

WHITE  
BOX  
SPELLS  
CLERIC I

外伝

## **LEVEL 1**

### **SENSE WITCH**

Forged into a Spell Pattern by Priest Nurceria of the Ilirithia Council of Suthoria, the Cleric that casts this Spell can sense the location of any practicing Witch (and become aware of their name and visual identity) within 1D4 miles of their current location.

### **PROTECTION FROM EXORCISM**

Gifted to the Priests of the realms by the Higher Powers, this Spell enables the Cleric the ability to shield others (up to 1D4 individuals) from the supernatural madness that manifests during the exorcism of the possessed and thus cannot be harmed by the insanity of the experience.

### **CURSE CAULDRON**

Wrought into a Pattern of Spell by Lord Daerion during the Alemsa Crisis, the Cleric that casts this Spell can cause the Cauldron of any Witch to boil and boil until all of its ingredients have been consumed and wasted.

### **SENSE POSSESSED**

Priests of the Faith received this graceful gift from the Clerics of Lurian when the Demons of the Fiery Rage acquired the ability to fuse with humanoid life-forms and drive them mad. Once cast, those that inhabit demons in their psyche, can be identified by the Cleric upon sight.

### **KNOW CANTICLE**

Gifted to the Priests of Thanora during their quest to slay the Witches of Surda by the Higher Powers, Clerics that cast this Spell can detect the chanting of any Witch within 1D4 miles of their location and determine what Spell the female mage-like practitioners are casting.

### **HOLY AURA**

The Higher Powers forged this Spell Pattern during the Cataclysm. Clerics that cast this Spell radiate a powerful aura of Divine Light. Creatures of infernal alignment must remain 1D4 feet from the caster until dispelled.

### **HOLY WEAPON**

During the War of Certohkia, the Clerics of the Third Moon wrought a powerful Spell Pattern that enables all initiated to summon a club, flail or mace of almighty power. This weapon, once conjured, is indestructible and deals +3D6 damage to all creatures of infernal alignment.

### **DETECT DEMON**

After the death of Lord Baldron's daughter by the serrated teeth of the Neck Ripper, the Clerics of his Holy Court wrought this Spell Pattern so that they could detect the true type of soul of all they beheld as the Neck Ripper was truly Baldron's son who birthed himself into the family.

### **BLESS WEAPON**

Wrought into a Spell Pattern by the Higher Powers of Athana, the Cleric that masters this Spell can turn any normal weapon (whether to be wielded by themselves or another) into a Holy Weapon similar to the Cleric Spell: Holy Weapon.

## DESIGNATION OF PRODUCT IDENTITY

Swords & Wizardry Cleric I™ is © 2015 Gaiden. The Swords & Wizardry Cleric I™ logo is © 2015 Gaiden.

## COPYRIGHT NOTICE

The introduction and flavor or descriptive text in this product is © 2015 Gaiden and is not open content.

## DESIGNATION OF OPEN CONTENT

All rules, charts, and house rules are open content.

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson. Swords & Wizardry, Copyright 2008, Matthew J. Finch. Swords & Wizardry: White Box by Matt Finch and Marv Breig, Copyright 2008, Matthew J. Finch.