

Whitebox Wizardry!



a Lost Pages book – issue 6

Layout & Amendments: P. Greco.

Containing the traditional wizardry panoply,
in the proper ordering by spell level first
and only then alphabetical,
typeset for the propaedeutic benefit
of the bookbinding craft of novice wizards,
except a handful of amendments by the editor,
mostly in the interest of layout only.

Mostly.

Charm Person

Spell Level: 1

Range: 120 ft.

Duration: Until dispelled

This spell affects living bipeds of human size or smaller, such as goblins or dryads. If the spell succeeds (saving throw allowed), the unfortunate creature falls under the caster's influence.

Detect Magic

Spell Level: 1

Range: 60 ft.

Duration: 20 min.

The caster can perceive in places, people, or things the presence of a magical spell or enchantment. Magical items or secretly placed charms may be discovered with this spell.

Hold Portal

Spell Level: 1

Range: Referee's discretion

Duration: 2d6 turns

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

Light (Dark)

Spell Level: 1

Range: 120 ft.

Duration: 2 hours (C), 1 hour + 10 min./level (M)

As a Light spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

As a Dark spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Magic Missile

Spell Level: 1

Range: 150 feet

Duration: Immediate

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

The Magic-User must roll to hit the target with a +1 bonus to the roll. The missile inflicts $1d6+1$ points of damage.

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 5th level, the caster is able to hurl 3 magic missiles, and 5 missiles at 10th level.

Protection from Chaos (Law)

Spell Level: 1

Range: Caster only

Duration: 2 hours (C), 1 hour (M)

As a Protection from Chaos spell, the caster creates a magical field of protection around himself to block out all chaotic monsters, who suffer a -1 penalty “to-hit” against the caster, and the caster gains +1 on all saving throws against such attacks.

As a Protection from Law spell, it does the same thing except that lawful creatures suffer the -1 penalty.

Read Languages

Spell Level: 1

Range: Reading distance

Duration: 1 or 2 readings

This spell allows the caster to read directions, instructions, and similar notations that are written in unfamiliar or even unknown languages. It is especially useful for treasure maps.

Read Magic

Spell Level: 1

Range: Caster only

Duration: 2 scrolls or other writings

This spell allows the caster to read magical writings on items and scrolls. Magical writing cannot be read without the use of this spell.

Sleep

Spell Level: 1

Range: 240 ft.

Duration: Referee's discretion

This spell puts 2d6 HD of enemies into an enchanted slumber (saving throw is permitted). It can only affect non-magical beings.

Detect Chaos (Law)

Spell Level: 2

Range: 120 ft. (C), 60 ft. (M)

Duration: 1 hour (C), 20 min. (M)

As a Detect Chaos spell, the caster detects creatures of Chaos, or those with chaotic enchantments, intentions, thoughts, or auras within the spell's range. Poison is not inherently evil or chaotic and cannot be detected by means of this spell.

As a Detect Law spell, the spell works exactly like Detect Chaos except that it detects Law.

Detect Invisibility

Spell Level: 2

Range: 10 ft./caster level

Duration: 1 hour

Caster can perceive invisible creatures and objects.

Detect Thoughts (ESP)

Spell Level: 2

Range: 60 ft.

Duration: 2 hours

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

Invisibility

Spell Level: 2

Range: 240 ft.

Duration: Until dispelled or an attack is made

The object of this spell, whether a person or a thing, becomes invisible to both normal vision and to dark-vision. 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.

Knock

Spell Level: 2

Range: 60 ft.

Duration: Instantaneous

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

Levitate

Spell Level: 2

Range: 20 ft./level

Duration: 10 min./level

This spell allows the Magic-user to levitate himself, moving vertically up or down, but the spell itself provides no assistance with lateral movement. A wall, cliff side, or ceiling could be used to move along hand-over-hand.

Levitation allows up or downward movement at a rate of up to 6 feet per minute (60 feet per turn), and the caster cannot levitate more than 20 feet per level from the ground level where the spell was cast (such range being applied both to movement into the air and to downward movement into a pit or chasm).

Locate Object

Spell Level: 2

Range: 90 ft. (C), 60 ft. + 10 ft./level (M)

Duration: 1 min./level

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

Light (Dark), Continual

Spell Level: 2

Range: 120 ft.

Duration: Permanent until dispelled

As a Light, Continual spell, the caster targets a person or object which then produces a light about as bright as a torch with a radius of 20 feet.

