**P.P.E.:** 12

This spell is a corrupted form of the Biomancer spell of Bio-Blast. It can damage any magically animated dead with great effect. However, it is only effective against animated dead. Vampires, mummies, zombies, and all living creatures are immune to its effects.

### **Disinherit (Lesser)**

**Range:** Touch

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 10

This spell is designed to break the metaphysical connection that any object handled or even touched by a person has. The Wizard using the spell can only break the link to himself and not to others. The actual effect is that after casting this spell, the object cannot be used for either psionic or magical spells that use this. If the psionic ability "Object Read" is used, the user will get a blank image from the time frame that the mage had the item. This will immediately tell the psionic individual that someone blanked out the object. A ley Line Walker using Locate would get absolutely no information about the location of the person trying to be detected if using an item that has been neutralized by this spell. All other spells and psionics or similar effects will be effected in the same way.

### **Heal the Dead**

**Range:** Touch or 3ft distance.

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 8

This spell is one of the only two curative magics possessed by necromancers. It is only effective on ghouls, zombies, and mummies, animated dead, and undead. Each invocation will restore 4D6 SDC or 2D6 MDC to a creature of death.

### **Ice Bolt**

**Range:** 60m + 30m/level + 20m per P.P.E.

**Duration:** Instant

**Saving Throw:** N/A

**P.P.E.:** 10

Fires a bolt of cold at the target. The bolt inflicts 4D8 MD and is +4 to strike.

### **Impact Shield**

**Range:** Self or others by touch.  
**Duration:** Three minutes per level.  
**Damage:** None  
**Saving Throw:** Standard if resisted.  
**P.P.E.:** 12

An invocation that creates a form fitting barrier of cushioning energy. When this shielding is in use, the character is +4 to maintain balance against knockdown attacks (or is equivalent to a supernatural being if you're using the tables on page 13 of Conversion Book One). The character takes no damage at all from SDC impacts (bullets, punches, hammers, etc.) and half damage from mega-damage blunt attacks (rail guns, punches from supernatural beings and robots, any of the above force spells, etc.) This damage reduction applies *only* to blunt and impact attacks - claws, swords, energy weapons, and all other attacks do normal damage. The shield extends to just beyond body armor and is fully compatible with the Armor of Ithan spell.

### **Improved Shadow Bolt**

**Range:** 200ft per level  
**Duration:** Instant  
**P.P.E.:** 18  
**Saving Throw:** Dodge

This spell is identical to the Shadow bolt spell except that it does 2D6 MDC pre level of the caster.

### **Kinetic Beam**

**Range:** 60ft range  
**Duration:** Instant  
**Damage:** 1D4+1 per level (a 9th level mage can do 9D4+9).  
**Saving Throw:** Dodge  
**Strike Bonus:** The caster's spell strength bonus +1 more.  
**P.P.E.:** 7

Though the range is limited, this spell is a good way of attacking. It is cheap, quick, and able to do damage many things. Magic energy is transformed into an unstable beam of kinetic energy and directed at the target via mental command. If the strike roll is a natural 18 or better, the victim of this attack suffers knockdown cybernetically or chemically enhanced humanoids.

### **Lesser Holy Incite**

**Range:** Self or one person up to 10ft(3.1m) away.  
**Duration:** One melee per level of experience.  
**Saving Throw:** None; unless one tries to save against the spell (standard).  
**P.P.E.:** 15.

The spell empowers the spell caster or another target with enhanced abilities for combating the supernatural and the undead. Ra, the leader of the Egyptian pantheon of Light, originally created the spell for his warriors and priests to fight the minions of Set and other supernatural monsters and demons, but these beings passed the spell on to others. This has made it widespread throughout the Megaverse to many champions and priests of light.

Powers and Abilities: Enhanced strength and endurance: Increase P.S. by +4, Increase P.E. by +2, add +50

S.D.C. and the enchanted is also +4 to save vs. horror factor and +2 to save vs. poisons, toxins and drugs. Add +1 to strike, parry and dodge and one additional attack per melee.

### **Magic Trap**

**Range:** 50 feet (15 meters)

**Duration:** 1 minute per level of caster

**Saving Throw:** Standard

**P.P.E.:** 12

This spell casts a minor curse upon its target. This "curse" removes P.P.E. from the target as he/she attempts to cast a spell, thus causing the spell to fail. This only functions on its target once within the Duration, and must be cast on its target again to function again.

### **Mangled**

**Range:** 150 ft plus 25 ft per level.

**Duration:** 2 minutes.

**Saving Throw:** Standard

**P.P.E.:** 15.

This is an illusionary spell that causes the victim to appear to themselves as being mangled and dismembered. The shock of seeing ones own body parts severed and mangled to a bloody pulp will cause one of two reactions. The victim rolls a standard save vs. shock. (ME) If the save is successful then the character does not go into shock, but is unable to attack or perform actions. Dodging is possible at -6 to the normal roll. The victim will feel as if he truly is injured, which is what prevents him from taking action. If the save vs. shock fails, the character will pass out for 1D4 minutes. NOTE: The victim gets to roll a save vs. magic for each melee affected by this spell. This is due to the fact that although they appear mangled, there is no physical pain from the illusionary injuries. This spell can affect any living creature. Common visuals of what the affected person will see are things such as severed arms and legs, gaping chest wounds, bones and entrails hanging out, etc.

### **Midnight Wind**

**Range:** 90ft radius around caster.

**Duration:** One melee round per level.

**Strike Bonus:** +3 to strike

**Saving Throw:** Dodge

**P.P.E.:** 12

Taken from page 135 of the Nightbane RPG (the range is a bit clearer). This spell creates a chilling, hurricane force wind that darkens the sky in the area. The lights dim down, and the temperature drops by 15 degrees Fahrenheit. Once per melee, the caster can attack a target with a blast of icy wind with the damage and strike bonus listed above. If the damage is greater than half the P.S. of the victim, he suffers knockdown due to the impact.

### **Mindshade**

**Range:** Self or others by touch.

**Duration:** Three minutes per level.

**Casting Time:** One minute

**Saving Throw:** Standard if resisted.

**P.P.E.:** 15



The recipient of this spell gains a +4 bonus to save vs. psionics and mind-altering magic, plus becomes impervious to possession. The character's aura comes up as blank (nothing extraordinary), and he doesn't radiate any magic or psionic power!

### **Moon Phases**

**Range:** Self Only (Others by touch as well for characters with the skill Medical Doctor)

**Duration:** One month

**Saving Throw:** Not Applicable

**P.P.E.:** 18

An important but often overlooked aspect are the spells that help in everyday life. Moon Phase is a spell that allows female magic wielders to control their own biology. This spell can only be used by the spell caster because only the caster knows enough about their own biological functions to be able to properly control them. A spell caster would need to have a medical doctors training in order to be able to cast this spell on other people (Beyond the Supernatural Arcanists are the only spell casters that can relatively easily have the required medical skills) . There are two different uses for the spell, one is to control fertility and the other controls menstruation. Unlike chemical methods of controlling biology, this spell has no ill effects and may be used as desired by the spell caster as often as once a month. The first aspect allows them to control their fertility. Unlike some other spells, this spell cannot overcome biological barriers and does not allow for fertility to other races (depending on the gaming group - elves and humans may be an exception) and does not allow pregnancy before puberty or after menopause. The other effect is that a lady mage can effect her moon days if they would interfere with activities. Moon Days refers to the menstruation period. She can chose to change the time frame of her menstruation cycle (Change the menstruation period by up to fifteen days before or after the normal time frame), can choose to not have any menstruation period that month as long as the spell is cast prior to ovulation, or can choose not to suffer pain and other ill effects from her menstruation period (The character will still have blood flow but it will be lighter). The spell may be cast during the moon days to stop menstruation as well, this will negate any discomfort but will not stop blood flow until all the blood is out of the body. This is so other sicknesses do not develop. Most female mages know this spell and at game masters option, all female mages that can learn spells have this spell automatically without costing them one of their spell choices.

### **Mystic Shield**

**Range:** Touch

**Duration:** 1D6 melees + 1 melee per level

**Saving Throw:** None

**PPE:** 16

This spell may be cast on any non-magical shield or object that may be used as a shield (garbage can lid or a large serving plate for example). The spell will enchant the shield giving it an effective AR of 18. Any incoming attacks (hand to hand or ranged) will have to get past the shield first. The spell last until the shields SDC is depleted or the

### **Mystic Zanshin:**

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

**Duration:** Ten minutes per level.

**Saving Throw:** Not Applicable

**P.P.E.:** 10

This spell is similar to the psionic ability of 'Sixth Sense'. The spell create a 60 foot (18.3 meter) radius field which when any being tries to attack the spell caster, the spell caster will instantly be alerted. Unlike the psychic ability, the spell lasts of a specific duration or until triggered, whichever comes first. The spell may be cast as a ritual to allow the spell caster to know if another individual is being attacked. The spell is tailored for that person alone in those cases. Bonuses last only for first melee the spell is trigger on. Bonuses: +6 to Initiative Roll, +2 to Parry, +3 to Dodge, and mage cannot be snuck up from behind.

### **Nature Blast**

**Range:** Special

**Duration:** Instant

**Damage:** Special

**Saving Throw:** Special

**P.P.E.:** 65

This spell is designed to kill plants. When cast, the vegetation in the area of effect Instantly withers and dies. Sentient plants get a standard saving throw versus magic. Those that fail suffer 1D6x10 damage, plus 1 point per caster level of experience. ( See Aliens Unlimited for a large selection of sentient plant species ).

Millennium Trees and Trees of Life suffer 3D6x10 damage, plus 1D6 per caster level of experience. For the effects on terrain, see the following:

Terrain Type Radius Affected per level of experience

Barren Desert 50 feet (15m)

Plains/Grasslands 20 feet (6m)

Light Woods 10 feet (3m)

Medium Woods 8 feet (2.4m)

Heavy Woods 6 feet (1.8m)

Jungle 3 feet (0.9m)

### **Obscure**

**Range:** Touch or 10 feet

**Duration:** 1 day per level

**P.P.E.:** 20

**Saving Throw:** None

This limited for of the Cloak spell allows the caster to make objects he/she carries to be nearly invisible to normal means of detection, (98% palm or conceal whichever applies). Even magical detections have only a 60% chance of finding the object!! Only objects less than 20 pounds can be effected.

### **Power Burst**

**Range:** Self

**Duration:** Instant.

**Bonus:** 10 Mega Damage.

**Saving Throw:** Dodge

**P.P.E.:** 10.

This power simply adds a burst of magical energy to any mega damage based energy attack. It can be cast instantly at the same time as firing the energy weapon and does not use up an additional attack. This spell can only be cast once per attack.

## Preserve Blood

**Duration:** 1 day per level

**Range:** Touch

**Saving Throw:** none

**P.P.E.:** 12

Allows the archanist to preserve blood for a while, in any container. The magic will preserve up to a liter per level, but it must be in one container (even a plastic carrier bag would do... the magic does the rest). It requires the mage to put a small drop of his blood in the blood present. This causes the loss of 1 SDC point, which recovers as normal.

## Recognition

**Range:** Touch

**Duration:** Instant

**Saving Throw:** Conditional

**P.P.E.:** 12

By means of the recognition spell, the wizard gains an ability similar to the object read ability of the psychic character. However, this ability allows the mage to determine the powers and abilities of magical items as well as the mundane, including rare and powerful magical weapons where otherwise the mage would be forced to pore over archaic texts to determine such attributes. This spell allows the PC to answer general questions about an objects purpose, uses and vague sense of how old the item in question is (i.e. new, recent, old, ancient). While the caster does not receive images, he is also able to determine the alignment and occupation of the object's last owner (last previous owner only, no matter how old the item). Where recognition wholly departs from its psychic cousin however is in its ability to ascertain the special abilities and powers of magical items. When used in this capacity, the normal P.P.E. expended in casting is doubled and if the item is intelligent or contains a trapped essence, a save vs. magic is allowed. However, if the object is not permitted or fails it's allowed savings throw, the caster is able to ascertain one of the items functions/powers and how to invoke it. Of course, many magical items have multiple abilities so further castings (and item savings throws if applicable) will have to be made if the mage wishes to know all the items secrets. Note that each of the items attributes will require a separate casting of recognition, to include special bonuses to the wielder (strike, savings throws, damage), number of charges, presence of intelligence or otherworldly being inside, etc.

**Example:** *Archimedes owns a charm bracelet still retaining five of its charms. If he wished to know everything there is to know about his new found accoutrement, he would have to cast recognition twelve times: five spells for each of the charms abilities, five spells for the number of charges left in each charm, and two more spells to determine the bracelets ability and charges. All this casting would amount to 264 points of P.P.E. being expended, meaning that our friend would most likely need some assistance if he wanted to manage this undertaking all at once.*

Note Also: *Due to the dangerous and alien nature of intelligent or trapped essence magical items (rune magic or items such as the Tarnow Crystal), there is a 5% cumulative chance per casting that an item will completely drain the caster's remaining reserve of P.P.E., forcing him to rest to regain his power (there is no save for such an occurrence; the mage is opening himself up to the item). No further knowledge will ever be learned from the item by successive castings by the mage who has been drained in this manner.*

## Resist Magic

**Range:** Self or others by touch.

**Duration:** Three minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**Destabilization:** +1D4%

**P.P.E.:** 20

Resist Magic gives a recipient a +1 vs. magic per two full levels of experience of the caster. Any mage levels one through three can give a +1 bonus, while those 4 and 5 give a +2 bonus, and so on. Casting this spell multiple times will not increase the bonus, and if two mages cast this spell on the same target the target uses the higher of the two bonuses. Lastly, this bonus is the only one that can be used (it is not added to any existing save vs. magic bonuses, natural or artificial, because it overrides the existing bonuses).

## Seeker

**Range:** 1000ft per level

**Duration:** Special

**Damage:** None

**Saving Throw:** Standard

**Destabilization:** +2D4%

**P.P.E.:** 20

The Seeker spell can carry a spell's energies to affect *one* target of the caster's choice. While casting the mage must visualize the intended target and, when complete, a small white sphere speeds from the caster to the target (if within range). The sphere has a speed of 66, 3 attacks, +4 to strike, 1 MDC per level, and is -6 to be hit. If destroyed, the Seeker and its spell vanish. It will chase the target until it connects (causing the spell to have normal effects) or the target gets out of range.

## Sense Relative Location

**Range:** Effectively unlimited

**Duration:** 1 hour per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 10

Sense Relative Location uses tagged objects as part of the spell (see Tag). When the spell is cast, the mage knows the approximate distance between himself and any of his tagged objects in his current dimension. The distance is rounded off in the nearest largest unit (so if a wizard had a tagged object in what was once Massachusetts, and was current wandering around the ruins of North Carolina, a distance of about 700 miles is correct. On the other hand, an object orbiting Mercury would have a distance of about 70 million miles to a mage on Earth). While not exactly practical by itself, some mages use it as a mystical tracking device, and as a beacon to travel between places (can follow the "signal").

## Severed Senses

**Range:** 200 foot radius.

**Duration:** Three minutes (12 melees) per level of experience.

**Saving Throw:** Standard

**PPE:** 15

Any psychic using a sensitive psionic power will suddenly find the power cut off. All sensitive powers cannot be activated during this spell's use, if the psychic is within range. If they are outside all powers are able to be used to full effect, even reaching into this spell's radius. This spell only cancels powers being used by a psychic in the spell's radius

### **ShadowBlade**

**Range:** Self only

**Duration:** 1 minute per level

**Saving Throw:** None

**P.P.E.:** 12

This spell creates a sword of solid shadow that will do 6D6 MDC (x2 to creatures with weakness to cold)! The shape of the sword is determined mentally by the caster and in all ways (except damage) will function as that type of sword. The caster need not know how to use a sword but, if he is skilled then bonuses are as normal. The sword cannot be given to anyone else, if it leaves the casters hand then it will dissipate.

### **Shadow Mold**

**Range:** Touch

**Duration:** Special see description

**Saving Throw:** None

**P.P.E.:** 12

Description: With the use of this spell the mage can shape shadows as if they were clay at an 88% skill proficiency. The mage can 'mold' for 5 minute per level and the shadow will retain its new shape for 2 days per level of the mage. The shadow is NOT separated from the object whose shadow it is, nor is the object (or person) changed in any way. If the shadow is to be used independently then a separate spell such as 'Shadow Steal' (see below) must be used.

### **Shadow Stab**

**Range:** melee

**Duration:** 1 minute per level

**P.P.E.:** 12

**Saving Throw:** Dodge

By the means of this spell the caster can attack a creatures shadow (melee weapons only!) and the damage will be transferred to the creature point for point! This essentially gives the caster a plus 2 to strike and an extra attack and as well, gives the creature a -2 to parry and dodge.

### **Superhuman Dexterity**

**Range:** Self or others by touch.

**Duration:** Two melees per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 10

The recipient of the spell gains another +3 to strike, parry, and dodge, one extra attack per melee, +1 on initiative, and +5 points to the speed attribute.

## Superhuman Endurance

**Range:** Self or others by touch.

**Duration:** One minute per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 12

The character who receives this strengthening magic gains a P.E. of 30 (+8 vs. poison/magic and +30% vs. coma/death) and is also impervious to the effects of knockout and stun attacks. The recipient also gains +30 S.D.C. (for supernatural creatures this is M.D.C.) for the duration of the magic.

## Tangler Wisps

**Range:** 90 feet (27.4 m) +20 feet (6 m) per each additional level of experience.

**Duration:** 1 melee per level of experience.

**Saving throw:** Dodge or break free.

**P.P.E.:** 6

A writhing strand of mystical energy shoots forth from the caster's hand and bolts towards the intended target. This magical tendril can be aimed for any part of the body at +1 to strike (with an additional +1 to strike every additional 3 levels of experience). If the target does not successfully dodge this attack, the tangler wisp will wrap itself around like a bola, around the targeted area with an effective strength of **35** and 50 M.D.C. Failed attempts to break free will only constrict the coil tighter, causing 1D6 S.D.C. damage or 1 M.D. if supernatural. This spell can be cast repeatedly, with each additional strand adding an additional strength of **5** and 35 M.D.C. to the bonds (ex: three tanglers would have an effective strength of 45!). These bonds will remain for 24 melees (6 minutes) +4 melees (1 minute) per each additional level of experience, at which time, they will mystically vanish.

## Transparency

**Range:** Touch

**Duration:** 1 melee per level

**Saving Throw:** None unless mystical in nature

**P.P.E.:** 13

This spell makes any material transparent. Affects an area of 1 foot cubed per every 2 levels of the caster. The strength and nature of the material is unchanged, it just becomes transparent. This spell does not work on living things and only materials of a magical nature get a saving throw.

# Level Six

## Absorbspell

**Range:** Self

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 20

Absorbspell allows a mage to transform a spell cast at him into magical energy, which he or she can then absorb like normal P.P.E. energy. This can only be done if the caster succeeds in saving vs. the spell. This cannot defuse magical barriers, curses, or protection circles (and similar spells). It can only affect spells directly cast upon the mage. The amount of P.P.E. the spell is transformed into is equal to half the amount required of the attacker to cast it (the other half is burned of in the transformation back into magic energy).

## Acid Bolt

**Range:** 100m + 10 m per P.P.E. point

**Duration:** 1 minute

**Saving Throw:** NA

**P.P.E.:** 15

This spell does 3D4 MD per melee to MD structures or creatures and 1D4 x10 SDC to SDC structures or creatures per melee. +4 to strike (initial hit only, all other damage is automatic. If the spell misses, no damage is taken).

## Armor of Mordin

**Range:** self

**Duration:** 2 minutes/level

**Saving Throw:** N/A

**P.P.E.:** 30

This variant on the Armor of Ithan spell creates a noiseless, weightless invisible magic armor around the recipient or the caster. This field has 20 MDC per level of the caster, a depth tolerance of 1000', takes no damage for any cold or lighting, and half damage from MD magic fire and Plasma, and other types of magic.

## Bar the Way (Incantation)

**Range:** Touch

**Duration:** 10 min/ level

**Saving Throw:** Special

**P.P.E.:** 15

This spell magically closes and holds a portal. This portal can be any sort of barrier as long as it can be opened and closed normally. A door, a chest, a cabinet, a curtain across a hallway all qualify. No amount of force will open the portal. "Negate Magic Barrier" will dispel the spell. "Clear the Way" (see below) or Negate Magic has a 40% chance to open the portal. This chance is +5% per level of the "Clearing" Mage, -5% per level of the caster of "Bar the Way", and -20% for a permanent "Bar". A mage of higher level than the mage casting "Bar the Way" can force the spell to save as the caster (no bonuses from any equipment). Example: John (7th level mage) and Fred (4th level mage) are chasing Mudlock (6th level mage) who has cast a "Bar the Way" spell on a

door. John tries to break the spell. The spell needs to roll a 12 or higher (10 + John's spell strength (2)) with a +2 to the roll (Mudlock's spell strength of +2). The GM rolls a 13. Fred then tries to Cast "Clear the Way" (40% base chance + 5%x4 levels of Fred - 5%x6 levels of Mudlock for a total of 30%) The GM rolls a 23 and the Barrier falls. A mage can always go through his own barrier, but only he can pass through. If other tries they are stopped.

### **Bio Energy Flash**

**Range:** 20m + 10m per level + 20m per additional P.P.E. point used.

**Duration:** Instant

**Saving Throw:** NA

**P.P.E.:** 5

This spell does 1D6 MD or 1D6x10 SDC per SDC point given up by the caster, Giving up one HP inflicts 2D8MD or 3D6 x 10 SDC. Can Combine Damage from SDC and HP given up. This spell does double damage verses Vampires and undead.

### **Block Magical Radiance**

**Range:** Self or others/objects by touch.

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** None

**Destabilization:** +1D6%

**P.P.E.:** 20

This strange spell uses magical energy to mask itself! It is effective when cast on a magic weapon/item, a mage, supernatural creature, Godling, or anything that radiates magical energy. Any form of sensing magic directed on the recipient comes up negative. He will appear to have no magical abilities and be a mundane creature even while casting spells or something else that totally contradicts the sensing. This hides the character from discovery by the spells See Aura and Sense Magic and the abilities of Dog Boys and Psi-Stalkers (and other magic sensors). However, psychic and mutant abilities can still be sensed.

If the mage desires to permanently obscure the magical aura of objects he can cast this spell at ten times the normal P.P.E. (200), or for 25 times the P.P.E. a living creature (500) can be permanently masked. A Negate Magic spell can unmask an object, but it gets a save throw vs. magic. Anything that is permanently obscured gains a +4 bonus, and becomes hidden again within 2D4 melees.

### **Blue Mist**

**Range:** 10x10x5ft (500 cubic feet) area per level, cast up to 90ft away (but can travel up to 300ft away from the caster).

**Duration:** Two minutes per level.

**Damage:** 4D6 SDC damage (or 2D6 MDC in Rifts).

**Saving Throw:** None

**P.P.E.:** 15

Blue Mist is an incantation that generates an enchanted, glowing, sky colored gas that can creep along surfaces, through cracks, and under doors at a Spd. of 22 (15 mph). An extra +10 P.P.E. will boost the mist's speed up to 44. The mist is completely harmless and heatless until the caster decides to change that. It takes one melee action to change the mist from harmless to harmful, or back again.



When the mist is put into "damage mode," flammable objects have a 60% chance of catching fire. Anyone in the mist will take the listed damage each melee - the only way to avoid it is to escape the mist. Heat fumes and the mist itself obscure vision to cause a -3 to strike, parry, and dodge penalty. Anyone who is unprotected (wearing no armor, metal armor, or non-environmental armor) suffers double the penalties. Any creature vulnerable to flame takes an amazing *triple* normal damage (including vampires and most other necromantic creatures)!

A powerful wind (like Wind Rush, elemental air magic, or storm magic) can dissipate the mist in two melees. The mist is heavy and will sink to the floor, but can still crawl up stairs and through air ducts (as long as the caster can see enough to direct it). The mist isn't intelligent, so it can't be put on guard duty or sent off to hunt and find things. Further, a Negate Magic or Dispel Magic Barrier spell will destroy the Blue Mist spell as normal (it gets the usual save throw).

### **Bolt of Poison**

**Damage:** 4D6 S.D.C or 2D6 M.D. plus 1D6 S.D.C./M.D.C. per melee round of poison damage

**Range:** 300ft(91m) + 20ft(6.1m) per level of experience.

**Duration:** The poison damage lasts one melee round per level of experience.

**Saving Throw:** Standard.

**P.P.E. Cost:** 18.

**Bonus:** The spell is +6 to strike

The necromancer can create a growing green bolt of energy that causes damage to living objects. The more powerful the necromancer or spell caster the more potent the bolt of poison. The spell cannot affect non-living things and objects. Borgs and mechanically enhanced humans are +8 to save against this spell.

### **Clear The Way**

**Range:** 5 feet / level

**Duration:** Instant

**Saving Throw:** Special

**P.P.E.:** 15

This spell will unlock and open one closed portal (see description above) within the spell's Range. This portal will stay open until physically closed (all systems in place (security, safeguards, etc.) will close the door). They will then return to their locked states. No type of lock or physical barrier (bars, chairs, etc.) will withstand this spell. For magic barriers this spell has a 40% chance of working, with the modifiers used above. The Gm should add modifiers depending on the strength of the barrier.

### **Clesius' Rod**

**Range:** Self

**Duration:** Two minutes per level.

**Damage:** 1D6, 2D6, or 4D6 SDC or 2D6 MDC (the mage can vary the damage).

**Saving Throw:** None, must dodge or parry.

**P.P.E.:** 15

Clesius was the name of a mysterious battle mage, and this spell bears his namesake. This invocation creates a two foot long rod of crackling yellow-white energy that can be used as a weapon. It is indestructible, can parry mega-damage attacks, is +1 to strike and parry, +2 more to parry energy blasts (effective penalty of only -3 with the weapon bonuses), and does half damage against beings like werereatures, vampires, and other beings with

limited invulnerability. Two invocations of the spell will create a rod for each hand. The rods can be handed to other people to use.

### **Cloak**

**Range:** Touch

**Duration:** 2 hours + 30 min per level

**Saving Throw:** None

**P.P.E.:** 15

Description: By the use of this spell the caster may put any object or being partially into the Nether-World, thus removing it from ALL types of sensor and senses, even a see invisible or detect magic will not work! The size is limited to 50 pounds per level.

### **Despair**

**Range:** 300 feet **Duration:** 4 rounds + 1 round per level

**Saving Throw:** Standard

**P.P.E.:** 20

Description: This powerful form of fear produces within the target creature a feeling of absolute dread. As long as the spell is in effect the target is -1 to all saves, -2 to strike parry and dodge, limited to 3 attacks and has a 25% chance of giving into despair. If despaired the target creature will "have its spirit broken" and will care about nothing, not even its allies. In this state the target will not defend itself nor will it run, it will simply take what is dished out to it!

### **Dimension Door**

**Range:** 500 feet

**Duration:** Instant

**Saving Throw:** N/A

**P.P.E.:** 20

This spell creates a shimmering portal the caster (only) can step through and appear anywhere within 500 feet of his starting place. This travel is disorienting and the caster suffers a -2 to strike parry and dodge for one melee. Multiple uses of this spell in a short time does have any greater affect on the caster

### **Electroshock**

**Range:** 60ft

**Duration:** One minute per level.

**Damage:** 6d6 S.D.C.

**Saving Throw:** Standard

**P.P.E.:** 20

A magic invocation that allows the mage to electrify a target, causing it to become partially paralyzed and damaged simultaneously. Cast against a flesh and blood target, the victim suffers the immediate loss of initiative (can still gain it in the following melees), lose one attack, and a -4 to strike, parry, and dodge for the duration of the spell. Roll damage once.

Mechanical targets also suffer from this spell. They take no damage, but instead lose initiative (cannot gain it in the following melees), two attacks, and are -3 on all combat rolls. Every time an onboard system is used (whether a rail gun or spotlight) the device has a 15% chance of failure. Speed, strength, and all ranges are also cut to 75% of their normal values. Though the penalties are stiffer for machines, they have a +2 bonus to save.

Any system that is shielded against electromagnetic energy has a +4 bonus and suffers only half the penalties if affected. This spell is effective against any and all machines including robots, robot vehicles, power armor, transport vehicles, computer systems, energy weapons, medical equipment, stereos, bionics, cybernetic implants, etc.

### **Energize**

**Range:** Self and touch.

**Duration:** Varies

**Damage:** None

**Saving Throw:** Standard (roll for the device).

**P.P.E.:** 15

This is kind of a reversal of the Energy Disruption spell. The mage can transform magic energy into electrical energy and power an energy weapon! Each invocation will supply the weapon with energy equivalent to two E-Clips. Weapons that use E-Clip canisters or some other energy form will only work for 20-40 shots (varies according to the weapon). The weapon need not even have an E-Clip in the port to work.

This spell can also be used to power technological devices for hours, usually 2d4+4. If the powered system runs off of nuclear energy, it can be powered for 1d4+2 minutes. The only problem with the spell is that the device being powered must be in physical contact with the casting mage. If physical contact is broken the spell ends and the unused energy is wasted.

**Note:** Techno-wizards who use this spell in creating an energy weapon can usually increase the payload by 40% to 70%, or add a few dice to the damage.

### **Familiar: Messenger**

**Range: Touch**

**Duration:** Two weeks per level of experience

**Saving Throw:** None

**P.P.E.:** 15

Similar to Memory Bank, this spell allows the shaman to select one animal, either an apprentice or a familiar, and store a message in his mind in the form of a mental image or a simple thought and send the animal off in search of the selected person or animal. The animal will be able to track the target *anywhere*, and communicates with its master via loose dream-state contact what is going on (nothing, found target, bad, good, etc.) The animal will track to the best of its ability.

