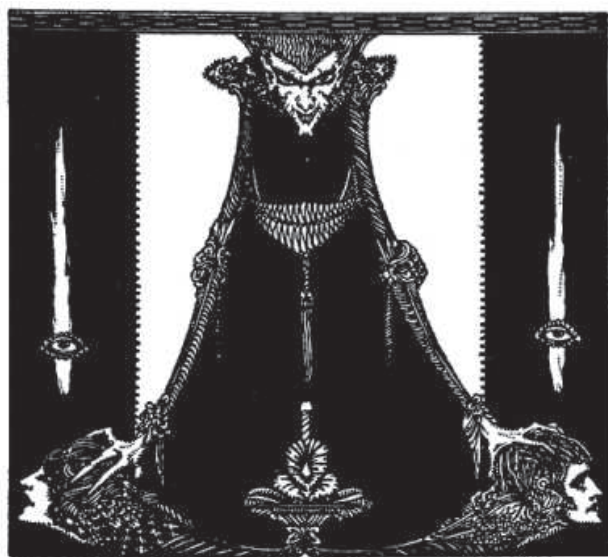


**BOOK**  
**of**  
**WIZARDRY**



Volume I



# Book of Wizardry

THIS BOOK CONTAINS SPELLS OF A SORCEROUS NATURE



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## MAGIC-USER SPELL LIST 1<sup>ST</sup> LEVEL

1. CHARM PERSON
2. DETECT MAGIC
3. FLOATING DISK
4. FLUTTERING LIGHTS
5. HOLD PORTAL
6. LIGHT
7. MAGIC MISSILE
8. PROTECTION FROM EVIL
9. READ LANGUAGES
10. READ MAGIC
11. SHIELD
12. SLEEP
13. VENTRILOQUISM

### Charm Person

*Range: 120 ft*

*Duration: Until dispelled*

*School: Enchantment*

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.

Option: The possibility of the charmed being breaking free from the influence of the caster depends on their intelligence and the following schedule:

Intelligence	New Saving throw every
3-6	month
7-9	three weeks
10-11	two weeks
12-15	one week
16-17	two days
18 or more	day

### Detect Magic

*Range: 60 ft*

*Duration: 20 minutes*

*School: Divination*

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

### Floating Disc

*Range 10 ft*

*Duration: 5 turns +1/level*

*School: Evocation*

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This spell summons a disc-shaped floating platform approximately waist height to the caster. The disc will follow six feet behind the caster and can carry up to 5,000 gold coins in weight. At the end of the spells duration anything upon the disc will fall to the ground.

## **Fluttering Lights**

*Range: 120 ft*

*Duration: 2 turns*

*School: Evocation*

The caster conjures a group of 1-6 lantern-like lights which follow the magic-user's spoken command. Once cast, there is no need for continued concentration.

## **Hold Portal**

*Range: Referee's Discretion*

*Duration: 2d6 turns*

*School: Abjuration*

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

## **Light**

*Range: 60 ft*

*Duration: 1 hour (+10 minutes/level)*

*School: Evocation*

The target person or object (at a range of up to 120 ft) produces light about as bright as a torch, to a radius of 20 ft.

## **Magic Missile**

*Range: 150 ft*

*Duration: Immediate*

*School: Evocation*

A magical missile flies where the caster directs, with a range of 150 ft. There are two versions of the magic missile spell, and your Referee will specify which version (one or both) is available in his campaign: in the first version, the magic user must roll to hit the target with a +1 bonus to the roll. The missile inflicts 1d6+1 points of damage. In the second version of the spell, the missile hits automatically, doing 1d4+1 points of damage.

In either case, the magic user casts an additional two missiles for every 5 levels of experience. Thus, at fifth level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

## **Protection from Evil**

*Range: Caster*

*Duration: 2 hours*

*School: Abjuration*

Creates a magical field of protection around the caster, blocking out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit the caster, and the caster

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gains +1 on all saving throws against such attacks. If the caster already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

## **Read Languages**

*Range: Normal reading distance*

*Duration: One or two readings*

*School: Divination*

This spell allows the caster to decipher directions, instructions, and formulae in languages unknown to the caster. Particularly useful for treasure maps; doesn't solve codes.

## **Read Magic**

*Range: Caster only*

*Duration: 2 scrolls or other magical writings*

*School: Divination*

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.

## **Shield**

*Range: Caster*

*Duration: 2 turns*

*School: Abjuration*

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.

## **Sleep**

*Range: 240 ft*

*Duration: 1 hour*

*School: Enchantment*

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

## **Ventriloquism**

*Range: 60ft*

*Duration: 2 turns*

*School: Illusion*

Allows the spell caster to make the sound of his voice issue from someplace else, such as a statue, animal or behind a door, etc.

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## MAGIC-USER SPELL LIST 2<sup>ND</sup> LEVEL

- |                           |                      |
|---------------------------|----------------------|
| 1. CONTINUAL LIGHT        | 10. MAGIC MOUTH      |
| 2. DARKNESS, 15 FT RADIUS | 11. MIRROR IMAGE     |
| 3. DETECT EVIL            | 12. PHANTASMAL FORCE |
| 4. DETECT INVISIBILITY    | 13. PYROTECHNICS     |
| 5. ESP                    | 14. STINKING CLOUD   |
| 6. INVISIBILITY           | 15. STRENGTH         |
| 7. KNOCK                  | 16. WEB              |
| 8. LEVITATE               | 17. WIZARD LOCK      |
| 9. LOCATE OBJECT          |                      |

### **Continual Light**

*Range: 120 ft*

*Duration: Permanent until dispelled*

*School: Evocation*

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

### **Darkness 15 ft Radius**

*Range: 120 ft*

*Duration: 1 hour*

*School: Evocation*

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

### **Detect Evil**

*Range: 60 ft*

*Duration: 20 minutes*

*School: Divination*

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.

