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Swords & Wizardry
White Box
EDITION

BOOK II OF IV: SPELLS

By Marv Breig

Based upon the Swords & Wizardry: Core Rules by Matthew J. Finch

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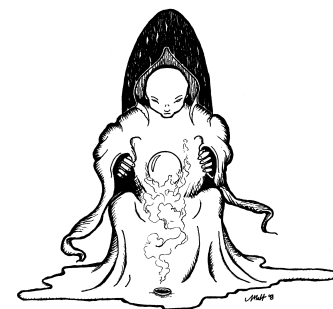
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CHAPTER 6:

Spells

Cleric Spell List*

Level 1

1. Cure (*Cause*) Light Wounds
2. Detect Chaos (*Law*)
3. Detect Magic
4. Light (*Dark*)
5. Protection from Chaos (*Law*)
6. Purify (*Putrefy*) Food and Drink

Level 5

1. Commune
2. Create Food and Drink
3. Dispel Chaos (*Law*)
4. Insect Plague
5. Quest
6. Raise Dead

Level 2

1. Bless (*Curse*)
2. Find Traps
3. Hold Person
4. Speak with Animals

Level 3

1. Cure (*Cause*) Disease
2. Light (*Dark*), Continual
3. Locate Object
4. Remove Curse

Level 4

1. Cure (*Cause*) Serious Wounds
2. Neutralize Poison
3. Protection from Chaos (*Law*), 10 ft. radius
4. Speak with Plants
5. Sticks to Snakes

* The italicized spell name in parenthesis indicates the chaotic incarnation of the spell—the consequences of lawful Clerics using chaotic spells is determined by the Referee

Magic-user Spell List

Level 1

1. Charm Person
2. Detect Magic
3. Hold Portal
4. Light
5. Protection from Chaos
6. Read Languages
7. Read Magic
8. Sleep

Level 2

1. Detect Chaos
2. Detect Invisibility
3. Detect Thoughts (ESP)
4. Invisibility
5. Knock
6. Levitate
7. Light, Continual
8. Locate Object
9. Phantasmal Force
10. Web
11. Wizard Lock

Level 3

1. Alter Time
2. Crystal Ball
3. Dark Vision
4. Dispel Magic
5. Fireball
6. Fly
7. Hold Person
8. Invisibility, 10 ft. radius
9. Lightning Bolt
10. Protection from Chaos, 10 ft. radius
11. Protection from Normal Missiles
12. Water Breathing

Level 4

1. Charm Monster
2. Confusion
3. Dimension Portal
4. Hallucinatory Terrain
5. Massmorph
6. Plant Growth
7. Polymorph
8. Remove Curse
9. Wall of Fire or Ice
10. Wizard Eye

Level 5

1. Animal Growth
2. Animate Dead
3. Cloudkill
4. Conjure Elemental
5. Contact Other Plane
6. Feeblemind
7. Hold Monster
8. Magic Jar
9. Passwall
10. Telekinesis
11. Teleport
12. Transform Rock-Mud
13. Wall of Stone or Iron

Level 6

1. Anti-Magic Shell
2. Control Weather
3. Death Spell
4. Disintegrate
5. Invisible Stalker
6. Move Earth
7. Move Water
8. Project Image
9. Quest
10. Reincarnation
11. Transform Stone-Flesh

Wizard Eye

Spell Level: M4
Range: 240 ft.
Duration: 1 hour

The caster conjures up an invisible, magical “eye,” that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

Wizard Lock

Spell Level: M2
Range: Close
Duration: Permanent until dispelled

As with a **Hold Portal** spell, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-user three levels or higher than the caster can open the portal, and a **Knock** spell will open it as well (although the spell is not permanently destroyed in these cases).

End of Player’s Section

This concludes the Player’s section to SWORDS & WIZARDRY: WHITEBOX. Players don’t need to read any further to be able to play the game.

it to the other side. Passing through the fire inflicts 1d6 hit points of damage (no saving throw) and undead creatures sustain twice the normal damage. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high.