### **Fang of Vengeance**

**Range: Touch** (well, bite)

**Duration:** Once bitten the curse will last indefinitely, and even Remove Curse is at a -30% penalty.

**Saving Throw: Dodge** or parry only.

**P.P.E.:** 5, plus twice the cost of the desired Curse. If the bite is unsuccessful, do not add the P.P.E. from the curse, only the five from the spell.

This spell allows the shaman to grow menacing fangs, in a canine position, and strike at his opponent. Apart from the measly damage a bite might do (increased by +1D4), the shaman also applies any known Animal Magic curse to the victim *when their blood intermixes*.

## Feather Armor

**Range:** Self or others by touch.

**Duration:** 20 minutes plus five per level.

**P.P.E.:** 20

This is a versatile armor that covers the shaman with a feather mail with an SDC (or MDC of 80 plus 7 per level of experience starting at level 2. It magically grants an increase of +3 to P.E., +4 to dodge, and doubles the Spd. attribute (adds +10% to super speed) on land. Also gives the recipient the ability to jump and glide for 40ft distances, but only 10ft above the ground (triple for super speed). Cannot be used in conjunction with any other magical armor.

## Flesh Armor

**Range:** Touch

**Duration:** 12 hours per level.

**Damage:** None.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 12

This is a spell useful in building armies of undead creatures. The necromancer can transform the flesh (whatever remains) of his animated dead into a stronger substance. The recipients gain +5 MDC (or +10 SDC) per level of the necromancer. They take no damage from puncture attacks (bullets, spears, swords, etc.) and half damage from blunt attacks (hammers, punches, staves, etc.) Magic weapons do full normal damage, as does fire. This spell is also effective on vampires, ghouls, and all manner of *undead and animated dead*. It is useless on living creatures.

## Flop

**Range:** 50 ft + 10ft per level of experience

**Duration:** next movement or next attack of target

**Saving Throw:** Standard at -3

**P.P.E.:** 20

This spell causes the next movement that the target takes to be translated in its mind as a pitiful flop on to the ground. If the target fail his Saving Throw that is. The effect is that the target loses the attack that it was on and the attack after it getting up. This is extremely odd to most beings, some will be wierded out, some will be humiliated, that depends on the GM. Not surprisingly this is a favorite spell for the Mage.

## Force Bolt: Superior

**Range:** 180ft

**Duration:** Instant

**Damage:** 4D6 SDC +1D6 per level or 1D6 MDC per level.

**Saving Throw:** Dodge, parry, or roll with punch/fall/impact.

**P.P.E.:** 12

A stronger version of the lesser spell. With this spell the mage gets a +3 bonus to strike in addition to his spell strength bonus, up to a maximum strike bonus of +8. The victim also suffers knockdown if the strike roll was successful.

## **Good Luck**

**Range:** Self or others by touch.

**Duration:** Three minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 8

Use of this spell confers a bonus on all save throws (except horror factor and perception) equal to the spell strength bonus of the caster. If the caster has no bonus yet, add a +1 bonus. Multiple luck spells cast on one target will not add up - use the best bonus available. The recipient also gains a +1 to parry and dodge and +5% on skill rolls for the duration of the magic.

## **Haven of the wood**

**Duration:** 1 hour per level

**Range:** Touch (but see below)

**Saving Throw:** none

**P.P.E.:** 20

This spell allows a biomancer to hide inside a tree, even if the tree is not physically large enough for him to be inside it. It must, however, be taller than the biomancer. The biomancer must touch the tree, and cast the spell. He then melds into the tree. If the tree does not want the biomancer to enter, he doesn't. No Saving Throw required. However, if a tree is not sentient, then it can't stop him. Therefore, only a Millennium tree, or a tree of wisdom or memory tree (and similar) can resist. It is possible to combine this spell with tree teleport, so that the biomancer teleports into the tree, but doesn't leave the tree until the Duration expires.

## **Heal Heavy Wounds**

**Range:** Touch or 3'

**Duration:** Instant

**P.P.E.:** 35

Restores 3D6 HP and 1D4 x10 SDC or 4D6 MDC

## **Ice Blast**

**Range:** 90ft

**Duration:** Instant

**Damage:** 4d6+6 S.D.C. +1d6 S.D.C. or 1d4+1 M.D.C. per level.

**Saving Throw:** Dodge an 18 or higher.

**P.P.E.:** 12

This spell is a chilling version of the Fireball spell. The mage can create a harmful cone of cold, frost, sleet, hail, and ice shards that is 5ft wide at the base of the cone when it hits. To dodge the attack, the victim must be aware it is coming. This spell was taken from Aliens Unlimited, page 21.

## **Image Projection**

**Range:** Self and 90ft +10ft per level away.

**Duration:** Five minutes per level.

**Saving Throw:** -6 penalty

**P.P.E.:** 15

The caster has the ability to project his image and his consciousness up to 100ft away at first level. He can use this very, very effective illusion to make it appear he is somewhere else. The illusion can also speak and be heard, so the caster can use his illusion image to interact with other beings. A successful save vs. magic means that the person who saves won't hear or see the illusion and will probably think others are talking to someone who isn't there. Piercing the illusion with an object made of iron (at least 84% pure) will Instantly dispel it.

### **Impervious to Radiation and Heat**

**Range:** Self or others up to 60ft away.

**Duration:** Five minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 15

Though radiation is still uncommon, its presence has been enough to prompt the development of this spell. It's very useful in outer space, strange dimensions, and on the battlefield where cracked nuclear cores can spew radiation for decades. The beneficiary takes no damage from natural or artificial radiation. This spell will not cure physical damage caused by radiation, but will prevent any further damage from occurring. No heat based attacks or ailments affect the recipient during the spell duration.

### **Inertial Missile**

**Range:** 1,000 feet

**Duration:** Instant

**Damage:** Varies

**Saving Throw:** Dodge

**P.P.E.:** 15

The Inertial Missile spell works similar to the I-Beam technologies from Rifts World Book Nine: South America 2. The caster must have an object to use the spell upon (most mages keep a small pouch of pebbles as ammunition). Once the spell is cast, the wizard tosses the object at an object up to a thousand feet distant. The spell simulates the reversal/rerouting of momentum/inertia common to the I-Beam technology and accelerates the object towards the target. When hit by an object, the target suffers 1d6 M.D. due to the incredible speed and force of the flung object.

If the object itself possesses the ability to do mega-damage (such as a vibro-knife), the damage that the object can cause are added to the damage inflicted by the spell (as an example, a mage casts this spell and hurls a vibro-knife at a Coalition soldier. The total damage to the soldier would be 2d6 M.D. - 1d6 from the spell, and 1d6 from the knife). Energy weapons and similar items are excluded from this special effect.

### **Infestation: Lesser**

**Range:** Touch

**Duration:** 10 hours per level of experience

**Saving Throw:** Standard

**P.P.E.:** 25 for minor, 35 for a major personal infestation.

The Caster can effectively CURSE a victim by inflicting this spell. The victim is INSTANTLY swarmed with insects from everywhere around him. The insects will crawl on him and around him by the millions incessantly. Every time the victim moves even slightly

## Junglesense

**Range:** Touch

**Duration:** Infinite

**Saving Throw:** None

**P.P.E.:** 25

The shaman, when in a New Forest of area of wildlife, can call upon any animal who habits the region and probe his memory. This is similar to Creaturesight, except the information pertains to geographic knowledge only.

## Magic Sphere

**Range:** Self

**Duration:** Permanent until used/destroyed

**Damage:** None

**Saving Throw:** None

**Destabilization:** +1D6% per sphere created or infused

**P.P.E.:** Special

A magic sphere is a physical body that can contain magical energy. It has 1 MDC (or SDC) per 10 points of P.P.E. within it and if destroyed the energy is released in an explosion that does 1D4 MDC (or SDC) per 10 P.P.E. in the bubble.

The mage can create a sphere with up to 10 points of P.P.E. per level of experience, or infuse an existing sphere with an additional 5 P.P.E. per level of experience. With each infusement of P.P.E. beyond 100, a sphere has a cumulative 10% chance of shattering and doing the damage listed above. Experienced mages might be able to devise a way of reducing or negating this possibility.

The sphere has a diameter of one inch for a P.P.E. level of up to 200, plus a half inch per each 50 P.P.E. beyond that. P.P.E. spheres don't cause any problems if carried into an area of destabilization, but if the creation of one causes a destabilization it blows up and the extra P.P.E. creates a powerful disruption. So be careful. *Note:* These magic energy spheres are sometimes called P.P.E. spheres.

## Mana Bolt

**Range:** 40m + 30m/level + 20m per P.P.E. point.

**Duration:** Instant

**Saving Throw:** Standard for half damage.

**P.P.E.:** 7

This spell does 1D4 MD per level of the caster. Damage can be increased by 2D4 MD per 3 P.P.E. used.

## Multi-Missile (Major)

**Range:** 200 feet + 25 feet a level

**Duration:** instantaneous

**Damage:** 2D6 M.D.C. per bolt

**Saving Throw:** Dodge of a 17 or better

**P.P.E.:** 20

This spell fires 1 bolt per every 2 levels that the caster has. The bolts can be fired at the same or at separate targets. The chance to hit is automatic and the only way that they can miss is if the target dodges by rolling a 17 or higher (gets bonuses to dodge). The bolts come from the caster's fingertips.

### **Oxygen Generation**

**Range:** Self or others by touch

**Duration:** 5 minutes per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** Fourteen

Oxygen Generation is a different version of Breathe Without Air. Instead of giving the recipient the ability to breathe without air, Oxygen Generation creates air to breathe. The spell is of limited use - any type of wind or air movements will disperse the created oxygen, and without any form of containment the oxygen will mix into the regular atmosphere. While the invocation itself is not very powerful on its own, Oxygen Generation has become a staple of techno-wizards in the orbital colonies and on habitable planets, as well as spacecraft and space stations.

### **Portent of Doom: Major**

**Range:** 50 ft radius + 10 ft per level of experience

**Duration:** 1 melee (15 seconds) per level of caster

**Saving Throw:** vs. horror factor.

**P.P.E.:** 30

This is more dramatic version of the minor version. Basically it includes the shaking of ground and thunder and lightning as the caster delivers a speech (or repeats doom a lot of times) in an amplified, thundering voice. The caster will have a horror/awe factor of 17 and those who fail will stop and listen to the caster for the entire Duration unable to do anything. Those who do save versus horror factor must check again beginning every new melee while the spell continues. Attacking the caster is done at a -3 to strike while in area of the spell, that is while the caster is talking

### **Power Surge**

**Duration:** Next attack

**Range:** Self

**Saving Throw:** None

**PPE:** 90

This spell causes the mage to draw PPE energy to himself from the surrounding area so that the next spell cast will only cost half the PPE to use. That spell will be used at 15th level power. Ex. Mage becomes powered up before he casts lightning bolt at guy.

Drawbacks

Mage can't cast spells for 2 melees after.

Until mage casts next spell he will glow a very bright blue!

If the mage does not cast a spell for his next attack then he will suffer from a PPE burn. This burn will make the victim become unconscious and suffer 1D6 X 10 SDC (MDC damage on MDC creatures). Mage remains unconscious for one melee. After that he is bewildered for another melee with -3 to Strike/ Parry/Dodge.



## See Shadow Creatures

**Range:** 100 ft per level of experience. Can be cast on others by touch or within 4 ft per level of experience.

**Duration:** 1 minute per level of experience.

**Damage:** None; see effect.

**Saving Throw:** Standard against being able to see, -2 for those hiding in shadows to remain undetected.

**P.P.E.:** 15

Effect: This spell allows an individual to see people and things concealed by shadows (magically or otherwise) that are not invisible, yet remain hidden from sight such as shadow creatures and characters attempting to prowl. This spell adds a temporary bonus of +20% to all detection skills (Detect Ambush/Concealment/Traps & Mines) as well as a +5 bonus to any perception rolls based on sight.

## Shadow Steal

**Range:** Touch

**Duration:** 2 days per level

**Saving Throw:** 16

**P.P.E.:** 15

Description: By the use of this spell the mage can 'disconnect' a shadow from it's maker. To those who can touch the shadow it will act like the object it is from i.e., a persons shadow will be like a rag doll, a shadow of a gun will fire 'Shadow Bolts' , a shadow car could be driven by a shadow being, etc.

## Siphon: Simple

**Range:** 30ft

**Duration:** Instant

**Damage:** 1D6 hit points, 3D6 SDC, or 2D6 MDC, depending on the creature.

**Saving Throw:** Opponents are -1 to save.

**P.P.E.:** 12

The use of this spell allows a necromancer to steal a fraction of another living creature's life force, weakening the creature and strengthening the death mage. The mage can take MDC from a supernatural creature, but he only recovers 1D6 hit points and 3D6 SDC if he does not possess MDC Supernatural creatures that practice necromancy only gain 2D6 MDC by draining 1D6 hit points or 3D6 SDC Whatever is lost by the victim is gained by the necromancer. Undead and animated dead are not affected by this spell. The victimized creature is also -2 to strike, parry, and dodge and -10% on skill performance for two melees (weakened and disoriented).

## Spectral Weapon

**Range:** 60 ft

**Duration:** 1 minute per level

**Saving Throw:** Dodge or Parry

**P.P.E.:** 20

This spell creates a semi-intelligent automated weapon. The spectral weapon can be in any shape the mage desires (this is usually fixed as a matter of preference) as long as the weapon keeps to the dimensions of about 1.5 ft long by 1.5 ft wide by 1.5 ft tall (What this means is that it shouldn't be too big). The weapon has 30 M.D.C., and needs a strike of 14 or higher to hit. It does not dodge. It does 1D6 + 1D6 per 3 levels of caster M.D. and has three attacks per melee at +4 to strike. It can only attack one designated target.

## Sunbeam

**Range:** 600ft

**Duration:** Instant

**Damage:** 3d6+6 S.D.C. plus 1d6 per level of experience, or 1d6 M.D.C. per level of experience.

**Saving Throw:** Dodge an 18 or higher.

**P.P.E.:** 15

An incantation that allows the spellcaster to create a beam of pure, powerful sunlight with laser intensity. As it is true sunlight, it does double damage against vampires and other creatures that are vulnerable to the sun. The only requirement of this spell is that the mage must have already cast a Globe of Daylight, from which the beam will emanate from.

## Superhuman Metabolism

**Range:** Self or other.

**Duration:** 2 melees per level of experience.

**Saving throw:** None

**P.P.E.:** 12

A mage creates spells for a variety of reasons, to attack, defend, heal, to counteract, to name a few. This invocation was formulated to counterbalance some of the extreme advantages possessed by one of the many infamous dangers present in the world of Rifts, Juicers.

This spell will increase the character's metabolism fueled by mystical energy. Speed and reaction time will be dramatically augmented granting the character the following bonuses: +10 to Spd., +2 to P.P., +1 attack per melee, +2 to strike, +3 to parry and dodge, and +3 to initiative. Due to the extremes that this spell extends the bodily attributes, it is not long lasted, but upon the depletion, no ill effects are occurred! **NOTE:** This spell cannot be cast back to back, but can be cast anew after 16 melees (4 minutes) since the last casting's expiration.

## Twilight Sight

**Range:** Self or others by touch.

**Duration:** Five minutes per level.

**Saving Throw:** Standard

**P.P.E.:** 15

Recipients of this spell are blessed with a multitude of visual abilities. Their eyes are magically infused with *shadowstuff*, a rare magic substance, and take on the appearance of being night skies with stars everywhere (much like the goddess Ratri's eyes).

Beneficiaries of this spell have perfect 20/20 vision, total nightvision (can see with almost no light) and darkvision (can see without any light), can recognize all creatures of darkness and evil, can see the true form of all shapeshifters, and are also impervious to any kind of visual illusion. Vision in artificial or magical darkness is one mile!

## Warp Matter

**Range:** 20 feet (6.1 meters)

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 15

This spell allows its user to warp physical matter. The character can reshape inanimate objects in a 3 feet (.9 m) cubic area. He can create holes in doors, armor, or even weapons so they no longer function.

### **Warrior's Health**

**Range:** Self or others by touch.

**Duration:** Three minutes per level.

**Saving Throw:** None

**P.P.E.:** 15

While under the influence of the magic the battle mage is impervious to the effects and damage from all poisons, toxins, venoms, harmful drugs, radiation, electronic stun weapons, moderate heat and cold, and pain. He is able to fight up to -10 hit points below zero, and recovers 1D6 hit points or SDC per melee. Add +4 on all physical save throws, such as those against magic, poisons, and pain.

### **Weight of the World**

**Range:** 10 ft radius per level of caster can be cast up to 40+10ft/level of caster

**Duration:** 2 minutes per level

**Saving Throw:** Standard at -2

**P.P.E.:** 20

This spell makes the target feel as if the weight of the world was on his shoulders, literally. The people within the area who fail their saves will feel that they are twice to three times their current weight. The affected lose half their regular attacks in combat, have a maximum of half speed and halve all other combat bonuses

# Level Seven

## Basal

**Range:** 200 ft

**Duration:** 2 min per level

**Saving Throw:** Standard

**P.P.E.:** 35

Description: This terrible spell will reduce its target to an animalistic state. In this form the target cannot use any weapons except blunt style. The target does however receive the following bonuses: +2 PS, +1 PP, +2 Attacks and a +3 to strike, parry and dodge. The target as well becomes immune to the effects of Horror factor and if pressed will fight to 25% of its MC/SDC before fleeing.

## Black Light

**Range:** 300ft

**Duration:** Instant

**Damage:** 3D6+12 SDC +1D6 more per level damage, or 2D4 MDC per level in Rifts worlds.

**Saving Throw:** Dodge an 18 or better.

**P.P.E.:** 20

The casting of this spell generates an intense beam of icy black energy. Animated dead and undead suffer no damage from this spell, but it does double damage to beings of light like unicorns, angels, and Guardians.

## Bladestorm

**Range:** 20 ft + 10 ft per level of caster

**Saving Throw:** Dodge of 16 or higher, must see it coming

**P.P.E.:** 12

This spell summons shards of magic steel from the caster's palm out in the direction that the caster directs. It inflicts 1D4 M.D. per level to a cone shaped area that is 10+ level x 2 ft long and 5 + level ft wide. The caster can manipulate the exact dimensions but the variable numbers (i.e. level x2 and level) added together must not exceed three times the level of caster. Basically it's a cone shape damage area in front of the caster, dimensions can be argued with the GM at time of casting.

## Blur

**Range:** Self or others by touch.

**Duration:** Two minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 20

The smoker can cause a temporal distortion to affect himself or others that accelerates perception, reaction time, and movement abilities. There appear to be afterimages of the recipient when he moves around, a blurring effect, from which the spell takes its name. This spell is, in actuality, a combination of Time Slip and Superhuman Speed. The recipient gains the following abilities for the duration of the magic:

- Automatic parry and dodge.
- +1 to strike, +2 to parry, and +6 to dodge.

- +2 on initiative.
- +1 attack per melee.
- Spd. of 88 (60 mph).

### **Burning Without Burning**

**Range:** 30ft

**Duration:** Until the target is charcoal.

**Damage:** Special!

**Saving Throw:** Standard

**P.P.E.:** 20

This spell is a wonderful tool for intimidation. With a mere thought and the whispering of the incantation, one non-living object can be quickly burned away by an *ethereal flame*. The object burns, but no flame is visible besides a faint blue glow. There is tremendous heat, but it is all produced by the burning object.

Anything non-living and semi-burnable (wood and leather) can be affected with a standard save throw against magic. Weak metals and plastics (like those used in most weaponry) get a +2 save bonus. Stronger composites, metals, super-plastics, small creatures, and plants get a +4 to +6 bonus. 13th or higher mages can affect massive objects (2D4x10% beyond the normal weight limit) and sentient creatures, but they get a +6 bonus and it costs 1 P.P.E. per hit point and attribute point the victim has (add the hit points and attribute points together - this is the magic energy cost). The weight limit is roughly 10 pounds times the caster's level squared (so a 5th level caster can crisp 250lbs of matter, but a 10th level caster can do 1000lbs and a 15th level one does 2550lbs).

### **Catalyst**

**Range:** 100 feet per level of experience

**Duration:** 2 minutes (8 melee rounds) per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 25

Catalyst increases the effect of any chemical reaction ten times. This tends to be fairly destructive, as most chemical reactions are supposed to be fairly small. Under the effects of this spell, lighting a cigarette would cause a fairly large fireball to occur, while a car's engine would explode (the combustion effects would be magnified ten times).

### **Clothe**

**Range:** Self or others by touch

**Duration:** Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 20

A rather minor spell, Clothe does exactly what it sounds like it does. It creates clothing. The wearable goods are of decent quality, but do not possess any special properties (no MDC armor, etc.). The goods do not radiate magic, are permanent once created, and are susceptible to the same types of hazards normal clothes are susceptible to. This spell is often used by mages and creatures who have the spell or ability of metamorphosis, to avoid appearing naked in public areas.

## Cold Wall

**Range:** 90ft

**Duration:** Three minutes per level.

**Damage:** 4d6 S.D.C. or 1d6 M.D.C. per five feet of thickness.

**Saving Throw:** None

**P.P.E.:** 20

This spell will create a barrier of freezing cold with a width of five feet per level of the caster, a length of 15 feet, and a height of 10 ft. Anyone moving through the wall takes damage every five feet traveled into the wall. Anything in the area of effect will start to ice over and freeze. The wall, like the circle, has a strange flicker of pale blue energy. This spell was taken from Aliens Unlimited, page 21, and slightly changed.

## Ecstasy

**Range:** 5 feet per level

**Duration:** 1 minute (4 melees)

**Damage:** Special

**Saving Throw:** Standard (Willing targets and addicts do not save against spell)

**P.P.E.:** Twenty Two

This spelling is a very dangerous reversal of the Agony spell. While the Agony spell activates all of the victims pain centers, the Ecstasy spell does the reverse and activates all of a victims pleasure centers. The spell creates the same effects to a targets activity that the agony spell does but does it for the opposite reasons. For the first minute, the victim will be able to do nothing but writhe in pleasure. After that initial minute, the target takes another full minute to regain full composure and during that time the number of his attacks will be reduced by half, speed will be reduced by half, and will have a penalty of -1 to strike, parry, and dodge. This spell effects only one person per invocation.

The big danger of the spell is not the effect the spell has in combat but that some spell casters have used the spell to profit off of victims similarly to the way drug dealer will addict people to drugs. They can do this by casting the spell for free or a reduced price and then once the person is addicted, they raise the cost of the spell astronomically or make the person do jobs for them under the threat of not cast the spell anymore. The process of addiction takes from two to four weeks normally. The other disadvantage is that addicts of this spell will get no save against the spell even if it is cast on them in combat

Rumored and only whispered is that some Wizards have used the spell agony and ecstasy together. For every two sessions of this, the target must save against insanity. If this spell combination is used often for over two months, their pleasure and pain centers will get mixed up and whenever a person feels pain, they will feel pleasure as well.

## Energy Fist

**Range:** Self

**Duration:** One minute per level.

**Damage:** 3d6 S.D.C. or M.D.C. (the mage can vary the damage).

**Saving Throw:** Dodge or parry.

**P.P.E.:** 20

The mage can sheath his fist in a glowing field of energy. Punches do the listed damage (add it to the standard punch damage for supernatural strength) and the fist can parry energy blasts (only a -4 penalty), parry vibro-blades and flaming objects, hold electrified cables, etc. Anyone trying to parry or hold the energized fist will suffer 1d6 damage even if the parry was successful (if a weapon was used, it takes damage). Two castings are necessary to cover both hands. This spell was taken from Aliens Unlimited, page 21.

## Essence Burst

**Range:** 5 feet (1.5m) radius per level of experience

**Duration:** Instant

**Damage:** 1D6 per level of experience

**Saving Throw:** Special

**P.P.E.:** 95

This spell generates an Instantaneous burst of blackness. All living beings within the area of effect suffer damage as per the Essence Bolt spell, and must roll an additional saving throw versus magic, with failure resulting in a permanent loss of 1D6 each from P.S., P.P., P.E., and 3D6 from P.P.E.

## Fire Wall

**Range:** 90ft

**Duration:** Three minutes per level.

**Damage:** 4d6 S.D.C. or 1d6 M.D.C. per five feet of thickness.

**Saving Throw:** None.

**P.P.E.:** 20

This spell will create a wall of screaming flame with a width of five feet per level of the caster, a length of 15 feet, and a height of 10 ft. Anyone moving through the wall takes damage every five feet traveled into the wall. Anything in the area of effect will definitely burn, though the fire won't spread to other objects. This spell was taken from Heroes Unlimited, page 101, and slightly changed.

## Fist of Death

**Range:** Self

**Duration:** Two melees per level of experience

**Damage:** 1D6 per level of experience

**Saving Throw:** Special

**P.P.E.:** 45

This spell encases the caster's hands and forearms in a hazy black aura. When he touches a living being, the target will suffer the same effects as those inflicted by the Essence Bolt spell, including armor penetration, etc.

## Future Dreams

**Range:** Self

**Duration:** 1 minute

**P.P.E.:** 30

This spell is very similar to the Oracle spell (Rifts RPG, p.181) in that it allows the caster to have a glimpse into the future. The exception is that the caster can examine possible outcomes of actions he is taking. It is sort of an interactive vision into the future, much like the predictions of the C.H.R.O.N.O.S. series of computers. The caster can 'ask' questions of sorts, like "if I do this, what will happen?" by imagining himself doing these things. These are not hard and fast truths; as Yoda said in Empire Strikes Back, "Always in motion is the future". Using this spell, it is possible to choose from several alternative futures by determining one's actions. (GM Note: as with normal clairvoyance, be cautious about giving too much away.)

This grisly spell allows a necromancer to actually *penetrate skin* with his bare hands to damage the internal organs of a victim. On a natural 20, he does triple damage and he hits an essential organ (lungs, heart, brain,

etc.) On prone victims (restrained, possibly for sacrifice) he can *remove* an organ on a strike roll of 15 or better, possibly killing the victim (-25% to save vs. death). Use the standard hand to hand combat strike bonuses. The attack can be parried as normal, and even if the parry fails the victim still gets a save throw. If the save succeeds the victim takes only half damage, but takes full damage if it fails. This spell will not penetrate environmental armor, power armor, robot vehicles, or anything metallic or ceramic - only biological material, dead or living. If the victim is sent into a coma from the attacks, he is -20% to save vs. death (maybe even more) due to the internal damage.

### **Healers Attack**

**Range:** 5ft (1.5m) per level of experience

**Duration:** Instant

**Saving Throw:** Standard

**P.P.E.:** 25

**Length of ritual:** 1 melee

Who says healers can't strike back? This spell drains SDC/MDC from the victim and heals the mage. If the victim fails his save roll, the mage rolls 1D6 per level of experience. The end result is removed from the target and heals the mage (not exceeding the mage's maximum SDC/MDC). If the mage is a MDC creature, MDC will be drawn from SDC creatures and vice a versa. Note: Will work through body and power armor. Not through robots or military vehicles.

### **Inner Peace**

**Range:** 100' per level of experience

**Duration:** the lifespan of the victim

**Saving Throw:** Standard

**P.P.E.:** 35

The Victim of this spell (Either human or other intelligent being) is either a wrongdoer to animals or one who destroys the environment around him. When affected by the spell, the victim will hear the call of nature and the wild, and feel no hate or fear f

### **Inversion**

**Range:** Not affected

**Duration:** Not affected

**Damage:** Not affected

**Saving Throw:** Not affected

**Destabilization:** +2D4%

**P.P.E.:** 20

When cast upon another spell, this will create a mirror effect upon the spell energies and cause them to have the opposite effect from what they would normally have. A Fire Ball will become and Ice Ball, doing the same damage with the same range. A Blind spell would become a Sight spell, a Globe of Silence would become a Globe of Noise, and so on. Note that some spells do not have any true opposite (like Call Lightning) and casting this spell on them would either have no effect and increase the destabilization by a greater amount (GM's discretion).



## Life Suck

**Range:** 10' + 10'/level

**Duration:** Instant

**Damage:** 4D6 + 1D6/level

**Saving Throw:** Standard +/- 1 per level difference of caster and target.

**P.P.E.:** 40

On an unsuccessful saving throw the target takes 4D6 + 1D6 S/MDC (depending on target) and the caster heals that same amount in S/MDC (depending on caster).

This spell does not work against Power Armor, Borgs, Bots, or vehicles, but does pass through standard MDC armor.

## Light Bomb

**Range:** Up to fifty feet away per level of experience, but target(s) must be able to be seen. Radius of fifteen feet.

**Duration:** Instant

**Damage:** 2D4 x 10 MD

**Saving Throw:** Dodge

**PPE:** 25

A dome or sphere of intense light engulfs the targets of this spell with powerful energy. They take damage and are blinded for one melee (- 9 to strike, parry, and dodge). No one but those who are hit are affected. Caster simply points, casts, and boom! He or she is + 2 to strike.

## Magic Grenade

**TYPE:** 1

**Name:** P.P.E.:

**Range:** 500 ft.

**Duration:** Counts as 1 attack.

**Damage:** 1D4x10 +10 (special - see below)

**Saving Throw:** Dodge

**P.P.E.:** 5.

The P.P.E. grenade is a baseball-sized sphere of energy that the magic user creates and throws at an opponent. If struck, the P.P.E. grenade takes away 1D4x10 +10 P.P.E. from the target. (Armor does not protect the user from this spell) The loss of P.P.E. is temporary, just as if the person had cast a spell. The grenade is +2 to strike and can be thrown up to 500 ft.