### **Detect Invisibility**

*Range: 10 ft per caster level*

*Duration: 1 hour*

*School: Divination*

The caster can perceive invisible objects and creatures (even those lurking in another plane of existence?).

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## **ESP (Detect Thoughts)**

*Range: 60 ft*

*Duration: 2 hours*

*School: Divination*

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

## **Invisibility**

*Range: 240 ft*

*Duration: Until dispelled or an attack is made*

*School: Illusion*

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. If the invisible creature makes an attack, the spell is broken. Otherwise, it lasts until dispelled or removed by the caster.

## **Knock**

*Range: 60 ft*

*Duration: Immediate*

*School: Transmutation*

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

## **Levitate**

*Range: 20 ft/level*

*Duration: 1 turn/level*

*School: Transmutation*

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 ft per minute (60 ft per turn), and the caster cannot levitate more than 20 ft 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).

## **Locate Object**

*Range: 60 ft (+10 ft/level)*

*Duration: 1 round/level*

*School: Divination*

This spell gives the caster the correct direction (as the crow flies) toward an object the casters 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.

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## **Magic Mouth**

*Range: Touch*

*Duration: Permanent until triggered or dispelled*

*School: Illusion*

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 in the object and speaks the message it has been commanded to speak. The message may be up to thirty words long.

## **Mirror Image**

*Range: Around caster*

*Duration: 1 hour or until destroyed*

*School: Illusion*

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.

## **Phantasmal Force**

*Range: 240 ft*

*Duration: Until concentration ends*

*School: Conjuratation*

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. 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.

## **Pyrotechnics**

*Range: 240 ft*

*Duration: 1 hour*

*School: Transmutation*

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 is produced, what effect it has, and what happens to it as it's produced, but the amount of smoke will definitely be more than 20 cubic feet.

## **Strength**

*Range: Touch*

*Duration: 8 hours (80 turns)*

*School: Transmutation*

This spell may be cast upon a Fighting-man or a Cleric. For the duration of the spell, a Fighting-man 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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## **Web**

*Range: 30 ft*

*Duration: 8 hours*

*School: Conjuraton*

Fibrous, sticky webs fill an area up to 10x10x20 ft. 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 3–4 turns or longer at the Referee's discretion.

## **Wizard Lock**

*Range: Close*

*Duration: Permanent until Dispelled*

*School: Transmutation*

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 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).



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## MAGIC-USER SPELL LIST 3<sup>RD</sup> LEVEL

- |                                   |   |
|-----------------------------------|---|
| 1. CLAIRAUDIENCE                  | 11. LIGHTNING BOLT                        |
| 2. CLAIRVOYANCE                   | 12. MONSTER SUMMONING I                   |
| 3. DARKVISION                     | 13. PROTECTION FROM EVIL,<br>10 FT RADIUS |
| 4. DISPEL MAGIC                   | 14. PROTECTION FROM<br>NORMAL MISSILES    |
| 5. EXPLOSIVE RUNES                | 15. ROPE TRICK                            |
| 6. FIREBALL                       | 16. SLOW                                  |
| 7. FLY                            | 17. SUGGESTION                            |
| 8. HASTE                          | 18. WATER BREATHING                       |
| 9. HOLD PERSON                    |   |
| 10. INVISIBILITY, 10 FT<br>RADIUS |   |

### **Clairaudience**

*Range: 60 ft*

*Duration: 2 hours*

*School: Divination*

Clairaudience allows the caster to hear through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it utterly. The spell can be cast through a crystal ball.

### **Clairvoyance**

*Range: 60 ft*

*Duration: 2 hours*

*School: Divination*

Clairvoyance allows the caster to see through solid stone (limiting range to 2 ft or so) and other obstacles, any sounds within a range of 60 ft. The spell's effect cannot pass through even a thin sheeting of lead, however, for this metal blocks it completely.

### **Darkvision**

*Range: 40 ft*

*Duration: 1 day*

*School: Transmutation*

The recipient of the spell can see in total darkness for the length of the spell's duration.

### **Dispel Magic**

*Range: 120 ft*

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*Duration: 10 minutes against an item*

*School: Abjuration*

Dispel magic, although it is not powerful enough to permanently disenchant a magic item (nullifies for 10 minutes), it can be used to completely dispel most other spells and enchantments.

The chance of successfully dispelling magic is a percentage based on the ratio of the level of the Magic-user trying to dispel over the level of the Magic-user (or HD of the monster) who cast 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 ( $6/12 = 1/2$ , or, 50%). If the 12th level Magic-user were dispelling the 6th level Magic-user's charm, the chance would be 200% ( $12/6 = 2$ , or, 200%).

## **Explosive Runes**

*Range: Touch*

*Duration: Permanent*

*School: Abjuration*

These magic runes can be placed upon a parchment to safeguard it from unauthorized reading. When read by someone other than the caster, the runes explode, destroying the parchment and dealing 4-24 points of damage without saving throw.

## **Fireball**

*Range: 240 ft*

*Duration: Instantaneous*

*School: Evocation*

A bead-like missile shoots from the caster's finger, to explode, at the targeted location, in a furnace-like blast of fire. The burst radius is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas. A successful saving throw means that the target only takes half damage.

## **Fly**

*Range: Touch*

*Duration: 1d6 turns (+1 turn/level)*

*School: Transmutation*

This spell imbues the Magic-user with the power of flight, with a movement rate of 120 ft per round. The Referee secretly rolls the 1d6 additional turns; the player does not know exactly how long the power of flight will last.

