

Bless

Spell Level: Cleric, 2nd Level

Range: Only upon a character not in combat.

Duration: 1 hour (6 turns)

This spell grants its recipient a +1 to attack rolls (and improves morale, if the recipient is not a player character). The recipient cannot already be in combat when the spell is cast.



Swords & Wizardry

Spell
Deck

Continual Light

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: Permanent until dispelled

The targeted person or object produces light as bright as sunlight (and with the same effects as sunlight), to a radius of 120 feet.



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Spell
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Charm Person

Spell Level: Magic-User, 1st Level

Range: 120 feet

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.



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Spell
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Cure Light Wounds

Spell Level: Cleric, 1 st Level; Druid, 2nd Level

Range: Touch

Duration: Immediate

Cures 1d6+1 hit points of damage. An evil reversal of this spell allows a Chaotically aligned Cleric to cause light wounds rather than curing them.



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Darkness, 15-Foot Radius

Spell Level: Magic-User, 2nd Level

Range: 120 feet

Duration: 1 hour

Darkness falls within the spell's radius, impenetrable even to Darkvision. A Light spell or Dispel Magic can be used to counteract the darkness.



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Detect Evil (Cleric)

Spell Level: Cleric, 1st Level

Range: 120 feet

Duration: 1 hour

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any distinction between "evil" and "Chaos" is left to the Referee: in most campaigns they are exactly the same.



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Detect Evil (Magic-User)

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: 20 minutes

The caster detects any evil enchantments, evil intentions, evil thoughts, or evil auras within the spell's range. Poison is not inherently evil and cannot be detected by means of this spell. Whether there is any meaningful distinction between "evil" and "Chaos" is left to the Referee: in most campaigns they are exactly the same.



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Detect Invisibility

Spell Level: Magic-User, 2nd Level

Range: 10 feet per caster level

Duration: 1 hour

The caster can perceive invisible objects and creatures, even those lurking in the Astral or Ethereal planes of existence.



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Detect Magic

Spell Level: Cleric, Magic-User, Druid, 1st Level

Range: 60 feet

Duration: 20 minutes

The caster can perceive, in places, people, or things, the presence of a magical spell or enchantment. For example, magical items may be discovered in this fashion, as can the presence of a charm secretly laid upon a person.



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ESP (Detect Thoughts)

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: 2 hours

The caster can detect the thoughts of other beings at a distance of 60 feet. The spell cannot penetrate more than two feet of stone, and is blocked by even a thin sheet of lead.



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Hold Person

Spell Level: Cleric, 2nd Level

Range: 180 feet

Duration: 9 turns

The caster targets 1d4 persons (according to the same parameters as the Charm Person spell). who are completely immobilized (saving throw applies). The caster may also target a single person, in which case the saving throw is made with a penalty of -2.



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Find Traps

Spell Level: Cleric, 2nd Level

Range: 30 feet

Duration: 20 minutes (2 turns)

The caster can perceive both magical and non-magical traps at a distance of 30 feet.



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Hold Portal

Spell Level: Magic-User, 1st Level

Range: Referee's Discretion

Duration: 2d6 turns

This spell holds a door closed for the spell's duration or until dispelled. Creatures with magic resistance can shatter the spell without effort.



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Spell
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Knock

Spell Level: Magic-User, 2nd Level

Range: 60 feet

Duration: Immediate

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



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Spell Deck

Invisibility

Spell level: Magic-User, 2nd Level

Range: 240 ft

Duration: Until dispelled or on attack is made

The object of this spell, whether a person or a thing, becomes Invisible to both normal sight and darkvision. 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. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.



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Levitate

Spell Level: Magic-User, 2nd Level

Range: 20 feet/level

Duration: 1 turn/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, of course, be used to pull 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 is applied both to movement into the air and to downward movement into a pit or chasm).



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Spell Deck

Light

Spell Level: Cleric; Magic-User, 1st level

Range: 60 feet

Duration: 1 hour (+10 minutes/level)

The target person or object (at a range of up to 60 feet) produces light about as bright as a torch. to a radius of 20 feet. The Cleric version of this spell lasts 2 hours.



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Spell
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Locate Object

Spell Level: Magic-User, 2nd Level

Range: 60 feet + 10 feet/level

Duration: 1 round/level

Within the spell's range, the caster perceives the correct direction (as the crow flies) toward an object the caster specifies by description in the spell. The object must be something the caster has seen, although the spell can detect an object in a general class of items known to the caster: stairs, gold, etc.



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Magic Missile

Spell level: Magic-User, 1st level

Range: 150 feet

Duration: Immediate

A magical missile flies where the caster directs, with a range of 150 feet. At the Referee's discretion, this spell may have one of two effects:

1) The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. 2) The missile hits automatically, doing 1d4+1 points of damage. The Magic-User casts an additional two missiles for every 5 levels of experience.



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Magic Mouth

Spell Level: Magic-User, 2nd level

Range: Touch

Duration: Permanent until triggered or dispelled

This enchantment is set upon an object, and the magic is triggered when certain conditions established by the caster are met. When that happens, a mouth appears on the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.