**TYPE:** 2

**Name:** ISP.

**Range:** 500 ft.

**Duration:** Counts as 1 attack.

**Damage:** 1D4x10 +10 (special - see below)

**Saving Throw:** Dodge

**P.P.E.:** 10.

The ISP grenade is similar to the P.P.E. grenade. When a target is hit with the grenade 1D4x10 +10 ISP is temporarily deducted from that persons available ISP. The grenade is +2 to strike.

**TYPE: 3****Name:** STASIS.**Range:** 250 ft - 20 ft radius.**Duration:** 1 melee per level of the caster.**Damage:** None.**Saving Throw:** Dodge**P.P.E.:** 50.

When thrown, the targeted area of this grenade becomes a stasis field preventing anything within the field from moving or taking action. Characters with a PS of 30 or more can break free from the field after 1 attack. Otherwise the person is stuck until the spells runs out. Spell magic and psionics can still be used while in the stasis field. The field simply prevents movement of the body.

**TYPE: 4****Name:** EMP.**Range:** 250 ft. (only hits one target)**Duration:** Counts as 1 attack.**Damage:** none**Saving Throw:** Dodge**P.P.E.:** 80.

The grenade creates a magical EMP shockwave that affects the target if struck. All handheld electronic devices (IE: Energy weapons, mini computers, radios, watches GPS systems, cameras etc) permanently become non functional. Bionics, cybernetics, power armor, robots, MOM implants, juicer harnesses, etc are not affected by this spell.

**TYPE: 5****Name:** PLASMA.**Range:** 250 ft (hits everything in a 10 ft radius).**Duration:** Counts as 1 melee attack.**Damage:** 2D4 Mega Damager per level.**Saving Throw:** Dodge**P.P.E.:** 40.

The magic user creates a grenade-sized ball of energy, which turns into molten plasma when thrown. The grenade does 2D4 (per level of exp) mega damage to a 10 ft radius area. The caster is +2 to strike with this spell.

**MystiCrypt (Ritual)****Range:** Touch**Duration:** Permanent**Saving Throw:** None**P.P.E.:** 20

The use of this spell lets a caster magically encode all the words in a finished book so that only he can understand them. This spell imposes a -5% penalty per level of the caster on translation and scroll conversion attempts. Each -10% gives the encrypted text a +1 to save vs. the Decipher Magic spell.

## Nightspill

**Range:** 90ft radius around caster.

**Duration:** Five minutes per level.

**Saving Throw:** None

**P.P.E.:** 25

This spell floods an area with total darkness. All light sources are unharmed, but simply negated. They produce light, but the spell blocks it from leaving the source. Everything in a static (non-moving) 100 square foot area (per level) is tossed into total darkness, -6 to strike, parry, and dodge. Anyone with heightened senses or superior visual abilities will probably suffer only half penalties. A Negate Magic or Dispel Magic Barrier spell will destroy Nightspill, but the victim spell gets a save throw vs. magic.

**Noise:**

**Range:** Sound is distracting in a 10 foot radius per level of caster, at up to 20 feet per level of caster away.

**Saving Throw:** Standard

**PPE:** 20

This spell causes a loud 'noise' to just exist within the area of the spell. The 'noise' Isn't necessarily white noise, it can be music of the caster's choosing, but regardless of actual type of noise...it's very, very loud and quite distracting to the mage's opponents.

When cast, everyone within the area affected is suddenly hit with a very loud, continuous sound (noise or music) that causes some distraction. The magic noise penetrates all types of armor (BA, PA & RV), and affects all person, including the mage's friends and allies, but not the mage. All persons caught in the area affect lose 1 attack and all combat bonuses are halved due to the loud distracting noise, other magic users might have some trouble concentrating on their spell(s) and thus will lose a magic attack or have the attack take longer to cast than normal (takes about 50% longer). The penalties apply to everything that can hear. Bionic sound filtration doesn't not lower the penalties.

All persons within area do get a save vs. magic, if the save is successful then person doesn't lose an attack but all combat bonuses are still halved.

## Nova

**Range:** 100 ft + 50 ft per level

**Saving Throw:** Dodge of 18 or higher, must see it coming

**P.P.E.:** 20

This is a powerful area attack spell that can be seen as the evolution of the fireball. Since most outward clues point this spell as a fireball spell this spell can be a nasty surprise. Damage is 2D6 + 1D6/level M.D. It affects a radius of 5ft/level.

## Nymph

**Range:** Sight. (Affects any males within 250 ft of sight)

**Duration:** 5 minutes per level.

**Bonus:** None.

**Saving Throw:** Standard

**P.P.E.:** 60.

This spell creates an illusionary image of a beautiful nymph. The nymph appears naked and has a PB of 30 +1D12. Those who fail their save are totally overcome by the beauty of this nude goddess standing before them.

The mage can control the movements and actions of the nymph. The nymph can "physically" interact with those who fail their save vs. magic (not in reality, but mentally they will believe she is touching them and so on.) Other people or objects cannot be manipulated. Nor can the nymph talk or engage in combat. Those who fail their save also must roll a save vs. awe factor (16 or higher on a 20 sided dice) Those who fail this roll will stop what they are doing to stare and gawk at this beauty. This will last for 1 melee, after which the character will snap out of the lustful daze. NOTE: Females are totally unaffected by this spell. Also, although the nymph can seem to physically interact with those affected, the amount of interaction is very limited. Slight touching, a quick kiss, or a hand through the hair is about the limit of this interaction. This spell is meant for distraction only.

## **Orgasm**

**Range:** 5 ft per level of experience.

**Duration:** 1 melee per level of experience.

**Damage:** Special

**Saving Throw:** Standard

**P.P.E.:** 20

Effect: Probably the gentlest and most pleasurable incapacitation spell to date that functions by stimulating the victim's mind into feeling an intense sexual orgasm. While under the power of the spell the victim will have no melee actions, can barely move, and cannot make any intelligible sounds other than a faint moan of pleasure. There is no physical damage inflicted by this spell, although the character may wish to clean their shorts shortly after succumbing to the spell's effects. After the brief incapacitation period, the victim will need another 1D4 minutes to regain their composure. Until such time the characters attacks per melee and speed will be reduced by half. They will also suffer a -1 penalty to all combat bonuses and -5% to skill performance. Only one person may be affected per invocation of this spell. It should be noted that although this spell suffers from a shorter incapacitation time than the Agony spell, of which it is derived, it is more sought by characters of good alignments who would not bring such pain as the Agony spell on any living creature while at the same time, totally incapacitating the victim of the spell.

## **Pain**

**Range:** 10' + 10'/level

**Duration:** Instant

Damage: Varies

**Saving Throw:** Standard +/- 1 per level difference of caster and target.

**P.P.E.:** 40

On an unsuccessful saving throw the target suffers an amount of damage equal to the number of M/SDC and P.P.E. the caster is below his/her maximum. Damage is MDC or SDC depending on the target.

Example: Haplo casts Pain on Falathar, Haplo has a maximum SDC of 78 and a maximum P.P.E. of 112, he currently has 45 SDC and 63 P.P.E. remaining. If Falathar fails his saving throw, he takes 33 points of damage and loses 49 P.P.E.

This spell does not work against Power Armor, Borgs, Bots, or vehicles, but does pass through standard MDC armor.

## **Paralysis: Bomb**

**Range:** 60 feet per level

**Duration:** 1 minute per level

**Area of Effect:** 20' radius

**Saving Throw:** standard

**P.P.E.:** 15

Paralyzes a random limb of all creatures in the radius. Tails, wings, arms, legs, tentacles are all considered limbs. This spell can effect supernatural creatures, normal (SDC) creatures, and targets in all types of armor, but not vehicles, unless the caster can clearly define where the limbs are.

## **Paralysis: Superior**

**Range:** 30ft

**Duration:** 1 minute per level.

**Damage:** None

**Saving Throw:** Standard

**P.P.E.:** 25

This spell was taken from Nightbane, page 139. It temporarily incapacitates the victim, who can only blink, think, and breathe. He cannot move, speak, fight, or run away. If damage is inflicted on him the spell is broken immediately and the victim can attack next melee action.

## **Pins & Needles**

**Range:** 30 ft per level of experience.

**Duration:** 1 minute per level of experience.

**Damage:** Special

**Saving Throw:** Standard

**P.P.E.:** 20

Effect: This unique spell causes its victim to experience the stinging "pins and needles" sensation as if the blood flow in that particular limb of the casters choice has been temporarily cut off and then restored. If cast on a leg the victim will run at 1/2 speed, -4 to dodge, and have a -5% skill penalty from the distraction. Any skill requiring the use of a leg will be at -25%. If cast on an arm, that particular arm will be -4 to strike and parry, and any skills requiring manual dexterity will be at -25%, other skills will only have a -5% penalty. If cast on the head, the victim's face will become flush and is very distracting giving them a -1 on initiative, strike, parry, and dodge bonuses as well as a -5% skill penalty unless trying to speak in which the character has a -40% language penalty! They will also have a temporary -2 to their M.A. and P.B. as no one can take their appearance and voice seriously. Casting this spell on the torso will give the victim a -2 initiative, -1 strike, parry, and dodge, and a -5% skill penalty. Also when cast upon the torso, sex will be pleasureless no matter how hard the victim tries, even if affected by the orgasm spell. On the plus side, however, any limb affected by this spell is impervious to all other pain, which can be a boon to wounded people with no anesthetics handy. This spell can only be cast on one person at a time.

## **Predator: Lesser**

**Range:** Self

**Duration:** 30 min per level of experience

**P.P.E.:** 100

The shaman can call upon the strength of the wild and turn himself into a savage predator. The shaman is given

the following bonuses during the time the spell is active: + 10 to PS, + 5 to PP, +15 to SPD, +5 to PE, and a 20% prowl bonus and a plus 3 to init.

### **Random Casualty**

**Range:** 60' radius

**Duration:** 2 melees per level of the caster

**P.P.E.:** 30

This spell adds even more Chaos to a battlefield. Any damage done to any creature has an equal chance harming all others within the area. SDC damage redirected will do an equivalent amount to MDC creatures and mega damage is converted to SDC if it targets an SDC creature. Damage done to armor is not effected and damages the armor normally, but armor will not protect a creature from damage redirected by means of this spell. EX: 2 headhunters and 2 hatchling dragons are fighting, the headhunters with SDC knives and the dragons with claws. One hatchling just cast Random Casualty. A headhunter then manages to inflict 12 SDC damage on the other, but because of this spell, the damage could harm any of the combatants. Numbers 1 to 4 are assigned to each character and a D4 is rolled. One of the hatchlings takes the damage (12 MDC since it is a MDC creature) instead of the Headhunter who was hit. The other hatchling then hits the surprised and wounded hatchling with his breath and inflicts 20 MDC as the flames surround the poor dragon, but it is the Headhunter that is burned, taking 20 SDC.

### **Reflectspell**

**Range:** 30ft +10ft per level of experience.

**Duration:** One melee per level.

**Damage:** None

**Saving Throw:** Standard

**Destabilization:** +1D6%

**P.P.E.:** 25

This spell reflects back to the caster *any* spell cast on the mage, as long as the attacker is within Reflectspell's range of effect. The reflection only occurs if the mage succeeds in his save vs. magic. If so, the spell returns to the caster with full damage, duration, and effect. The original caster can save against this spell and if successful the spell fades out of existence.

### **Shadow Leap**

**Range:** Self or others by touch.

**Duration:** Three minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 45

For a limited duration, the character gains the power to jump into a shadow and appear out of one nearby! In a dark area, the character can truly come out of nowhere. For areas that are mostly shadow (+70%) give the character a +4 on initiative, +4 to strike, +6 to dodge, and an automatic dodge. For partially shadowed areas (40%-69%) the character gets +2 on initiative, +2 to strike, and +4 to dodge. Areas that are rather well lit (0%-39% shadowed) don't offer any bonuses. The range of the shadow teleportation is about 60ft.

## Shadow Meld: Superior

**Range:** Self or others by touch.

**Duration:** 20 minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 25

Same as the fourth level spell, but can be cast on others and has a much longer duration. It also bestows upon the recipient nightvision, as per the spell above, at 4th level strength.

## Shell of Silence

**Range:** Can either be cast on themselves, on a location, or other by touch

**Duration:** 10 minutes per level of the spell caster

**Saving Throw:** None

**P.P.E.:** 25

Many a spell caster may wish to have a conversation without others being able to listen. This is why an enterprising young battle-mage came up with this spell. She wished to be able to have conversations in privacy. The spell is a variation on the spell Globe of Silence but instead of the silence covering the entire globe, the spell create a shell that is four inches thick that no sound enters or leaves. It can be cast to cover an area from a 5 ft radius or as large as a 10 ft radius. The spell works both ways, People outside the shell cannot hear people inside of the shell as well as people inside the shell cannot hear people outside the shell. One large advantage of this spell is that spell caster can use this spell and still be able to cast spells.

## Shriek

**Range:** 90ft

**Duration:** Instant

**Damage:** 4d6 S.D.C. +1d6 per level, or 1d4 M.D.C. per level.

**Saving Throw:** Roll a natural 20 (the attack is fast and nearly invisible).

**P.P.E.:** 5

The mage can generate a hypersonic screech that will damage and debilitate one target. At the point where the sonic cone strikes the target it is 5ft wide. The victim suffers, in addition to the damage, the loss of one attack, -4 on initiative, and -3 to strike, parry, and dodge for 3d4 melee rounds. Multiple strikes only lengthen the duration of affliction, and could even cause temporary deafness (up to GM). This spell will shatter S.D.C.™ glass at the base of the cone regardless of its current damage capacity. M.D.C.™ glass will only crack, but a couple of Shriek spells will eventually shatter that too.

## Spellbomb

**Range:** Throwing/launching distance.

**Duration:** One hour per level.

**Casting Time:** Two melees

**Damage:** Special

**Saving Throw:** Standard

**Destabilization:** +2D6+3%

**P.P.E.:** 30

The Spellbomb is like a Seeker, only it is six inches in diameter and stationary. It can contain one spell energy and release it under one of several conditions, determined upon creation. First, it can be thrown or launched at a target to release the spell. Second, it can have a detonation time set upon creation (it always detonates when the

duration expires). Lastly, it can explode when disturbed. It acts just like any other explosive device except it is magical in nature. To defuse/negate the bomb, a successful Negate Magic must be cast on it.

### **Teleport: Self**

**Range:** One mile per level

**Duration:** Instant

**P.P.E.:** 40

This spell teleports the caster and up to 10 pounds of nonliving matter instantly to any location well known to the caster. The target location must be within one mile per level. Teleportation is a dangerous feat to try: the caster has a 60% + 5% per level chance of missing his desired target. The caster is also -20% if the target is not within a line of sight (i.e.: a caster's cabin on the other side of the mountain, or his room 2 streets over.) If the roll is failed, roll on the following table:

01-40: appears 3D6x100 feet away from the target destination (on ground or water level)

41-75: appears 3D6 x10 feet away from target.

76-99: appears 1D6x10 feet above the ground.

00: teleports into an object, death.

### **Veil**

**Range:** Self/other

**Duration:** 1 hour per level

**Saving Throw:** Special

**P.P.E.:** 24

Description: This spell allows the caster to assume the identity of another being. The type of being can be any that the caster has seen or can imagine. However, the caster does NOT gain any of the abilities of that being aside from physical attributes, such as wings, tail, etc. The Veil may be seen through with a successful save equal to the caster's IQ!

### **Void Wall**

**Range:** Cast up to 90ft away.

**Duration:** Three minutes per level.

**Damage:** 4D6 SDC or 1D6 MDC per five feet of thickness.

**Saving Throw:** None

**P.P.E.:** 20

This spell will create a wall of silent black flame with a width of five feet per level of the caster, a length of 15 feet, and a height of 10 ft. Anyone moving through the wall takes damage every five feet traveled into the wall. Anything in the area of effect will definitely suffer from the decaying effects of the Void matter.

### **Water Skin**

**Duration:** 1 melee per level + see below

**Range:** Self or others by touch

**Saving Throw:** none

**P.P.E. cost:** 30



Makes the recipients skin waterproof. However, as it causes a faintly glowing coating on the skin, taking more than 50 SDC damage (NOT from a water weapon), will destroy the protection.

# Level Eight

## Acid Rain

**Range:** 20 ft radius of effect per level of caster. Can be cast as far as 100 ft per level from the caster

**Duration:** 2 minutes per level of caster

**P.P.E.:** 30

This spell creates a cloud over the area of effect that then begins to rain acid on the area. Note this is not regular acid rain but powerful a magical acid. It does 1D6 M.D. per melee to everything in the area until it leaves or dies. This is used mostly as a defoliant against stubborn/vicious plant life or to discourage against followers. The area of effect can be manipulated by the caster i.e. he doesn't have to use the maximum radius and can lower the radius any distance down to 10ft.

## Advanced Spectral Weapon

**Range:** 90 ft

**Duration:** 1 minute/level

**Saving Throw:** dodge or parry

**P.P.E.:** 30

This spell summons numerous but weaker spectral weapons. Each weapon does 1D6 M.D., and 1+1/level weapons are created per casting. Each hammer has 3 attacks per melee and has +3 to strike. Each hammer can be targeted at a different being or up to 5 can crowd around one target. Each weapon has 15 M.D.C. and needs a 14 or higher to hit

## Anti-Magic Wall

**Range:** 300ft

**Duration:** 3 minutes per level

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 40

This spell creates a barrier with a surface area of 32 ft per level of the caster (a 4ft by 8ft area at first level). Only the creator of the barrier can cast spells through it against targets on the other side. All other spells are ineffective! Magical energy blasts are not affected. A Dispel Magic Barrier cast at the wall will succeed as normal, as does a Negate Magic spell.

## Aura of Chaos

**Range:** Self and, starting at level six, up to three others.

**Duration:** One minute (four melees) per level of experience.

**Saving Throw:** - 3 to save.

**PPE:** 35, + 5 for each person to exclude from seeing the effect.

The spell caster instantly appears to turn into every person's greatest and/or most feared enemy, as long as they are in sight. Also, if any of the greatest enemies are stronger than the caster, he gains one of the following (whichever is higher):

1. His strength and SDC turn into one-half of those of the enemy (MDC if applicable).
2. His own abilities are raised by fifty percent.

Note: If the caster is not careful, he can be attacked by a mob of people who each see him as their most hated enemy.

## **Battle Song:**

**Range:** Affects allies within a radius of 10 feet per level of mage, centered on the mage.

**Saving Throw:** None

**PPE:** 30

Similar to Noise except instead of giving penalties, it gives bonuses but ONLY to the mage's (Known) allies and friends. The spell summons a battle song of choice, which can be used to time actions with, which can give some bonuses during combat. The spell provides the mage and his/her allies with an additional attack, and +1 to Dodge, Parry and Roll, as well as a +2 to strike. Bonuses only apply while allies are within the area affected by the spell. Once cast, the mage doesn't need to concentrate to keep the music going.

## **Blue Fireball**

**Range:** 250ft +50ft per level, blast radius is 20ft.

**Duration:** Instant

**Casting Time:** Two melee actions.

**Damage:** 1D4x10 damage, +1D4x10 more at levels three, six, nine, and twelve.

**Saving Throw:** Dodge an 18 or better.

**P.P.E.:** 50

This spell conjures a large, fast, and deadly fireball composed of blue flame. When it hits the target, it explodes and causes knockdown to the target. Everything within 20ft of the target also suffers half damage from the fireball.

## **Bond**

**Range:** Self

**Duration:** Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 40

Bond is an incantation of limited usefulness. The purpose of the Bond spell is to bind certain items to the caster. Items that can be bonded are clothing and magical items (which includes magical weapons and armor, as well as the more miscellaneous such as pouches and talismans). Once an item is bonded to the magician, it will remain with him or her throughout any changes the mage undergoes. These changes include, but aren't limited to, metamorphosis magics (this spell is the only known exception to the standard metamorphosis rule that nothing accompanies the mage during the metamorphosis), astral travel, the transformation ritual, and 'flesh to stone' effects. The catch to the spell is that the items are not usable in any altered form - they are merely bound to the magician.

## **Chaos Plane**

**Range:** Self or 100ft

**Duration:** Three minutes per level.

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 15 for a small one or 40 for a large one.

With this spell a plane of chaotic particles a few atoms thick is generated. The particles are relatively invisible

to the naked eye, and seem to produce a warping effect similar to hot air on a hot day. For the small plane, the mage can use it to parry attacks (it hovers near his body and can be mentally moved at will). A successful parry means the attack (whether a sword strike or a hail of rail gun slugs) is deflected and does no damage to the character. Deflected bullets and arrows have a 40% chance of hitting allies during a battle, sometimes more or less depending on the circumstances. The caster gets a +3 bonus to parry (hand to hand combat bonuses are not applicable) in addition to his spell strength bonus.

The larger plane has a surface area of 32 square feet per level of experience (an 8 ft by 4 ft plane at first level). Objects traveling at speeds greater than 15 mph (Spd. 22) are thrown off course in a direction to the side or above the caster of the spell. This plane has the benefit of only disrupting motion from one direction. Anyone firing through the plane from the side that the caster is on suffers no strike penalty, and will probably not be hit by anything coming through the other side. Anyone shooting through the plane from the side the caster isn't on suffers a -6 penalty to strike.

Note that vehicles and fast moving beings suffer the same effects as projectiles moving through the field. They too are thrown off course, and must make a roll to maintain their course and heading (-35% to a control roll or -7 to a roll on a 1d20). If successful, they maintain their course without major problems. If the roll fails, they crash or tumble. The plane can be used for both offensive and defensive measures.

Energy blasts are not affected by the plane in any way. The plane is also plainly visible to anyone who can see dimensional anomalies, and can be detected by the ability to sense dimensional anomalies.

### **Dark Duality**

**Range:** One weapon

**Duration:** Two melees per level.

**Damage:** Special!

**Saving Throw:** Standard

**P.P.E.:** 35

This enchants a weapon held in the caster's hand with the ability to damage a foe by way of his *shadow*. Any time the weapon is used to strike a victim directly it does normal damage - but attack a victim's shadow with it and the weapon does triple damage! The weapon being enchanted gets a save throw against the magic, and success means the weapon is not enchanted. Bows, slings, and other missile weapons get a +1 save bonus, ballistic firearms get a +3 save bonus, and energy weapons (to include vibro-knives and rail guns) get a +5 save bonus.

### **Destroy Dead: Superior**

**Range:** 100ft

**Duration:** Instant

**Damage:** 1d4x10 damage (whether S.D.C. or M.D.C.)

**Saving Throw:** Standard

**P.P.E.:** 60

This spell is essentially the same as the previous spell with one difference - it can affect up to 1d4+2 animated dead at a time. If desired, the mage can focus all of the spell's energy upon a single target. That particular animated dead has a -4 to save against the spell's effect and takes 1d6x10+40 damage.

## **Disinherit (Greater)**

**Range:** Special

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 30

This spell is an enhanced version of the spell “Disinherit (Lesser)” and the spell's purpose is to break the metaphysical connection that any object handled or even touched by a person has even though the object is already out of the mage's hands. Like the lesser version, the Wizard using the spell can only break the link to himself and not to others. He or she must choose a specific object that they are breaking the connection, the spell does not break the connection with all objects that the person has ever handled. This spell can also be used for hair, skin, or other similar items. If the items are together, the whole batch of items will have the connection broken from the mage. The actual effect is that after casting this spell, the object cannot be used for either psionic or magical spells that use this. If the psionic ability “Object Read” is used, the user will get a blank image from the time frame that the mage had the item. This will immediately tell the psionic individual that someone blanked out the object. A Ley Line Walker using Locate would get absolutely no information about the location of the person trying to be detected if using an item that has been neutralized by this spell. All other spells and psionics or similar effects will be effected in the same way.

## **Disrupt Chemical Reaction**

**Range:** 50 feet per level of experience

**Duration:** 1 minute (4 melee rounds) per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** Twenty five

This spell's effect is simple: it negates any type of chemical reaction within a ten foot radius sphere. It will prevent new reactions from starting, and will suppress/negate any current reactions. Some such reactions include: fires (smoking, bonfires, camp fires, etc.), combustion engines, mixing chemicals in a lab (the two do not react - they just mix together like oil and water), etc. No electrical systems are harmed, and reactions that occur inside a living being (breathing, waste production, etc.) are not affected.

## **E.M.P.**

**Range:** up to 300 ft +20 feet per level of experience.

**Duration:** 1 minute per level.

**Bonus:** +1 to hit.

**Saving Throw:** Dodge

**P.P.E.:** Varies.

Converts magic energy to an EMP Pulse for use against any solid state electronic devices, or vehicles, robots, power armor, etc. It cannot penetrate energy shields or other similar type shields, and barriers. Keep in mind that this spell causes no damage to the structure at all, it just destroys the electronics, e.g. you manage to cast it at a transport, and you have enough P.P.E. to disable it completely, it crashes to the ground and you have a good condition transport that you can't move because every electrical system on board is toast. To disable larger objects the ritual version of spell may be cast by a group of mages to disable larger targets. Add 5 P.P.E. for every 10 MDC above 1000 MDC to completely disable vehicles ships, a small base etc... lower amounts of P.P.E. will only partially disable a larger object; radar dish, targeting computers, navigation computers, etc. NOTE: ALL EFFECTS ARE TEMPORARY, UNTIL THE SPELL WEARS OFF.

P.P.E.:

25...Disables Computers, Electronic Locks, (this does not open the lock, it just makes the lock and any electric security go dead) etc...

75...Disables Small Vehicles Jeeps, Cars, Body Armor, etc...

125..Power Armor, Small Robots, Cyborgs

200..Heavy Power Armor, Small Transports, anything under 1000 MDC.

### **Energy Pulse**

**Range:** Touch.

**Duration:** Instant.

**Saving Throw:** N/A

**P.P.E.:** 40

This spell will send out a pulse that will disrupt any electronic device. PA and RV will be at 1/2 speed, attack, damage, and bonuses for 2D4 melees. Computers, Cameras, and other similar systems will be out for 2D4 minutes per level of the caster. Anyone touching the affected device during this time will take 3D6 SDC per melee.

### **Fetch**

**Range:** Five miles per level of experience

**Duration:** Two full melees

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 35

Fetch works similar to Teleport: Lesser, except instead of sending objects away, within the radius of the spell, it allows the magic-user to summon an object to him. There are two conditions to this spell. The first is that the object to be summoned must be within the range of the spell (which is five miles per level of experience). The other condition is that the object to be summoned must be tagged (see Tag).

The success of the spell is identical to Teleport: Lesser - 80% + 2% per level of experience. In case of a unsuccessful teleport, the object suffers the same fate as an unsuccessful Teleport: Lesser attempt (the object never appears and is teleported to somewhere within the range of the spell).

### **Firestorm**

**Range:** 300 feet (95.1 meters) distance from spell caster per level of experience of spell caster but must be within sight.

**Duration:** Four melees (one minute) per level of the experience of spell caster.

**Saving Throw:** None.

**P.P.E.:** 45

The Mage creates what appears to be a twisting pillar of fire. The pillar is in reality a combination of a pillar of fire and a powerful whirlwind which both sucks stuff up and further feeds the fire. The firestorm has a diameter of 20 feet (6 meters) and a height of 80 feet (24 meters).

Any object, including creatures, weighing less than 1000 lbs (450 kg) will be sucked into the storm by powerful winds. They will be caught within the storm for one full melee before being hurled to the ground. All objects caught within the firestorm will have 2D6x10 MDC of fire damage and cannot attack, cast spells, etc. After one melee, the object will be hurled from storm and will have an additional 2D6+2 MDC inflicted on them.

Creatures will be dazed for an additional 1D4 melees and will have all attacks and bonuses reduced by half.

Objects heavier than 1000 lbs (450 kg) will have 2D6x10 MDC inflicted on them but will have no additional

effects. S.D.C. objects are completely incinerated by the spell and the ground beneath is blackened or turned into glass as appropriate. When used over water, the spell will produce a gigantic cloud of steam. This spell is especially effective against low flying aircraft and creatures. Any flying object that is less than 80 feet long will be effected the same way as an object less than 1000 lbs (450 kg) on the ground. Flying objects less than 200 feet must make a piloting roll at -40 or be effected the same way. The firestorm is directed by the spell caster and requires the caster's full attention to move it. While directing the storm, the spell caster cannot cast other spells. If the Mage casts another spell, the firestorm will remain stationary while the spell caster casts the other spell. Once the casting of the other spell is complete, the caster may retake control of the firestorm. The storm can travel at a speed of 75 mph (120 kph) but must stay within the casters range and line of sight.

### **Force Ball**

**Range:** 180ft, affects a 4ft radius +1 ft per level.

**Duration:** Can be maintained for up to one minute per level.

**Damage:** 2D6 SDC or 1D6 MDC per level (the mage can vary the damage).

**Saving Throw:** **Dodge** or roll with punch/fall/impact.

**P.P.E.:** 30

Like the spells Force Bolt: Lesser and Superior, this incantation generates a kinetic force. In this case, the force is unstable and can damage a large area at one time. The mage gets a +3 bonus to strike in addition to his spell strength bonus, up to a maximum strike bonus of +6. Anyone caught in the blast radius also suffers knockdown.