## **Haste**

*Range: 240 ft*

*Duration: 30 minutes*

*School: Transmutation*

In an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures become able to move and attack at double normal speed.

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## Hold Person

*Range: 120 ft*

*Duration: 1 hour (+10 minutes/level)*

*School: Enchantment*

The caster targets 1d4 persons (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.

## Invisibility 10 ft Radius

*Range: 240 ft*

*Duration: Until dispelled or an attack is made*

*School: Illusion*

Like the Invisibility spell, Invisibility 10 ft Radius makes the target creature or object invisible to normal sight and to darkvision. It also, however, throws a radius of invisibility around the recipient, which moves with him/it. If the Referee uses the game's invisibility rules unchanged, the invisible creature cannot be attacked unless its approximate location is known, and all attacks against him/it 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.

## Lightning Bolt

*Range: 240 ft (maximum distance)*

*Duration: Instantaneous*

*School: Evocation*

A bolt of lightning extends 60 ft from the targeted point, almost ten feet wide. Anyone in its path suffers 1d6 points of damage per level of the caster (half with a successful saving throw). The bolt always extends 60 ft, even if this means that it ricochets backward from something that blocks its path.

## Monster Summoning I

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuration*

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear. Evil casters may get the monster in parenthesis, at the Referee's discretion

Die Roll	Monster Summoned
1	1d6 Giant Rats
2	1d3 Dwarves (Goblins)
3	1d3 Elves (Hobgoblins)
4	1d6 Kobolds
5	1d3 Orcs
6	1d3 Skeletons

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## **Protection from Evil, 10 ft Radius**

*Range: 240 ft sphere*

*Duration: 1 hour*

*School: Abjuration*

The spell creates a magical field of protection, ten feet in radius, around the caster. The field blocks out all enchanted monsters (e.g., elementals and demons). Evil monsters suffer a -1 penalty to hit anyone within the protective globe, and these shielded individuals gain +1 on all saving throws against such attacks. If a person in the circle already has any magical bonuses to his saving throws or armor class, the bonus from the magic circle has no effect (although the protective circle still functions against enchanted creatures).

## **Protection from Normal Missiles**

*Range: Caster*

*Duration: 2 hours*

*School: Abjuration*

The caster becomes invulnerable to non-magical missiles, although larger missiles such as boulders will overcome the spell's magic.

## **Rope Trick**

*Range: As far as you can throw a rope*

*Duration: 1 hour (+1 turn/level)*

*School: Transmutation*

The caster tosses a rope into the air, and it hangs there, waiting to be climbed. The caster and up to three others can climb the rope and disappear into a small other dimension. The rope itself can be pulled into the pocket dimension, or left outside. If it's left outside, someone may steal it, though.

## **Slow**

*Range: 240 ft*

*Duration: 3 turns (30 minutes)*

*School: Transmutation*

In an area of radius of 60 ft around the point where the spell is targeted, as many as 24 creatures failing a saving throw can only move and attack at half speed.

## **Suggestion**

*Range: Shouting distance*

*Duration: 1 week*

*School: Enchantment*

The caster speaks a hypnotic suggestion to his intended victim. If the victim fails a saving throw, he will carry out the suggestion (as long as it can be performed within a week). The suggestion might not call for the action to be carried out immediately. A suggestion that the victim kill himself is only 1% likely to be obeyed.

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## **Water Breathing**

*Range: 30 ft*

*Duration: 2 hours*

*School: Transmutation*

The recipient of the spell is able to breathe underwater until the spell's duration expires.



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## MAGIC-USER SPELL LIST 4<sup>TH</sup> LEVEL

1. CHARM MONSTER
2. CONFUSION
3. DIMENSION DOOR
4. EXTENSION I
5. FEAR
6. HALLUCINATORY  
TERRAIN
7. ICE STORM
8. MASSMORPH
9. MONSTER SUMMONING II
10. PLANT GROWTH
11. POLYMORPH OTHER
12. POLYMORPH SELF
13. REMOVE CURSE
14. WALL OF FIRE
15. WALL OF ICE
16. WIZARD EYE

### **Charm Monster**

*Range: 60 ft*

*Duration: See below*

*School: Enchantment*

This spell operates in the same manner as Charm Person, but can affect any one living creature, including powerful monsters. For monsters of fewer than 3 hit dice, up to 3d6 can be affected. Monsters can break free of the charm, (one chance per week) based on their hit dice (as shown on the following table).

### **Confusion**

*Range: 120 ft*

*Duration: 2 hours*

*School: Enchantment*

This spell confuses people and monsters, making them act randomly. On a roll of 2d6, the creatures will do the following:

Di Roll	Reaction
2-5	Attack caster & his allies
6-8	Stand baffled and inactive
9-12	Attack each other

### **Dimension Door**

*Range: 10 ft (360 ft teleport distance)*

*Duration: 1 hour*

*School: Conjuratation*

Dimension door is a weak form of teleportation, a spell that can be managed by lesser magicians who cannot yet manage the Teleportation spell. The caster can teleport himself, an

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object, or another person with perfect accuracy to the stated location, as long as it is within the spell's range.

## **Extension I**

*Range: Same as the spell being extended*

*Duration: See below*

*School: Transmutation*

Extension I lengthens the duration of another spell by 50%. Only spells of level 1–3 can be affected by Extension I.

## **Fear**

*Range: 240 ft*

*Duration: 1 hour*

*School: Enchantment*

This spell causes the creatures in its cone-shaped path to flee in horror (if they fail the saving throw). There is a 60% chance that they will drop whatever they are holding. The cone extends 240 ft to a base 120 ft across.