- As a **Wall of Ice** spell, the caster conjures up a 6 foot thick wall of ice. The caster may choose to create a straight wall 60 feet long and 20 feet high, or a circular wall with a 15 foot radius, also 20 feet high. Creatures with 3 or fewer hit dice cannot affect the wall, but creatures of 4+ hit dice are able to smash through it, taking 1d6 points of damage in the process. Creatures with fire-based metabolisms take 2d6 instead of the normal 1d6. Fire spells and magical effects are negated in the vicinity of the wall.

Wall of Stone or Iron

Spell Level: M5

Range: 60 ft.

Duration: Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options are being cast:

- As a **Wall of Stone** spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.
- As a **Wall of Iron** spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

Water Breathing

Spell Level: M3

Range: 30 ft.

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Web

Spell Level: M2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 × 10 × 20 feet. It is extremely difficult to get through the mass of strands—it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through—perhaps 3 to 4 turns or longer at the Referee's discretion.

Spell Descriptions

Contained herein are all of the Cleric and Magic-user spells presented in alphabetical order. The chaotic spells in italics are available to Clerics only.

Alter Time

Spell Level: M3

Range: 240 ft.

Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

- As a **Haste** spell, as many as 24 creatures may move and attack at double normal speed.
- As a **Slow** spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Animal Growth

Spell Level: M5

Range: 120 ft.

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal. Creatures failing a saving throw can only move and attack at half speed.

Animate Dead

Spell Level: M5

Range: Referee's discretion

Duration: Permanent

This spell animates skeletons or zombies from dead bodies. 1d6 undead are animated (per level of the caster above 8th). The corpses remain animated until destroyed or dispelled.

Anti-Magic Shell

Spell Level: M6

Range: Caster

Duration: 2 hours

An invisible bubble of force surrounds the caster, impenetrable to magic. Spells and other magical effects cannot pass into or out of the shell.

Bless (*Curse*)

Spell Level: C2

Range: Target PC or NPC (out-of-combat)

Duration: 1 hour

The caster must announce which of the two options is being cast. The recipient of this spell cannot be in combat when it is cast.

1. As a **Bless** spell, the recipient is granted a +1 bonus to all attack rolls and, if the target is not a Player Character, improves overall morale.
2. As a **Curse** spell, the recipient is cursed with a -1 penalty to all attack rolls and, if the target is not a Player Character, suffers a decrease to morale.

Charm Monster

Spell Level: M4

Range: 60 ft.

Duration: Until dispelled

This spell operates in the same manner as **Charm Person**, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

Charm Person

Spell Level: M1

Range: 120 ft.

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Cloudkill

Spell Level: M5

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet per minute unless its direction or speed is affected by winds. Unusually strong gusts can dissipate and destroy it. Poison-laden, the horrid mist is heavier than air, and thus sinks down any pits or stairs in its path. This spell affects only creatures with 5 or fewer HD.

1. If the caster has only indirect experience of the destination (known only through a picture or map) there is a 25% chance of success—with failure resulting in death.
2. If the caster has seen but not studied the destination there is a 20% chance of failure. Half of failures will place the traveler 1d10 × 10 feet below the intended location, possibly resulting in death from arrival within a solid substance. The other half of failures will place the traveler 1d10 × 10 feet above the targeted location, possibly resulting in a deadly fall.
3. If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location. In either case, the arrival is 1d4 × 10 feet low or high.

Transform Rock-Mud

Spell Level: M5

Range: 120 ft.

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300 × 300 feet becomes a deep mire, reducing movement to 10% of normal.

Transform Stone-Flesh

Spell Level: M6

Range: 120 ft.

Duration: Permanent until reversed

This spell transforms flesh into stone or stone into flesh, as desired by the caster. A saving throw is permitted to avoid being turned into stone, but if the spell succeeds the victim is transformed into a statue.

Wall of Fire or Ice

Spell Level: M4

Range: 60 ft.

