

Hey, we thought gamers could use this alphabetical index to quickly find and use the gazillion Invocations (Wizard/Ley Line Walker spells) presented in the **Rifts® Book of Magic™**, so here you are.

## **Alphabetical Index of Wizard Invocations for the Rifts® Book of Magic™**

### **-A-**

Agony (20) – pg. 114  
Amulet (290+) – pg. 143  
Animate/Control Dead (20) – pg. 114  
Annihilate (600) – pg. 150  
Anti-Magic Cloud (140) – pg. 138  
Apparition (20) – pg. 110  
Armorbane (100) – pg. 132  
Armor Bizarre (15) – pg. 104  
Armor of Ithan (10) – pg. 96  
Astral Hole (120) – pg. 138  
Astral Projection (10) – pg. 99  
Aura of Death (12) – pg. 104  
Aura of Doom (40) – pg. 126  
Aura of Power (4) – pg. 93

### **-B-**

Ballistic Fire (25) – pg. 115  
Banishment (65) – pg. 132  
Barrage (15) – pg. 110  
Beat Insurmountable Odds (70) – pg. 126  
Befuddle (6) – pg. 93  
Blind (6) – pg. 99  
Blinding Flash (1) – pg. 91  
Bottomless Pit (100) – pg. 139  
Breathe Without Air (5) – pg. 96

### **-C-**

Calling (8) – pg. 104  
Call Lightning (15) – pg. 111  
Calm Storms (200) – pg. 143

Carpet of Adhesion (10) – pg. 99  
Chameleon (6) – pg. 93  
Charismatic Aura (10) – pg. 99  
Charm (12) – pg. 104  
Chromatic Protection (10) – pg. 100  
Circle of Flame (10) – pg. 104  
Circle of Travel (600) – pg. 152  
Cleanse (6) – pg. 93  
Climb (3) – pg. 93  
Cloak of Darkness (6) – pg. 93  
Close Rift (200+) – pg. 150  
Cloud of Smoke (2) – pg. 91  
Collapse (70-400) – pg. 147  
Commune with Spirits (25) – pg. 119  
Compulsion (20) – pg. 111  
Concealment (6) – pg. 93  
Constrain Being (20) – pg. 115  
Control/Enslave Entity (80) – pg. 132  
Create Golem (700 or 1000) – pg. 147  
Create Magic Scroll (100) – pg. 140  
Create Mummy (160) – pg. 139  
Create Steel (68) – pg. 127  
Create Water (15) – pg. 111  
Create Wood (10-20) – pg. 96  
Create Zombie (250) – pg. 144  
Crushing Fist (12) – pg. 111  
Cure Illness (15) – pg. 111  
Cure Minor Disorders (10) – pg. 100  
Curse: Phobia (40) – pg. 127  
Curse of the World Bizarre (100) – pg. 140

**-D-**

Death Curse (Special) – pg. 104  
Death Trance (1) – pg. 91  
Deathword (70) – pg. 132  
Deflect (10) – pg. 100  
D-Step (50) – pg. 127  
Desiccate the Supernatural (50) – pg. 127  
Detect Concealment (6) – pg. 94  
Disharmonize (150) – pg. 140  
Dimensional Portal (1000) – pg. 152  
Dimensional Teleport (800) – pg. 152  
Dispel Magic Barriers (20) – pg. 115  
Distant Voice (10) – pg. 105

Domination (10) – pg. 105  
Dragon Fire (40) – pg. 128

**-E-**

Electric Arc (8) – pg. 100  
Enchant Weapon (400 to 1000+) – pg. 152  
Enemy Mind (100) – pg. 133  
Energize Spell (12+) – pg. 111  
Energy Bolt (5) – pg. 96  
Energy Disruption (12) – pg. 106  
Energy Field (10) – pg. 101  
Energy Sphere (120) – pg. 140  
Ensorcel (400) – pg. 144  
Escape (8) – pg. 106  
Exorcism (30) – pg. 119  
Expel Demons (35) – pg. 120  
Extinguish Fire (4) – pg. 94  
Eyes of Thoth (8) – pg. 106  
Eyes of the Wolf (25) – pg. 120