## **Hallucinatory Terrain**

*Range: 240 ft*

*Duration: Until touched (other than by ally) or dispelled*

*School: Illusion*

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.

## **Ice Storm**

*Range: 120 ft*

*Duration: 1 round*

*School: Evocation*

A whirling vortex of ice, snow, and hail forms in a cube roughly thirty feet across. Massive hailstones inflict 3d10 hit points of damage (no saving throw applies) to all within the area.

## **Massmorph**

*Range: 240 ft*

*Duration: Until negated by the caster or dispelled*

*School: Transmutation*

One hundred or fewer man or horse-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.

## **Monster Summoning II**

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuraton*



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The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1d2 Hobgoblins
2	1d2 Zombies
3	1d2 Gnolls
4	1d2 Bugbears
5	1d6 Orcs
6	1d6 Skeletons

## Plant Growth

*Range: 240 ft*

*Duration: Permanent until dispelled*

*School: Transmutation*

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 300x300 ft, for a total of 90,000 square feet).

## Polymorph Other

*Range: 240 ft*

*Duration: Permanent until dispelled*

*School: Transmutation*

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.

## Polymorph Self

*Range: Caster*

*Duration: 1 hour or Referee's discretion*

*School: Transmutation*

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.

## Remove Curse

*Range: Very close*

*Duration: Immediate*

*School: Abjuration*

This spell removes one curse from a person or object.

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## Wall of Fire

*Range: 60 ft*

*Duration: Concentration*

*School: Evocation*

A wall of fire 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 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 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft high.

## Wall of Ice

*Range: 60 ft*

*Duration: Concentration*

*School: Evocation*

The caster conjures up a wall of ice, six feet thick and non-transparent. The caster may choose to create a straight wall 60 ft long and 20 ft high, or a circular wall with a 15 ft radius, also 20 ft 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.

## Wizard Eye

*Range: 240 ft*

*Duration: 1 hour*

*School: Conjuraton*

The caster conjures up an invisible, magical "eye," that can move a maximum of 240 ft from its creator. It floats along as directed by the caster, at a rate of 120 ft per turn (12 ft per minute).



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## MAGIC-USER SPELL LIST 5<sup>TH</sup> LEVEL

- |                        |                              |
|------------------------|------------------------------|
| 1. ANIMAL GROWTH       | 10. MONSTER SUMMONING        |
| 2. ANIMATE DEAD        | III                          |
| 3. CLOUDKILL           | 11. PASSWALL                 |
| 4. CONJURE ELEMENTAL   | 12. TELEKINESIS              |
| 5. CONTACT OTHER PLANE | 13. TELEPORT                 |
| 6. EXTENSION II        | 14. TRANSMUTE ROCK TO<br>MUD |
| 7. FEEBLEMIND          | 15. WALL OF IRON             |
| 8. HOLD MONSTER        | 16. WALL OF STONE            |
| 9. MAGIC JAR           |                              |

### **Animal Growth**

*Range: 120 ft*

*Duration: 2 hours*

*School: Transmutation*

This spell causes 1d6 normal creatures to grow immediately to giant size. While the spell lasts, the affected creatures can attack as per a giant version of themselves.

### **Animate Dead**

*Range: Referee's Discretion*

*Duration: Permanent*

*School: Necromancy*

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 slain.

### **Cloudkill**

*Range: Moves 6 ft per minute*

*Duration: 1 hour*

*School: Conjuration*

Foul and poisonous vapors boil from the thin air, forming a cloud 15 ft in radius. The cloud moves directly forward at a rate of 6ft 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. Even touching the cloud (much less breathing it) requires a saving throw to avoid immediate death.

### **Conjure Elemental**

*Range: 240 ft*

*Duration: Until dispelled*

*School: Conjuration*

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The caster summons a 16 HD elemental (any kind) from the elemental planes of existence, and binds it to his commands. The elemental obeys the caster only for as long as the caster concentrates on it; and when the caster ceases to concentrate, even for a moment, the elemental is released and will attack him.

## Contact Other Plane

*Range: None*

*Duration: Number of "Yes/No" questions*

*School: Divination*

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 effects depend upon how deeply into the caster quests into the various planes of existence. The caster must decide how "far" into the planes of existence he wishes to make contact. The number of planes in "depth" that he chooses will affect the number of yes or no questions he can ask, the chance that the knowledge is available at that level, the chance of receiving a wrong answer, and the chance that he will become temporarily insane from the experience. Temporary insanity lasts for as many weeks as the "number" of the plane where the caster's sanity failed (or was deliberately removed).

Plane of Existence	Max. # of Questions	Available Knowledge	Wrong Result	Temporary Insanity
3 <sup>rd</sup>	3	25	70%	1%
4 <sup>th</sup>	4	30	60%	10%
5 <sup>th</sup>	5	40	50%	20%
6 <sup>th</sup>	6	50	40%	30%
7 <sup>th</sup>	7	60	30%	40%
8 <sup>th</sup>	8	70	25%	45%
9 <sup>th</sup>	9	80	20%	55%
10 <sup>th</sup>	10	85	15%	65%
11 <sup>th</sup>	11	90	10%	75%
12 <sup>th</sup>	12	95	1%	85%

1 This is reduced by 5% for every level above 11<sup>th</sup>

## Extension II

*Range: Same as the spell being extended*

*Duration: See below*

*School: Transmutation*

Extension II lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension II.

## Feeblemind

*Range: 240 ft*

*Duration: Permanent until dispelled*

*School: Enchantment*

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made

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at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feeble of mind until the magic is dispelled.