Duration: Concentration

The caster must announce which of the two options are being cast:

1. As a **Wall of Fire** spell, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. Creatures with 3 or fewer hit dice cannot pass through it, and no creature can see through

Speak with Animals

Spell Level: C2
 Range: 30 ft.
 Duration: 1 hour

The caster can speak with animals within range. There is a chance that the animals will assist him, and they will not attack him or his party (unless he's got something particularly offensive to say).

Speak with Plants

Spell Level: C4
 Range: 30 ft.
 Duration: 1 hour

The caster can speak to and understand the replies of plants. Plants will obey his commands as far as they are able (e.g. twisting or bending aside to ease his passage, etc.).

Sticks to Snakes

Spell Level: C4
 Range: 120 ft.
 Duration: 1 hour

The caster may turn as many as 2d8 normal sticks into snakes, each one having a 50% chance of being venomous. The snakes follow his commands, but turn back into sticks at the end of the spell (or when killed).

Telekinesis

Spell Level: M5
 Range: 120 ft.
 Duration: 1 hour

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level: M5
 Range: Touch
 Duration: Instantaneous

This spell transports the caster or another person to a destination that the caster knows (at least knowing what it looks like from a painting or a map). Success depends on how well the caster knows the targeted location:

Commune

Spell Level: C5
 Range: Caster
 Duration: 3 questions

Higher powers grant answers to three questions the caster poses. Higher powers don't like being constantly interrogated by mere mortals, so the spell should be limited to one casting per week or so. The Referee may rule that a caster may cast a double strength **Commune** spell composed of six questions once per year.

Confusion

Spell Level: M4
 Range: 120 ft.
 Duration: 2 hours

This spell confuses people and monsters, making them act randomly. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behavior:

Table 21: Confusion Reaction

Roll	Reaction
2-5	Attack the caster (and his allies)
6-8	Stand baffled and inactive
9-12	Attack each other

The spell affects 2d6 creatures, plus an additional creature for every caster level above 8th. Creatures of 3 HD or fewer are automatically affected by the spell, and it takes effect immediately. Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power, which takes a number of minutes equal to 1d12 minus the caster's level. These creatures must make a saving throw when the effect reaches full power and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

Conjure Elemental

Spell Level: M5
 Range: 240 ft.
 Duration: Until dispelled

The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. Each type of elemental may only be summoned once per day. The elemental obeys the caster only for as long as the

caster concentrates on it; when the caster ceases to concentrate, even for a moment, the elemental is released and will attack.

Contact Other Plane

Spell Level: M5

Range: None

Duration: See table

The caster creates a mental contact with the planes, forces, powers, and geometries of the beyond, in order to gain affirmative or negative answers to the questions he contemplates. The spell's effect depends on how deeply the caster wishes to delve into the planes of existence.

Table 22: Contact Other Plane

Plane*	Insanity†	Right	Wrong‡
1	1 –2	3 –11	12 –20
2	1 –4	4 –13	14 –20
3	1 –6	7 –16	16 –20
4	1 –8	9 –17	18 –20
5	1 –10	11 –18	19 –20
6	1 –12	13 –19	20

* Planes are the “depth” at which the caster chooses to seek the truth; number of Yes/No questions asked

† Temporary insanity lasts for as many weeks equal to the depth of the plane where the caster’s sanity failed

‡ This represents the possibility of being misled or misinterpreting an answer

Control Weather

Spell Level: M6

Range: Referee’s discretion

Duration: Referee’s discretion

The caster can summon or stop rainfall, tornadoes, create unusually high or low temperatures, clear the sky of clouds or summon clouds into being.

Create Food and Drink

Spell Level: C5

Range: Close

Duration: Instantaneous

This spell creates a one-day supply of simple food and drinking water for 24 men (or horses, which drink the same amount as a man for game purposes).

Read Magic

Spell Level: M1

Range: Caster only

Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Reincarnation

Spell Level: M6

Range: Touch

Duration: Instantaneous

This spell brings a dead character’s soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.

Remove Curse

Spell Level: C3, M4

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object.

Sleep

Spell Level: M1

Range: 240 ft.

Duration: Referee’s discretion

This spell puts enemies into an enchanted slumber (no saving throw is permitted). It can affect a number of creatures based on their hit dice.

