



Swords
&
Wizardry

CURE LIGHT WOUNDS

Spell Level: Cleric, 1st 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.



CLERIC • 1ST LEVEL





Swords
&
Wizardry

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.



CLERIC • 1ST LEVEL





Swords
&
Wizardry

DETECT MAGIC

Spell Level: Cleric 1st Level

Range: 60 feet

Duration: 20 minutes

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



CLERIC • 1ST LEVEL





**Swords
&
Wizardry**

LIGHT

Spell Level: Cleric; 1st Level

Range: 60 feet

Duration: 2 hours

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.



CLERIC • 1ST LEVEL





Swords & Wizardry

PROTECTION FROM EVIL

Spell Level: Cleric, 1st Level

Range: Caster

Duration: 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.



CLERIC • 1ST LEVEL





Swords & Wizardry

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.



CLERIC • 1ST LEVEL





Swords & Wizardry

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.



CLERIC • 2ND LEVEL





**Swords
&
Wizardry**

FIND TRAPS

Spell Level: Cleric, 2nd Level

Range: 30 feet

Duration: 20 minutes (2 turns)

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



CLERIC • 2ND LEVEL





Swords
&
Wizardry

HOLD PERSON (CLERIC)

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.



CLERIC • 2ND LEVEL





Swords
&
Wizardry

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.



CLERIC • 2ND LEVEL





Swords & Wizardry

SNAKE CHARM

Spell Level: Cleric, 2nd Level

Range: 60 feet

Duration: 1d4 + 2 turns

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



CLERIC • 2ND LEVEL





Swords
&
Wizardry

SPEAK WITH ANIMALS

Spell Level: Cleric, 2nd Level

Range: Caster

Duration: 6 turns

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

CLERIC • 2ND LEVEL





Swords & Wizardry

CONTINUAL LIGHT

Spell Level: Cleric, 3rd 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.

CLERIC • 3RD LEVEL





Swords
&
Wizardry

CURE DISEASE

Spell Level: Cleric, 3rd Level

Range: Touch

Duration: Immediate

Cures the spell's recipient of any diseases, including magically-inflicted ones. An evil reversal of this spell allows a Chaotically aligned Cleric to cause disease.

CLERIC • 3RD LEVEL





**Swords
&
Wizardry**

LOCATE OBJECT (CLERIC)

Spell Level: Cleric, 3rd Level

Range: 90 feet

Duration: 1 round/level

Within the spell's range, the Cleric 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.



CLERIC • 3RD LEVEL





**Swords
&
Wizardry**

PRAYER

Spell Level: Cleric, 3rd Level

Range: 30 feet

Duration: Following melee round

The *prayer* spell seeks short-term favor from the gods to help some other spell or attack to succeed. Prayer affects a 20-foot x 20-foot area, causing a saving throw penalty to all creatures in that area. The penalty is a -1, plus an additional -1 for every 10 caster levels. Thus, a 10th-level Cleric causes a saving throw penalty of -2. The penalty actually takes effect in the melee round following the one in which it was cast.



CLERIC • 3RD LEVEL





Swords
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Wizardry

REMOVE CURSE

Spell Level: Cleric, 3rd Level

Range: Very close

Duration: Immediate

This spell removes one curse from a person or object.



CLERIC • 3RD LEVEL





**Swords
&
Wizardry**

SPEAK WITH DEAD

Spell Level: Cleric, 3rd Level

Range: Close/Touch (Referee's discretion)

Duration: 3 questions

The caster can ask three questions of a corpse, and it will answer, although the answers might be cryptic. Only higher-level Clerics have enough spiritual power to command answers of long-dead corpses. Clerics lower than 8th level can gain answers only from bodies that have been dead 1d4 days. Clerics of levels 8–14 can speak to corpses that have been dead 1d4 months. Clerics of level 15+ can gain answers from a corpse of any age, including thousand-year-old relics, as long as the body is still relatively intact. Note that a die roll is involved here. For example, a 7th-level Cleric attempting to speak with a two-day-old corpse might still fail — the d4 roll might indicate that only a one-day-old corpse can be reached with this particular attempt at the spell.