## Hold Monster

*Range: 120 ft*

*Duration: 1 hour (+10 minutes/level)*

*School: Enchantment*

The caster targets 1d4 creatures, which are completely immobilized (saving throw applies). The caster may also target a single creature, in which case the saving throw is made with a penalty of -2.

## Magic Jar

*Range: See below*

*Duration: See below*

*School: Necromancy*

This spell relocates the caster's life essence, intelligence, and soul into an object (of virtually any kind). The jar must be within 30 ft 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 ft 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.

## Monster Summoning III

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuration*

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1d4 Bugbears
2	1d2 Harpies
3	1d2 Ochre Jellies
4	1d2 Were-rats
5	1d2 Wights
6	1d2 Wild Boar

## Passwall

*Range: 30 ft*

*Duration: 3 turns (30 minutes)*

*School: Transmutation*

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This spell creates a hole through solid rock, about 7 ft high, 10 ft wide, and 10 ft deep (possibly deeper at the discretion of the Referee). The hole closes again at the end of the spell's duration.

## **Telekinesis**

*Range: 120 ft*

*Duration: 6 turns (1 hour)*

*School: Transmutation*

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level. It is up to the Referee's interpretation of the spell whether the objects can be thrown and at what speed.

## **Teleport**

*Range: Touch*

*Duration: Instantaneous*

*School: Conjuratation*

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

1. If the caster has only seen the location in a picture or through a map (i.e., his knowledge is not based on direct experience), there is only a 25% chance of success, and failure means death, for the traveler's soul is lost in the spaces between realities.
2. If the caster has seen but not studied the location, there is a 20% chance of error. If there is an error, there is a 50% chance that the traveler arrives low, 1d10 x10 feet below the intended location (with death resulting from arrival within a solid substance). If the error is high (over the 50% chance for a "low" arrival), the traveler arrives 1d10 x10 ft over the targeted location—probably resulting in a deadly fall.
3. If the caster is well familiar with the location, or has studied it carefully, there is only a 5% chance of error—a 1 in 6 chance of teleporting low, otherwise high. In either case, the arrival is 1d4 x10 ft high or low.

## **Transmute Rock to Mud**

*Range: 120 ft*

*Duration: 3d6 days, unless reversed*

*School: Transmutation*

This spell transmutes rock (and any other form of earth, including sand) into mud. An area of roughly 300x300 ft becomes a deep mire, reducing movement to 10% of normal.

## **Wall of Iron**

*Range: 60 ft*

*Duration: 2 hours*

*School: Conjuratation*

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The caster conjures an iron wall from thin air. The wall is 3 ft thick, 50 ft tall, and 50 ft long.

## **Wall of Stone**

*Range: 60 ft*

*Duration: Permanent until dispelled*

*School: Conjuratation*

The wall of stone conjured by this spell is two feet thick, with a surface area of 1,000 square feet. The caster might choose to make the wall 50 ft long (in which case it would be 20 ft tall), or 100 ft long (in which case it would be only 20 ft tall).



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## MAGIC-USER SPELL LIST 6<sup>TH</sup> LEVEL

- |                      |                          |
|----------------------|--------------------------|
| 1. ANTI-MAGIC SHELL  | 9. LOWER WATER           |
| 2. CONTROL WEATHER   | 10. MONSTER SUMMONING IV |
| 3. DEATH SPELL       | 11. MOVE EARTH           |
| 4. DISINTEGRATE      | 12. PART WATER           |
| 5. ENCHANT ITEM      | 13. PROJECT IMAGE        |
| 6. GEAS              | 14. REINCARNATION        |
| 7. INVISIBLE STALKER | 15. REPULSION            |
| 8. LEGEND LORE       | 16. STONE TO FLESH       |

### **Anti-magic Shell**

*Range: Caster*

*Duration: 2 hours*

*School: Abjuration*

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

### **Control Weather**

*Range: Referee's discretion*

*Duration: Referee's discretion*

*School: Transmutation*

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

### **Death Spell**

*Range: 240 ft*

*Duration: Causes normal death*

*School: Necromancy*

Within a 60 ft radius, up to 2d8 creatures with fewer than 7 hit dice perish.

### **Disintegrate**

*Range: 60 ft*

*Duration: Permanent—cannot be dispelled*

*School: Transmutation*

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.



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## **Enchant Item**

*Range: Touch*

*Duration: Permanent*

*School: Transmutation*

This spell is used in the creation of a magical item, in addition to whatever research, special ingredients, and other efforts the Referee may determine are necessary for the task.

## **Geas**

*Range: 30 ft*

*Duration: Until task is completed*

*School: Enchantment*

If the spell succeeds (saving throw), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, he will suffer weakness (50% reduction in strength), and trying to ignore the geas causes death.

## **Invisible Stalker**

*Range: Close*

*Duration: Until mission is completed*

*School: Conjuration*

This spell summons (or perhaps creates) an invisible stalker, an invisible being 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.

## **Legend Lore**

*Range: Caster*

*Duration: See below*

*School: Divination*

Over the course of long and arduous magical efforts (1d100 days), the caster gains knowledge about some legendary person, place, or thing. The spell's final result may be no more than a cryptic phrase or riddle, or it might be quite specific.

## **Lower Water**

*Range: 240 ft*

*Duration: 2 hours*

*School: Transmutation*

This spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 normal.

## **Monster Summoning IV**

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuration*

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The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1 Gargoyle
2	1 Ogre
3	1 Owlbear
4	1 Shadow
5	1 Werewolf
6	1 Wraith

## Move Earth

*Range: 240 ft*

*Duration: 1 hour, effects permanent*

*School: Transmutation*

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 ft per minute (60 ft per turn).