### **Force Mine**

**Range:** **Touch**, affects a 4ft radius +1 ft per level.

**Duration:** Two hours per level.

**Damage:** 1D4x10 SDC or 3D6 MDC per two full levels of experience. Thus, increase the damage at levels 4, 6, 8, 10, etc.

**Saving Throw:** **Dodge** or roll with punch/fall/impact.

**P.P.E.:** 40

This spell requires a physical component to be of any use, usually a container of some sort filled with shrapnel or debris (rocks, wood splinters, metal fragments, used rail gun slugs, etc.) The container will detonate once disturbed, spewing its contents across the radius of effect. If the spell duration ends without the magic device being activated, it loses its enchantment and becomes inert. It could still be re-enchanted by a battle mage, however. The battle mage can sense all of the mines that he has set and he can pick them up, move them, and end the spell without any ill effect.

Anyone who has Sixth Sense or Sense Magic will be Instantly aware that there is danger nearby, but cannot necessarily pinpoint the source as the physical component. Those who can see magic energy or auras will Instantly be aware of the container's enchantment, but won't be able to see that it is dangerous (they can only suspect).

### **Fusion Blast**

**Range:** 100 feet per level of experience

**Duration:** Instant

**Damage:** 1d4 x 10 M.D.C.

**Saving Throw:** Dodge (+1)

**P.P.E.:** 30

Fusion Blast is a very powerful spell, with a very short range. It creates a large, bluish- purple bolt of energy that streaks towards its target. The bolt is fairly slow, and so the target gains a +1 to dodge the spell. On ley lines, the damage is increased to 1d6x10 M.D.C., and at ley line nexuses the spell does 2d4x10 M.D.C.

**If...Then...**

**Range:** Self

**Duration:** 1 Year per level of experience or until activated and cannot be canceled

**Saving Throw:** None

**P.P.E.:** 50 plus linked spells and 5 P.P.E. per linked spell upon activation

This ritual spell is an add on spell that when cast can be linked to any spell that affects the caster and can be activated when the trigger that was decided upon when the spell is first cast happens. The trigger for the spell is only limited by the imagination of the caster. It can be set for when the mage is attacked, when the mage snaps his fingers, or when some one targets him/her with a gun. Virtually anything. A mage with the psi power sixth sense can set the trigger to go off when he/she senses danger if they want. The mage may cast one If...Then at level one and gains an additional casting at levels 5,10 and 15. The amounts of linked spells are one at first level and one more at levels 4,8,12 and 15.

**Implode**

**Range:** 50ft (15.2m) +5ft (1.5m) per level of spell caster.

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 30

This spell causes gravity to increase around the target and literally crush it. This spell does 1D6x10 +1D6x10 (S.D.C./M.D.C. depending on the character) per four levels of experience to a five-foot area plus two feet per level of experience. Things destroyed by this are crushed to the point of nearly being unidentifiable.

**Lightning Wall**

**Range:** Cast up to 90ft away.

**Duration:** Three minutes per level.

**Casting Time:** Two melee actions.

**Damage:** 5D6 SDC or 2D4 MDC per level

**Saving Throw:** None.

**P.P.E.:** 25

Like the other wall spells, this incantation can generate a wall of a particular energy type. This one is a bit different though. The caster can create a large flat area (one 8ft by 4ft plane per level) that does the damage listed above equal to a third of the caster's level, or he can create a small flat area (one 8ft by 4ft plane per three experience levels) that does the above damage equal to the character's own level. Thus, either a small but deadly wall or a large and painful wall can be created.

**Living Storm**

**Range:** the storm can move up to 500 ft from caster, lightning bolts have a Range of 1000 ft.

**Duration:** 1 minute/level of caster

**P.P.E.:** 80

This spell summons a semi-intelligent 6x6x6 ft cloud being that attacks people (other than the caster) with powerful bolts of lightning. The attacks are directed in a general direction dependant on the mage, i.e. in front,



to the right or left of caster... The being has 50 M.D.C. +20 M.D.C./level and has 4 lightning attacks of 5D6 M.D. at +3 to strike + an additional 1 per every 3 levels of caster. It also has a +2 to initiative. This cloud is not very intelligent so it doesn't dodge.

### **Lostrel's Wordlock**

**Range:** Touch

**Duration:** One year per level.

**Saving Throw:** None

**P.P.E.:** 45

This spell is the one of the only defenses against the Wordwipe spell below. It not only renders a text immune to the Wordwipe spell for a pretty good duration, but makes it damageproof. Books become fadeproof and waterproof, scrolls stay resilient and strong, newspapers won't have fading and ink discoloration, and computer data becomes impervious to viruses and random file corruption. One magic scroll or book with magic circles and formulae can be affected per invocation of this spell, or the caster can instead affect 500 pages of normal text and digital information per level per invocation.

### **Magic Grenade**

**Range:** 40m/level

**Duration:** 6 Melees/level

**Saving Throw:** N/A

**P.P.E.:** 40

This spell allows the caster to throw magic grenades that explode on contact for 2D6 MD to a 12m radius for the Duration of the spell. Each grenade uses 1 melee attack and is +3 to strike.

### **Negative Flame**

**Range:** 300ft

**Duration:** Instant

**Damage:** 1D4x10 SDC damage at level one, +1D4x10 more at levels five and ten. Becomes M.D. in a Rifts world.

**Saving Throw:** Dodge an 18 or better.

**P.P.E.:** 30

The caster of this spell creates a brief rift into a world of strange black flames that sear and burn only flesh, not wood or stone or steel. Animated dead and undead are immune to the effects of negative flame, as are all non-flesh objects and creatures, but living (flesh and bone) creatures suffer normally. Beings of light suffer double damage! Damage from negative flame must be healed normally, and cannot be regenerated. Magical and psionic healing is half as effective.

### **Nether Projection**

**Range:** Self

**Duration:** 1 hour per level

**Saving Throw:** None

**P.P.E.:** 30

Description: This spell takes the caster into the realm of shadow. All material things seem to be ghosts and cannot be interacted with, however shadows are now as real as the caster and he/she can interact with the

shadows just like you and I would the things in our everyday world. The caster as well, is invisible to the material world.

### **Pain Link**

**Range:** 2 people who are within 100 feet of each other when the power is activated.

**Duration:** 2 days per 25 P.P.E. spent

**Saving Throw:** normal with a -4 penalty.

**P.P.E.:**

The 2 people affected by the spell are linked by a mystic bond created by the user of the power. While linked, any damage caused to one of the individuals will also affect the other. This goes for, physical, mental, poisoning, etc. If one person loses a limb or gains a wound, an identical wound will appear on the person's limb or the person's limb will seemingly just drop off. Worst of all, if one person dies, so does the other. If one creature is M.D.C. and the other S.D.C., go on a point by point basis, ie: one point of M.D. to the M.D.C. individual does one point of S.D. to the S.D.C. individual. The range of this spell is interdimensional...no matter where the two people are, they will feel the bond.

*Note: Only one of the persons need make the saving throw to resist the bond.*

### **Photosynthesis**

**Range:** Self or others by touch

**Duration:** 1 day per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 45

Photosynthesis is a very interesting spell. When cast, the recipient either turns very pale (50%) or their skin takes on a very light green tint (50%). The spell allows the recipient of the spell to derive all sustenance from sunlight. The requirement for water is still necessary, but only half as much water is necessary (or, effectively, the character can go twice as long without water). The need for any type of food is completely eliminated - he or she gets their food from light. A character under the influence of this spell does not need to eat, though they still need to sleep.

Approximately an hour of sunlight, or two hours of artificial lighting, is equivalent to one meal. The character can spend three hours in the sun and not need to eat for that day, though he or she can't store up energy between days. If kept from the sunlight, the character will begin to suffer the same effects as if he or she had not eaten (note that the spell can be combined with eating food - the spell doesn't totally replace the ability to get energy and sustenance from regular food).

### **Portal of Fear**

**Range:** Cast up to 90ft away.

**Duration:** Two minutes per level.

**Damage:** 3D6 SDC (or 1D6 MDC in Rifts)

**Saving Throw:** Standard

**P.P.E.:** 35

This spell creates a magical rift of darkness, out of which 4D6 tentacles will stretch and attack from. Each tentacle has one attack, +2 to strike, +4 to entangle, 50 SDC (or MDC), and can reach 30ft away from the black rift. Once entangled, a victim must save vs. magic (12 or better) - failure means the victim is fear struck and reduced to one melee action. Two melees after being entangled, victims are pulled into the darkness rift. Another save vs. magic (16 or better) must be made - failure means the victim is wracked with fear (immobilized) for 4D4 melees. Successful saves mean that the tentacles and darkness has no effect. The portal

will disappear when all tentacles are destroyed, the duration of the spell ends, or the spell is hit with a Dispel Magic Barriers or Negate Magic spell. Based on power #11 of Weapons of Chaos, on page 89 of Heroes Unlimited).

### **Pulse**

**Range:** Self, 10 ft+ 5 ft radius per level of experience

**Saving Throw:** Dodge of Natural 20 or 26 with bonuses for 1/4 damage

**P.P.E.:** 30

This spell releases a wave of energy that expands from the spellcaster and damages everything in its path. Damage is 2D6+1D6/level.

### **Purify Atmosphere**

**Range:** Self or others by touch

**Duration:** 2 minutes (8 melee rounds) per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 40

Purify Atmosphere creates a small bubble around the recipient and makes the air inside the bubble breathable. The bubble is the shape of a sphere 10 feet in radius per level of experience. Any gases/atmosphere entering the bubble is immediately purified to breathable conditions. There are two problems with the spell, however. The first is that the spell has a relatively short duration, so an alternate form of breathing or repeated castings is necessary. The second limitation on the spell is that it requires an atmosphere to purify. Being submerged in water, or in a vacuum, will prevent the spell from working correctly (in the former case, it cannot purify the water, and in the latter case, there is no atmosphere to purify).

### **Shape Magic Energy**

**Range:** 30ft

**Duration:** Five minutes per level.

**Casting Time:** One minute

**Damage:** Special

**Saving Throw:** None

**Destabilization:** +1D6%, or +3D4% for large objects

**P.P.E.:** 10 for simple ropes, boxes, clothes, nets and such, 25 for most weapons, and 40 to 80 for large walls and assorted major objects (GM's discretion).

When cast, the mage can transform magical energies into a solid form. He can create unbreakable ropes, boxes, swords, etc. They act and function just like normal, simple objects do but are composed of magical energy. A weapon of magic energy used against a victim vulnerable to magic will do MDC equal to the normal SDC damage, but the weapon has a cumulative +5% chance (per hit) of 'breaking' and causing the weapon to vanish. When the spell ends the P.P.E. is *not* recapturable because the energy was burned up to maintain the objects' existence. The objects all appear as shimmering blue-white versions of the real thing with little or no mass and all of the solidity.

## Shockwave

**Range:** 30ft or 90ft (see below).

**Duration:** Instant

**Casting Time:** Two melee actions.

**Damage:** 5D6 SDC +1D6 per level, or 1D6 MDC per level.

**Saving Throw:** Dodge only, -4 penalty.

**P.P.E.:** 30

With this spell, the caster can generate an outward spreading wave of solid concussive force. The shockwave can either hit everything within a 30ft radius, or can instead be focused against 1D4 targets (+1D4 more at levels four, eight, and twelve) that are grouped together and not more than 90ft away. When the shockwave hits, those who take damage from it also suffer knockdown *automatically*.

## Skill Performance

**Range:** Self only

**Duration:** 1 minute per level

**Saving Throw:** None

**PPE:** 40

Ever think a mage needs more fighting capability? This spell allows the mage to duplicate three physical skills! The mage can choose three skills from the physical category that she does not already have, with the only exception being that the mage can also use it to gain one level in his HTH! it can be cast three times to simulate all three skills at once, but not the same skill more than once.

All bonuses from those skills apply only for the duration of the spell. (if variable bonuses apply, only the average result is added, rounded down!)

Note: Continual use of this spell over a short period of time can be physically impairing to the character! It could be used safely once every 2 days, after that there is a cumulative 5% chance minus 1% per level after the first (roll when the spell ends EACH time!) that there is a physical debilitation (I'll leave that to GM's for now...)

## Speed of the Juicer

**Range:** Self

**Duration:** 4 melees per level

**Saving Throw:** N/A

**P.P.E.:** 30

This spell adds 2D4 x 10 to the Spd attribute(min 44), and adds +4 init, +4 parry, and +6 to dodge, and gives the mage an auto dodge! But, due to the mage's inexperience with the great speed, this spell imposes a -4 to strike and the mage's spells with only succeed 50% of the time. The caster can end this spell at any time.

## Spelltrap

**Range:** Touch

**Duration:** One hour per level, or permanent until set off.

**Damage:** Special

**Saving Throw:** Standard

**Destabilization:** +2D4%

**P.P.E.:** 25 for a short duration or 100 for permanent.

Casting this spell upon another allows the caster to set a magical trap that remains until disturbed. The trap springs when some physical condition is fulfilled, like a button is pushed or a door is opened or something similar. The spell only affects the person who triggered the trap. If the trap is triggered by using some inanimate object it will evaporate without affecting anybody. The object the trap is laid on will radiate magic but the caster can mask it by casting Spelltrap at quadruple the cost, or he can use Block Radiance.

## Storespell

**Range:** Touch

**Duration:** One day or permanent until used.

**Saving Throw:** None

**Damage:** Special

**Destabilization:** +2D4%

**P.P.E.:** 30 for one day, or 100 for the permanent type.

Allows a caster to put a spell energy into stasis until it is released by mental will, or combined with a vocal command if so desired. The object can be absolutely anything but is usually a trinket, like a ring or an amulet, which is devoid of magical energy. Items with magical properties cannot have additional ones added without great magic. When released the spell is directed by the person who willed its release. Even if they didn't know there was a spell inside the object, victims can still radiate that mental need and the spell responds to it. The affected object does radiate magic unless obscured. Mages will sometimes store a spell in an object as a gift or as a reward. Or, they can store no spell or the wrong spell as a trick or as revenge.

## Supernatural Strength

**Range:** self

**Duration:** 4 melees per level

**Saving Throw:** N/A

**P.P.E.:** 30

This spell bestows supernatural strength and endurance to the caster for the Duration of the spell. It also adds 3D6 to strength (minimum 26) and 3D4 to endurance (minimum 22) and gives the caster MDC equal to his HP + 1D4 x 10.

## Sustenance

**Range:** Self or 5 ft per level of experience.

**Duration:** 30 minutes per level of the caster.

**Damage:** None; see effect.

**Saving Throw:** Standard if the healing powers are not wanted.

**P.P.E.:** 35

Effect: This spell is designed to cure a person from the ailments of hunger and thirst. Unlike the spells of Resist Hunger and Resist Thirst, this spell actually nourishes the person on whom the spell is cast. When the Duration has run out, the character will again begin to feel hungry and thirsty, but the penalties will start anew as if the character was recovering from a large meal. This spell is great for those too sick to eat or drink, or for those who cannot reach food or water. This spell also negates the need for a person to consume components usually necessary in their diet such as dangerous poisons (Alchemical Immortals from Mystic China), P.P.E., or even blood. There is a 01-45% chance of satiating a druggie who needs a fix (although without the bonuses or penalties) and has a 01-65% chance of bring a vampire out of a bloodlust rage. Casting the spell on a person multiple times will only extend the Duration of the spell, not make them fat or ill. This spell can only be cast on one person at a time.

## **Temporary Enchantment (Ritual)**

**Range:** Touch

**Duration:** One week per level of the caster.

**Saving Throw:** Standard

**P.P.E.:** 70

Like Charm Weapon and Enchant Weapon, this spell doubles the damage a weapon does to supernatural creatures. The weapon gets a save vs. the enchantment. Add +1 if the weapon is a standard melee weapon, +3 if the weapon is a missile weapon (gun, bow, and crossbow) or an energized melee weapon (vibro-blade), and +5 if the weapon is an energy weapon (rail guns and missile launchers included). Taken from Nightbane page 141 and slightly updated.

## **Vampire Regeneration**

**Range:** Self only.

**Duration:** One minute per level

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 30

This useful spell will supply the necromancer with a magical simulation of the vampire's extraordinary regeneration ability. While not as powerful as the real thing, it is a good approximation. The necromancer will recover 1D4 hit points, SDC, or MDC per melee round in a common environment, but 2D4 in a magic rich environment (such as Rifts earth). The necromancer can also survive up to -10 hit points or MDC below zero and gains a +10% bonus to save vs. coma/death for the duration of the magic.

## **Zero Gravity**

**Range:** 15 feet per level of experience

**Duration:** 1 minute (4 melee rounds) per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** Fifty

Similar to the Alter Gravity spell, Zero Gravity simply creates a sphere where gravity is completely negated. The sphere has a radius equal to the range of the spell (in other words, 15 feet per level of experience). While under the effect of this spell, any target who does not have Zero Gravity Movement skill suffers the penalties listed under the description of the skill.

## Level Nine

### Advanced Cloak

**Range:** Touch or 10 feet

**Duration:** 1 hour per level

**P.P.E.:** 60

**Saving Throw:** None

This is essentially the same as the Cloak spell except that 1000 pounds per level may be cloaked. For an extra 100 PPE the size can be increased to anything the mage is touching! Even a starship can be cloaked in this fashion as long as the mage is in constant, flesh to ship contact. The soles of the mages boots do not count as contact.

### Ambush

**Range:** Self

**Duration:** One hour per level.

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 40

This spell creates a small extra-dimensional area just large enough to accommodate the caster and another being his size (but only the caster can reside in the space). The viewing area out of this miniature time hole is limited to one direction, a circle with a 3ft radius. Inside this time hole, time passes at half the normal rate (an hour outside is only a half-hour inside). At any moment, the caster can leap out of the time hole, ending the spell and attacking at will. He cannot attack from within the hole without ending the Ambush spell abruptly.

The sneak attack by the battle mage is automatically a critical strike and does double damage (more if a critical strike is used or a natural 20 is rolled), plus has a +4 strike bonus. The victim cannot defend against this attack unless they have the Sixth Sense psionic ability or is a Juicer or some other fast-acting being. Even then, no bonuses are allowed - just a straight die roll to defend. If combat is continued, the battle mage gets a +4 bonus on initiative for the ensuing melee round (but not any thereafter).

The character is plainly visible to anyone who can see dimensional anomalies, and can be detected by the ability to sense dimensional anomalies. If a mage suspects that someone is using an Ambush spell, he can use Detect Concealment (25% success rate) or Negate Magic (75% success rate) to reveal the hiding smoker.

### Blood Curse (Ritual)

**Duration:** 1 day per level

**Range:** Touch

**Saving Throw:** Std

**P.P.E.:** 50

This horrific ritual causes the recipient to produce more blood. The person will produce an extra pint of blood a day, up to a maximum of 2 additional pints of blood per level of the caster. If the person gains more than 1 additional pint, then they gain half a stone in weight per pint after that. If a high level mage uses it, then the recipients can become gross mountains of flesh, who cannot move, and survive only by being fed. This is used to provide a source of food, without having to take too many people, an ability that is important for a new colony of vampires.

## **Cure Disease (Level 9 Spell)**

**Range:** Touch or 3 feet (.9 m)

**Duration:** Instant cure for minor diseases and 3D10 melees for major illnesses.

**Saving throw:** None; standard if the person resists treatment.

**P.P.E.:** 40

A powerful magic that will cure an individual of all forms of life-threatening diseases. Such ailments as the flu, stomach viruses, food poisoning, etc. will be cured Instantly. Cell-altering maladies such as cancer, typhoid, the plague and such, will take time (3D10 melees) for the spell to counteract and destroy the harmful cells. After this time, the character will still need at least one week of recuperation time to get back into peak condition.

## **Demon Spirit**

**Range:** Touch

**Duration:** 12 hours per level.

**Damage:** None.

**Saving Throw:** None.

**P.P.E.:** 40

Necromancers have long had an association with demons and other creatures of evil. An ancient legend says that a powerful and favored necromancer was given permission by a powerful demon to summon the souls of his warriors and place them into the bodies of the animated dead, zombies, and mummies. Once destroyed the bodies released the spirit of the demon, which returned to its homeland. Whether the legend is true or not, this spell exists and is known to some necromancers.

Casting this upon an animated dead, zombie, or mummy, the recipient creature will gain a stronger sense of self, better combat ability, and some rudimentary skills. The creature gains an I.Q. of 6 (or +2 to I.Q.), can speak basic sentences (magically), +2 attacks per melee, +1 on initiative, +2 to strike, +1 to parry and dodge, automatic parry, +2 on all save throws, impervious to possession, Swimming 60%, Tracking 40%, Prowl 35%, and one W.P. for an ancient weapon (necromancer's option).

## **Disrupt Magical Forces**

**Range:** 10ft per level of experience.

**Duration:** 1D4 hours

**Damage:** None

**Saving Throw:** None

**Destabilization:** Special

**P.P.E.:** 50

The caster can either increase the amount of level of destabilization in an area by 1D6% per level of experience or decrease the rate of stabilization by 1D4% per casting.

## **Ebony Shroud**

**Range:** 150 feet ( 46m )

**Duration:** One melee round per level of experience

**Damage:** 3D6x10 per melee round

**Saving Throw:** Dodge plus Special

**P.P.E.:** 120



This spell generates a pitch-black bolt of energy. When the bolt strikes the target, it explodes and covers the victim in a hazy black aura. Damage is suffered as per the Essence Bolt spell. The victim must roll a saving throw versus pain or spend the duration of the spell writhing on the ground in agony. This spell can affect magical armor and power armor if the suit is missing at least one-half of it's M.D.C., and it can affect robot vehicles if the pilots compartment has lost more than one-half of it's M.D.C.

### **Extend**

**Range:** Special

**Duration:** Special

**Damage:** None

**Saving Throw:** None

**Destabilization:** +2D4%

**P.P.E.:** 40

Once cast upon another spell, the mage can opt to increase the range, effects, and/or duration of the spell. The spell effectively doubles the level of the caster, allowing him to cast a spell at his current level of experience and increase the spell's effects one level for every level he has. So, a 6th level caster could cast this spell and then cast another spell. He could then increase it's range by one level beyond his current level, it's duration by three levels, and use the last two to double it's effects. Any combination is allowed as long as the total increase does not exceed the level of the caster. To increase effects (like penalties) the levels act as a multiplier, so to double the effects requires two levels, triple uses three, and to quadruple (the limit) uses four.

### **Heal Wounds: Superior**

**Range:** Self or others by touch.

**Duration:** Instant

**Damage:** None

**Saving Throw:** Standard if resisted.

**P.P.E.:** 40

A more powerful version of the Heal Wounds spell. Each invocation allows a mage to heal 3d6 hit points and 1D4x10+20 S.D.C. (or 1D4x10+10 M.D.C.) per invocation. The same data under the lesser spell apply to the superior version also.

### **Impervious to Vacuum**

**Range:** Self or others up to 60ft away.

**Duration:** Ten minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 45

This spell provides the recipient with a temporary resistance to the deadly effects of total vacuum. The character will be magically provided with air and able to breathe normally for the duration of the spell. His body is also magically able to resist the "explosion" effect. This spell is costly to cast and rarely used (who wants to live in a vacuum?), but when it is used it is a real lifesaver. It can be cast in the blink of an eye (or with a dying man's breath) because it is a highly researched and well-constructed spell.

## Improved Invisibility

**Range:** Self

**Duration:** 1 minute/level

**Saving Throw:** N/A

**P.P.E.:** 40

This spell renders the caster invisible and undetectable as superior invisibility, but can remain so even in combat. This forces a -10 to strike the caster.

## Intimation

**Range:** Self

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 60

By use of this spell the mage can call upon the beings of the Nether World for the answer to a question. Only one question may be answered per casting of the spell. Not all things are known by these beings. Questions regarding the future cannot be answered UNLESS they involve death. Only questions of the past and present can be answered with any exactness. Questions regarding the location of an object or being are allowed.

## Ley Line Orbital

**AKA:** 'War Orb' or 'Warbital'

**Duration:** One melee per level of experience.

**P.P.E.:** 60(30 to ley line walkers).

The ley line orbital is a ball of energy very similar to the ley line walker's observation ball. Upon summoning the magic a glowing blue sphere the size of a baseball appears in front of the spell caster and immediately begins to sporadically orbit the spell caster. The ball is offensive in nature but also can provide a Range of defensive properties. If the spell is cast away from a ley line or nexus the orbitals are at half strength including bonuses, M.D.C. and damage.

- Powers and Abilities: Attackers are -1 to strike the spell caster per orbital as it is extremely bright and provides as a distraction. Anyone targeting the orbitals is -8 to strike them due to their erratic behavior.
- Each orbital has 5 M.D.C. per level of experience and suffer half damage from magic attacks. At first level only one ley line orbital can be summoned but at levels 3,6,9,12 and 15 another orbital can be summoned with no additional P.P.E. cost!
- Each orbital summoned by the spell caster can direct the orbital to fire an energy beam inflicting 1D6M.D +1 M.D. per level of experience. They are all +3 to strike each and can be fired at multiple targets or a singular target (similar to the ley line tendril bolt spell). Each orbital has a Range of 200ft(61m)+100ft(30.5m) per level of experience. The amount of time an orbital can attack depends on how many attacks the spell caster has. Only a single beam per orbital can be fired per melee action/attack.
- Ley Line Orbitals can be fired at a target to inflict 5D6M.D +1 M.D. per level of experience. They are +6 to strike and have a Range of 200ft(61m)+100ft(30.5m) per level of experience. Once they have been targeted and fired they immediately vanish whether they strike the target or not.

## **Martial Prowess**

**Range:** Self or other by touch

**Duration:** 1 minute per level of caster

**Saving Throw:** Standard

**P.P.E.:** 25 or 40 for a target other than the caster

Through odd manipulations of magic the caster or target can impart on himself a greater understanding of hand to hand combat. The effect being that the character for the Duration of the spell has an understanding of whatever hand to hand he has at +5 levels.

## **Multi-Missile (Superior)**

**Range:** 200 feet + 25 feet a level

**Duration:** instantaneous

**Damage:** 4D6+2 M.D.C. per bolt

**Saving Throw:** Dodge of a 18 or better

**P.P.E.:** 40

This spell fires 1 bolt per every 2 levels that the caster has. The bolts can be fired at the same or at separate targets. The chance to hit is automatic and the only way that they can miss is if the target dodges by rolling a 18 or higher (gets bonuses to dodge). The bolts come from the caster's fingertips.

## **Nocturnal**

**Range:** Self or others by touch.

**Duration:** 10 minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 45

This spell grants the recipient with several darkness based powers. He can shadow meld, at will, for the duration of the spell. Natural nightvision range is doubled, or if None is naturally possessed the range is 300ft (or more, depending on if another spell is cast). The character also gains +2 to parry and dodge in shadows (more than 50% shadows) and is +2 to save vs. all darkness-based powers and magic. Darkness and negative energy attacks do half damage

## **Reduce Others (6 inches)**

**Range:** 150ft

**Duration:** 5 minutes per level of experience.

**Saving Throw:** Standard

**P.P.E.:** 30 or 60

By expending 30 P.P.E. the caster may shrink one person down to a size of six inches. The caster may effect multiple targets by expending 60 P.P.E. instead, shrinking the size of 1d6+1 individuals in a 10 foot area. In either case, the person(s) clothing and possessions are shrunk along with them. M.D.C. weapons or damage will inflict only one point of damage while conventional weapons will inflict nothing. Only living beings are effected by this spell. Power Armor, Robots and Vehicles are unaffected.

## Rolling Hills

**Range:** 10 ft radius of effect per level of caster, can be cast up to 200 feet plus 50 feet per level of caster.

**Duration:** one minute per level of caster

**Saving Throw:** vs. balance 15 for people without a balance skill of some sort. Skill check for those with a balance skill of some sort. The save or check has to be performed at the start of every melee.

**P.P.E.:** 60

This spell makes the ground heave and shake as if there were a powerful localized earthquake. This throws everyone off balance (including the caster if he's in the area of effect). This makes footing very unstable and all characters (including bots under 5 tons) have to check their balance every melee or fall over, lose 1/2 attacks and is -3 to all combat skills (init, strike, parry, dodge). Everyone in the area loses 1 attack per melee and is -1 to all combat skills when in the area even if they don't fall over.

## Summon Hordlings

**Range:** 20ft radius, for initial summon.

**Duration:** 1D6 hours

**P.P.E.:** 120

This spell summons some small, numerous beings from another dimension. They are about 2 ft tall, 35 lbs and come in many shades usually red, black or purple.

### Stats

IQ: Low

M.D.C.: 6D6+4(average of 25), for S.D.C. worlds S.D.C.: 3D6+6 HP: 3D6+4

Damage: 2D6 M.D. per claw attack or bite, 1D4 M.D. tail whip

Attacks:3

SPD:40

Bonuses: +4 to strike, +1 to parry, +4 to dodge

Up to three are summoned per level. There is a 10% chance of the beasts not returning to their own dimension after the spell Duration has elapsed. While they are under the control of the mage they ignore him as a target and while in hearing Range he can direct them at targets designated by him.

## Shadow Dwelling

**Range:** 100 ft

**Duration:** 5 days per level

**Saving Throw:** None

**P.P.E.:** 60

Description: With this spell the caster creates for himself a dwelling inside a shadow. The temporary home is 100ft X 100 ft and can be entered by anyone with the appropriate powers to enter shadows or can be brought in by the caster. There is plenty of oxygen in here for up to 30 people to survive the spell's duration. There is also a natural but dim light similar to a night with a full moon and clear skies. Any one not use to the environment will feel uneasy but will suffer no effects.