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Mirror Image

Spell Level: Magic-User, 2nd Level

Range: Around caster

Duration: 1 hour or until destroyed

The spell creates 1d4 images of the caster, acting in perfect synchronization with him like mirror images. Attackers cannot distinguish the images from the caster, and may attack one of the images instead of the caster himself (determined randomly). When a hit is scored upon one of the images, it disappears.



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Obscuring Mist

Spell Level: Druid, 2nd Level

Range: 20 feet

Duration: 1 turn/level

A misty vapor seethes outward from the casting point, billowing forth to fill a radius of 20 feet +10 feet per level of the caster.



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Phantasmal Force

Spell level: Magic-User, 2nd Level

Range: 240 feet

Duration: Until concentration ends

This spell creates an illusion that seems realistic to all who view it. The illusion disappears when it is touched, but if the viewer believes the illusion is real, it can cause damage. Unless the Referee rules otherwise, victims of the spell are permitted a saving throw, and the illusion cannot cause more than 2d6 points of damage per victim. This will depend on circumstances; a truly brilliant use of the spell can be quite devastating, and a poorly thought-out illusion might cause almost immediate disbelief.



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Protection from Evil

Spell Level: Cleric; Magic-User, 1st Level

Range: Caster

DuraHan: 2 hours

Creates a magical field of protection immediately around the caster, blocking out all enchanted monsters (such as elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to saving throws or armor class, the bonus from the magic circle has no effect, although the protective circle still functions against enchanted creatures. The Magic-User version of this spell is exactly the same as the one used by the Cleric, except that it has a duration time of 1 hour.



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Purify Food and Drink

Spell Level: Cleric, 1st Level

Range: Close/Touch (Referee's discretion)

Duration: Immediate

Enough food and water for up to a dozen people is made pure, removing spoilage and poisons.



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Read Languages

Spell Level: Magic-User, 1st Level

Range: Normal reading distance

Duration: One or two readings

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. This can be particularly useful for treasure maps, but it does not solve any codes.



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Spell Deck

Pyrotechnics

Spell level: Druid. 3rd Level: Magic-User, 2nd Level

Range: 240 feet

Duration: 1 hour

The caster creates either fireworks or blinding smoke from a normal fire source such as a torch or campfire. The Referee will decide exactly how much smoke (or fireworks) is produced, what effect it has, and what happens to it as it is produced, but the amount of smoke will definitely be more than 8000 cubic feet (roughly 20 x 20 x 20 feet).



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Spell
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Read Magic

Spell Level: Magic-User, 1st Level

Range: Caster only

Duration: 2 scrolls or other magical writings

This spell allows the caster to read the magical writings upon scrolls and (occasionally) dungeon walls. Without the use of this spell, magical writing cannot be read even by a Magic-User.



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Shield

Spell Level: Magic-User, 1st Level

Range: Caster

Duration: 2 turns

The caster conjures up an invisible shield that interposes itself in front of attacks. The shield improves the caster's armor class to 2 [17] against missile attacks and to 4 [15] against other (melee) attacks. If the caster's armor class is already better than the spell would grant, the spell has no effect.



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Spell
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Sleep

Spell level: Magic-User, 1st level

Range: 240 feet

Duration: 1 hour

This spell puts enemies into an enchanted slumber (no saving throw permitted). It affects creatures based on their Hit Dice.

Hit Dice of victims	No. Affected
less than 1 to 1	4d4
1+ to 2+	2d6
3 to 3+	1d6
4 to 4+	1



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Silence, 15-Foot Radius

Spell Level: Cleric, 2nd Level

Range: 180 feet

Duration: 12 turns

Magical silence falls in an area with a 15-foot radius around the targeted creature or object, and moves with it. Nothing from this area, no matter how loud, can be heard outside the radius.



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Spell Deck

Snake Charm

Spell Level: Cleric, 2nd Level

Range: 60 feet

Duration: 1d4+2 turns

One hit die (1 HD) of snakes can be charmed per level of the caster. The snakes obey the caster's commands



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Spell
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Speak with Animals

Spell Level: Cleric, 2nd Level; Druid, 2nd Level

Range: Caster

Duration: 6 turns

The caster can speak with normal animals. There is a good chance that the animals will provide reasonable assistance if requested, and they will not attack—unless the caster uses the spell to say something particularly offensive.



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Web

Spell Level: Magic-User, 2nd Level

Range: 30 feet

Duration: 8 hours

Fibrous, sticky webs fill an area up to 10 x 10 x 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 alone take more time to break through—perhaps 3-4 turns or longer at the Referee's discretion.



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Strength

Spell Level: Magic-User, 2nd Level

Range: Touch

Duration: 8 hours (80 turns)

This spell may be cast upon a Fighter or a Cleric. For the duration of the spell, a Fighter gains 2d4 points of Strength, and a Cleric gains 1d6 points of Strength. Strength cannot exceed 18 unless the Referee chooses to allow additional bonuses resulting from the additional Strength.



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Wizard Lock

Spell Level: Magic-User, 2nd Level

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, Wizard Lock holds a door closed, but it is permanent until dispelled. Creatures with magic resistance can shatter the spell without effort. Any Magic-User at least three levels 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.



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