## Part Water

*Range: 120 ft*

*Duration: 1 hour*

*School: Transmutation*

This spell creates a gap through water, to a depth of 20 ft. At 18th and every level thereafter, the Cleric adds 10 ft to the depth of water parted, and 1 additional hour to the spell's duration.

## Project Image

*Range: 240 ft sphere*

*Duration: 1 hour*

*School: Illusion*

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

## Reincarnation

*Range: Touch*

*Duration: Instantaneous*

*School: Necromancy*

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body. If the resulting creature is a normal character race, roll 1d6 to determine the character's new level. (See table)

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Die Roll	Reincarnated as...
1	Bugbear
2	Centaur
3	Dog, Cat, Wolf
4	Dwarf
5	Elf
6	Gnoll
7	Goblin
8	Half-Orc
9	Harpy
10	Hobgoblin
11	Human
12	Kobold
13	Lizard Man
14	Lycanthrope (Werewolf or other)
15	Minotaur
16	Ogre
17	Ogre Mage
18	Orc
19	Troll
20	Wyvern

## Repulsion

*Range: 120 ft*

*Duration: 1 hour*

*School: Abjuration*

Any creature trying to move toward the caster finds itself moving away, instead.

## Stone to Flesh

*Range: 120 ft*

*Duration: Permanent until reversed*

*School: Transmutation*

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 (until the stone-to-flesh version of the spell is cast).

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## MAGIC-USER SPELL LIST 7<sup>TH</sup> LEVEL

- |                              |                        |
|------------------------------|------------------------|
| 1. CACODEMON                 | 7. MONSTER SUMMONING V |
| 2. CHARM PLANTS              | 8. PHASE DOOR          |
| 3. DELAYED BLAST<br>FIREBALL | 9. POWER WORD, STUN    |
| 4. EXTENSION III             | 10. REVERSE GRAVITY    |
| 5. LIMITED WISH              | 11. SIMULACRUM         |
| 6. MASS INVISIBILITY         |                        |

### **Cacodemon**

*Range: 10 ft*

*Duration: Referee's discretion*

*School: Conjuratation*

This spell summons a demon or other fiend (such as a devil) from the lower planes of existence. The spell provides no protection whatsoever against the wrath of the summoned creature, and the magic user should be versed in the lore of pentacles and other magical means of hedging out demons. Gaining the demon's assistance is beyond the spell's power, coming down to a matter of negotiations and threats between the caster and the fiend.

### **Charm Plants**

*Range: 120 ft*

*Duration: Until dispelled*

*School: Enchantment*

If the plant fails a saving throw (and it need not be intelligent), it will obey the caster to the extent of its ability. The spell affects one large tree, six man-sized plants, twelve plants three feet tall, or twenty-four flower-sized plants.

### **Delayed Blast Fireball**

*Range: 240 ft*

*Duration: Chosen by caster (up to 10 minutes)*

*School: Evocation*

This spell creates a normal fireball, but the blast can be delayed for a period of up to 10 minutes. The burst radius, per a normal fireball, is 20 ft, and damage is 1d6 per level of the caster. The blast shapes itself to the available volume (33,000 cubic feet), filling 33 ten-by-ten-by-ten cubical areas.

### **Extension III**

*Range: Same as the spell being extended*

*Duration: See below*

*School: Transmutation*

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Extension III lengthens the duration of another spell by 50%. Only spells of level 1–4 can be affected by Extension III.

## Limited Wish

*Range: Referee's discretion*

*Duration: Changes reality*

*School: Universal*

This spell is an extremely weak version of the “wish” spell. Limited wish is not even powerful enough to create or bring treasure to the caster, and under some circumstances only a part of the wish might actually be fulfilled. The spell does have the power to reach for a limited period of time into the past or future as well as the present.

## Mass Invisibility

*Range: 240 ft*

*Duration: See below*

*School: Illusion*

This spell makes 1d3 hundred man or horse-sized creatures (or objects) invisible, as if they had been affected by a single invisibility spell. The spell can also affect up to 6 creatures of dragon size. As with the invisibility spell, the enchantment lasts until dispelled or until the creature makes an attack.

## Monster Summoning V

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuration*

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1 Cockatrice
2	1 Manticore
3	1 Minotaur
4	1 Ogre Mage
5	1 Salamander
6	1 Troll

## Phase Door

*Range: Touch*

*Duration: 1 use/2 levels*

*School: Transmutation*

The spell caster alters his body's vibrations affecting a section of wall much like the Passwall spell above. The Phase Door can only be seen and used by the spell caster. The magic user will appear to disappear when he enters the door and upon exiting, seem to appear. The door can only be used once per 2 levels of experience.

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## **Power Word, Stun**

*Range: 120 ft*

*Duration: 1d6 or 2d6 turns (See below)*

*School: Enchantment*

The caster speaks a word of power to a particular creature. If that creature has fewer than 35 hit points, it is instantly stunned for 2d6 turns; if the creature has from 36 to 70 hit points, it is stunned for only 1d6 turns. If the creature has more than 70 hit points it is not affected by the spell. No saving throw is permitted.

## **Reverse Gravity**

*Range: 90 ft*

*Duration: 1 round (minute)*

*School: Transmutation*

The spell reverses gravity in a cubical area approximately 30x30x30 ft in size. Anything in the area falls upward, and then when the spell ends they fall back down again.