## Shadow Glyph

**Range: Touch** for drawing/ casting, the glyph itself has a range of 30ft per level of the caster.

**Duration:** Five years per level.

**Damage:** Special

**Saving Throw:** Standard

**P.P.E.:** 45 + extra

This glyph has the power to protect with all the powers of night and darkness. A few students of the magic arts have managed to find ways of turning the power into an offensive sort, but protection is still the easiest usage. These are the powers available, their costs, and their effects:

*Summon Shadow Beast (one):* Cost: 100, see description on page 184 of the Rifts RPG. The creature will attack whatever triggered the glyph, drive it off or kill it, and vanish. If destroyed, the glyph cannot regenerate it or find another shadow beast.

*Blindness:* Cost: 20, one target is affected by a magical blindness for 5D6+30 minutes, -4 save throw penalty.

*Agony:* Cost: 25, one target is affected by the Agony spell for 1D4 minutes, -2 save throw penalty.

*Silent Alarm:* Cost: 10, whenever it is disturbed the glyph will send a mental image of the transgressor(s) to the creator.

*Midnight Wind:* Cost: 20, just like the spell except that it lasts while the glyph is being disturbed (or attacked), and anything taking offensive action against the glyph gets nailed with the wind blast.

*Nightspill:* Cost: 15, just like the spell except that it lasts while the glyph is being disturbed (or attacked).

*Portal of Fear:* Cost: 25, just like the spell except that it lasts while the glyph is being disturbed (or attacked) and for 1D4 minutes after.

*Black Bubble:* Cost: 50, when placed on an object that is being protected, a black bubble will spring into existence to block any and all attacks. The bubble has an SDC of 500 and recovers 10 per melee, but remains active during all attacks. If the SDC is destroyed the bubble will return with 10 SDC on the next melee round.

*Dark Bolt:* Cost: 20, when written onto a shield, weapon, or piece of armor the wearer/user is bestowed the power to create a dark bolt once per melee, 4D6 damage, 200ft range, use P.P. bonuses to strike. This is one of the rare offensive uses that some glyphs have, and to place this ability in a Shadow Glyph prevents the imprinting of any non-offensive uses.

*Black Ward:* Cost: 30, a second offensive power which doesn't attack, but protect the bearer of the armor or weapon during combat. With this ability written into the Shadow Glyph, the bearer takes only half damage from all darkness based attacks and is +2 to save vs. all necromantic and shadow magic.

*Dark Whip:* Cost: 40, the third offensive power, but this one allows the wearer/wielder of what the glyph is on to create a strand of black energy that does 3D6 damage plus damage bonuses. The whip's range is 10ft and has a +2 to strike and entangle. To place this ability in a Shadow Glyph prevents the imprinting of any non-offensive uses (so this ability and the previous two are the only currently known offensive Shadow Glyph uses).

## Shadow Phase

**Range:** Self

**Duration:** 2 melees per level

**Saving Throw:** None

**P.P.E.:** 50

This powerful spell allows the caster to enter a shadow and exit from another shadow up to two miles per level, away. This travel takes place in a split second. The caster need only concentrate on the desired location and if there is a shadow there then he/she will appear. The caster need not know the location because when he/she enters the shadow all things are ghosted and any point to the horizon can be seen by the caster (even through walls etc.).

## Spell Ability

**Range:** Self or others by touch.

**Duration:** 30 minutes per level

**Damage:** Special

**Saving Throw:** Standard if resisted.

**Destabilization:** None

**P.P.E.:** 50

Casting this spell upon another allows the recipient to use a spell at will within the stated time limit. Normally a spell can't be used at will, but with this spell it can and lasts longer than it usually would. It works on Fly as an Eagle, Carpet of Adhesion, Climb, Superhuman Speed & Strength, Multiple Image, Mask of Deceit, Shadow Meld, Invisibility, Invulnerability, See Aura, etc.

It can also be cast on an offensive spell, allowing a character to attack with the spell ability a number of times equal to half his or her hand to hand attacks. This reduces the duration of the spell to one minute per level of experience.

A character can have two spell abilities cast on him or her and use them both simultaneously, but more than two is impossible. Casting a second one on a person adds +5D4% to the destabilization and the third attempt at casting *automatically* causes destabilization, plus the recipient of the spell abilities loses both he has gained.

## Spellblock

**Range:** Touch

**Duration:** One minute per level.

**Damage:** Special

**Saving Throw:** Standard

**Destabilization:** +2D6+3%

**P.P.E.:** 40

This spell is a dangerous weapon against spellcasters. The victim of the spell saves normally, but if they should fail their ability to cast spells is temporarily negated! The victim can still use magic items and techno-wizard equipment, but using their P.P.E. to directly cast a spell is futile. The P.P.E. is burned off without effect. GM's should definitely be prepared for characters that always use this spell against other casters, as it presents an unfair advantage sometimes. Perhaps at that point the offending player should get this cast on *him*.

## Stabilize Magical Forces

**Range:** 10ft per level

**Duration:** A rate change fades in 1D4 hours, the decrease in stabilization is relatively permanent.

**Damage:** None

**Saving Throw:** None

**Destabilization:** None

**P.P.E.:** 40

The caster can either decrease the level of destabilization in an area by 1D6% per level of experience or increase the rate of stabilization by 1D4% per casting. This lets mages equalize the flow of magic to reduce the possibility of magical destabilization. This is the *only* mage spell that can be simulcast with another mage spell. Successfully doing so will cut the resultant destabilization of the other spell(s) by *half*, regardless of the value.

## Steal Control

**Range:** 100ft

**Duration:** Until the spell stolen ends.

**Damage:** None

**Saving Throw:** Standard

**Destabilization:** +2D4%

**P.P.E.:** 50

A magician with this spell can steal all control of a spell away from the original caster. The stolen spell will run to its maximum duration unless the mage decides to end it before then. This only works on spells like Animate and Control Dead, Carpet of Adhesion, Id Barrier, Globe of Silence, Magic Net, etc. Instant effect spells cannot be stolen

## Steal P.P.E.

**Range:** Touch

**Duration:** Instant

**Damage:** None

**Saving Throw:** Standard, mages get a +2 bonus to save.

**Destabilization:** +1D6%

**P.P.E.:** Special

A spellcaster with this spell can cast it and touch a creature to drain it of magic energy. The maximum amount that can be taken is 10 P.P.E. per level of experience of the mage. Also, only 90% of the stolen energy goes to the caster - the rest is burned off during transfer. This spell is no substitute for the sacrifice of a living creature (though I personally don't endorse it). At the moment of death the P.P.E. doubles and there is no burning off of energy.

## Stop Healing (curse)

**Range:** Touch or 20ft

**Duration:** 24 hours per level.

**Damage:** None

**Saving Throw:** Standard. Creatures with regeneration or supernatural creatures gain a +1 bonus to save, greater supernatural beings get a +2 bonus, and gods have a +4 bonus.

**P.P.E.:** 45

The death mage uses his dark magic to prevent the healing of another being. Once affected, a victim cannot heal hit points naturally at all. Regeneration is completely negated and will not function for the duration of the spell. Magic and psionic healing is one third as effective. A Remove Curse spell is the only cure, while Negate Magic has a 25% chance of success.

### **Supernatural Fear**

**Range:** 200 ft in a 30 ft radius.

**Duration:** 1 minute per level.

**Saving Throw:** Save vs. horror factor.

**P.P.E.:** 50.

This spell is a combination of Horrific Illusion and Fear aimed specifically at supernatural beings, i.e.: Demons, DB's, Dragons, Splugorth even Alien intelligences. What this Illusion does is to create multiple images of the beings arch enemies (depending on alignment) bearing down on them looking like they are about to attack. The kicker is that the mage doesn't know exactly how the targeted being will react. G.M. NOTE: The save vs. horror factor I would say is adjustable, but no less than 20 as 95% of all supernatural creatures have significant saves vs. HF, also more than just having them fail HF and being stunned the beings affected would also have a 1-60% chance of leaving the area immediately, if only to back off and regroup for a moment.

### **Teleport: Self**

**Range:** Two miles per level.

**Duration:** Instant

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 50

The mage can transport himself and 25 lbs per level of experience to a known location within the range of the spell (within sight is allowable). The additional weight must be non-living matter. The success ratio is 84% +2% per additional level of experience. A failed roll means that the mage ends up somewhere within his range (but is not teleported into an object). GMs can decide if his possessions appear in the same place as he does. This spell is a bit different than the one found in Heroes Unlimited, but the end result is the same.

### **Time Warp: Youth**

**Range:** Self or 1 other up to 100 ft. away.

**Duration:** 10 minutes per level of experience

**Saving Throw:** None, unless the subject decides to resist; if they do, they are -2 to save

**Limitations:** Does not work on creatures of magic or supernatural beings.

**P.P.E.:** 60

This powerful spell is similar to the spell Time Warp: Age (see Rifts England, p. 81). It distorts time around the subject to make them younger by 2D8 years (2D6 experience levels). This can be used as a means of defense or disguise. The only problem is that the person temporarily forgets any skills and/or spells, psionic powers, or Talents that he/she learned between the time they were that age and the present! As with all magic, the caster may cancel the spell at any time or let it go its full duration. If the caster uses this spell on himself and 'forgets' this spell, he cannot cancel the spell; he must wait until it wears off. Note that this spell could accidentally kill someone who is younger than the number of years the spell reverses (they disappear as if they never existed)! Some decadent rulers will become addicted to the use of this spell (making them young again for a brief time) and will pay anything to get someone to keep casting it for them.



## Vacuum Survival

**Range:** Self or others by touch

**Duration:** 5 minutes (20 melees) per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 50

This invocation allows the caster to survive a hard vacuum without any form of protection. The spell creates a mystical envelope around the character, creating a pocket of "atmosphere" around the character. While under the influence of this spell, the recipient will not suffer any effects from being exposed to a vacuum. However, while the spell allows the character to avoid a rather messy death in the void of space, it will not protect him from solar flares or other natural occurrences, nor will it give him the ability to breathe or eat or drink. It does, however, give the recipient the ability to survive in outer space without any sort of protective suit.

## Void Spirit

**Range:** 30ft

**Duration:** One hour per level of the caster.

**Saving Throw:** Standard

**P.P.E.:** 50

This spell forces a victim's soul out of it's body for a short time! The body is not harmed, and is also not filled with a spirit (so a malevolent entity could possess it easily). For the duration of the magic the victim's soul is locked out and is trapped in the Astral Plane. The astral self comes into being inside the Void, and surprisingly doesn't take damage from existing inside or outside of the Void area. Any being with astral projection or dreaming powers has a +2 save bonus against this spell.

## White Aura (Ritual)

**Range:** One person in the circle's radius (usually 4-6ft)

**Duration:** 20 minutes per level.

**Saving Throw:** Standard if resisted.

**P.P.E.:** 90

This is an extremely powerful Ritual of white magic. The physical components needed are a six-ounce quantity of holy water and an angel's feather (which can be reused). Two ounces of water are used to make a circle, two more are used to anoint (poured over) the feather in the middle of the circle, and the person who will benefit from the ceremony must drink the last two ounces. With some chanting and meditation, the person the Ritual is being performed on becomes a powerful force of supernatural good. The character gains the following abilities and bonuses for the duration of the magic: +3 on all save throws, +10 to P.S. (becomes supernatural), +2 on initiative, +1 to strike, parry, and dodge, +1 melee attack, light, electricity, fire, and cold resistant (half damage), see the invisible, nightvision for 100ft, impervious to all poisons and toxins (magical and psionic included), regenerates 1D6 hit points, SDC, or MDC per melee, and gains a bonus of +250 SDC (becomes MDC when in a Rifts environment). All the hand to hand attacks of the recipient do double damage to supernatural evil.

The only three drawbacks are these: the recipient must be of a good alignment in order to receive any benefits. Second is that dark energy, negative energy, and Negative Chi attacks do double damage! Anything designed to harm supernatural good will affect the recipient the same way. Lastly, the angel feather is the source of power.

If it is taken from the Ritual recipient, the magic ends abruptly. The feather is usually attached (with tape, rope, or whatever) to the recipient's body to prevent that from happening.

## Level Ten

### **Animate and Control Dead: Greater**

**Range:** 1000ft/line of vision.

**Duration:** 10 minutes per level.

**Saving Throw:** None

**P.P.E.:** 50

The same principle as the normal spell, only it targets one single creature. A single large corpse (10-30ft, or more) can be animated. With this spell dragon, demon, fury beetle, and equally-sized beast corpses can be animated.

- All physical attributes are at the maximum possible for that creature (if the P.S. of the creature is 2D6+12, the undead beast's P.S. will be 24). Damage is as per supernatural strength and natural (or held) weapons.
- The creature will have three melee attacks, plus one more if the creature is naturally fast or combative (a dragon, for example).
- The beast is reliant on bonuses from attributes - no special race bonuses may be added to undead beings.
- SDC and/or MDC is 50% that of the maximum normal (of the creature has 1D4x1000 MDC, then the undead version would have 2000 MDC) Bullets (including rail gun slugs) do no damage. Fire does double damage.
- The creature will be intelligent enough to follow basic commands (stay, kill, defend, guard, etc.) and can use simple weapons like swords and clubs. It also does not need to be in the caster's vision to remain animated, only when the initial animation takes place.

### **Bar the Way (Ritual)**

(Takes 2D4 minutes to perform)

**Range:** Touch

**Duration:** Permanent until dispelled with the ritual

**Saving Throw:** Special

**P.P.E.:** 125

This spell magically closes and holds a portal. This portal can be any sort of barrier as long as it can be opened and closed normally. A door, a chest, a cabinet, a curtain across a hallway all qualify. No amount of force will open the portal. "Negate Magic Barrier" will dispel the spell. "Clear the Way" (see below) or Negate Magic has a 40% chance to open the portal. This chance is +5% per level of the "Clearing" Mage, -5% per level of the caster of "Bar the Way", and -20% for a permanent "Bar". A mage of higher level than the mage casting "Bar the Way" can force the spell to save as the caster (no bonuses from any equipment). Example: John (7th level mage) and Fred (4th level mage) are chasing Mudlock (6th level mage) who has cast a "Bar the Way" spell on a door. John tries to break the spell. The spell needs to roll a 12 or higher (10 + John's spell strength (2)) with a +2 to the roll (Mudlock's spell strength of +2). The GM rolls a 13. Fred then tries to Cast "Clear the Way" (40% base chance + 5%x4 levels of Fred - 5%x6 levels of Mudlock for a total of 30%) The GM rolls a 23 and the Barrier falls. A mage can always go through his own barrier, but only he can pass through. If other try they are stopped.

### **Contingency (lesser)**

**Range:** Self or other by touch

**Duration:** 1 year per level of experience

**Damage:** None

**Saving Throw:** Standard

**P.P.E.:** 120 (plus spell to be added)

Contingency (lesser) is a very rare spell. The incantation binds a specified spell to the caster. The spell thus bound is dormant, until a certain condition is met. The condition is established at the casting of the spell, and when the condition is met, the bound spell is then cast. For example, Marius the Line Walker casts Contingency, and binds the spell of Teleport Greater (destination: center of Lazlo) into the contingency, to be activated when he says a command phrase ("Frogs in Winter"). Two years later (Marius is third level), Marius finds himself in the middle of a pitched battle between the Federation of Magic and the Coalition. He utters the phrase "Frogs in Winter", is then teleported to Lazlo, and the bound spell is used up. When Contingency (lesser) is cast, the spell takes 120 P.P.E., plus whatever P.P.E. the spell to be bound costs. An activation condition must be stated (whether it be a command word, a certain health level ["When I have 2 MDC or less on my body armor"], a sight ["The next time I see three Glitter Boys together"], or an entirely different condition). Further, any conditions of the spell to be bound must be satisfied (in the above example, the location of the teleport spell must be decided in advance, and when the spell is activated, the user must roll on the Teleport: Greater table to see if he arrives where he wants). If a recipient is unwilling to receive the spell, he or she gets a standard saving throw against magic.

### **Copy Magical Aura**

**Range:** Touch

**Duration:** One minute per level.

**Damage:** None

**Saving Throw:** Standard

**Destabilization:** None

**P.P.E.:** 90

Once casting this spell is complete, the player has one melee to touch a creature of magic. Upon doing this, the player gains all natural magical abilities (and vulnerabilities) of the being he has touched and can use those abilities as if they were his own. This cannot affect gods, Godlings, demigods, adult dragons, greater supernatural beings, master vampires, supernatural intelligence's, or magicians over 10th level of any race. They are all too attuned to their magical energies to allow such a violation to occur. The victim of the magic touch does not lose their magic powers nor do they suffer in strength. This spell cannot copy the sensing powers of Psi-Stalkers or the magical knowledge of mages. It only replicates *natural magic powers*.

### **Create Ghoul (Ritual)**

**Range:** Touch

**Duration:** Immortal, until destroyed.

**Saving Throw:** None

**P.P.E.:** 75

Performing this necromantic Ritual on a corpse not dead more than a week will bring it back to pseudo-life as a servant of a necromancer. It is a typical grave ghou (pg. 185 of RCB1) and will act as such, but is totally subservient to its creator and will follow commands to the best of its ability and understanding (which can be limited). This Ritual requires the drawing of a standard pentagram within a circle. The circle must be painted with freshly crushed insect (spider or scorpion is best. The fresh body is laid in the circle, the words chanted, and the body rises as a grave ghou. Ghouls are simple and useful sword fodder beasts for a necromancer to create.

## Create Greater Animated Dead (Ritual)

**Range:** Touch

**Duration:** Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 100

The necromancer can give permanent unlife to an animated corpse, transforming it into a slightly more intelligent being and making it totally subservient to his will (as if an animated corpse would argue with you). The general statistics of the animated dead are:

- I.Q. 7, P.S. 15, and Spd. 10.
- Two attacks per melee, +1 to parry and dodge, guns can be used at a -6 to strike penalty.
- 2D4 SDC damage per strike.
- 60 SDC for a small corpse, 90 SDC for human sized, and 150 SDC for giant size corpses.
- For giant animals and humanoids, double their speed and SDC and add one melee attack.
- Bullets and stabbing weapons do one-third damage; blunt attacks do normal damage, and fire does double damage.

With animated dead, the necromancer also has the capacity to add different and additional limbs to the creature. As long as he is over level five, he can use his union with the dead and augmentation abilities to alter the corpse. He can also cast the Flesh Armor and Demon Spirit spells on the corpse to make it a more formidable opponent. This Ritual can then be cast to finalize the changes to the corpse and bring it to unlife. The only requirement is that the necromancer has an adequate supply of body parts and magic energy. An economical death mage could take both from a living creature via sacrifice.

The necromancer could also expend more magic energy (and possibly even a fraction of his life force) to give the animated dead more intelligence, greater strength, and other abilities. These include:

- **Additional Attribute Points:** Can be transferred on a one to one ratio for 5 P.P.E. per point. The P.S., P.E., P.P., and Spd. attributes can be increased this way. Up to two points per level of experience can be transferred. The P.P.E. loss is not permanent, but the attribute point is.
- **Supernatural Strength:** The recipient creature gains supernatural strength. The necromancer permanently loses five hit points or 10 MDC and three points of P.S.
- **Regeneration:** The creature can regenerate damage at the rate of 2D6 per hour (SDC or MDC) but the necromancer permanently loses five hit points or 10 MDC and three points of P.E.
- **Intelligence:** Add +1 to the creature's I.Q., +1 to the M.E. attribute, and the creature remembers one third of it's O.C.C. skills and half it's secondary skills at first level proficiency (O.C.C. bonuses allowed). Usually, these are physical skills, piloting skills, and weapon proficiencies. No spellcasting powers or psionics can be gained, and the creature is equal to a vampire for experience purposes. The necromancer permanently loses five hit points or 10 MDC. He also loses one I.Q. point, one M.E. point, *or* 10 P.P.E. permanently.
- **Natural Abilities:** Any natural abilities that the creature had while alive (breath weapons, teleportation, nightvision, etc.) can be regained. The necromancer's permanent cost varies (GMs discretion), but usually costs 1 to 4 hit points and 5 to 30 P.P.E. depending on the ability. Regeneration cannot be regained and must be acquired by the above method. Spellcasting and psionics can never be possessed.

## Dark Law

**Range:** 10' + 10'/level

**Duration:** Instant

**Damage:** Varies

**Saving Throw:** Standard +/- 1 per level difference of caster and target. Armor, Bots, vehicles and other non-living structures do not get a saving throw. Borgs and Machine people are considered living.

**P.P.E.:** 55

The Dark Law is a black orb that hits for 20% of the targets remaining S/MDC. The caster can create 1 (one) orb for each 2 (two) levels of experience. The target must roll a save for each orb.

Example: Haplo casts Dark Law at Falathar; Haplo is a 10<sup>th</sup> level Ley Line Walker, creating 5 orbs. Falathar has 238 remaining SDC and makes his saving throw 2 out of 5 times, getting hit with 3 orbs for 48, 38, and 30 SDC, bringing him down to 122 SDC.

### **Deadbolt:**

**Range:** See Below

**Damage:** 1D4 per level of caster

**Saving Throw:** None, not even a dodge...

**PPE:** 100

This amazing spell seeks out and damages living creatures. The spell is powerful in many respects, it will a lightning like bolt of blue energy that will jump from one target to another inflicting damage on each target. The bolt can also pass through most armors as if they did not exist, inflicting full damage to the wearer. But the bolt also has a bad side...it can hit an unintended target, such as the caster himself or the caster's allies. The bolt is mentally directed and hits every time, and cannot even be dodged. The bolt leaves the victims writhing in agony (same as the spell) and generally vulnerable. The bolt will fork as needed to hit all intended targets.

Inflicts HP damage to SDC creatures

Inflicts X2 MDC to MDC creatures

Has no effect on nonliving or undead objects and creatures (including zombies, vampires, etc..)

Affects 1 creature per level of caster; jumps from one to the other and affects a creatures only once.

The bolt passes unaffected through light and medium armors, 1/2 damage through heavy armor

Cannot pass through power armor and robot vehicles

For bolt to not be wasted, the first target must be within 50 feet per level of experience and other targets that are jumped to must be within 10 feet per level of experience of the last target

The caster must make a roll against his or her ME (must roll below or equal to). Failure means the bolt misfired and will hit 1D4 people closest to the caster; 25% chance of doubling back on the caster before continuing on to other targets. The mage and those close are counted off of the total number of target the bolt can hit. i.e.: a 10th level mage misfires, the bolt hits 4 closest to the caster and the caster himself. Only 5 targets can be hit with what power remains in the bolt.

### **Dimensional Window**

**Range:** Across dimensions

**Duration:** Two melees per level of experience.

**P.P.E.:** 500

Unlike a full dimensional portal, a dimensional window causes a rip in reality that only light can pass through. Windows can be opened to any dimension and location the spell caster has viewed, whether he was actually there, or whether he simply saw a picture of it doesn't matter. The spell creates a two-dimensional image of the chosen location in the air in front of the mage's face. This spell is useful for checking out an area before you rift or teleport in, and can also be used to look for ambushes and traps in the area ahead of you. The window is one way only, and can only be automatically detected by temporal wizards, warriors, raiders and lords. Other practitioners of magic and supernatural creatures have the same chance of detecting the window as they do the viewing point of a crystal ball, and can dispel the window in the same manner. This is a very rare spell, and is known in only a few places on Rifts Earth. There are variations on this spell that can open windows on specific people or objects, and a spell that can create a moving window, but these magics have been lost (G.M.'s Note:

The magical technology to generate a moving D-window was first successfully completed in the American Northwest, in what is now Xiticix [TM] country. A group of human and D-Bee Techno-Wizards[TM] created a vast machine that uses the minds of psychics to power and direct the movement of the window. Unfortunately, the first window they created led to the Xiticix[TM] homeworld, allowing many of the of the bug-men to escape into our dimension. This is the cause of the current Xiticix dominion in Southern Canada. The machine was damaged when the Xiticix arrived, and although they are trying to repair it, they are not having any success. See the Rifts™ Game Shields and Adventure Book, pages 49-51).

### **Enchant Armour/Shield (Ritual)**

Same as Enchant Weapon, only applies to ancient/non-MDC armour/shields.

**PPE:** Varies, base is 100

Requires: Ancient armour/shield, and a crystal worth no less than 1 credit per PPE point of total spell.

Effect: Enchants a shield or armour.

Bonuses

Parry: + 1 per 15 PPE

Strike: + 1 per 10 PPE (max damage = users strength)

Damage Capacity: 1 MDC per 2 PPE

### **Enchant Weapon (Ritual)**

This spell is similar to the Nightspawn spell, but is completely different in the fact that the outcome can be decided by the mage.

**PPE:** Varies, base is 100

Requires: Ancient weapon, and a crystal worth no less than 1 credit per PPE point of total spell.

Effect: Enchants a weapon. Only applies to ancient/non-MDC (original) weapons.

Bonuses

Parry: + 1 per 10 PPE

Strike: + 1 per 15 PPE

Attack: + 1 per 100 PPE

Damage Capacity: Final Max Damage x 10 MDC; + 10 MDC per 1 PPE

### **Entropy Shield**

**Range:** caster

**Duration:** 1 melee per caster level

**P.P.E.:** 60

This spell covers the caster in an aura of chaos. Any hand to hand attack has a 50% chance on failing automatically. If an attack it allowed to continue, the caster is +2 to any defensive measures he chooses to take and the attack must score above a 10 to strike. All Ranged attacks automatically miss. Grenades, missiles, and other Ranged attacks with an area of effect have a 50% of catching the caster within the area of effect. Magic and Psychic attacks have a 50% chance of not effecting the caster. Others within the area of effect of these attacks will still be effected. Only magic and psychic attacks that create energy for a physical force are effected by this spell. Mental attacks are unhindered.

### **Eye of Spiral**

**Range:** Touch or within sixty feet of the caster.

**Duration:** One hour per level of experience.

**Saving Throw:** Standard, spell strength + 3

**PPE:** Special

This spell allows the caster to fully control any being without the side effects of Domination. The character will act totally normal, unless others persist on the subject of the person being controlled or the character's commands by the caster are being stopped by others. He will then incapacitate unless told to kill (except himself, a friend, or loved one) to keep whatever commanded of him working. The personality is one hundred percent the same (unless specified as above) and all stats stay the same. PPE cost is 100 for the first person and 150 for each individual person, with a maximum of eight people.

### **Eyes of Eylor**

**Range:** Self or others by touch

**Duration:** 5 minutes per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** Seventy five

The Eyes of Eylor invocation grants the recipient abilities similar to the real Eyes of Eylor (see Rifts World Book Two: Atlantis for more information on the Eyes of Eylor). The abilities granted are: perfect 20/20 vision, nightvision 100 feet, polarized vision, sense direction 70% (by looking at the sun), see aura, see the invisible, and see P.P.E. (the last three function as spells of the same name). All abilities can be used at will and require no P.P.E.

### **Final Flash**

**Range:** self, 20 ft+ 5 ft radius per level of experience

**Saving Throw:** Dodge of Natural 20 or Modified 26 for 1/2 damage

**P.P.E.:** 40 or see below

A sort of final attack spell the mage with this spell can for 40 P.P.E. cast a mighty wave of energy that expands outwards from him damaging all in his path. On the other hand the mage does have the nasty tendency to die since the spell also damages him regardless of immunities! The secondary method is that the character can expend 5 points permanently to have this spell happen at his point of death. The character generally has an odd tinge to his aura, something vaguely wrong. Any mage with this spell or of 6th level or higher will recognize it and that acts like a horror factor of 14. Also when the spell is being cast it has a horror factor of 16 to all mages who know the spell or 6th level or higher. Damage is  $1D6 \times 10 + 3D6$  M.D./level of caster M.D. It is said that the pulse spell is derived from this spell or vice versa.

### **Hibernation: Superior**

**Range: Self**

**Duration:** variable

**P.P.E.:** 30 per year 25 if five or more 20 if ten or more 15 if twenty or more

The shaman can enter a state of hibernation that allows him to sleep for years at a time without the need for food or drink. The body of the shaman is protected by an aura of magic that siphons energy from the animals around it.



## **Hold metal**

**Range:** 40 m/level  
**Duration:** 2 min/level  
**Area of effect:** 20' square  
**Saving Throw:** N/A  
**P.P.E.:** 75

Renders all metal immobile for the Duration of the magic. Power armor, robot vehicles, EBA, Vehicles will stop and can not move even with jet propulsion(lock all metal into place--a ring won't move, but can be taken off and will float right there until magic is ended). Anything entering the area will also be effected.

## **Lostrel's Symbol Smasher**

**Range:** 30ft  
**Duration:** Instant  
**Saving Throw:** Standard  
**P.P.E.:** 90

Against runes, wards, glyphs, circles, and other magic texts and symbols this spell is invaluable. Each invocation can affect one glyph, rune word, circle symbol, or ward/alarm series. This spell can be cast as a fifteen minute Ritual, as well. If the magic symbol succeeds in the save throw vs. spell magic (or Ritual magic) then it is not altered or damaged in any way. A failed save roll means the targeted symbol is disrupted and erased. If the symbol's save throw is a natural 20 then the spell disrupted the symbol enough to trigger it, cause a magical explosion doing 3D6 damage to everything in a 10ft radius of the symbol, or some similarly annoying magical effect.

## **Mend Metal**

**Range:** Touch  
**Duration:** Instant  
**P.P.E.:** 50

This spell will restore 4D6 MDC to a MDC structure. A single structure can only benefit from 1 use of this spell at a time. The structure must take at least x damage(where x is the MDC restored) before benefiting for this spell again. Spells cast before the structure takes x damage fail.