As a Dark, Continual spell, the caster instead causes night-time darkness to fall upon the area with a radius of 20 feet.

Phantasmal Force

Spell Level: 2

Range: 240 ft.

Duration: Until negated or dispelled

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.

Web

Spell Level: 2

Range: 30 ft.

Duration: 8 hours

Fibrous, sticky webs fill an area up to $10 \times 10 \times 20$ feet. It is extremely difficult to get through the mass of strands – it takes one turn if a torch and sword (or a flaming sword) are used, and creatures larger than a horse can break through in 2 turns. Humans take longer to break through – perhaps 3 to 4 turns or longer at the Referee's discretion.

Wizard Lock

Spell Level: 2

Range: Close

Duration: Permanent until dispelled

As with a Hold Portal spell, 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).

Alter Time

Spell Level: 3

Range: 240 ft.

Duration: 30 min.

The caster must announce which of the two options is being cast. Both options have a 60 foot radius area of effect:

As a Haste spell, as many as 24 creatures may move and attack at double normal speed.

As a Slow spell, as many as 24 creatures failing a saving throw may only move and attack at half speed.

Crystal Ball

Spell Level: 3

Range: 60 ft.

Duration: 2 hours

The caster must announce which of the two options is being cast. A two foot thickness of solid stone or a thin layer of lead blocks both options.

As a Clairaudience spell, the caster can hear through solid obstacles.

As a Clairvoyance spell, the caster can see through solid obstacles.

Darkvision

Spell Level: 3

Range: Touch

Duration: 1 day

The recipient of the spell can see in total darkness. The recipient should roll 1d6 on the table on the following page to determine the range of his vision.

Range of Vision (d6 : ft.)

1-2 : 40

3-4 : 50

5-6 : 60

Dispel Magic

Spell Level: 3

Range: 120 ft.

Duration: 10 min.

Dispel magic can be used to completely dispel most spells and enchantments.

As an example of how one might referee this spell, the chance of dispelling magic could be a percentage based on the ratio of the level of the caster trying to dispel over the level of the caster (or HD of the monster) who hurled 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 ($6 / 12 = 1/2$). If the 12th level Magic-user were dispelling the 6th level Magic-user's charm, the dispelling caster's chance of success would be 200% ($12 / 6 = 2$).

Fireball

Spell Level: 3

Range: 240 ft.

Duration: Instantaneous

A missile shoots from the caster's finger to explode at the targeted location in a furnace-like blast of fire. It has a burst radius of 20 feet and damage is 1d6 per level of the caster. The blast shapes itself to the available volume. A successful saving throw means that the target only takes half damage.

Fly

Spell Level: 3

Range: Touch

Duration: 1d6 turns + 1 turn/level

This spell grants the power of flight, with a movement rate of 120 feet per round. The Referee rolls for the duration of the spell in secret and does not disclose this information to the Player.

Hold Person

Spell Level: 3

Range: 180 ft. (C), 120 ft. (M)

Duration: 90 min. (C), 1 hour + 10 min./level (M)

The caster can target either 1d4 persons (with the same parameters as Charm Person; saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Invisibility, 10 ft. radius

Spell Level: 3

Range: 240 ft.

Duration: Until dispelled or an attack is made

Identical to the Invisibility spell, which makes the target creature or object invisible to normal vision and to dark vision, except that it also throws a sphere of invisibility (with a 10 foot radius) around the recipient, which moves along with the target.

Lightning Bolt

Spell Level: 3

Range: 60 ft.

Duration: Instantaneous

A nearly ten foot wide bolt of lightning extends 60 feet from the fingertip of the caster. Anyone in its path suffers 1d6 points of damage per level of the caster, though a successful saving throw halves damage. The bolt always extends 60 feet, even if this means that it ricochets backward from something that blocks its path.

Protection from Chaos (Law), 10 ft. radius

Spell Level: 3

Range: 10 ft. radius around caster

Duration: 2 hours

As a Protection from Chaos, 10 ft. radius spell, it has the same effect as Protection from Chaos – except that its effect covers an area rather than an individual.

As a Protection from Law, 10 ft. radius spell, it has the same effect as Protection from Law – except that its effect covers an area rather than an individual.

Protection from Normal Missiles

Spell Level: 3

Range: 30 ft.