Table 24: Affected by Sleep

Victim’s HD	Number Affected
Less than 1 to 1+	2d6+3
1+ to 2	2d6
3+ to 4+1	1d6

Purify (Putrefy) Food and Drink

Spell Level: C1

Range: Close/Touch

Duration: Instantaneous

1. As a **Purify Food and Drink** spell, the caster causes enough food and water for up to a dozen people to be made pure, removing spoilage and poisons.
2. As a **Putrefy Food and Drink** spell, the caster causes enough food and water for up to a dozen people to be made putrid, creating spoilage and poisons.

Quest

Spell Level: C5, M6

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If a Magic-user casts this spell the victim will die if he ignores the **Quest** altogether. If a Cleric casts this spell the victim's failure to obey will result in a curse to be determined by the Referee.

Raise Dead

Spell Level: C5

Range: Line of sight

Duration: See below

Raise Dead allows the Cleric to raise a corpse from the dead, provided it has not been dead too long. The normal time limit is 4 days, but for every caster level higher than 8th, the time limit extends another 4 days. Characters with low constitution might not survive the ordeal; and even for those with a strong constitution, a period of two weeks is required before they can function normally. This spell only functions on races that can be used for Player Characters (i.e., "human-like").

Read Languages

Spell Level: M1

Range: Reading distance

Duration: 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Crystal Ball

Spell Level: M3

Range: 60 ft.

Duration: 2 hours

The caster must announce which of the two options is being cast. A two foot thickness of solid stone or a thin layer of lead blocks both options.

1. As a **Clairaudience** spell, the caster can hear through solid obstacles.
2. As a **Clairvoyance** spell, the caster can see through solid obstacles.

Cure (Cause) Disease

Spell Level: C3

Range: Touch

Duration: Instantaneous

1. As a **Cure Disease** spell, the recipient is cured of all diseases—including those magically inflicted.
2. As a **Cause Disease** spell, the recipient is inflicted with a disease to be determined by the Referee.

Cure (Cause) Light Wounds

Spell Level: C1

Range: Touch

Duration: Instantaneous

1. As a **Cure Light Wounds** spell, the caster cures 1d6+1 HP.
2. As a **Cause Light Wounds** spell, the caster causes 1d6+1 damage.

Cure (Cause) Serious Wounds

Spell Level: C4

Range: Touch

Duration: Instantaneous

1. As a **Cure Serious Wounds** spell, the caster cures 3d6+3 HP.
2. As a **Cause Serious Wounds** spell, the caster causes 3d6+3 damage.

Darkvision

Spell Level: M3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness. The recipient should roll 1d6 on the table on the following page to determine the range of his vision.

Table 23: Darkvision Range

Roll	Range of Vision (ft.)
1–2	40
3–4	50
5–6	60

Death Spell

Spell Level: M6

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

Detect Chaos (*Law*)

Spell Level: Cl, M2

Range: 120 ft. (C), 60 ft. (M)

Duration: 1 hour (C), 20 min. (M)

- As a **Detect Chaos** spell, the caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.
- As a **Detect Law** spell, the spell works exactly like **Detect Chaos** except that it detects Law.

Detect Invisibility

Spell Level: M2

Range: 10 ft./caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Magic

Spell Level: Cl, M1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Project Image

Spell Level: M6

Range: 240 ft.

Duration: 1 hour

The caster projects an image of his person to a maximum range of 240 feet. Not only does the projected image mimic the caster's sounds and gestures, but any spells he casts will appear to originate from the image.

Protection from Chaos (*Law*)

Spell Level: Cl, M1

Range: Caster only

Duration: 2 hours (C), 1 hour (M)

- As a **Protection from Chaos** spell, the caster creates a magical field of protection around himself to block out all chaotic monsters, who suffer a -1 penalty "to-hit" against the caster, and the caster gains +1 on all saving throws against such attacks.
- As a **Protection from Law** spell, it does the same thing except that lawful creatures suffer the -1 penalty.