CLERIC • 3RD LEVEL





**Swords
&
Wizardry**

CREATE WATER

Spell Level: Cleric, 4th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of drinking water for 24 men (or, for game purposes, horses). At 9th level, the amount of water doubles, and it doubles again at every level thereafter.



CLERIC • 4TH LEVEL





Swords
&
Wizardry

CURE SERIOUS WOUNDS

Spell Level: Cleric, 4th Level

Range: Touch

Duration: Immediate

Cures 2d6+2 hit points of damage. An evil reversal of this spell allows a Chaotically-aligned Cleric to cause serious wounds.



CLERIC • 4TH LEVEL





Swords & Wizardry

NEUTRALIZE POISON

Spell Level: Cleric, 4th Level

Range: Touch

Duration: Immediate

This spell counteracts poison if used promptly, but cannot be used to bring the dead back to life later.



CLERIC • 4TH LEVEL





Swords & Wizardry

PROTECTION FROM EVIL, 10-FOOT RADIUS

Spell Level: Cleric, 4th Level

Range: Centered on caster

Duration: 1 hour

The spell creates a magical field of protection, 10 feet in radius, around the caster. The field blocks out all enchanted monsters (such as 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 saving throws or armor class, the bonus from the magic circle has no effect for that person, although the protective circle still functions against enchanted creatures.



CLERIC • 4TH LEVEL





**Swords
&
Wizardry**

SPEAK WITH PLANTS

Spell Level: Cleric, 4th Level

Range: Speaking range

Duration: 6 turns

The caster can speak and understand the speech of plants. Plants smaller than trees obey commands, moving aside when requested, etc.



CLERIC • 4TH LEVEL





Swords
&
Wizardry

STICKS TO SNAKES

Spell Level: Cleric, 4th Level

Range: 120 feet

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 commands, but turn back into sticks at the end of the spell, or when killed.



CLERIC • 4TH LEVEL





Swords
&
Wizardry

COMMUNE

Spell Level: Cleric, 5th Level

Range: Caster

Duration: 3 questions

Higher powers grant an answer to three questions the caster poses to them. Higher powers do not like being constantly interrogated by mere mortals, so use of the spell should be limited to once per week or so by the Referee.



CLERIC • 5TH LEVEL





Swords & Wizardry

CREATE FOOD

Spell Level: Cleric, 5th Level

Range: Close

Duration: Immediate

This spell creates a one-day supply of food for 24 humans (or the like). At 9th level, the amount of food doubles, and it doubles again at every level thereafter.

CLERIC • 5TH LEVEL





**Swords
&
Wizardry**

DISPEL EVIL

Spell Level: Cleric, 5th Level

Range: 30 feet

Duration: 10 minutes against an item

This spell is similar to the Magic-User spell *dispel magic*, but affects only evil magic. Also unlike the *dispel magic* spell, *dispel evil* functions (temporarily) against evil "sendings," possibly including dreams or supernatural hunting-beasts. The power of an evil magic item is held in abeyance for 10 minutes rather than being permanently dispelled. Evil spells are completely destroyed.

As with *dispel magic*, the chance of successfully dispelling evil is a percentage based on the ratio of the level of the dispelling caster over the level of original caster (or hit dice of the monster). Thus, a 9th-level Cleric attempting to dispel an evil charm cast by a 12th-level Cleric has a 75% chance of success ($9/12 = 0.75$, or 75%). If the 12th-level Cleric was dispelling the 9th-level Cleric's charm, success would be certain ($12/9 = 1.33$, or 133%).



CLERIC • 5TH LEVEL





**Swords
&
Wizardry**

FINGER OF DEATH

Spell Level: Cleric, 5th Level

Range: 120 feet

Duration: Immediate

This spell kills a single creature (saving throw applies). Misusing the spell is an evil act that likely invokes divine retribution of some kind.



CLERIC • 5TH LEVEL





Swords & Wizardry

INSECT PLAGUE

Spell Level: Cleric, 5th Level

Range: 480 feet

Duration: 1 day

This spell works only outdoors. A storm of insects gathers and goes wherever the caster directs. The cloud covers approximately 400 square feet (20 feet by 20 feet, with roughly corresponding height). Any creature with 2 or fewer hit dice exposed to the cloud of insects flees in terror (no saving throw).