## **Simulacrum**

*Range: Touch*

*Duration: Permanent*

*School: Necromancy*

The caster creates a duplicate of himself or some other person. The basic form is created from snow and ice, and must then be animated (Animate Dead is an acceptable means). A Limited Wish (along with the actual simulacrum spell) is then used to imbue the animated form with intelligence and certain knowledge of the person being simulated. The simulacrum gains 30–60% (use a d3) of the simulated creature's knowledge and experience. The simulacrum follows its creator's orders. It is worthy of note that the simulacrum is not a perfect representation of the original. Side by side, the differences are obvious, and the simulacrum is a magical creature detectable with a detect magic spell. If the original of the simulacrum dies, a strange effect begins: the simulacrum begins to gain the knowledge and experience of the dead individual at a rate of 1% per week (to a maximum of 90%).



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## MAGIC-USER SPELL LIST 8<sup>TH</sup> LEVEL

- |                         |                      |
|-------------------------|----------------------|
| 1. CLONE                | 5. PERMANENCY        |
| 2. MASS CHARM           | 6. POLYMORPH OBJECT  |
| 3. MIND BLANK           | 7. POWER WORD, BLIND |
| 4. MONSTER SUMMONING VI | 8. SYMBOL            |

### **Clone**

*Range: Close*

*Duration: Permanent*

*School: Necromancy*

By this eerie and disturbing spell, a piece of flesh, taken from a living person, is grown into an exact duplicate of the person at the time the flesh was removed (whether this requires a laboratory and how much time is required to regrow the clone depend upon the spell formula and the Referee's discretion). If a clone is created while its parent-creature still lives, the clone will seek to kill its original. If it fails to achieve this goal, both the clone and the original will become insane.

### **Mass Charm**

*Range: 120 ft*

*Duration: Until dispelled*

*School: Enchantment*

This spell operates in the same manner and with the same restrictions as Charm Person. However, it affects a total of 30 HD of creatures, in any combination. All saving throws are made with a penalty of -2.

### **Mind Blank**

*Range: 30 ft*

*Duration: 1 day*

*School: Abjuration*

The recipient of this spell is protected from all manner of influence, read and detect thoughts or emotions.

### **Monster Summoning VI**

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuratation*

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

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Die Roll	Monster Summoned
1	1 Black Dragon
2	1 Chimera
3	1 Efreeti
4	1 Flesh Golem
5	1 Frost Giant
6	1 Hill Giant
7	1 Hydra (7 heads)
8	1 Mummy
9	1d2 Ogre Magi
10	1 White Dragon

## Permanency

*Range: See below*

*Duration: Permanent until dispelled by an opponent of twice the caster's level*

*School: Transmutation*

This spell makes the effect of another spell permanent—unless a Magic-user of twice the caster's level dispels it. No more than one permanency is ordinarily possible on any one object, and no more than two upon a creature. Considerable Referee discretion is required for the use of this spell: many spells should not be subject to being made permanent.

## Polymorph Object

*Range: 240 ft*

*Duration: Referee's discretion*

*School: Transmutation*

An object can be turned into another object, animal, vegetable, or mineral. The degree of change will affect the spell's duration. Animal-to-animal changes, vegetable-to-vegetable changes, and mineral-to-mineral changes are all likely to remain permanent until dispelled. Thus, turning a human into an orc, or turning a wall into a pile of sand, would both result in a permanent change. On the other hand, turning a shrub into a thinking human being would last only a small number of turns. Determining how long a proposed use of the spell will last is the province of the Referee; it is important to remember that this is an eighth level spell of considerable power—but not as powerful as a ninth level wish spell.

## Power Word, Blind

*Range: 120 ft*

*Duration: 1d4 or 2d4 days (See below)*

*School: Enchantment*

The caster speaks a word of power to a particular creature. If that creature has fewer than 40 hit points, it is instantly blinded for 2d4 days; if the creature has from 41 to 80 hit points, it is blinded for 1d4 days. If the creature has more than 80 hit points it is not affected by the spell. No saving throw applies.



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## Symbol

*Range: Referee's discretion (according to symbol)*

*Duration: Varies (depends upon symbol used)*

*School: Enchantment*

A symbol spell creates a deadly magical trap, written into the shape of an arcane rune. The rune's magic is activated when any person or creature hostile to the caster reads it, or passes over, under, or past it. Various different runes are known, and others may be possible:

*Symbol of Death:* Deals 80 hit points of damage

*Symbol of Discord:* Causes all creatures in the hostile group to begin arguing, and possibly fighting amongst themselves with lethal intent.

*Symbol of Fear:* Casts a Fear spell.

*Symbol of Insanity:* Up to 100 HD of creatures are driven insane by a curse.

*Symbol of Sleep:* Casts a Sleep spell affecting double the normal number of creatures and with double the normal duration.

*Symbol of Stunning:* 150 hit dice (HD) of creatures are affected as per a Power Word, Stun.



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## MAGIC-USER SPELL LIST 9<sup>TH</sup> LEVEL

- |                      |                     |
|----------------------|---------------------|
| 1. ASTRAL SPELL      | 6. POWER WORD, KILL |
| 2. MAZE              | 7. PRISMATIC SPHERE |
| 3. GATE              | 8. SHAPE CHANGE     |
| 4. METEOR SWARM      | 9. TIME STOP        |
| 5. MONSTER SUMMONING | 10. WISH            |

### VII

#### **Astral Spell**

*Range: 100 miles (above ground), 100 yards (below)*

*Duration: 2 hours*

*School: Transmutation*

The caster projects his astral form into other places; the astral form is invisible to all creatures but those also traveling the astral plane of existence. The spell has a duration of two hours. If the caster's physical body is moved more than 100 miles from its original location while the astral form is away, the link is sundered and the caster's soul becomes lost in the beyond; and if the caster's body is underground, it need only be moved 100 yards before the connection is broken.