**-F-**

Familiar Link (55) – pg. 128  
Fear (5) – pg. 94  
Featherlight (10) – pg. 106  
Fingers of Wind (5) – pg. 96  
Fireblast (8) – pg. 101  
Firequake (160) – pg. 141  
Fire Ball (10) – pg. 111  
Fire Blossom (20) – pg. 111  
Fire Bolt (7) – pg. 101  
Fire Globe (40) – pg. 120  
Fire Gout (20) – pg. 115  
Fist of Fury (10 or 50) – pg. 101  
Float in Air (5) – pg. 96  
Fly (15) – pg. 106  
Fly as the Eagle (25) – pg. 115  
Fool's Gold (10) – pg. 101  
Forcebonds (25) – pg. 120  
Fortify Against Disease (15) – pg. 112  
Fuel Flame (5) – pg. 96  
Frequency Jamming (15) – pg. 112

Frostblade (15) – pg. 112

**-G-**

Giant (80) – pg. 133

Globe of Daylight (2) – pg. 91

Globe of Silence (20) – pg. 115

Greater Healing (30) – pg. 121

**-H-**

Hallucination (30) – pg. 121

Havoc (70) – pg. 133

Heavy Air (200) – pg. 144

Heavy Breathing (5) – pg. 94

Heal Self (20) – pg. 116

Heal Wounds (10) – pg. 106

Horrific Illusion (10) – pg. 106

Horror (10) – pg. 106

House of Glass (12) – pg. 107

**-I-**

Ice (15) – pg. 112

Id Alter Ego (130) – pg. 141

Id Barrier (600) – pg. 151

Ignite Fire (6) – pg. 97

Illusion Booster (15) – pg. 112

Illusion Manipulation (25-60) – pg. 128

Illusory Forest (45-90) – pg. 133

Illusory Terrain (55-120) – pg. 141

Illusory Wall (15 or 30) – pg. 112

Impenetrable Wall of Force (600) – pg. 151

Impervious to Energy (20) – pg. 113

Impervious to Fire (5) – pg. 97

Impervious to Poison (5) – pg. 97

Implosion Neutralizer (12) – pg. 107

Instill Knowledge (15) – pg. 108

Invincible Armor (30) – pg. 121

Invisibility: Simple (6) – pg. 97

Invisibility: Superior (20) – pg. 116

Invulnerability (25) – pg. 116

Influence the Beast (12) – pg. 107  
Ironwood (50+) – pg. 145

**-L-**

Lantern Light (1) – pg. 92  
Levitation (5) – pg. 94  
Ley Line Fade (20) – pg. 116  
Ley Line Ghost (80) – pg. 134  
Ley Line Phantom (40) – pg. 129  
Ley Line Restoration (800) – pg. 153  
Ley Line Shutdown (3000) – pg. 153  
Ley Line Storm Defense (180) – pg. 141  
Ley Line Tendril Bolts (26) – pg. 121  
Ley Line Time Capsule (15) – pg. 121  
Ley Line Time Flux (80) – pg. 129  
Ley Line Transmission (30) – pg. 101  
Lifeblast (15) – pg. 108  
Lifeward (40) – pg. 121  
Life Drain (25) – pg. 117  
Life Source (2 +Special) – pg. 97  
Light Healing (6) – pg. 97  
Light Target (6) – pg. 97  
Lightblade (20) – pg. 117  
Lightning Arc (30) – pg. 122  
Locate (30) – pg. 122  
Luck Curse (40) – pg. 122