Protection from Chaos (*Law*), 10 ft. radius

Spell Level: C4, M3

Range: 10 ft. radius around caster

Duration: 2 hours

- As a **Protection from Chaos, 10 ft. radius** spell, it has the same effect as **Protection from Chaos**—except that its effect covers an area rather than an individual.
- As a **Protection from Law, 10 ft. radius** spell, it has the same effect as **Protection from Law**—except that its effect covers an area rather than an individual.

Protection from Normal Missiles

Spell Level: M3

Range: 30 ft.

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Phantasmal Force

Spell Level: M2

Range: 240 ft.

Duration: Until negated or dispelled

This spell creates a realistic illusion in the sight of all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real he can take damage from it.

Plant Growth

Spell Level: M4

Range: 120 ft.

Duration: Permanent until dispelled

Up to 300 square feet of ground can be affected by this spell; undergrowth in the area suddenly grows into an impassable forest of thorns and vines. The caster can decide the shape of the area to be enchanted. An alternate version (Referee's decision) would allow the spell to affect an area of 300 × 300 feet, for a total of 90,000 square feet.

Polymorph

Spell Level: M4

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

1. The caster assumes the form of any object or creature, gaining the new form's attributes (the use of wings, for example), but not its hit points or combat abilities. The Referee might allow the benefit of the new form's armor class, if it is due to heavily armored skin. A great deal of the spell's effect is left to the Referee to decide. This form of the spell lasts for roughly one hour plus one additional hour for each level of the caster.
2. Alternately, this spell allows the caster to turn another being into a different type of creature (such as a dragon, a garden slug, and of course, a frog or newt). The polymorphed creature gains all the abilities of the new form, but retains its own mind and hit points. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

Detect Thoughts (ESP)

Spell Level: M2

Range: 60 ft.

Duration: 2 hours

The caster can detect the thoughts of other beings. The spell cannot penetrate more than two feet of stone and is blocked by even a thin sheet of lead.

Dimensional Portal

Spell Level: M4

Range: 10 ft. casting, 360 ft. teleport

Duration: Instantaneous

Dimensional Portal is a weak form of the **Teleport** spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

Disintegrate

Spell Level: M6

Range: 60 ft.

Duration: Permanent

The caster defines one specific target such as a door, a peasant, or a statue, and it disintegrates into dust. Magical materials are not disintegrated, and living creatures (such as the aforementioned peasant) are permitted a saving throw. The **Disintegrate** spell cannot be dispelled.

Dispel Chaos (*Law*)

Spell Level: C5

Range: 30 ft.

Duration: 10 min.

1. As a **Dispel Chaos** spell, the spell is similar to the arcane spell **Dispel Magic**, but works against items, spells, or agents of Chaos. However, unlike **Dispel Magic**, this spell also functions against chaotic sendings, possibly including dreams or supernatural hunting-beasts.
2. As a **Dispel Law** spell, the spell works exactly like **Dispel Chaos**, except that it will dispel Law.

Dispel Magic

Spell Level: M3

Range: 120 ft.

Duration: 10 min.

Dispel magic can be used to completely dispel most spells and enchantments.

As an example of how one might referee this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled the original magic.

Thus, a 6th level Magic-user attempting to dispel a charm cast by a 12th level Magic-user has a 50% chance of success ($6 / 12 = \frac{1}{2}$). If the 12th level Magic-user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% ($12 / 6 = 2$).

Feeblemind

Spell Level: M5

Range: 240 ft.

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feebleminded until the magic is dispelled.

Find Traps

Spell Level: C2

Range: 30 ft.

Duration: 20 min.

Find Traps can allow the caster to perceive both magical and non-magical traps at a distance of 30 feet.

Fireball

Spell Level: M3

Range: 240 ft.

Duration: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Massmorph

Spell Level: M4

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer man-sized creatures are changed to appear like innocent trees. The illusion is so perfect that creatures moving through the "forest" will not detect the deception.

Move Earth

Spell Level: M6

Range: 240 ft.

Duration: Permanent

This spell can only be used above ground. It allows the caster to move hills and other raised land or stone at a rate of 6 feet per minute for 1 hour.