## **Orb of Ehtys**

**Range:** Self  
**Duration:** 1 minute per level.  
**Bonus:** None.  
**Saving Throw:** None.  
**P.P.E.:** 75.

The Orb of Ehtys is a magical orb that possesses a limited intelligence. When the mage summons it, it magically appears above the mage and hovers near him where ever he goes. The orb will magically deflect/block any physical/energy attack once per every attack per melee of the mage.(it will block/deflect only the first attack if multiple attacks are made against the mage.) The Orb of Ehtys will only miss a block if the attacker rolls a natural 20. The orb itself is indestructible, even negate magic will not work on it. The downside is that the caster now glows brightly from the orb and the orb itself makes a mechanical humming sound making it impossible to make a successful prowl roll. At night other characters are +1 to strike the mage.

## **Orb of Sythe**

**Range:** Self (orb can attack up to 750ft away)

**Duration:** 1 minute per level.

**DAMAGE:** 1D4x10 mega damage.

**Saving Throw:** Dodge

**P.P.E.:** 75.

The Orb of Sythe is a magical orb that actually possesses a limited intelligence. When the mage summons it, it magically appears above the mage and hovers near him everywhere he goes. The orb will magically attack (automatically), any target that the mage attacks, with a bolt of lightning doing 1D4x10 mega damage. The orb automatically hits. Only a dodge roll of 18, 19 or 20 can avoid the blast. The orb attacks once on every round that the mage does on the same initiative roll. The orb itself cannot be destroyed, not even by the negate magic spell. The downside to the Orb of Sythe is that it glows brightly and makes a mechanical humming noise. No chance of a prowl roll what so ever. At night, other characters are +1 to strike the mage.

## **Phoenix Blood**

**Range:** Touch

**Duration:** Instant

**Saving Throw:** None

**P.P.E.:** 100 for healing, 500 for resurrection

The shaman can resurrect/ heal any one of his animals (apprentices/familiars) from minor/major wounds and their memories will remain intact. The spell must be cast within 10 hrs (+2 hrs per level) of death. Caster is at no risk or penalty.

## **Shadow Walk**

**Range:** Line of sight (1 mile maximum)

**Duration:** Instant

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 70

Shadow Walk is a similar spell to Shadow Meld - indeed, they were created by the same wizard. Shadow Walk allows the magician to step "into" a shadow and emerge from another shadow a distance away (think of it as a teleport between shadows). Travel between shadows is instantaneous, regardless of the distance between them. The range of the spell is line of sight, with a one mile maximum distance. Shadow Walk also has the same limitation as Shadow Meld - both shadows must be at least the size of the caster, if not larger.

## **Shapeshift**

**Range:** Self only

**Duration:** 2 hours per level of experience!

**P.P.E.:** 60

This spell allows the shaman to adopt the physical form AND ABILITIES of any animal. The only limitations are that when a shaman acquires this spell, he must select a specific category of animal to gain the ability to mimic. IE: land mammal, Bird , Amphibian, etc.

## Spellwall

**Range:** 30ft

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** None

**Destabilization:** +4D4%

**P.P.E.:** 90

The Spellwall appears as a transparent plane of light blue energy with a maximum size of 20 square feet per level of experience (at first level it can cover a doorway). Any spells cast through it (from either side) are nullified. If a person with a spell in effect on them walks through it, the spell is Instantly destroyed, and magical potions and enchantments are destroyed. The powers of magical items are negated only if held in the wall - otherwise they aren't permanently affected. Anything else can pass through without being affected. This spell does not have to be cast on a portal. A mage could use this as a barrier between his group/himself and a caster to give protection from spells, but then the mage couldn't cast spells at the attacking caster either.

## Starflare

**Range:** 2500 ft + 500 ft per level of caster

**Saving Throw:** Dodge of natural 20 or 26 with bonuses for 1/4 damage

**P.P.E.:** 70

Summoning the primal forces of magic the caster can cast a mighty beam of energy at his enemy. This spell was developed with great effectiveness and intimidation in mind. When casting the spell the caster begins to glow with an unearthly light (caster's choice on color) and his hand, eyes or mouth (again his choice) begins to get really bright. This takes one melee, for anybody who casts the spell. The caster has a horror factor of 14 during this melee, though he is not protected, unless he does that himself. At the end of the melee a great big beam of energy (as tall as the caster) surges forth from the glowing part at the target. It is almost impossible to totally sidestep the beam due to its speed. It inflicts 1D10x10 +10/level of caster M.D. to the target and half that damage to everyone in a 30 foot radius of the target. This is really frightening at a nexus or line.

## Terrain Flux

**Range:** 500 ft affecting a 30 ft radius.

**Duration:** 1 minute per level.

**Saving Throw:** Standard.

**P.P.E.:** 90.

Terrain Flux is an illusion spell that is cast on a area of people. Those affected feel as if the ground beneath them breaks free (a large chunk about the size of a 30ft radius) and rises into the sky at a tremendous speed. The terrain will stop just above the atmosphere and orbit there until the Duration of the spell ends when those affected suddenly realize that they are on the ground where they started. Those caught in the effect of the spell must roll a balance check to see if they fall over. NOTE: If affected, there is NO chance that the character will fall off or attempt to jump from the "floating" segment of terrain. The person is really on the ground, they just think they are floating miles above the earth. While caught in the spell, the characters can do nothing with those outside of the radius of the spell.

## Travel via Sandstorm

**Range:** Self or other within 5ft (1.5m) +1foot (.30m) per level of experience.

**Duration:** 20 miles per level of experience.

**Saving Throw:** None

**P.P.E.:** 60

**Length of ritual:** 1 melee

Once cast the mage and any he decides to carry, are enveloped by a magical dust storm. The mage (and those inside the sandstorm) can see outside with no visibility penalties. Those on the outside only see dark shapes (-5 to strike) and cannot tell who is who. Since those traveling in this fashion are surrounded by swirling dust traveling at about 50 miles (80.5 km) per hour, weapons such as arrows, spears, throwing weapons, handguns, and rifles do no damage. All others have a -5 (this includes the initial penalty mentioned above) due to the wind.

The mage can carry himself plus 1 person per level in the fashion. The storm moves at the will of the mage at a speed of 50 (80.5 km) an hour. The mage can cast no other spells, do any other actions (such as engage in combat) other than “drive” the sandstorm. The size of the storm is number of people x 6ft by number of people x 6ft (i.e. if there is three people in the sandstorm it would be 3x6=18; 18ft by 18ft (5.45x5.45m)

## Warmonger

**Range:** Self or others by touch.

**Duration:** Two minutes per level.

**Damage:** Special

**Saving Throw:** Standard if resisted.

**P.P.E.:** 80

This spell enhances the strength and combat ability of the recipient, making him a more deadly warrior. He gains the following abilities:

- +3 to strike, +1 to parry, and +1 to dodge.
- +2 to grapple.
- +2 on initiative.
- +1 attack per melee.
- +3 to on all save throws.
- Impervious to pain, possession, Hypnotic Suggestion, Empathic Transfer, Domination, Charm, and knockdown attacks.
- Mortals become roughly equivalent to a supernatural P.S. of 20. They do 1D4 MDC on a punch, 1D6 MDC on a forearm, elbow, head butt, knee, snap kick, body block, or body throw, 2D4 MDC on a kick attack, and 2D6 on any stronger attacks. Essentially, drop all damage bonuses and the damage done becomes mega-damage. For contemporary worlds, simply add +8 to damage or convert their strength to supernatural for the spell's duration.
- If the being already has supernatural strength add +6 to their P.S. attribute, so they do more damage on physical attacks.

# Level Eleven

## Bone Armor (Necromancer, Ritual Only)

**Range:** Touch

**Duration:** Permanent unless destroyed

**P.P.E.:** 200 + special

This spell allows the necromancer to enchant a set of armor, provided it is made of bone. What kind of bone does not matter but the necromancer **must** make the armor himself. The ritual itself is of variable length, the minimum time needed is 24 hours for the bare minimum in abilities and M.D.C. The spell is incredibly taxing and has a permanent P.P.E. cost of 2 to reflect that. However that is also for the bare minimum in abilities. What the armor can do is as follows:

- M.D.C.: 100 base, for every additional 20 M.D.C. the cost is 60 P.P.E. added to the cost of the ritual and 1 permanent
- Regeneration: 100 P.P.E. and 3 P.P.E. permanently, by feeding the armor blood and flesh, the armor can regenerate lost damage at a rate of 20 M.D.C. per pound of flesh or pint of blood. Regeneration takes 1 melee per 20 M.D.C. regenerated.
- P.P.E. Storage: The armor can also be a reservoir of mystical energy. 50 P.P.E. and 1 permanently, to create a battery that can store 15 P.P.E., an additional 5 P.P.E. can be added for every 20 P.P.E. and 1 permanent cost.
- Impervious versus Fire and heat: as spell 40 P.P.E. and 1 permanent cost
- Stench of the dead: as spell, 4 times a day, Duration equal to level of necromancer +40 P.P.E. and 1 permanent cost
- Supernatural Strength: as spell, 4 times a day, Duration equal to level of necromancer +80 P.P.E. and 2 permanent cost

No prowl penalties for necromancers, -15% for everyone else

For every additional 20 P.P.E. added to the cost of the ritual (not permanent) add another hour.

## Bone Weapon (Necromancer, Ritual Only)

**Range:** Touch

**Duration:** Permanent unless destroyed

**P.P.E.:** 150 + special

Similar to the previous spell the Bone weapon allows the mage to enchant any weapon made from bone. The only other restriction is that the necromancer himself must make the weapon. Most weapons are bone staves but from time to time someone creates a bone sword or club. The weapon is not indestructible as many weapons tends to be but it does have a total of  $2D6 \times 10 + 60$  M.D.C. when someone is trying to break it, otherwise it can be assumed that it doesn't get too damaged. Damage wise it does a base of  $2D6$  M.D. and additional  $1D6$  M.D. costs 50 P.P.E. temporary and 1 permanent to a maximum of  $6D6$  M.D.

### Other abilities:

- Store spells: 40 +1 permanent per 4 spell levels stored, i.e. can store 4 first level spells, 2 second level spells, etc, mix does not matter. To store the spell it must be cast at the weapon and an additional amount of P.P.E. equivalent to the cost of the spell is spent (i.e. spell P.P.E. x2 is spent total.), the spells are stored until used (command word, usually spell title to activate)
- P.P.E. Storage: The weapon can also be a reservoir of mystical energy. 30 P.P.E. and 1 permanently, to create a battery that can store 10 P.P.E., an additional 5 P.P.E. can be added for every 20 P.P.E. and 1 permanent cost.
- decently balanced: +1 to strike and parry when used.

## Calibrate Rift

**Range:** 600 feet (183 m)

**Duration:** Instant

**Savings Throw:** NA

**P.P.E.:** 200

When this spell is used against a portal or rifts created by another practitioner of magic, the mage who is opening the rift must save vs. magic to keep control of the portal. If he fails the save, he loses control of the rift's destination, and can no longer cancel it himself.

This spell is used to alter the destination of a natural rift at a ley line nexus, or a dimensional portal being opened by someone else. Although the mage must wait for a rift to open or must leach off someone else's spell, this spell is quite popular in the Midwest, because it's far quicker and easier (not to mention cheaper) to alter the destination of another rift, instead of making your own. This spell can only be cast when a rift is forming, not after it has opened.

## Consuming Flamecharge

**Range:** 12ft or touch to place the aura, but the explosion effect can be set to anything as small as 1ft up to 6ft per level of experience.

**Duration:** Charge can last for one hour per level, the flame burst itself has an Instant effect.

**Damage:** 2D6 damage per level (SDC or MDC)

**Saving Throw:** Dodge with a natural 20!

**P.P.E.:** 100

This spell gives the caster the power to charge an object with a destructive flaming aura. Any object can be infused with a magical aura that will store energy, then release it all in an intense burst of Blue Flame. Even better, the caster can set it to have a temporary delay before going off. This lets the caster make a flame bomb. He can also set it off mentally before the duration, as long as he can see it (using it as a grenade). The charge duration, damage, and range of effect can be controlled mentally, and accurate to within a few inches and seconds!

The magical aura can be seen, and seems to have a fluctuation in the aura that increases in speed as the detonation time approaches. A strong Negate Magic spell is the best way to deal with the flame charge (it gets a standard magic save throw against the negation). Magicians of the Blue Flame will notice the effect and exactly what it represents. A Ley Line Walker or other experienced hard-core mage with a See Aura spell in effect need only make a challenging perception check to recognize the potential danger.

## Create Gravity

**Range:** 10 square ft per level of experience

**Duration:** 10 minutes per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 120

This is the most powerful incantation to affect gravity. The spell creates gravity in an area equal to the range of the spell. The gravity is person-specific - in other words, the gravity created is different for each person. An Earth native would experience Earth gravity (1 g), while someone who hails from the lunar colonies would experience 1/6 of Earth gravity (.16 g), even when both are under the effects of the same spell. The number of people affected in this way is limited only by the area covered by the spell.

## **Elemental Mist**

**Range:** 120ft +30ft per level.

**Duration:** Two melees per level of experience.

**Damage:** 1D4x10 per attack.

**Saving Throw:** Dodge

**Strike Bonus:** Equal to the caster's spell strength +3, up to a maximum bonus of +8.

**P.P.E.:** 150

This impressive combat spell creates a swirling fog of rainbow-colored mist around the mage. For as long as the spell lasts, each melee action he can command the mist to attack in the following ways:

Cast a lightning bolt at one target.

Cast a fire ball at one target.

Cast a super-cold water/ice spray at one target.

Cast a spray of corrosive acid at one target.

Cast a bolt of life energy, damaging only to animated dead and undead.

The mist provides no defensive powers other than a visual masking of the mage, giving all those trying to strike him a -4 penalty to do so. No known form of technological or magical sensing can penetrate the rainbow mist.

## **Fragmentation**

**Range:** Self

**Duration:** One melee per level

**P.P.E.:** 40

The shaman can break down his own life essence and transmute his own physical body into that of an animal or animals. This can be done in one melee action! The shaman can turn himself (not clothes, possessions) into whatever animal, number of animals, and kind(s) of animals he desires. The caster has group awareness, and can direct all the creatures he might have become to fight, run, regroup, or whatever without trouble (no penalties). If the spell duration ends and the caster became a group of animals aren't together,

## **Inertia Shield**

**Range:** Self

**Duration:** 2 melees per level of experience

**Damage:** None

**Saving Throw:** None/Parry

**P.P.E.:** 120

Similar to the I-Beam technology from Rifts World Book Eight: South America 2, this magical spell creates a shield of inertial energy around the character. Any incoming attack will find itself slowed down in the field, and quite possibly stopped completely. To defend against an attack, the magic-user rolls as if attempting to parry an attack. If the parry is successful, the incoming attack is completely blocked by the spell, and the mage suffers no damage (bullets stop dead and fall to the ground, energy beams dissipate, etc.). If the parry is unsuccessful, the attack continues through the field and hits the wizard - but inflicts only half-damage (the spell managed to block some of the assault).

## Mimic

**Range:** Self

**Duration:** Two (2) melee rounds per level of experience

**Damage:** None/Special

**Saving Throw:** None/Special

**P.P.E.:** 150

Mimic is a spell long thought lost to the sands of time. Any spell used against the magician (when the caster has the mimic spell active) can be duplicated by the mage and used against whomever he chooses. The knowledge of how to cast the spell stays with the mage only as long as the Mimic spell is active, and the casting of the "learned" spells does require P.P.E. (as per whatever spell is being cast).

**Example:** *Marius the Line Walker learns the Mimic spell from a dragon, as a reward for a service he did. Later on, Marius is attacked by a mage using the Fusion Blast spell. Marius casts the Mimic spell before taking cover. While Marius does not know the Fusion Blast spell personally, he finds himself understanding exactly how to cast the incantation. Every time Marius uses the Fusion Blast spell, he expends 30 P.P.E. - the normal cost of Fusion Blast (despite the fact he has learned the spell through Mimic and not on his own). Marius smites his opponent in a blast of energy. Once the spell wears off, however, the knowledge of how to cast Fusion Blast disappears.*

Any number of spells may be learned by the mage - but all knowledge of those spells vanishes when the duration of Mimic is up.

## Nether Portal

**Range:** Immediate

**Duration:** 2 minutes per level

**Saving Throw:** None

**P.P.E.:** 140

Description: This spell opens a portal to the NetherWorld, the realm of those caught between life and death. The NetherWorld itself is similar to the astral plane in all respects (think shadow instead of ectoplasm). While here the caster and others can move freely about with the same restrictions as in the astral plane. GM's feel free to elaborate on your version of the NetherWorld for purposes of story line.

## Predator: Superior

**Range:** Self

**Duration:** 1 hour per level of exp.

**P.P.E.:** 200

The shaman is transformed into an incredible wild beast. He/She has an invisible armor of 100 per level of experience, and appears to be transparent. The field makes the shaman partially invisible and adds +35% to prowl, and +5 to INIT! He also gains

## Restore Radioactivity (Ritual)

**Range:** 3 ft away per level of experience.

**Duration:** Instant/Permanent (as far as radioactive materials go).

**Damage:** None; see effect.

**Saving Throw:** None

**P.P.E.:** 260



Effect: This ritual is designed to fully restore radioactive material to full power. While this might sound like a stupid ritual to some, to those in space it is a godsend. It can recharge the nuclear fuels used in many fusion and fission engines to the maximum life expectancy. However, this ritual is somewhat limited in that it will not affect fossil fuels, anti-matter, or steam powered devices. This ritual will also restore up to 100 Depleted Uranium Rounds per level of experience to full Uranium rounds. Many North American powers will not like that as the use of Uranium rounds is illegal on the continent. Also, don't forget that the nearby caster has a 01-45% chance of contracting radiation sickness with a cumulative +5% each time this ritual is done in a week. This will also restore the radioactivity of ambient uranium and other radioactive materials lying on the surface. Up to 25 lbs. of radioactive material can be restored per level of experience. On radioactive creatures and aliens, this ritual will heal 1D4 hit points, S.D.C., or M.D.C. per level of experience of the caster.

### **Shadow Transformation**

**Range:** Self or other by touch  
**Duration:** 20 minutes per level  
**Saving Throw:** 16 if unwilling  
**P.P.E.:** 120

By the use of this powerful spell the caster transforms himself (or another) into a being of pure shadow. While in this form the shadow is immune to the effects of heat and cold (fire does half damage) and all kinetic attacks (punches, bullets, etc) are useless against him/her. Light based attacks such as lasers still do full damage. (plasma is not light based but will do half as it is a form of fire). The caster still retains his/her original stats including MDC, SDC, and all others. The caster cannot interact with the physical world except by magic and psionics but can communicate using gestures as he is not invisible.

### **Summon Hordlings: Advanced**

**Range:** 30ft for initial summon  
**Duration:** 1D6+1 hours for summoned creatures, spell Duration is special  
**P.P.E.:** 300 + special

This is an extremely nasty ritual allowing for many more hordlings (5 per level) to be summoned with more to come after the initial summoning. The ritual involves a set of six pentagrams, five 2x2 ft ones which are set at the tips of a larger imaginary one. In the pentagon shape in the middle there should be another pentagram, large enough that the pentagon to encompass a mage who agrees to be the "center". The center directs the actions of the hordlings and can see through their eyes. For every 30 P.P.E. that is fed to the center another hordling can be summoned. If the center is KO'ed or killed the hordlings can do as they please and do not have to return to their dimension! If they want to return to their dimension all they have to do is jump through one of the smaller pentagrams. There is a 1% (5% if on nexus) chance that the center pentagram will open in a great big rift to their world spilling out 1D4x5 of these monsters per melee! The rift will stay open for 1D4 hours but can be closed before that time.

## Level Twelve

### **Ball of Soul**

**Range:** 1,000 feet +100 feet per level

**Duration:** Instant

**Save:** Special

**P.P.E.:** 140 P.P.E.

This ritual takes approximately two melee rounds to cast. Upon completion, the caster simply stares at the victim for a few seconds (about one melee action). Twin balls of pure, glowing white energy shoot from the casters eyes and hit the victim. The target is allowed to dodge (no parries) but with only 1/2 the usual bonuses and the dodge cannot be an automatic dodge. They must roll either a natural 20 or a modified 24 or higher. This dodge counts as 3 melee attacks/actions.

If they dodge, this spell has no other effect. However, if they fail, they must make a saving throw vs. magic at -2. If successful, the spell deals 2D6 damage to both Hit Points and S.D.C. (or 1D4x10 to M.D.C. if used in Rifts). On a failed roll, the victim is immediately reduced to one Hit Point and one S.D.C. (or one M.D.C. point). Also, they will suffer an additional -4 on all saving throws vs.magic for one hour per level of the caster.

This spell will not work on demons, dragons, gods, alien intelligences or other powerful supernatural beings.

### **Charm Object (ritual)**

**Range:** Touch

**Duration:** Permanent

**Casting Time:** One hour

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 300

A ritual of white magic that creates a lucky or enhancing object. The object can be a feather, medallion, ring, sword, pair of glasses, or any other object that does not function off of electricity (analog watches are even okay). However, the object must be of good, high, or excellent quality, or be an heirloom. The bonuses are gained only while the object is worn, and under an Anti-Magic Cloud the object does not function. The mage infuses the object with bonuses equivalent to his spell strength bonus:

- \* For 1 point: Add +1 to save vs.possession, +1 to save vs.insanity, +1 to save vs.poison/toxins, +5% to charm and impress, or +5% to invoke trust and intimidation.
- \* For 2 points: Add +1 to Spd., +1 on perception, +1 vs.horror factor, +1 to save vs.magic, or +1 to save vs.psionics.
- \* For 3 points: Add +1 to M.A., +1 to P.B., +1 to parry, or +1 to dodge.
- \* For 4 points: Add +1 to P.E., +1 to M.E., +1 to strike, or +1 to parry with a particular kind of ancient weapon (shield, knife, staff, etc.)
- \* For 5 points: Add +1 to P.P., +1 to P.S., +1 on initiative, +1 hit point, or +1 to strike with a particular kind of ancient weapon

(spear, sword, axe, etc.)

\* For 6 points: Add +1 to I.Q., +1 on an aimed strike with one type of missile weapon or firearm, +1 to the P.P.E.™ recovery rate per hour, +1 to the I.S.P.™ recovery rate per hour, or +1 to the hit point recovery rate per day.

To create a more powerful item or one with varied bonuses, the mage can cast the ritual again. However, each extra casting costs 300 P.P.E.™ more than the previous (first ritual is 300, second is 600, third is 900, etc.) If this ritual is cast once, then once again immediately following the first the mage can double the number of points he can use in the ritual.

*Example: The mage Ergo has a +4 spell strength bonus. With a winter solstice coming up, he decides to create a magic object. As he is seventh level, he can tap into an amazing 2100 P.P.E.™ from a nexus. Since the cost for a triple casting is so high (1800 P.P.E.™) and the energy is available, he decides to create a very strong magic object. During the third ritual Ergo has 12 points to spend. He could create an object that increases the M.E. by 3 points, or the M.A. by 4 points, or the I.Q. by 2 points, or the M.E. and P.E. by one point and the Spd. by two points. The variations are endless. He elects to create a magic ring that increases the I.Q. by one point and adds a +3 bonus to perception when worn.*

### **Cloth of Iron**

**Range:** Touch

**Duration:** Permanent

**Saving Throw:** None

**P.P.E.:** Varies Dramatically; 50 P.P.E. Minimum

This spell is virtually identical to the spell "Ironwood" from Federation of Magic except the spell effects cloth instead of wood. The magic of the spell transforms regular S.D.C. cloth into mega-damage material. The S.D.C. of an object is converted into M.D.C. on a point for point basis, thus a 20 S.D.C. backpack would have 20 M.D.C. once converted by the spell. Likewise, each point of M.D.C. converted to M.D.C. costs one P.P.E. with a minimum of 50 P.P.E. This spell is especially useful when used to convert cloth and leather armor. When the armor is converted with the spell, ignore the Armor Rating for protective purposes. The transformation is instantaneous and permanent. Although the material is now an M.D.C. structure, the item retains the look, feel, and weight it had originally.

This spell only works on natural materials such as cotton, wool, silk, or leather. It does not work on man made materials such as polyester, rayon, or latex.

### **Dark Marionette**

**Range:** 20 ft

**Duration:** 5 minutes per level

**Saving Throw:** None

**P.P.E.:** 200

This powerful spell will give the caster control over the victims body (not mind) for the duration of the spell. This requires FULL concentration on the mage's part and he can do nothing else while using this spell. The helpless victim can still use psionics.

## **Dimensional Fetch**

**Range:** Inter-Dimensional

**Duration:** 2 melees (30 seconds)

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 230

Dimensional Fetch is very similar to the Fetch spell, except that instead of transporting an object across space, it fetches an object that is in a different dimension. As with the Fetch spell, the object to be summoned must be tagged (see Tag). The percentile of success is a bit lower than the regular Fetch spell, but the consequences are a bit more dire. Should the magic-user fail to summon the object, subtract the actual roll from the required percentile value. Then roll a d100 again. If this result is less than that number, the object was teleported to a random dimension (and the magician has no idea where). If the result is higher, then the object is not teleported randomly and the spell merely fails.

The percentile for this invocation is 60% + 2% per level of experience.

## **Disguise True Nature**

**Range:** Self, or others up to 10 ft away per level of experience.

**Duration:** 1 hour per level of experience. Can be cancelled at any time.

**Damage:** None

**Saving Throw:** If the effects are not wanted, +10 to save.

**P.P.E.:** 250

Effect: This spell is a favorite among powerful sorcerers, demons, dragons, and gods. It will make the character effectively powerless. It does nothing to disguise monstrous appearances, but to those sensitive to such, the character will have no magic, psychic, or supernatural powers. That is because the creature effectively has none for the Duration of the spell. If an M.D.C. creature, all M.D.C. is converted to 1/2 S.D.C. and 1/2 Hit Points (no A.R.). Creatures with a natural armor rating lose it for the Duration of the spell. Supernatural strength and endurance are as those of ordinary mortal men. This spell, does, however, have no effect on ordinary people or on a character's skills, instincts, knowledge, or memories. If already metamorphosed into human form, a dragon, demon, or god would be indistinguishable from anybody else. This spell is particularly frightening to those in the CS because it means that anybody could walk behind their borders unmolested because of their apparent lack of magical, psychical, and supernatural power. None of those powers can be used, however, until the facade is dropped either by the caster canceling the magic or by the Duration elapsing.

## **Encode Spell**

**Range:** Identical to spell placed on chip

**Duration:** As per scroll

**Damage:** As per scroll

**Saving Throw:** Standard

**P.P.E.:** One hundred seventy five (175) plus spell encoded

This spell is a "technological" version of the well-known Create Magic Scroll. Instead of mystically placing a spell onto a scroll made of paper, the Encode Spell invocation writes the desired invocation onto a data chip in the form of a text file. The file cannot be copied, and any sort of screen capture or text capture utilities will fail. The text file can be displayed on a screen or retinal display and read out loud, thus releasing the spell on the chip. In all other respects, this invocation is identical to the Create Magic Scroll spell.

The P.P.E. cost for this spell is 175, plus the P.P.E. for the spell being encoded on the chip (so to create a chip with the Contingency (greater) spell, the total P.P.E. required would be 625 (450 for the Contingency spell, and 175 for the Encode Spell spell).

### **Nullmagic Shield**

**Range:** Self or others by touch.

**Duration:** Five minutes per level.

**Damage:** None

**Saving Throw:** Standard if resisted.

**Destabilization:** None

**P.P.E.:** 200

This spell causes the recipient's aura to glow a pale red, the color of the Nullmagic Shield. While under the effect of this spell, the character is impervious to all spell attacks directed against him and all spells previously in effect on him are negated. This spell nullifies *all* magical energies, so the bearer of the shield cannot cast magic, cannot use any magical weapons (they act as normal weapons), cannot use any natural magical abilities, and cannot be affected by any spells whether beneficial or detrimental.

Walking into an area under the effect of magic has a chance of disrupting the spell in effect as per a Negate Magic spell. The touch of the character also acts as a Negate Magic spell (spell strength of 12). The player suffers no penalties or damage if walking into a magically destabilized area and, in fact, will probably be protected from any wild magics in the area.

### **Phase Shift**

**Range:** 250 ft.

**Duration:** Counts as 1 attack.

**Damage:** 2D4x10 mega damage. +5 per additional level.

**Saving Throw:** Only dodging by the use of dimensional shift or teleport or similar spell.

**P.P.E.:** 150.

Imagine being shifted to another dimension and then being pulled back into your own dimension without going through a rift or portal. This spell instantly transports its target to another parallel dimension and instantly pulls them back without opening a portal. The target is slammed up against the dimensional barrier and pulled through at an amazing speed, The dimensional and temporal energies ripping at the very atoms of the target causing immense and extremely painful damage. Anyone caught by this spell drops to only 1 attack per melee and is -6 to strike parry and dodge for 1D4 melees.

### **Siphon: Superior (Ritual)**

**Range:** Touch

**Duration:** Permanent

**Damage:** Special

**Saving Throw:** Standard

**P.P.E.:** 200

Like the simple spell of the same name, this spell allows a necromancer to steal the life force of another living creature and add it to his own. The difference here is that the specific type of loss can be varied by the death mage and the loss is *permanent*. With each execution of the Ritual, the necromancer can take one of the following:

- 10% of the hit point base (round down).