The astral form is capable of casting spells, but there is a 5% chance per spell level that the spell will fail. Additionally, there is a 2% chance per spell level of the attempted spell that the astral spell itself will falter as a result of the spell casting, and the astral form will return to the physical body. When traveling in astral form upon the earth, the astral form may travel as fast as 100 miles per hour per level above 18th. If the form is traveling underground, its top speed is much slower: 120 ft per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

#### **Gate**

*Range: Near the caster*

*Duration: See below*

*School: Conjuration*

A gate spell creates an opening to another plane of existence, and summons forth a specified, tremendously powerful being from the other plane, including gods and demi-gods. The caster must know the name of the creature he is attempting to summon, or the spell will fail. There is a 5% chance that the wrong being may be summoned, and (regardless whether the summoned being is the right one or not) there is a 5% chance that it will lack interest in the situation and return through the gate. The summoned being is not necessarily friendly to the caster, and may even be extremely annoyed.

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## Maze

*Range: 60 ft*

*Duration: Depends on intelligence*

*School: Conjuraton*

The targeted creature disappears into a gap in reality, where strange curving and branching passages conceal the way out. Creatures with intelligence lower than 6 require 2d4 x3 rounds (minutes) to escape the interdimensional prison. Creatures with Intelligence scores 7–11 require 2d4 rounds, and creatures with an intelligence of 12+ require only 1d4 rounds to puzzle the way back into normal reality. Although monsters aren't described with specific Intelligence scores, it shouldn't be hard to determine into which category any specific monster falls. Unless ruled otherwise by the Referee, there is no saving throw to avoid the spell.

## Meteor Swarm

*Range: 240 ft*

*Duration: Instantaneous*

*School: Conjuraton*

Tiny meteors swarm from the caster's hands and explode into fireballs where he desires. The caster may hurl 4 normal fireballs for 10d6 damage or 8 fireballs of 10 ft diameter that inflict 5d6 points of damage. A saving throw is permitted in order to take half damage.

## Monster Summoning VII

*Range: N/A*

*Duration: 6 rounds (minutes)*

*School: Conjuraton*

The caster summons allies, who serve him until slain (or until the duration of the spell expires). The allies do not appear immediately; there is a delay of 1 turn (10 minutes) before they appear.

Die Roll	Monster Summoned
1	1d2 Chimerae
2	1 Fire Giant
3	1 Hydra (9 heads)
4	1 Iron Golem
5	1 Lich
6	1 Purple Worm
7	1 Red Dragon
8	1 Stone Golem
9	1 Storm Giant
10	1 Titan

## Power Word, Kill

*Range: 120 ft*

*Duration: Immediate*

*School: Enchantment*

The caster speaks a word of power to a particular creature. If that creature has fewer than 50 hit points, it is slain by the word it hears; if it has more than 50 hit points it is not affected by the spell. No saving throw is permitted.

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## Prismatic Sphere

*Range: 10 ft sphere*

*Duration: 1 hour*

*School: Abjuration*

A sphere of seven colors whirls about the Magic-user, with a radius of ten feet. The glowing colors form a layered spectrum; to destroy the sphere, each layer must be destroyed in turn from Red to Orange, to Yellow, to Blue, to Indigo, and then to the innermost Violet layer. Any creature of 7 or fewer hit dice that looks upon the sphere will be blinded for 1d6 turns.

Layer	Effects of Color	Negated By
Red	Causes 12 points of damage to the touch. Stops any magic arrows or missiles (including the spell Magic Missile).	Ice Storm or other cold-based attack
Orange	Causes 24 points of damage to the touch. Stops arrows and any other non-magical missile.	Lightning Bolt or other electrical attack
Yellow	Causes 48 points of damage to the touch. Blocks all breath weapons.	Magic Missile spell or a magical arrow
Green	Causes death (saving throw allowed) to the touch. Blocks any scrying and detection-type spells from seeing within.	Passwall spell or other earth-moving magic
Blue	Turns flesh to stone when touched (saving throw allowed). Blocks all divine (Clerical) magic from passing through.	Disintegrate spell (or from a wand or item)
Indigo	Causes death and destroys the soul utterly when touched (saving throw allowed).	Dispel Magic
Violet	Causes permanent insanity when touched. Blocks all arcane (Magic-user) spells.	Continual Light

## Shape Change

*Range: Caster*

*Duration: 1d6+10 turns (+1 turn/level)*

*School: Transmutation*

When the caster casts this spell upon himself, he is able to turn at will into a variety of creatures. In each form, he gains the characteristics of the creature (much as with the polymorph others spell). Thus, turning into a dragon actually allows the caster to use the dragon's breath weapon. The caster might then choose to turn into a raven, then a frog, and whatever other creatures he might choose. It is not, of course, required that the caster use more than one shape—if he wants to remain as a dragon for the duration of the spell, that's fine.

## Time Stop

*Range: Caster*

*Duration: 1d4+1 rounds*

*School: Transmutation*

The caster stops the passage of time in a radius about 15 ft around himself (the time-stopped area does not thereafter move with the caster. Any creatures within this area are suspended in time, unable to act. The caster is not stopped in time while in the area or beyond.

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## **Wish**

*Range: Unlimited*

*Duration: See below*

*School: Universal*

This spell is not all-powerful; it grants wishes of limited scope (although more powerful than a Limited Wish). The Referee's discretion will rule what sort of wishes are within the spell's power (one possible guideline—not official—might be that a wish can grant effects that would be similar in power to a spell of level 8 or lower, with permanent effect in many cases). After casting a wish spell, the Magic-user is too mentally drained to cast spells for a period of 1d4 days.



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