Move Water

Spell Level: M6

Range: 240 ft.

Duration: See below

The caster must announce which of the two options are being cast:

1. The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to $\frac{1}{2}$ their normal levels. Used this way, the spell lasts for 10 turns.
2. Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

Neutralize Poison

Spell Level: C4

Range: Referee's discretion

Duration: 10 min.

This spell counteracts poison, but does not bring the dead back to life.

Passwall

Spell Level: M5

Range: 30 ft.

Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

Lightning Bolt

Spell Level: M3

Range: 60 ft.

Duration: Instantaneous

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

Locate Object

Spell Level: C3, M2

Range: 90 ft. (C), 60 ft. + 10 ft./level (M)

Duration: 1 min./level

This spell gives the caster the correct direction (as the crow flies) toward an object the caster specifies with a description. The object cannot be something the caster has never seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.

Magic Jar

Spell Level: M5

Range: See below

Duration: See below

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The "jar" must be within 30 feet of the caster's body for the transition to succeed.

Once within the magic jar, the caster can possess the bodies of other creatures and people, provided that they are within 120 feet of the jar and fail a saving throw. The caster can return his soul to the magic jar at any time, and if a body he controls is slain, his life essence returns immediately to the jar. If the caster's body is destroyed while his soul is in the magic jar, the soul no longer has a home other than within the magic jar (although the disembodied wizard can still possess other bodies as before). If the jar itself is destroyed while the Magic-user's soul is within, the soul is lost. The Magic-user can return from the jar to his own body whenever desired, thus ending the spell.

Fly

Spell Level: M3

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

Hallucinatory Terrain

Spell Level: M4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

This spell changes the appearance of the terrain into the semblance of what the caster desires. A hill can be made to disappear, or could be replaced with an illusory forest, for example.

Hold Monster

Spell Level: M5

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Hold Person

Spell Level: C2, M3

Range: 180 ft. (C), 120 ft. (M)

Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as **Charm Person**; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Hold Portal

Spell Level: M1

Range: Referee's discretion

Duration: 2d6 turns

This spell magically holds a door or gate in position for the spell's duration (or until dispelled). Creatures with magic resistance can shatter the spell without much effort.

Insect Plague

Spell Level: C5
 Range: 480 ft.
 Duration: 1 day

This spell only works outdoors. A storm of insects gathers, and goes wherever the caster directs. The cloud is approximately 400 square feet (20 × 20 feet, with roughly corresponding height). Any creature with fewer than 2 HD exposed to the cloud of insects will flee in terror (no saving throw).

Invisibility

Spell Level: M2
 Range: 240 ft.
 Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to darkvision. If the Referee is using the invisibility rules unchanged, the result is that an invisible creature cannot be attacked unless its approximate location is known, and all attacks are made at -4 to-hit.

Invisibility, 10 ft. radius

Spell Level: M3
 Range: 240 ft.
 Duration: Until dispelled or an attack is made

Identical to the **Invisibility** spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Invisible Stalker

Spell Level: M6
 Range: Near Caster
 Duration: Until mission is completed

This spell summons an **Invisible Stalker** with 8 HD. The stalker will perform one task as commanded by the caster, regardless of how long the task may take or how far the stalker may have to travel. The stalker cannot be banished by means of **Dispel Magic**; it must be killed in order to deter it from its mission.

Knock

Spell Level: M2
 Range: 60 ft.
 Duration: Instantaneous

This spell unlocks and unbars all doors, gates, and portals within its range, including those held or locked by normal magic.

Levitate

Spell Level: M2
 Range: 20 ft./level
 Duration: 10 min./level

This spell allows the Magic-user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

Light (Dark)

Spell Level: C1, M1
 Range: 120 ft.
 Duration: 2 hours (C), 1 hour + 10 min./level (M)

1. As a **Light** spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a **Dark** spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Light (Dark), Continual

Spell Level: C3, M2
 Range: 120 ft.
 Duration: Permanent until dispelled

1. As a **Light, Continual** spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.
2. As a **Dark, Continual** spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.