- 10% of the SDC base (round down).
- 5% of the MDC base (round down).
- 5% of the P.P.E. base (round down).
- 5% of the I.S.P.tn base (round down).
- One point of P.S.
- One point of P.E.
- One point of P.P.
- Two points of Spd.

It is not possible for the necromancer to take points away from a being that has None (you can't get MDC from an SDC being or I.S.P.tn from a non-psychic). It is also impossible for a necromancer to drain more than 50% of a point total from a living creature. However, he can drain 50% of several different point totals from one being. A living creature can be used multiple times to transfer up to half its overall power to the death mage. The victimized creature is also -4 to strike, parry, and dodge, loses one attack, and is -25% on skill performance for 1D4+1 days afterward (weakened and disoriented).

### **Spell Ability: Superior**

#### **Range: Self**

**Duration:** One month per level.

**Damage:** Special

**Saving Throw:** None

**Destabilization:** +3D4%

**P.P.E.:** 210

Effectively the same as the above spell, but it does not allow use with an offensive spell. Also, use of the spell ability cannot exceed twelve hours of constant use - a two hour break of non-use is needed before it can be used once this restriction is met. A mage may only have one superior spell ability at a time, though he may have minor ones in accordance with the above spell and can negate the superior at any time.

### **Transport**

**Range:** 10 miles per level of experience

**Duration:** 1 day per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 210

This invocation establishes a local teleport "link" between two places. In order to use this spell, the caster must tag two objects (see Tag). Once the objects are tagged, each one can be placed at a location, within the maximum range of the spell. When the objects are placed, the spell is cast and the objects are now mystically linked. A magic-user or psionic, at either location, can concentrate (expending 20 P.P.E. or 20 ISP, respectively) and teleport himself and anything else within a 10 ft. radius to the opposite location. There are a few problems with the spell. First of all, it suffers the same problems as Teleport: Greater (i.e., for any teleport, roll on the success table). Second, a magic-user or psionic must go on the "outbound" trip - he or she cannot just "activate" it and watch the results. The last problem is that the spell, while not rare, does command a very high price, and it is not unusual that the Transport invocation sell for three or four times the "normal" cost for a spell of its level.

# Level Thirteen

## Bestow Enemy

**Range:** 200 feet plus 10 feet per level

**Duration:** 1D4 melees.

**Bonus:** None.

**Saving Throw:** Standard

**P.P.E.:** 130.

Bestow Enemy creates a variable like illusion around one animate target. What the illusion looks like differs for each person who sees it. Anyone within 50ft of the person/creature targeted must roll a save vs. magic or else they will see (in the targets place) their worst enemy. Failing the roll means that the character will stop at nothing to attack this foe. The person targeted by the spell has no clue what is actually going on except for the fact that everyone seems to be trying to kill them. For every attack that hits the target person, roll 1D6. On the roll of a 6, the physical blow nullifies the illusion and the spell ends. NOTE: both the target person and those within 50ft of him get to roll a save vs. magic. If the target person saves, nothing happens and the others need not roll.

## Contingency (greater)

**Range:** Self or others by touch

**Duration:** 1 year per level of experience

**Damage:** None

**Saving Throw:** Standard

**P.P.E.:** 450

Similar to Contingency (lesser), this invocation will bind other spells to the caster, to be activated upon the fulfillment of a certain condition specified at the casting. All rules regarding Contingency (lesser) are also followed by Contingency (greater). However, this version of the spell can bind three spells to the caster, to be set off in one of two ways. The first way to set them off is one spell each round for three rounds. So a Resurrection, Restoration, and Teleport: Greater set of spells would be cast for three rounds. The first round would be Resurrection, the second Restoration, and the third Teleport: Greater. The second option is all three spells at the exact same instance (in the above cast, the recipient would be raised from the dead, completely restored to full health, and teleported to a distant location simultaneously).

For a full explanation of the spell, see Contingency (lesser).

## Create Blue Flame Artifact (Ritual)

**Range:** Touch

**Duration:** Permanent

**Saving Throw:** None

**P.P.E.:** 300 + extra

This is one of the few Ritual magic spells of Blue Flame. It allows a great magician to permanently infuse a well-crafted or high value object with a magical aura giving power over the flame. These are the kinds of things that are created for worthy warriors and tribesmen of the Larhold (the experts in Blue Flame magic). Few non-Larhold ever learn this spell.

Each power has a description, energy cost, energy require to activate (if necessary), and time to enchant cost.

Spell effects that are infused retain the artifact creator's spell strength bonus and level of experience. The only limit to the number of abilities that can be infused is the amount of magic energy the caster can muster.

**Aurora:** This ability gives any weapon, a cloak, a shield, or a gauntlet the ability to generate an intense and sparkling display of Blue Flame which can do one of several things when activated: one is to briefly stun 1D4+4 enemies with a hypnotically sparkling blue light (the Aurora Glow - save vs. psionics or become totally unresponsive for the rest of the melee, and initiative is lost next melee), the second is to sheathe the object in a concentrated sparkling blue flame (the Aurora Burn - makes the weapon or object do +4D6 damage to anyone touching it other than the wielder and gives it a +2 to strike and +2 on initiative for two minutes per level of the weapon creator), and the third is to throw a wave of flame that does 6D6 damage with a 30ft and a +6 bonus to strike (the Aurora Wave - generated by swinging the sword, so even 2D4 people in a small arc can be hit as well as everyone in a 360 degree radius!), *Energy to Create:* 250 P.P.E., *Energy to Utilize:* 12 P.P.E. per activation of a power, *Time to Create:* Two hours.

**Eyes of the Blue Flame:** Same as spell and can be used at will, it is usually cast into an amulet, ring, skull, or other object that can be worn on the head or neck, *Energy to Create:* 50 P.P.E. *Energy to Utilize:* None (automatic), *Time to Create:* 30 minutes.

**Fist of Blue Flame:** Same as spell and can be used at will, but this spell can be used to cover anything in a flaming sheath (gauntlet, shield, sword, staff, etc.) Each use powers the flame sheath for two minutes per level of the creator. The weapon gets a +3D6 SDC to damage (or +2D6 MDC in addition to the character's P.S. damage bonus), *Energy to Create:* 75 P.P.E., *Energy to Utilize:* 10 P.P.E., *Time to Create:* One hour.

**Flamehalo:** Same as spell with constant duration, *Energy to Create:* 50 P.P.E. *Energy to Utilize:* None (automatic), *Time to Create:* 30 minutes.

**Flameshield:** Same as the spell, but gives the wearer or wielder a protective aura of 50 MDC +5 MDC per level of the artifact creator, and the aura lasts for one minute per level of the creator, *Energy to Create:* 100 P.P.E. *Energy to Utilize:* 15 P.P.E. *Time to Create:* One hour.

**Flamespit:** When cast on a projectile weapon such as a bow, sling, or crossbow it gains the ability to launch bolts of Blue Flame in addition to normal use of the weapon: add +2D6 to the normal damage (or turns the damage into MDC), plus gives the weapon a +1 bonus to strike (aimed only). Note that guns get a save throw vs. Ritual magic, and MDC weaponry gets a save vs. Ritual magic with a +2 bonus due to their technological nature, *Energy to Create:* 100 P.P.E. for bows, 200 for guns, and 300 for MDC weapons, *Energy to Utilize:* 1 P.P.E. per shot for bows, slings, and crossbows, 2 P.P.E. per shot from a gun, and 3 P.P.E. per shot from a MDC weapon, *Time to Create:* One hour.

**Flame Circle:** This ability allows the holder of a weapon or object to create a circular Blue Flame wall around the caster with a 5ft to 20ft diameter and 3ft to 15ft high flames (which do 6D6 damage to anyone trying to cross through and the wielder can mentally open parts for traversal through), and also acts as a simple Protection Circle (just like the spell), *Energy to Create:* 75 P.P.E. *Energy to Utilize:* 3 P.P.E. per minute to maintain, *Time to Create:* One hour

**Healing Powers:** The spell Healing Flame is the basis for these healing abilities, and each use of energy can create one of these effects: Heal 3D6 damage, give a person in a coma a +20% bonus to save on the next roll, give a sick person a +5 vs. any poisons, diseases, toxins, or chemicals on the next save roll, remove curse with 64% success rate, or bring back the recently dead with a 36% success rate (one try only, same penalties as the Healing Flame spell, but costs 60 P.P.E.), *Energy to Create:* 100 P.P.E., *Energy to Utilize:* 10 P.P.E., *Time to Create:* One hour.

**Indestructible:** Makes the artifact indestructible by normal means, *Energy to Create:* 200 P.P.E. *Energy to Utilize:* None (automatic), *Time to Create:* Two hours.



**Magic Resistance:** Gives the wielder or wearer a +2 bonus to save vs. all magic, plus the effects of all magic wear off twice as fast, lasts for one minute per level of the artifact creator, *Energy to Create:* 75 P.P.E. *Energy to Utilize:* 5 P.P.E. *Time to Create:* One hour.

**Sense Blue Flame:** Same as spell with constant duration, *Energy to Create:* 35 P.P.E., *Energy to Utilize:* None (automatic), *Time to Create:* 20 minutes.

**Store P.P.E.:** This useful power lets the artifact creator (or other magicians) store a maximum of 10 P.P.E. per level of experience in the object or weapon, plus this energy can be used to fuel any other powers of the artifact (for those non-magician barbarians in the Larhold tribes), and the object's aura burns a deep blue depending on the magnitude of magic energy in it (the more energy, the stronger the burning effect), *Energy to Create:* 200 P.P.E. *Energy to Utilize:* 5 P.P.E. whenever energy is placed into or retrieved from the storage, *Time to Create:* Two hours.

## Enchant Object (Ritual)

**Range:** Touch

**Duration:** Permanent

**Saving Throw:** None (this is strong magic).

**P.P.E.:** 300

The use of this spell lets a magician create a basic magic item. The object can be a feather, medallion, ring, sword, pair of glasses, or any other object that does not function off of electricity (analog watches are even okay). However, the object must either be an heirloom or of good to excellent quality. The bonuses are gained only while the object is worn, and under an Anti-Magic Cloud the object does not function. The mage infuses the object with bonuses equivalent to his highest, un-augmented magic strength bonus (whether circle, spell, Ritual, or otherwise):

- **For 1 point:** Add +1 to save vs. possession, +1 to save vs. insanity, +1 to save vs. poison/toxins, +5% to charm and impress, or +5% to invoke trust and intimidation.
- **For 2 points:** Add +1 to Spd., +1 on perception, +1 vs. horror factor, +1 to save vs. magic, or +1 to save vs. psionics.
- **For 3 points:** Add +1 to M.A., +1 to P.B., +1 to parry, or +1 to dodge.
- **For 4 points:** Add +1 to P.E., +1 to M.E., +1 to strike, or +1 to parry with a particular kind of ancient weapon (shield, knife, staff, etc.)
- **For 5 points:** Add +1 to P.P., +1 to P.S., +1 on initiative, +1 hit point, or +1 to strike with a particular kind of ancient weapon (spear, sword, axe, etc.)
- **For 6 points:** Add +1 to I.Q., +1 on an aimed strike with one type of missile weapon or firearm, +1 to one kind of magic strength (circle, spell, rune, line drawing, etc.), +1 to the P.P.E. recovery rate per hour, +1 to the I.S.P.t.m recovery rate per hour, or +1 to the hit point recovery rate per day.

To create a more powerful item or one with varied bonuses, the mage can cast the Ritual again. However, each extra casting costs 300 P.P.E. more than the previous (first Ritual is 300, second is 600, third is 900, etc.) If this Ritual is performed once, but done with the P.P.E. needed for two or more Rituals, then the mage can get the benefit of multiple uses of the Enchant Object Ritual with only one execution of it.

**Example:** The mage Ergo has a +4 spell strength bonus. With a winter solstice coming up, he decides to create a magic object. As he is seventh level, he can tap into an amazing 2100 P.P.E. from a nexus. Since the cost for a triple casting is so high (1800 P.P.E.) and the energy is available, he decides to create a very strong magic object. During the third Ritual Ergo has 12 points to spend. He could create an object that increases the M.E. by 3 points, or the M.A. by 4 points, or the I.Q. by 2 points, or the M.E. and P.E. by one point and the Spd. by two points. The variations are endless. He elects to create a magic ring that increases the I.Q. by one point and adds a +3 bonus to perception when worn.

## **Enchanted Weapon (Ritual)**

**Range:** Touch

**Duration:** Permanent (or until the weapon is destroyed).

**Casting Time:** Three hours

**Saving Throw:** None

**P.P.E.:** Special

Just like the Charm Weapon spell, but has a permanent effect. The weapon does double damage to all supernatural creatures, but normal damage to all normal creatures. Melee weapons require 300 P.P.E. to enchant, energized weapons (lightsabers, vibro-blades, plasma axes) and missile weapons (guns, bows, slings, crossbows) cost 600 P.P.E., and energy weapons (rail guns, laser pistols, plasma guns, stun guns) cost 900 P.P.E. to affect. Taken from Nightbane page 148 and slightly updated.

## **Infestation: Superior**

**Range:** 1 square kilometer per level of experience.

**Duration:** 1 year per level of experience

**P.P.E.:** 1000

The shaman can curse a specific area of land with an insect infestation. Similar to lesser, insects will swarm from miles around and inhabit the area desired. Food wise, the insects will be supplied indefinitely, and will remain there until the area is exorcised.

## **Preserver:**

**Range:** Self or touch

**Duration:** One Month (28 days)

**Saving Throw:** None

**P.P.E.:** 400 on self or 800 on other (Ritual in both cases)

This ritual prevents the person who the spell is cast on from aging. When the ritual is cast, the person does not age for a period of one month. This is not increased by the casting of the spell again but the time is then figured from the date of the second casting of the spell. Most mages who cast this spell will cast it at the same time each month.

When the ritual elapses, the person continues to age normally. While this ritual does not require the death of any victims, it has contributed to the opinion of many that the only way a mage can keep themselves from aging is by the death of others because many evil mages use the P.P.E. from killed victims to power the ritual. This ritual will actually prevent the rapid aging of a juicer and if a juicer could get a mage to cast this spell could live indefinitely but most mages will charge around 200,000 credits per casting or take advantage of the situation and keep the juicer in service of them.

## **Prismatic Skull (Ritual)**

**Range:** Touch (special)

**Duration:** 15 minutes per level.

**Damage:** Varies

**Skull's SDC/ MDC:** 20 per level.

**Saving Throw:** Varies

**P.P.E.:** 750 to permanently enchant a single skull, and 25 every time the skull is activated.

This powerful spell requires the skull of a learned wizard, ancient dragon, Godling, demigod, god, supernatural intelligence, unicorn, or other powerful creature (or user) of magic. Once this spell is cast upon that skull, it will have the ability to levitate in the necromancer's hand and begin to glow one of several colors (see below). This will continue until the spell ends. The skull has its own damage capacity (see description above) and is -4 to be struck on a called shot (or, a natural 20 does damage to the skull). Destroy the skull, and the spell will end also.

Destroying the skull also has an adverse reaction against the necromancer who created it. When created, the necromancer is drained of a point of P.E. and ten hit points (or 5% of the character's base MDC) This binds the skull to the necromancer's life force, and as the evil mage grows in strength (goes up in levels) the skulls structural damage capacity will grow too. If the skull is destroyed, the necromancer will recover the lost hit points, SDC, or MDC. The P.E. point is *not* regained, however. For 3D4 hours after the destruction of the skull, the necromancer is also unable to cast *any* necromantic spells or use necromantic powers!

The glowing skull must remain one color for an entire minute (can become a different color as often as once every minute). The powers of the skull depend on the color it is glowing - here is a list of the colors and associated powers:

*Red:* The necromancer seems to gain power over the fires of hell itself! He becomes impervious to fire and heat, can cause flammable things to spontaneously combust (76% chance, once per melee), can spend 2 P.P.E. to turn a 10x10 area of flame into a 20x20 area (quadruple size!), and can throw fire bolts/ sheets/ balls with a magical +6 to strike and 1D4x10 damage. The skull also generates a phenomenal heat that the caster can use to damage targets. One option is to do 6D6 points of damage per heat strike (uses one melee action) to one target in a 90ft range (a save vs. magic gets half damage). Or, the necromancer can heat an entire area - targets within 30ft take 2D6 damage per melee automatically.

*Orange:*

*Yellow:* The caster generates a magical aura of fear with a horror factor of 18! This effect happens as soon as the skull turns yellow, but can be repeated by the necromancer for 2 P.P.E. All those fighting the necromancer suffer a -3 penalty to strike, parry, and dodge from the powerful magical fear.

*Green:* The necromancer becomes shrouded in green mist that acts as a force field with 100 SDC/ MDC +20 per level of experience. This mist regenerates at the rate of 20 SDC/ MDC per melee and covers 1,000 cubic feet (one 10x10x10 ft area) per level. No form of image enhancement can seem to penetrate the mystic fog. The fog can also be used to protect up to five creatures per level with mist (30 SDC/ MDC worth) at the cost of 1 P.P.E. each (must pay the cost every melee it is activated). It is possible to walk into the mist after the necromancer, but it is virtually impossible to see (-6 to strike, parry, and dodge).

*Blue:* This color shift turns the skull into a magical energy battery. Any time the caster is wearing it and is attacked by another caster's spell, half the P.P.E. needed to cast the incoming spell goes into the skull. This energy storage happens only if the necromancer saves successfully against the spell - if the save throw fails, the necromancer takes full effect and no magical energy storage is achieved.

*Purple:* The necromancer can charm a maximum of one person per point of M.A. and P.B. combined. The charm has a spell strength of 16, and the necromancer can charm only one target per melee. The charm counts as an extra attack, also. Once a living being is charmed, it will follow the commands of the skull's possessor. The charm is equivalent to the spell Domination (pg. 174 of the Rifts RPG). The charm effect ends when the Prismatic Skull spell ends.

*Black:* This triples the number of animated dead that can be controlled when an Animate and Control Dead spell is cast (or if the necromancer's special ability to do so is used). The skull can also launch three bolts of necromantic energy per melee, doing 1D4x10 damage to any living targets (use the mage's spell strength bonus as the strike bonus). This energy can be easily directed against any undead or animated dead being (no strike

roll needed) and will heal, *not damage*, such beings.

*White:* The skull acts as a 20th level Globe of Daylight in all respects (other than duration). It also drains all living creatures in a 100ft radius of one point of SDC or MDC per melee (creatures are drained down to five points of either, no more). The necromancer will recover ten hit points, SDC, or MDC per melee as long as three or more living creatures are getting drained by the death aura.

### **Recall to Sanctum**

**Range:** Inter-dimensional (maximum)

**Duration:** 1 melee round (15 seconds)

**Damage:** None

**Saving Throw:** Special

**P.P.E.:** 600

Recall to Sanctum is a very powerful teleportation spell. The spell requires two conditions to be met before it can be used. The first is that the magic-user must have, active somewhere, a room or area under the influence of a Sanctum spell. The second is that the magician must also have a tagged (see Tag) object somewhere within the boundaries of the Sanctum.

When the spell is cast, the magic-user is teleported to his Sanctum. Not only will the invocation cross space, but it will also move the magician through dimensions. However, the journey is a one-way trip - in order to get back, he must have another method of travel. Further, the spell gives no warning of any hazards at the arrival location - a magic-user might return to his Sanctum only to find that it has been taken over or otherwise occupied by hostile forces.

The spell can be cast against another person (thus teleporting said person to the wizard's sanctum), but unwilling travelers save vs. spell at +10. Willing targets, including the magician himself, make the trip automatically.

### **Soul Transport**

**Range:** 100' per level of exp.

**Duration:** Infinite

**P.P.E.:** 70

This spell allows the shaman to transport the life essence of a human(or intelligent being ) comrade, dead or alive, into a body of an animal of the shaman's choice. A dead human must be freshly dead, not more than 5 hours, and he retains all his memories.

### **Star Control (Ritual)**

**Range:** 10 mile radius per level of the caster, +5 miles for each additional 100 P.P.E. expended.

**Duration:** 3 hours per level of experience.

**Damage:** None; see effect.

**Saving Throw:** Standard, those who successfully save do not see the illusion.

**P.P.E.:** 300

Effect: This is a great spell for confusing sailors, astronauts and astronomers. It allows the caster to seemingly change the position of the stars, the sun, the moon, planets, and asteroids. The caster must be aware of the stellar object to will it be moved or disappeared completely. The caster can make night seem like day or vice versa, as well as have dark nights with no clouds, or starry nights when it is raining. The caster can make a planet appear to approach Earth to the point that it fills up the whole sky! The caster can also "create" meteor showers and supernovae appear out of the blue. Confirmation from sensors will reveal that nothing is there, but

those who can see the mystic illusions will swear by them. Even making stellar objects appear to ram somebody does no real damage, but is incredibly harrowing while nearing impact (H.F. 19). While minor changes from this spell are in effect, navigation and astronomy skills are at -5%, slight, yet noticeable changes will produce a -20% penalty, major changes can cause a -50% penalty, and erasing the sky will make those skills impossible.

### **Starlight Laser:**

**Range:** Can be to hit an area up to 100 feet away per level of caster

**Damage:** Inflicts 2 MD per level of caster to EVERYTHING in the impact area

**Saving Throw:** None, not even a dodge.

**PPE:** 350

A fabulous spell that can only be cast on clear nights when the stars are shining, and only at nights. When cast, the stars above seem to glimmer and shine, and with a final twinkle a flood of Starlight Laser bolts rain down from the stars pounding an area to rubble. The does damage to everything in a 10 foot radius per level of the caster.

The mage CANNOT vary the damage directly, s/he can only vary the area that is hit. But doing this does actually vary the damage. If the mage doubles the radius of effect, then everything in the radius takes half damage. If the mage halves the radius of effect, everything takes x2 damage, and so on. I.e.: a 10th mage casts the spell, it will do 20 MD to everything in a 100 foot radius, the mage can opt to restrict damage to a 50 foot radius and inflict 40 MD or double the radius to 200 feet and inflict 10 MD to everything inside. The spell is very useful in clearing out a bunch of very weak/SDC creatures or concentrating on 1 strong target.

Concentrating on 1 target does x10 damage (so a 10th mage would do 200 MD).

This spell can ONLY be cast at night and when there are stars out (clouds render the spell useless). Space faring magic users absolutely love this spell!

This spell has a 75% chance of setting combustible materials on fire.

Mirrors will actually reflect the laser bolts, being potentially dangerous to the caster when used against smart foes.

# Level Fourteen

## Alter Magical Stability

**Range:** Circle with a radius of 5ft per level of experience.

**Duration:** 1000 years per level.

**Damage:** None

**Saving Throw:** None

**Destabilization:** Special

**P.P.E.:** 750

This spell is a powerful tool for mages who wish to control the forces of magic in a given area. It can be cast multiple times to add to the level of control in an area, and is usually done to fortify a mage's home or study. With each casting of the spell, the mage may alter the magic in an area in one of the following ways:

- Increase/decrease the rate of magic stabilization by 1D4% down to a minimum of 1% and up to a maximum of 30%.
- Allow the caster to mentally nullify any spells cast in the area of effect with a +10% chance of success beginning with a base chance of 0% and a maximum of 70%.
- Increase/decrease the chance of magic to go 'wild' (have unpredictable effects) by +10% beginning with a base chance of 0% and a maximum of 70%. This will not affect the mage's magic (unless desired).
- Give the caster and up to one person per level a +1 bonus vs. magic when in the area, maximum of +3 vs. magic. This is permanent only for the mage - the effects end in an hour for everyone else.
- Increase/decrease the chance of an undesired rift, mystic portal, or teleportation in the area by 2D6%.

Useful in developing summoning spells, altering magic near a ley line or a nexus, and protecting an area from invasion by magical means.

## Create Focus

**Range:** One object

**Duration:** Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 800

Create Focus enchants a small object - chosen by the caster - to aid the mage with the casting of a particular spell. The object is generally small, for the consideration of portability (a mage could enchant a '57 Chevy, but it isn't exactly easy to carry around). Usually, the item is a ring, medallion, bracer, pin, or similar decoration. During the enchantment process, the caster names the spell the focus will affect (the caster must know the spell himself).

The focus will augment the spell, "focusing" the magical energy into a more powerful shape. In game terms, the spell strength for that spell is increased by one (+1), the spell is cast as if the mage is one level higher than his current level, and the cost of the spell is 90% what it normally is (multiply P.P.E. by .9 and round up). The spell does have its drawbacks. The mage can only have one active focus per spell. He may create several focuses for the spell, but only one focus will work on the spell (in other words, the advantages for a focus aren't cumulative). Second, in order for a focus to work, it must either be held, be present somewhere on the mage's body (in a pocket, etc.), or able to be touched by the caster (GMs: use discretion. Skyscrapers aren't generally good objects to make into a focus). Lastly, the object must cost more than 1,000 credits (this is so that small objects such as shoelace strings and Kleenex aren't used as foci).

## **Curse of the Untimely Demise (Ritual)**

**Range:** 20 feet, line of sight is required.

**Duration:** Instant and permanent.

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

**Saving Throw:** Standard, with a penalty of -5

**P.P.E.:** 420

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

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

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

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

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

## **Dimensional Transport**

**Range:** Inter-dimensional

**Duration:** 1 week per level of experience

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 1,200

Similar to the Transport spell, this invocation has essentially the same effect - except that instead of teleporting objects across space, it teleports them between dimensions. The Dimensional Transport spell suffers from the same problems and restrictions that the Transport spell does, except that it costs 60 P.P.E./ISP to activate for a trip. The only other change is that the duration is longer than the Transport spell.

## **Gateway (Ritual)**

**Range:** Special

**Duration:** Permanent/Special

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 1500 (2500 for dimensional gateway)

Gateway is another spell usually thought lost to the mists of time. The Gateway ritual creates a reusable door through space (and across dimensions). Gateway is a ritual only spell, meaning that it takes a very long time to cast, and is not done casually.

The spell can create two types of doorways. The first is a door across space. Similar to teleportation, except it works flawlessly, those stepping through the doorway are whisked across hundreds or even thousands of miles instantly. The range for the doorway is 250 miles per level of the magic-user. Once the doorway is created, it is permanent. Only the Close Rift ritual is known to be able to dispel a Gateway, and the gateway saves as if at a ley line nexus. Teleportational gateways cost 1500 P.P.E. to create.

The second type of doorway is a dimensional gateway. It is similar to the teleport door described above, except instead of transporting items or people across long distances, the gateway serves as a stable portal between dimensions. Range for this type of gateway is meaningless - dimensions aren't distances from each other. Again, a Close Rift ritual can seal the gateway permanently. Creating this type of gateway requires the expenditure of 2500 P.P.E.

Gateways, as stated above, are reusable. Once created, they are usually permanent (except for the Close Rift spell) and can be reactivated time and time again. The gateway, when open, appears as a shimmering red oval in space, and is somewhat hypnotic if stared at for too long. Gateways stand eight feet high, three feet across, and manifest about a foot off the ground. The teleportational gateway, the 'door across space', as described above, costs 40 P.P.E. to open. Further, the gateway can be opened by anyone - as long as sufficient P.P.E. is presented. Historically, blood sacrifices at the spots of known gateways were used to open the gateway. When a gateway is opened by a non-mage, it remains open for five minutes (20 melees). If a gateway is opened by a magic-user, however, the spellcaster can keep it open for five minutes per level of experience (the type of mage is irrelevant). The magician who created the gateway, however, has an easy method of using the gateway. He, and he alone, can open the doorway by merely concentrating.

Dimensional gateways are more difficult to open. While they can still be opened by anyone, even non-mages, the so-called mundanes find it near impossible to get the 150 P.P.E. necessary to open the dimensional gateway. In all other respects, the dimensional gateway appears and acts like the teleportational gateway.

There is an odd side-effect of the spell, however. Since either type of gateway requires an enormous amount of magical energy to create, most such doorways are found at ley lines and nexuses. The problem is that any release of sufficient P.P.E. can open the gateway. While this generally isn't a problem on a day-to-day basis, astronomical occurrences can produce high enough levels of ambient P.P.E. to open the gateways without human/sentient intervention. In other words, peak times at ley lines often trigger the opening of the gateway. Further, if both a gateway and a rift are open at the same time, in the same immediate vicinity, vaguely-understood dimensional interactions will cause the gateway to disappear and the rift to double in size, and be a doorway between the two locations normally linked by the gateway spell. The rift, in all other respects, acts like a normal dimensional rift.

### **Golem Armor: Ritual**

**Range:** Touch

**Duration:** Exists until destroyed

**P.P.E.:** 1500

Golem Armor is a variation on the standard Create Golem ritual. Normal golems are enchanted automatons which function like magically animated robots. The Golem Armor ritual creates what is in effect a hollow iron golem-like body, which can be worn as armor by the mage or anyone else. The ritual to create the Golem Armor is effectively the same as that of the normal golem, except the sorcerer must be nude and covers himself entirely in clay, which is then magically shaped to reflect his image of the armor and then transformed into a golem.



Knowledge of this spell is currently limited to Manoa, the city of True Atlanteans(TM) in the Land of a Thousand Islands.

- **Size:** Human equivalent.
- **Weight:** 70 pounds.
- **Bonuses:** The armor magically raises the physical strength and speed of the wearer; these values can be raised by other mages. +6 to P.S. (and makes it supernatural), +10 to spd, reduces the rate of fatigue by 70%.
- **Mobility:** Perfect, no penalties.
- **M.D.C. by Location:** The numbers in parenthesis are the highest value that the armor can be raised to by alchemists.