**-M-**

Magic Net (7) – pg. 101  
Magic Pigeon (20) – pg. 113  
Magical-Adrenal Rush (45) – pg. 122  
Magic Shield (6) – pg. 97  
Magic Warrior (60) – pg. 135  
Manipulate Objects (2+) – pg. 94  
Mask of Deceit (15) – pg. 113  
Memory Bank (12) – pg. 113  
Mend the Broken (10+) – pg. 108  
Mental Blast (15) – pg. 109  
Mental Shock (30) – pg. 117  
Metamorphosis: Animal (25) – pg. 117  
Metamorphosis: Human (40) – pg. 122

Metamorphosis: Insect (60) – pg. 129  
Metamorphosis: Mist (250) – pg. 145  
Metamorphosis: Superior (100) – pg. 135  
Meteor (75) – pg. 135  
Mindshatter (130) – pg. 142  
Minor Curse (35) – pg. 122  
Multiple Image (7) – pg. 102  
Mute (50) – pg. 130  
Mystic Alarm (5) – pg. 95  
Mystic Fulcrum (5) – pg. 98  
Mystic Portal (60) – pg. 135

**-N-**

Negate Magic (30) – pg. 123  
Negate Mechanics (20) – pg. 118  
Negate Poison/Toxin (5) – pg. 98  
Null Sphere (220) – pg. 145

**-O-**

Oracle (30) – pg. 123  
Orb of Cold (6) – pg. 98

**-P-**

Paralysis: Lesser (5) – pg. 98  
Phantom Mount (45) – pg. 130  
Plane Skip (65) – pg. 135  
Power Bolt (20) – pg. 113  
Power Weapon (35) – pg. 123  
Protection Circle: Simple (45) – pg. 130  
Protection Circle: Superior (300) – pg. 148  
Purge Other (100) – pg. 136  
Purge Self (70) – pg. 130  
Purification (Food/Water) (20) – pg. 118

**-R-**

Reality Flux (75) – pg. 136  
Realm of Chaos (70) – pg. 130

Reduce Self (20) – pg. 113  
Reflection (7) – pg. 102  
Remove Curse (140) – pg. 142  
Re-Open Gateway (180) – pg. 142  
Repel Animals (7) – pg. 102  
Resist Fire (6) – pg. 98  
Restoration (750) – pg. 151  
Restore Life (275) – pg. 148  
Restore Limb (80) – pg. 136  
Resurrection (650) – pg. 151  
Ricochet Strike (12) – pg. 102  
Rift to Limbo (160) – pg. 142  
Rift Teleportation (200) – pg. 142  
Rift Triangular Defense System (840) – pg. 151

**-S-**

Sanctum (390) – pg. 149  
Seal (7) – pg. 102  
Second Sight (20) – pg. 118  
See Aura (6) – pg. 92  
See in Magic Darkness (125) – pg. 143  
See the Invisible (4) – pg. 92  
See Wards (20) – pg. 118  
Sense Evil (2) – pg. 92  
Sense Magic (4) – pg. 92  
Shadow Meld (10) – pg. 103  
Shadow Wall (400) – pg. 149  
Shatter (5) – pg. 95  
Sheltering Force (20) – pg. 114  
Shockwave (45) – pg. 123  
Sickness (50) – pg. 124  
Sleep (10) – pg. 109  
Sonic Blast (25) – pg. 119  
Sorcerous Fury (70) – pg. 124  
Soultwist (170) – pg. 145  
Speed of the Snail (50) – pg. 131  
Speed Weapon (100) – pg. 136  
Spinning Blades (20) – pg. 119  
Spoil (Water/Food) (30) pg. 124  
Stone to Flesh (30) – pg. 125  
Sub-Particle Acceleration (20) – pg. 119  
Summon & Control Animals (125) – pg. 143  
Summon & Control Canines (50) – pg. 131  
Summon & Control Entity (250) – pg. 146

