

# CLERIC SPELLBOOK





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# CLERIC SPELLBOOK

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# INTRODUCTION

## ORGANIZATION OF THE BOOK

This book contains the cleric spells from the Swords & Wizardry rulebook, organized by level for the convenience of a player rather than alphabetically for the convenience of the Referee. We'd like to thank the Kickstarter backers who pointed out that the alternate presentation would be useful for players.

## MAGIC

Magic, sorcery, and strange miracles, are the beating heart of the game: the bizarre fluctuations of power beyond the laws of normal reality, mystically glowing runes of unknown meaning and deadly portent; the auguries of bird-flocks and fallen stones; arcane incantations that twist the mind when memorized and scorch the throat when spoken; dusty tomes in forgotten libraries; knowledge that can melt the very soul of the incautious reader ...

Clerical spellcasting is quite different from the way in which a Magic-User draws upon the complex, mindless patterns and channels of arcane power. A Cleric's magic is a matter of faith and reverence; the Cleric can draw forth miracles, sometimes of truly staggering power. The number of spells a Cleric can cast in a single day is limited and the particular spells must be selected ahead of time, but this is done through a process of prayer and meditation, not by the study of formulae in a spellbook. It is said that these are "memorized," but such is not precisely the case — "memorization" is simply the closest term that has been coined to describe the preparation of Clerical spells.

Indeed, the divine powers are inscrutable: layer upon layer of mysteries, revelations, and understandings that are peeled away slowly as the Cleric progresses to higher levels. Whether these deeper mystical realities are imparted by visions and sudden insight or whether they are taught to initiates after the prescribed achievements, they represent the ability to cast higher-level spells and to commune more directly with the divine powers. Most Clerics are the servants of Law or Chaos, for these are primordial forces that infuse the very foundations of the universe and cosmos. Clerics of Law might have a patron saint or deity who intercedes between the Cleric and the ultimate power of Law, or the Cleric might simply worship Law as an abstract power. Clerics of Chaos might, similarly, commune directly with the storm-insanity of pure Chaos, or take the different path of serving powerful demon princes or blood-drenched gods. Neutral Clerics (if allowed by the Referee) must generally serve a lesser, independent supernatu-

ral power, one that has chosen to go its own way in rejection of the stark path of Law and the dark, mad labyrinths of Chaos. In many cases, although such Neutral patrons are weaker than Law and Chaos in the cosmic sense, they can grant as much power to their mortal followers as greater entities. The difference in standing between a mortal and a great being of Neutrality is still so extreme that any relative "weakness" on the part of the worshipped being is undetectable by the worshipper. As far as humans are concerned, these Neutral powers are just as strong as Law and Chaos in terms of what boons they can grant to their followers.

## AN ALTERNATE APPROACH TO HIGH-LEVEL MAGIC

Before the supplements came out for the Original Game, Magic-User spells went up only to 6th level, and Cleric spells only to 5th level. In fact, if you take a look at those spell lists, you will see that the list of 6th-level Magic-User spells includes one called *limited reincarnation*, and the 5th-level Cleric spells include *raise dead*. These are pinnacle-type spells; you do not really need to power them up any further with *reincarnation* and *resurrection*. So, this author, as a Referee, does not use the higher-level spells — at least, not as spells.

Instead, all the higher-level spells are treated as the same sort of thing as creating a golem or a cloud castle, or some other type of magical project that would require doing research, finding books, and spending gold. There are books to be found and studied, expensive arcane components to locate, particular times of the year or lunar cycle when the magic can be performed, runes to know, circles to scribe, and other strange and forbidden knowledge to be researched.

These things are bigger than mere spells that can be cast multiple times a day. For example, to summon a supernatural being, a Magic-User must use the right magic circle to hold a being of a particular name or type, and that requires research into forbidden tomes, which are likely located in a dungeon or ruin somewhere. To "cast" *resurrection* (on someone who has been dead too long for a *raise dead* spell), a Cleric might have to bring the remains to a specific holy place and seek much more assistance from other Clerics. The possibilities are vast and the author, at any rate, thinks it is more fun to limit the top end of spell power and switch the high-level spells from mere "spells" to serious undertakings of magic that require research, adventuring, and the expenditure of huge quantities of gold.

# CLERIC SPELL LIST

Aerial Servant	Protection from Evil
Animate Object	Protection from Evil, 10-foot Radius
Astral Spell	Purify Food and Drink
Blade Barrier	Quest
Bless	Raise Dead
Commune	Remove Curse
Conjuration of Animals	Restoration
Continual Light	Resurrection
Control Weather	Silence, 15-foot Radius
Create Food	Snake Charm
Create Water	Speak with Animals
Cure Disease	Speak with Dead
Cure Light Wounds	Speak with Monsters
Cure Serious Wounds	Speak with Plants
Detect Evil	Sticks to Snakes
Detect Magic	Symbol
Dispel Evil	Wind Walk
Earthquake	Word of Recall
Find the Path	
Find Traps	
Finger of Death	
Hold Person	
Holy Word	
Insect Plague	
Light	
Locate Object	
Neutralize Poison	
Part Water	
Prayer	



# SPELL DESCRIPTIONS - CLERIC

Contained herein are all of the Clerical spells, presented by spell level.

## LEVEL 1

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### 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.

### 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.

### 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.

### 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.

## 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.

## 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.

## LEVEL 2

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### 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.

### 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.

## 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.

## 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.

## 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.

## 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.

## LEVEL 3

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### 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.

### 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.

### 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.

### 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.

## REMOVE CURSE

**Spell Level:** Cleric, 3rd Level

**Range:** Very close

**Duration:** Immediate

This spell removes one curse from a person or object.

## 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.

## LEVEL 4

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### 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.

### 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.

## 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.

## 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.

## 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.

## 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.



# LEVEL 5

## 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.

## 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.

## 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%).

## 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.

## 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).

## 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.

## 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.

## LEVEL 6

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### 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.

### 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.

### 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.

### 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.

## 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.

### WORD OF RECALL

**Spell Level:** Cleric, 6th Level

**Range:** Indefinite

**Duration:** Immediate

The Cleric teleports without error back to a prepared sanctuary.

## LEVEL 7

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### 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).

## 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.

## 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.

## 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.

## 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.

## 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.

## 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.

## 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.

## 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.

## 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.

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