Helmet	40 (80)
Arms	60 each (120 each)
Legs	70 each (140 each)
Main Body	100 (300)

- **Special Weapons or Features:** During the creation process, the mage can elect to add specific mounts for TW and enchanted weapons, magical sensor systems, etc. The armor can be further enchanted by alchemists and techno-wizards(TM) to increase its damage capacity,
- **Market Price:** A basic suit of Golem Armor can cost upwards of one million credits on the South American black market (although the mage who created the armor usually gets only 20 or 30%), and is totally unheard of in North America, for they can only be manufactured in Manoa, and the Manoans frequently alter the armor even further, transforming it into a suit of power armor. Additional features raise the cost of the armor dramatically.

### Restore Limb (Ritual)

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

**Duration:** Instant and permanent.

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

**Saving Throw:** None

**P.P.E.:** 800

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

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

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

This ritual cannot be used to restore a missing head or torso/main body, and it cannot be used to restore life to the dead. It can be used to attempt to restore a damaged brain, but the chance of success is a mere 10% + 2% per level of experience of the mage. Note that Restore Limb *cannot* be used on any creature or being that possesses bio-regeneration. This means that several creatures of magic and supernatural races such as the Sphinx are able to utilize this powerful magic.

### Space Rift (Ritual)

**Range:** 15 ft away per level of experience. The rift will travel anywhere in the same dimension that the caster is in.

**Duration:** 1 minute per level of experience.

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 700

Effect: A powerful ritual that enables the caster to move about great distances within his or her own dimension. Unlike the teleport spells, this spell creates a tunnel to exactly where the gateway will lead, and the caster, or others, can choose if to go through the portal (unless pushed). This spell also does not suffer from the same limitations of the other teleport spells because the Range of this rift is unlimited as long as the location is in the Amwe dimension. Like an ordinary rift, the Space Rift can go wherever the spellcaster has visited before, or to a random location. To a specific place there is a 60% +6% per level of experience chance that the caster will end up exactly where desired. Random rifts will usually lead to a ley line nexus 01-75% of the time, 76-97% on a ley line, and 98-00% anywhere else.

### Spell Steal

**Duration:** Instant

**Damage:** Special

**Saving Throw:** Standard

**P.P.E.:** 600

A very potent incantation, and one jealously guarded by those who know it. Spell Steal allows the mage to permanently steal the knowledge for any spell from any other magician. The victim gets a standard saving throw versus magic to resist the theft. If the mage succeeds in stealing the spell, the knowledge is transferred to the mage. In other words, the attacker now knows the spell, and the victim loses knowledge of how to cast it. There is one problem - Spell Steal works at random. That is, the attacker cannot choose which spell he is going to steal. To determine what spell was stolen, the GM can either pick at random, or (to be "fair") roll dice. In the case that a mage steals a spell he already knows - he or she is out of luck. Try again and hope for another one.

### Transference (Ritual)

Range: touch

Duration: permanent

Saving Throw: base ritual -2

P.P.E.: 500

This spell allows a Mage to transfer a mind into another body. That is the mind of a non-Mage! (or non-willing for that matter). Only a Mage with the Transference spell can transfer them out again, unless this is done to a Mage, then he can conduct the ritual and transfer himself back to his preferred body. Used quite often against novice Mage as a practical joke...

### Water Serpents

**Range:** 200 ft (61m) plus 100 ft (30.5m) per level of experience.

**Duration:** Five minutes per level of experience.

**Saving Throw:** None other than save vs. horror factor.

**P.P.E.:** 350

The only requirement for this spell, is the caster have a large enough body of water to create these creatures. A mage can create up to one plus one water serpent per level of experience. The creatures are made entirely of water and as such, are very difficult to destroy.

### **Water Serpents**

**Attributes of Note:** I.Q. 5, P.S. 30, P.S. 20, P.E. 20, P.B. 4, Spd. 10

**Horror Factor:** 10 **A.R.:** 18

**Hit Points/S.D.C.:** 300; electrical attacks have no effects on the creature though it will certainly have full effects on those trapped within or nearby in the water.

**Attacks per melee:** Four

**Damage:** 5D6 body slam or when frozen solid, attacks usually by drowning victims by engulfing them, crashing down in wave-like fashion and similar attacks.

**Bonuses:** +3 strike, parry and dodge.

**Fearless:** Only magic and magic weapons can harm or effect these creatures, energy, fire and cold, even magic energy, fire and cold inflict no damage. Only intense heat which inflicts 2D4 S.D.C. per melee seems to harm them.

**Special Abilities:** Supernatural P.S. and P.E., impervious to poisons, drugs, disease, cold, horror factor, phobias, fear, illusions and most psionics.

## Level Fifteen

### A Mind to Magic (Ritual)

**Range:** Special - one spell, rune, glyph, circle, etc.

**Duration:** Permanent

**Saving Throw:** Standard (roll for the target magic).

**P.P.E.:** 1000

Page 33 of *Through the Glass Darkly* describes living magic - the *evolution* of a spell's magical energy into a sentient form. This powerful Ritual allows the caster to *cause* this to happen to a spell. The save throw that the spell gets doesn't actually prevent anything from happening - the target spell is always affected.

If it fails the save throw it is totally shaped into sentience by the caster and is bound to him as a servant. It will respond to the caster and grow in sentience similar to a child. If it is treated badly it will learn to hate its creator (or even itself). Treated well, it will probably respond in kind. The caster is also able to terminate the magic by expending the same amount of P.P.E. needed to cast it in the first place (no save throw). Cruel magicians have been rumored to develop methods of *torturing* sentient magics, but the exact mechanics of this are still not known.

If the target magic succeeds in the save throw, it becomes sentient but has free will. It is not under any kind of control or influence from the magician who triggered the evolution to sentience. The character will probably need to reason with the spell if he wants it to do what he intended.

*Note:* The personality of the spell will be based on what it was. Healing spells become manifestations with healing skills and abilities. An Eyes of the Wolf spell would come into existence with the nature of a hunter or tracker. A Transformation spell might become some kind of possessing entity that alters its host. The more powerful the magic, the more powerful the being that is created. Consider sentient magic beings creatures of magic whose attacks can affect supernatural creatures (for obvious reasons).

### Ecomold (Ritual)

**Range:** Ten miles per level.

**Duration:** Permanent

**P.P.E.:** 1500

This incredible spell allows the shaman to manipulate his environment on virtually a global scale. He can alter a ten mile radius per level and change whatever he desires about the flora, fauna, and even local weather conditions (limited). This spell is usually employed in either terra-forming efforts, land reclamation, or in cleaning up environmental disasters. If facing heavy pollution the range of this spell is halved. If toxic or radioactive chemicals are present, the land is a city, or if the land is a garbage dump the range is cut to two and a half miles per level. The strength of the Ritual's effects can be varied with ease. An Animal Shaman could turn a downtown street into a beautiful work of civil engineering or transform it into a barely recognizable shadow of itself.

## Rebirth (Ritual)

**Range:** Touch & Self

**Duration:** Permanent

**Saving Throw:** None for mage, 16 for mother and newborn child and possibly unborn child. 12s if target species supernatural in nature (dragon, sphinx, etc...)

**PPE:** 1000

Rebirth...the ultimate path of immortality for normal magic users. This spell enables a magic user to actually be (potentially) reborn and continue on in a new body, (potentially) with full knowledge of their past life and abilities and powers, including magic abilities. There are two ways this spell can be cast, it can be cast on any female of any species that is pregnant (or even an egg, such as a dragon's egg). If successful, the mage's body will disincorporate into raw life energy and flow into the fetus of the unborn child and becomes its new soul. To be successful though, the mother and the unborn child must fail their magic saves. If either makes the save, the mage is dead, gone for ever as the fetus absorbs the life energy of the mage. If initially successful, then the child gets another save after being born. If the child fails, then the mage's full original conscious and memory is intact. Meaning of course the child will have ALL the mage's original skills at the original levels, and the mage will continue to grow in level as normal. Unfortunately the child body will still age as normal for the species. With this new body will also come new physical attributes and abilities native to the new form, including possibly a new gender. All old attributes and non magical abilities are lost. As such, many dragon abilities (if a dragon cast the spell) would stay but under restrictions as per the new body (cannot metamorph into something larger than itself, so a dragon would probably not be Reborn into a Faerie body for example). It would of course be up to the casting mage to hide his or her abilities from the 'parents'. If the target is just an egg, then only the unborn gets a chance to save (only 2 chances for the mage to fail).

The second way a spell can be cast would be for the (exclusively male) mage to actually impregnate a female of the same or a compatible species, and then continue with the Rebirth ritual. Doing so means only the mother must make a save against magic (requires a 16). If she fails the save, then the mage has a new body with his full original conscious. Obviously the second way would be chosen by mages that don't want to risk not being Reborn, and the first way would be the choice of mages that want an entirely new body from an entirely new species instead of being limited to their current species.

In all cases the unborn child gets the benefit of sharing the bonus to save vs. magic that the mother has. In the case of eggs, take the average of parents. The newborn gets no special bonuses.

**Special Weakness:** If a mage is successful in being reborn, that mage is still VERY vulnerable while as a fetus (still takes the normal amount of time to be born) and a newborn. If an enemy were to find out the mage's new identity, his/her death would be certain.

**Special Note:** If the mother and unborn both fail, but the newborn succeeds and the mage is lost, then that newborn will grow as a new entity but actually have possibly snippets of a past life (that of the mage's) and may actually inherit some powers of the mage. But this is totally random, and is rare (que the GM).

## Summon Blue Flame Elemental (Ritual)

**Range:** One person (usually the Ritual leader or a chosen warrior, but that person *must* have been scarred by the Blue Flame in order to become the elemental).

**Duration:** The summoning itself takes about 1D4 minutes, but the elemental remains in the Ritual leader's area for 1D4 hours per level of experience of the Ritual leader.

**Saving Throw:** Standard

**P.P.E.:** 1500

This rare creature must be summoned from a nexus point through a one hour Ritual of soft chanting and whispering - but it really isn't an elemental, because the Blue Flame force just splits off a piece of it's essence and projects it through a rift to the caster's location. When it gets there, the Ritual leader's soul is transported into the flame and he animates it and controls the immense power! It is kind of like the Transformation spell, but isn't enslaving as it relies on a volunteer.

During this time, the Ritual leader's body (or a chosen warrior) falls into a comatose state. It is by no means unprotected. No amount of damage can seem to harm the body - even touching it will result in a painful and disfiguring burn (3D6 SDC or 1D6 MDC damage). It also serves to protect the corpse with a +8 to save vs. possession and +6 vs. psionic attack. A Dispel Magic Barrier spell has a slim chance (7%) of shutting down the protection aura for 1D4 melees. If the body is killed, the soul is *trapped* in the Blue Flame elemental form. If the body can be resurrected, there *might* be a way to get the soul back where it belongs (that's an adventure idea, if the recipient even wants his body back). The soul in the Blue Flame can return at any time before the final duration elapses, but he has no contact with its body - and no way of knowing when it is attacked.

These are the creature's stats:

Has 250 SDC (or MDC) and recovers it at the rate of 4D6 per minute, any fire or heat based attack *heals* an amount of damage equivalent to what it should normally cause, resistant (half damage) to all attack forms except dark/ negative energy attacks, cold based attacks, explosions, and phase beam attacks.

The inhabitant can cast all Blue Flame spells (except the Ritual to summon another elemental) at level 20th strength, spell strength of 18, but must draw on the P.P.E. of the nexus point or a ley line. It has no magic energy of its own, but evil souls will sometimes kill living creatures to release the energy and use it! More humane ones use energy from some sort of storage device if possible.

The elemental does 1D4x10 damage per strike (or 2D6 on a restrained strike), does 1D4 damage per fingertip touch, 2D6 damage to those who grab him, 1D4x10 to anyone touching him for an entire melee round, and 3D4x10 to those who it grabs and incinerates (takes all of his melee actions though). It can also launch jets of flame that do damage equivalent to a 15th level Flamebolts spell, use Healing Flame at first level strength, and use Blue Fireball at 5th level strength at one- third the normal P.P.E.!

Since the soul of another living creature inhabits the body, the Blue Flame elemental has these bonuses and abilities in addition to those of it's "pilot," but remember that only bonuses from *experience* can apply in this case (no attribute or biological power bonuses): +1 to strike, +2 to parry and dodge, +4 to roll with punch/ fall/ impact, +4 on initiative, nightvision for 2000ft, cannot be blinded in any way, and is +3 to save vs. psionics and mind-altering magic. No spell that affects the physical body is useful against the Blue Flame elemental, because it isn't really alive but is just magically animated flame. Pain, dismemberment, and repeated blows don't hamper the beast in any apparent way!

## **Vacuum Rift (Ritual)**

**Range:** 150 ft away per level of experience. Double at Ley Lines and triple at Ley Line Nexuses.

**Radius:** 50 ft +10 ft per level of experience. Double at Ley Lines and Triple at Ley Line Nexuses.

**Duration:** 1 melee per level of the caster. Double at Ley Lines and triple at Ley Line Nexuses.

**Saving Throw:** None

**P.P.E.:** 2000, 1500 at Ley Lines, and 1000 at Ley Line Nexuses.

Effect: An astounding spell that opens up a rift that will not only provide a dimensional gateway, but will also draw everything within the vacuum radius to the dimensional rift (Note that the other end of the rift is NOT a vacuum to the rift so characters will not bounce or be suspended between dimensions). It is a truly useful spell for moving heavy items between dimensions, or disposing of undesirables. The only limitation is that the object in question must be able to fit through the rift and the vacuum field must completely surround whatever is to be rifted. The caster may choose a location that he or she has visited before OR may create a random rift. It must be warned that the caster should not cast this spell too close to himself or may find that the rift swallows him up just as easily as anything else. There is no way to travel back through this rift and thus there is no way to return back to the original dimension without opening another rift or dimensional teleport. This ritual can be particularly harmful if the other end of the rift is in deep space or on the ocean floor. It should be noted that this spell will work equally well underwater or in space with NO changes. There is also a rumor that the Federation of Magic has developed a spell version of this incredibly powerful ritual. Whether or not that is true remains to be seen.

# Spells of Legend

## Advanced Rebirth Ritual

**Range:** Touch and self

**Duration:** Permanent

**Saving Throw:** Same as Rebirth

**PPE:** 3000

There has long been rumors of a spell similar to Rebirth, but with a touch of Temporal Magic thrown in...

This spell is exactly the same as Rebirth, except for the growth of the child after being born. Gestation still takes the same amount of time for the species, but after being born the new body will age at 10 times the normal rate until the new body reaches full sexual and physical maturity.

This will happen to the body even if the mage's magic fails and the mage's essence is lost.

What this means is if a mage is reborn into a human body s/he will go from a newborn to a fully matured human in about 2 years. The only exception to this aging rule is with supernatural species, they only age at twice the normal rate (so it'll still take 250 years for a dragon hatchling body to mature to an adult).

## Create Life Form (Ritual)

**Range:** Touch

**Duration:** Permanent, or until destroyed.

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

**Saving Throw:** None

**P.P.E.:** 1000+

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

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

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

**Requirements:** Skeleton and appendages to be added and animated.

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

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

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

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

**Damage Capacity:**

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

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

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

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

**Abilities:**

- *Nightvision:* 10ft per 10 P.P.E.



- *Invisibility: Simple:* 20 P.P.E. (same as spell)
- *Invisibility: Superior:* 50 P.P.E. (same as spell)
- *See the Invisible:* 10 P.P.E.
- *Resistance:* (1/2 Dam/Effect):
  - Fire, Cold, Poison or Electricity: 10 P.P.E. each
  - Energy: 100 P.P.E.
- *Impervious:* (No dam):
  - Fire, Cold, Poison or Electricity: 100 P.P.E. each
  - Energy: 500 P.P.E.
- *Eyes of Thoth:* 100 P.P.E.
- *Tongues:* 150 P.P.E.
- *Bio-Regeneration:* 1D4 per 10 P.P.E.
  - Per hour: 10 P.P.E.
  - Per Minute: 50 P.P.E.
  - Per Melee Round: 200 P.P.E.
- *Teleport:* 20 P.P.E.; 10% + 1% per 10 P.P.E.
- *Dimensional Teleport:* 50 P.P.E.; 10% + 1% per 30 P.P.E.
- *Metamorph:*
  - 200 P.P.E. (Smallest Size: rabbit; Largest Size: Original Body)
  - Mist: 200 P.P.E. (or +100 P.P.E. if with other type of metamorph)
  - Duration: 1 hour per level + 1 per level per 50 P.P.E.
- *Shadow Meld:* 50 P.P.E.
- *Armor of Ithan:* 10 P.P.E.
- *MDC:*
  - 10 per Level + 10 (not per level) per 10 P.P.E.
  - +10 per level per 50 P.P.E.
  - Number Times per Day: 1 + 1 per 25 P.P.E.

**Bonuses:**

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

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

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

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

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

**Weight:** Varies

**Damage:** As per strength tables

*Breathe Weapon:*

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

**Magic:**

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

**Psionics:**

- As per O.C.C. or 50 P.P.E. to Initiate:

- +P.P.E. = ISP of power
- ISP: ME + 1D4 per 10 P.P.E.
- x 10 P.P.E. to select a power from Super category

**Age:**

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

**Dimensional Shift**

**Range:** Inter-dimensional

**Duration:** Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 10,000

Dimensional Shift is another spell that is thought to be merely fictional. This spell, simply put, rips a section of one dimension away and places it in another dimension. The amount of P.P.E. expended is a base 10,000, with a variable amount of P.P.E. based on the size of the section to be transplanted. In order to cast the Dimensional Shift, the magician must outline in powdered gold the area to be transplanted, and must have visited the target dimension (provided he or she is not creating a pocket dimension). He or she must also be on the origin dimension at the time of casting, no more than a mile distant from the area to be shifted.

Once the area has been shifted between dimensions, the two areas are completely separate. The origin dimension has a gaping hole in it, the size of the area removed. The target dimension's material has been displaced completely - where it has gone to is unknown (perhaps it is shifted to its own pocket dimension?). The shifted section must now provide it's own atmosphere, water and food sources, and access to it (if access is desired).

The P.P.E. costs are as follows:

Base P.P.E. (must be fulfilled)	10,000 P.P.E.
Sphere (10 feet in radius)	+ 500 P.P.E.
Sphere (20 feet in radius)	+ 1,200 P.P.E.
Sphere (30 feet in radius)	+ 3,000 P.P.E.
Sphere (40 feet in radius)	+ 7,500 P.P.E.
Sphere (50 feet in radius)	+ 12,000 P.P.E.
Sphere (60 feet in radius)	+ 18,000 P.P.E.
Sphere (70 feet in radius)	+ 30,000 P.P.E.
Sphere (80 feet in radius)	+ 50,000 P.P.E.
Sphere (90 feet in radius)	+ 75,000 P.P.E.
Sphere (100 feet in radius)	+ 120,000 P.P.E.
Each additional 10 feet in radius	+ 20,000 P.P.E.
Creating a new pocket dimension	+ 100,000 P.P.E.

**Example:** *Marius the Line Walker, in a stroke of incredible luck, gains access to the dimensional shift spell. He decides to cast the spell and shift his three story stone tower to his own pocket dimension. His tower measures approximately 60 feet high, so to be on the safe side, Marius decides he is going to shift an area around the castle equal to 80 feet in radius. To do this, Marius must gather the base 10,000 P.P.E., plus an extra 50,000 P.P.E. (bringing the current total to 60,000 P.P.E.). But, because he wants his own pocket dimension (he hates neighbors), he must add an extra 100,000 P.P.E. to the total cost. The final amount of magical energy Marius must collect in order to shift his tower to his own pocket dimension is 160,000 P.P.E.. With that amount of magical energy necessary for the spell, Marius has his work cut out for him. Had Marius wanted to shift an area 120 feet in radius, the spell would have required 270,000 P.P.E. (10,000 base, plus 120,000 for 100 feet in radius, plus another 40,000 for the extra 20 feet in radius beyond the 100, plus an extra 100,000 for wanting his own pocket dimension)!*

## Flame of Fury

**Range:** 500 feet

**Duration:** Two attacks

**Damage:** 3D4 x 1000 MD

**Saving Throw:** Dodge

**PPE:** 600, plus the caster must permanently lose 20 PPE

One of the most devastating incantations ever devised by a living being, this spell puts fear into any supernatural creature. A beam of molten flame erupts from the caster's hands and instantly targets whatever chosen by the caster. The target may attempt to dodge, but must roll 18, 19 or 20, or take full damage. Even a miss causes 1D4 x 100 MD. Note: This spell is highly powerful and may unbalance your game. I recommend making this a one-time use scroll, or add more penalties if you feel 20 PPE permanently lost is not enough.

## Immortality

**Range:** Self

**Duration:** Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** 15,000

Many believe that the Immortality spell is a legend. Only a handful of magicians know the spell exist, but even those magic-users do not have the spell. It is believed that Thoth knows the spell, and that perhaps a few dragons, but the spell appears to have been lost among mortals.

In any case, Immortality is a ritual spell. The spell requires 96 hours of intense meditation and preparation. The invocation must also be cast on a super ley line nexus - which is often made difficult since a lone wizard is often bait for the supernatural creatures which hang about such nexuses.

Once the spell is cast, the magician must make a series of saving throws. First, the magician must roll percentile dice (d100) against a number equal to ten plus any coma/death bonuses (10 + coma/death% bonus). If that roll fails, the wizard is irrevocably dead. No being or spell, whatsoever, can resurrect the dead character. Assuming the mage makes that roll, he must make three more rolls, this time on a d20, against his P.E., M.E., and M.A. (minus 10). If he fails a roll, he must subtract 1d6 points of the relevant attribute from his stat, permanently. Lastly, the now-immortal character must roll twice on the random insanity table in the Rifts RPG. Example: *Marius the Line Walker has discovered the Immortality spell of legend, and decides to undergo the ritual. He finds a secure ley line nexus (in a hidden dimension, barely inhabited) and conducts the ritual. Marius's PE, ME, and MA scores are 21, 17, and 15 respectively. He finishes the spell without a hitch, and casts it. The first roll Marius makes is a save vs. coma/death. He takes his bonus (given by P.E.) of +12% and adds it to ten, giving him 22% as the number to beat. Marius manages to roll a 19 on percentile, thus narrowly escaping permanent death. He then rolls a d20 three times, against scores of 11, 7, and 5 respectively (PE, ME, MA). He rolls a 9, 4, and 18 (lucky guy). Because he rolled under his adjusted PE and ME scores, he doesn't lose any attribute points. But he needs to roll a d6 to find out how many points of MA Marius has lost. He rolls a 6 - talk about mixed luck. His MA score drops from 15 to 9, permanently.*

## Lunar Eclipse

**Duration:** About 30 min

**P.P.E.:** 900

**Saving Throw:** None

Description: This spell of legend causes an actual lunar eclipse, having all the properties to any magic users as

any lunar eclipse!! This spell has the further limitation of not being able to be cast more than once every 30 days.

## **Maelstrom**

**Range:** One Mile (1.61 km)

**Duration:** 1D4 hours

**Save:** None

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

**Time to Cast:** 5 minutes

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

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

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

### **Effects:**

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

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

### **Multiplicity:**

**Range:** Self only.

**Saving Throw:** None.

**PPE:** Varies; add up caster's HP, SDC and MDCx2 (from armoring of any type, including Armor of Ithan, etc), and that is the PPE required to make 1 clone. If caster is naturally a MDC

being, then take natural MDC and double it then add armor MDC, and that is PPE required.

This spell allows a magic user to temporarily clone him/herself for a combat situation! When cast, apparent ethereal then real clones of the caster step out of the caster. Each is essentially an individual entity, requiring little concentration from the mage. The clones have exactly the same stats as the mage and inflict exactly the same damage, even have the same weapon(s). The only problem is, the clones cannot use long Range weapons even if they have a copy of one, attacks are limited to melee weapons (HTH, sword, etc). Weapon damage is exactly the same as the original weapon (even if it was a rune weapon for example), but can never have any kind of long Range attack unless that LR attack is natural (breathe weapon, energy bolt, etc). The spell cannot be used to clone others for combat.

For every clone starting with the first, all clones and the caster lose 1 attack.

Maximum number of clones is limited only by the PPE available to magic user.

Caster still has (effectively) full control over the clones, but it's more of instinctive control than a conscious willful control.

Clones are exactly like caster, including armor if the mage is wearing any. If clone is SDC/HP being, then it only has HP, no SDC but the HP is equal caster's SDC+HP.

Example: Bob the mage casts this spell. She has 15 SDC, 30 HP and 80 MDC armor,  $15+30+160 = 205$  PPE to make 1 clone (1 attack), 410 to make 2 (2 attack), 715 to make 3 clones (3 attack), etc.

Example: Bob the dragon casts this spell. He has 4000MDC, it'll cozy Bob 8000 PPE to make just 1 clone of himself!

## **Nexus Manipulation**

**Range:** A circle with a half mile radius per level.

**Duration:** Five minutes per level.

**Damage:** Special

**Saving Throw:** Varies

**Destabilization:** Special

**P.P.E.:** 5000

This is one of the most awesome spells known to exist, and its secrets are rare and thought to be lost to legend. The caster of this spell may extend his mental control over a nexus point and the component ley lines within the range of effect. It will not work on a nexus already under control or with a pyramid built on it.

Upon casting this the mage can cast any spells he knows with a limit of 200 P.P.E. per level, and the P.P.E. base is restored every minute (the energy is drawn directly from the nexus point). The following effects are possible:

### **Use one melee action**

- Alter the rate of stabilization by +/- 4%
- Alter the chance of destabilization by +/- 10%
- Throw a magic bolt with +5 to strike doing 1D6x10 damage (SDC or MDC, and it even affects vampires and similarly invulnerable creatures at full damage).
- Negate one spell.
- Cast any spell known levels 1-3 at no cost, 10th level strength.

### **Used once per 5 minutes**

- Cast any spell known at 10 times the normal range and duration.
- Close a rift, or open one to any dimension known to him (or a random rift).
- Negate or create a ley line storm any size (within the range).
- Rift in a creature from another dimension (not necessarily control it).
- Banish a creature to another dimension (gets save vs. magic).
- Cause spatial distortion that does 1D6x10 MDC per level to inanimate structures, range of 1 mile.

## Permanency

**Range:** Self or other by touch

**Duration:** Instant/Permanent

**Damage:** None

**Saving Throw:** None

**P.P.E.:** One thousand and five hundred (1,500), plus a permanent P.P.E. loss (see below)

It is said that less than a dozen mortal practitioners of magic know the spell - but that is merely rumor. In any case, Permanency takes the form of a ritual magic spell that requires an arduous 36 hours to perform (non-stop). The magician draws a circle and then inscribes a variety of mystical symbols, designed to focus both the magic and the mind to accomplish the desired effect. Not only does the spell require an inordinate amount of time, but the materials necessary often cost in excess of several million credits (materials include several types of powdered jewels, liquid gold, ten scales from a dragon, and a rare type of incense that is not native to Earth). When the spell is finished, whatever the magical effect to be permanencied is then cast/produced. There are some limitations to this effect, however. Damaging spells or any other spell with a duration of instant cannot be permanencied, and no spell with ill effect (such as Minor Curse, etc.) can be made permanent.

There are a number of more definite hindrances to the spell. Not only does Permanency cost 1,500 P.P.E. to perform, but the casting wizard will permanently lose a number of P.P.E. points equal to the level of the spell being permanencied. Further, the mage must make a successful roll (on a d20) against his P.E. - 10, or lost two points of PE forever (so a wizard with a P.E. of 17 must roll a 7 or lower to avoid the PE loss). As yet another problem with the spell, Permanency is highly sought after, and should it become known that a mage has the spell, he is pursued by many who want to buy, learn, or steal the knowledge.

## Phenomenal Cosmic Power

**Range:** Self

**Duration:** 10 minutes per level of experience

**Saving Throw:** None

**PPE:** 2200

This spell bestows the character with powers beyond that of many supernatural beings. All attributes become supernatural, if they aren't already, and are + 10 if applicable (because some have a maximum of 30). The character is also + 4 to strike, parry, and dodge on all attacks, can cast all standard spells available to them normally at one-half PPE, and has all spells up to his level of experience (these are cast normally). Base MDC is 3000 (+ 1500 if the character is already an MDC creature), plus 100 per level of experience.

## Ra's Novawall:

**Size:** Creates a rolling wall of starfire 10 feet thick, 10 feet high and 50 feet wide per level of experience (i.e.: a 10th level mage will produce a flame wall 100feet thick, 100 feet high and 500 feet wide)

**Damage:** 1D4x10 per level of experience to everything hit by the blast

**Saving Throw:** None. Can dodge if they can move fast enough.

**PPE:** 5000

Ra created this amazing spell for the sole purpose of mowing down entire armies of dark troops. The spell is rumored to actually open a temporary rift on the surface of the start causing blistering hot gases to pour through and make a massive moving wall of starfire. When cast, a huge wall of flame forms before the caster and starts moving rapidly from the caster destroying all in its path.

Creatures immune to normal fire take half damage. Creatures immune to magic fire take 1/4th damage.

Other:

Any creature hit by the blast is automatically knocked down, if they even survive.

Buildings take even more damage depending on size:

Houses, etc: x2 damage

To 5 stories: x3 damage

To 10 stories: x4 damage

To 20 stories: x5 damage

### **Total Rebirth** (Ritual)

**Range:** Touch & Self

**Duration:** Permanent

**Saving Throw:** None, at all, ever.

**PPE:** 1500

Supposedly this spell is exactly the same Rebirth, except there are no saves, the mage automatically succeeds and continues on as normal.