Summon & Control Rain (200) – pg. 146  
Summon & Control Rodents (70) – pg. 136  
Summon & Control Sea Serpents (350) – pg. 151  
Summon & Control Storm (300) – pg. 149  
Summon Ally (600) – pg. 153  
Summon Fog (140) – pg. 143  
Summon Greater Familiar (80) – pg. 136  
Summon Lesser Being (425) – pg. 149  
Summon Ley Line Storm (500) – pg. 146  
Summon Shadow Beast (140) – pg. 137  
Super-Healing (70) – pg. 137  
Superhuman Endurance (12) – pg. 109  
Superhuman Strength (10) – pg. 109  
Superhuman Speed (10) – pg. 109  
Sustain (12) – pg. 109  
Swallowing Rift (300) – pg. 146  
Swap Places (300) – pg. 149  
Swim as a Fish (6) – pg. 103  
Swim as a Fish: Superior (12) – pg. 109  
Swords to Snakes (50) – pg. 131

**-T-**

Talisman (500) – pg. 150  
Tame Beast (60) – pg. 131  
Targeted Deflection (15) – pg. 114  
Teleport: Lesser (15) – pg. 114  
Teleport: Superior (600) – pg. 153  
Time Hole (210) – pg. 146  
Time Slip (20) – pg. 114  
Telekinesis (8) – pg. 98  
Thunderclap (4) – pg. 93  
Throwing Stones (5) – pg. 95  
Tongues (12) – pg. 114  
Trance (10) – pg. 103  
Transferral (50) – pg. 131  
Transformation (2000) – pg. 153  
Turn Dead (6) – pg. 95

**-V-**

Void (700) – pg. 154



## **-W-**

Wall of Defense (55) – pg. 132  
Wall of Not (70) – pg. 137  
Wall of Wind (40) – pg. 125  
Wall of the Weird (180) – pg. 147  
Wards (90) – pg. 138  
Warped Space (90) – pg. 138  
Watchguard (10) – pg. 103  
Water to Wine (40) – pg. 132  
Wave of Frost (6) – pg. 98  
Weight of Duty (10) – pg. 103  
Wind Rush (20) – pg. 119  
Winged Flight (35) – pg. 125  
Wisps of Confusion (40) – pg. 126  
Words of Truth (15) – pg. 114  
World Bizarre (40) – pg. 126

## **Spells of Legend**

Barrier of Thoth (3,000) – pg. 154  
Blight of Ages (600) – pg. 154  
Blood and Thunder (770) – pg. 155  
Crimson Wall of Lictalon (6,000) – pg. 155  
Doppleganger (Superior) (1,000) – pg. 156  
Hivemind (350) – pg. 156  
Ley Line Resurrection (2000) – pg. 156  
Metropolis (1,600 or Special) – pg. 157  
Mystic Quake (420) – pg. 157  
Sanctuary (3,500) – pg. 157  
The Slowness (1,300) – pg. 158  
Steel Rain (360) – pg. 158  
Vicious Circle (350) – pg. 158  
Warrior Horde (1,100) – pg. 159

## **Mini-Magic Index for the Book of Magic**

**African Witch** starts on page 32.  
**Cloud Magic** starts on page 44.  
**Conjuring Magic** starts on page 52.  
**Dolphin Magic** starts on page 54.  
**Elemental/Warlock Magic** starts on page 56.

Air Spells start on page 57.

Earth Spells start on page 67.

Fire Spells start on page 74.

Water Spells start on page 82.

**Herb Magic** starts on page 279.

**Indian/Native American Magic (Shamanistic)** starts on page 209.

**Inuit Magic (Shamanistic)** starts on page 217.

**Magic Items** start on page 255.

**Millennium Tree Magic** starts on page 288.

**Nature Magic (Russian)** starts on page 168.

**Necromancy Spells** start on page 184.

**Ocean Magic** starts on page 200.

**Russian Bone Magic** starts on page 186.

**Russian Nature Magic** starts on page 168.

**Russian Spoiling Magic** starts on page 218.

**Shamanistic Magic** starts on page 209.

**Spoiling Magic (Russian)** starts on page 218.

**Tattoo Magic (Atlantean)** starts on page 229.

**Temporal Magic** starts on page 243.

© Copyright 2003 Kevin Siembieda & Palladium Books. All rights reserved.