CLERIC • 5TH LEVEL



**Swords
&
Wizardry**

QUEST

Spell Level: Cleric, 5th Level

Range: Speaking range

Duration: Until completed

If the spell succeeds (saving throw applies), the caster may set a task for the spell's victim. If the victim does not diligently work at performing the task, a deadly weakness sets in (50% reduction in Strength), and an attempt to entirely abandon the quest incurs a curse set by the caster in the wording of the original quest. The Referee, of course, must approve the details.



CLERIC • 5TH LEVEL





Swords & Wizardry

RAISE DEAD

Spell Level: Cleric, 5th Level

Range: Close/Touch (Referee's discretion)

Duration: Immediate

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 five days, but for every caster level higher than 8th, the time limit extends another five days. Characters with low Constitution might not survive the ordeal, and even for those with strong Constitution, a period of at least a week is required before they can function normally. This spell functions only on "human-like" races, that is, ones that can be used for player characters.



CLERIC • 5TH LEVEL





**Swords
&
Wizardry**

ANIMATE OBJECT

Spell Level: Cleric, 6th Level

Range: 60 feet

Duration: 1 hour

The Cleric "brings to life" inanimate objects such as statues, chairs, carpets, and tables. The objects follow the Cleric's commands, attacking foes or performing other actions on the caster's behalf. The Referee must determine the combat attributes of the objects (such as armor class, speed, hit dice, and to-hit bonuses) on the spur of the moment. A stone statue, as a basic example, might have AC of 1[18], attack as a creature with 7-9 hit dice, and inflict 2d8 points of damage. Wooden furniture would be considerably less dangerous.



CLERIC • 6TH LEVEL





**Swords
&
Wizardry**

BLADE BARRIER

Spell Level: Cleric, 6th Level

Range: 60 feet

Duration: 12 turns

Mystical blades, whirling and thrusting, form a lethal circle around the spell's recipient, at a radius of 15 feet. The barrier inflicts 7d10 points of damage to anyone trying to pass through.



CLERIC • 6TH LEVEL





**Swords
&
Wizardry**

CONJURATION OF ANIMALS

Spell Level: Cleric, 6th Level

Range: 30 feet

Duration: 1 hour

The Cleric conjures up normal animals to serve as allies: 1 creature larger than a man (such as an elephant), 3 animals the size of a man or horse (such as a lion), or 6 animals smaller than a man (such as a wolf). The animals obey the caster's commands.



CLERIC • 6TH LEVEL





Swords
&
Wizardry

FIND THE PATH

Spell Level: Cleric, 6th Level

Range: Caster

Duration: 1 hour + 10 minutes/level; 1 day outdoors

The caster perceives the fastest way out of an area, even if the area is designed to be difficult to navigate, such as a labyrinth. While outdoors, the spell has greater power, lasting a full day.



CLERIC • 6TH LEVEL





**Swords
&
Wizardry**

SPEAK WITH MONSTERS

Spell Level: Cleric, 6th Level

Range: Speaking range

Duration: 3d4 questions

The caster can speak with any type of monster for the duration of a certain number of questions. The monster is not forced to answer.



**Swords
&
Wizardry**

WORD OF RECALL

Spell Level: Cleric, 6th Level

Range: Indefinite

Duration: Immediate

The Cleric teleports without error back to a prepared sanctuary.



CLERIC • 6TH LEVEL





Swords
&
Wizardry

AERIAL SERVANT

Spell Level: Cleric, 7th Level

Range: N/A

Duration: Until completed or insanity

This spell summons a powerful creature from the elemental planes of air to fetch and return one thing (or creature) to the caster. Only a creature with a Strength of 18 can fight its way from the servant's grasp, and even then the chance is not likely to be greater than 50%. The servant can carry up to 500 pounds in weight. If the servant is frustrated in its efforts to bring the desired object to the caster, it becomes insane and returns and attacks him or her.

Aerial Servant: HD 16; AC 3[16]; Atk slam (4d4); Move 24 (fly 24); Save 3; AL N; CL/XP 20/4400; **Special:** +1 or better magic weapons to hit, invisibility, throttle (if slam hits, creature can grab and hold for automatic 4d4 damage per round, Open Doors check to escape), wind blast (usable once every 1d4 rounds, 80ft range, 4d8 damage, push target back 2d10 feet, save for half damage and to resist being moved).



CLERIC • 7TH LEVEL





Swords & Wizardry

ASTRAL SPELL

Spell Level: Cleric, 7th Level

Range: 100 miles (aboveground), 100 yards (belowground)

Duration: 2 hours

The caster projects his or her 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 becomes attenuated and the caster's soul has a 50% chance to become lost in the beyond. (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 fails. Additionally, there is a 1% chance per spell level of the attempted spell that the astral spell itself falters as a result of the spellcasting, and the astral form returns 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 feet per 10-minute turn. When traveling into the deeper regions beyond the earth, speed and distance are obviously not measured in miles.

CLERIC • 7TH LEVEL





**Swords
&
Wizardry**

CONTROL WEATHER

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Referee's discretion

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.



CLERIC • 7TH LEVEL





**Swords
&
Wizardry**

EARTHQUAKE

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Immediate

The Cleric causes a powerful earthquake in an area 60 x 60 feet plus an additional 10 feet (in both length and width) per three levels above 17th. The quake topples walls, causes rockslides, and opens gaping fissures in the earth. Any creature caught in the quake has a 1-in-6 chance of falling into the depths of the earth and being killed. The earthquake's tremors do not extend in any way beyond the spell's area of effect.

CLERIC • 7TH LEVEL





Swords & Wizardry

HOLY WORD

Spell Level: Cleric, 7th Level

Range: 40-foot radius

Duration: Immediate

The speaking of a *holy word* dramatically affects all those within the range of its divine power. Creatures of fewer than 5 hit dice are slain; creatures of 5–8 hit dice are stunned for 2d10 turns; and creatures with 9–12 hit dice are deafened for 1d6 turns. Creatures with 13+ hit dice are unaffected but probably impressed.



CLERIC • 7TH LEVEL





Swords & Wizardry

PART WATER

Spell Level: Cleric, 7th Level

Range: 240 feet

Duration: 2 hours

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

CLERIC • 7TH LEVEL





**Swords
&
Wizardry**

RESTORATION

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Immediate

This spell restores levels lost to such horrible creatures as wraiths and shadows. An evil reversal of the spell allows a Chaotically-aligned Cleric to drain a level from the target. The "good" version of the spell is exhausting to the caster, incapacitating him for 2d10 days. At the discretion of the Referee, this spell may restore lost points of attribute scores as well as lost levels.



CLERIC • 7TH LEVEL





**Swords
&
Wizardry**

RESURRECTION

Spell Level: Cleric, 7th Level

Range: Referee's discretion

Duration: Immediate

This spell (also known as "raise dead fully") raises the dead back to life in the same manner as the *raise dead* spell. It is, however, considerably more powerful: the person raised from the dead needs no time to recuperate from the experience of death and suffers no other penalties. An evil "reversal" of the spell can also be cast, which causes death with no saving throw.



CLERIC • 7TH LEVEL





Swords
&
Wizardry

SYMBOL (CLERIC)

Spell Level: Cleric, 7th Level

Range: Referee's discretion (according to symbol)

Duration: Varies (depends upon symbol used)

A *symbol* spell creates a deadly magical trap, written into the shape of a divine 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 Discord: Causes all creatures in the hostile group to begin arguing, and possibly fighting among themselves with lethal intent.

Symbol of Fear: Casts a *fear* spell.

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

Symbol of Stunning: Up to 150 hit points of creatures are affected as per a *power word, stun*.

Divine symbols cannot be crafted in such a way that would cause a permanent effect (such as insanity) upon those affected.



CLERIC • 7TH LEVEL





Swords
&
Wizardry

WIND WALK

Spell Level: Cleric, 7th Level

Range: Touch

Duration: 1 day or until dispelled

The caster and one other person in contact with him become incorporeal and mist-like, able to travel through walls and other obstacles. The Cleric can bring this companion along and travel at 48 feet per minute indoors (or in subterranean settings) and much faster outdoors.



CLERIC • 7TH LEVEL