Duration: 2 hours

The recipient becomes invulnerable small non-magical missiles. Only those missiles projected by normal men and/or weapons are affected.

Water Breathing

Spell Level: 3

Range: 30 ft.

Duration: 2 hours

This spell grants the ability to breathe underwater until the spell's duration expires.

Charm Monster

Spell Level: 4

Range: 60 ft.

Duration: Until dispelled

This spell operates in the same manner as Charm Person, but can affect more powerful monsters. Up to 3d6 monsters of fewer than 3 HD are affected.

Confusion

Spell Level: 4

Range: 120 ft.

Duration: 2 hours

This spell confuses 2d6 creatures, plus an one per every caster level above 8th, making them act randomly. Creatures of 3 HD or less have no save, and the spell takes effect immediately. The effects of the confusion may shift every 10 minutes or so, and the dice are rolled again to determine any change. Roll 2d6 to determine the creature's behaviour:

Roll: Reaction

2-5 : Attack the caster (and his allies)

6-8 : Stand baffled and inactive

9-12 : Attack each other

Creatures of 4 HD or more automatically resist the confusion effect until it reaches its full power: 1d12 minutes minus the caster's level. They must save then and every 10 minutes thereafter or become confused for the remainder of the spell's duration.

Dimensional Portal

Spell Level: 4

Range: 10 ft. casting, 360 ft. teleport

Duration: Instantaneous

Dimensional Portal is a weak form of the Teleport spell that can be managed by lesser magicians. The caster can teleport himself, an object, or another person with perfect accuracy to the stated location, as long as it is within the spell's given range.

Hallucinatory Terrain

Spell Level: 4

Range: 240 ft.

Duration: Until touched by an enemy or dispelled

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.

Massmorph

Spell Level: 4

Range: 240 ft.

Duration: Until negated or dispelled

One hundred or fewer man-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.

Plant Growth

Spell Level: 4

Range: 120 ft.

Duration: Permanent until dispelled

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 300×300 feet, for a total of 90,000 square feet.

Polymorph

Spell Level: 4

Range: See below

Duration: See below

The caster must announce which of the two options are being cast:

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 HP or combat abilities. The Referee might allow the benefit of the new form's AC, if it is due to heavily armoured skin. A great deal of the spell's effect is left to the Referee to adjudicate. This form of the spell lasts for one hour plus one additional hour per caster level.

Alternately, 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 HP. Used in this way, the range on this spell is 60 feet. This form of the spell lasts until dispelled.

Remove Curse

Spell Level: 4

Range: Close/Touch

Duration: Instantaneous

This spell removes one curse from a person or object.

Wall of Fire or Ice

Spell Level: 4

Range: 60 ft.

Duration: Concentration

The caster may cast this spell to create a straight wall 60ft. long and 20ft. high, or a circular wall with a 15ft. radius, also 20ft. high. Creatures with 3 or fewer hit dice cannot affect the wall or pass it. The caster also chooses Wall of Fire or Wall of Ice:

As a Wall of Fire, the caster conjures a wall of fire that flares into being and burns for as long as the caster concentrates upon it. No creature can see through it to the other side. Passing through the fire inflicts 1d6 HP of damage (no saving throw) and undead creatures sustain twice the normal damage.

As a Wall of Ice, the caster conjures up a 6 foot thick wall of ice. Creatures of 4+ hit dice are able to smash through it, taking 1d6 HP 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

Spell Level: 4

Range: 240 ft.

Duration: 1 hour

The caster conjures up an invisible, magical “eye”, that can move a maximum of 240 feet from its creator. It floats along as directed by the caster, at a rate of 120 feet per turn.

Animal Growth

Spell Level: 5

Range: 120 ft.

Duration: 2 hours

This spell causes 1d6 normal creatures to grow immediately to giant size. The affected creatures can attack as per a giant version of the normal animal.

Animate Dead

Spell Level: 5

Range: Referee's discretion

Duration: Permanent

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 destroyed or dispelled.

Anti-Magic Shell

Spell Level: 6

Range: Caster

Duration: 2 hours

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

Cloudkill

Spell Level: 5

Range: Close

Duration: 1 hour

Foul and poisonous vapors boil from the thin air, forming a cloud 15 feet in radius. The cloud moves away from the caster at a rate of 6 feet 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. This spell affects only creatures with 5 or fewer HD.

Conjure Elemental

Spell Level: 5

Range: 240 ft.

Duration: Until dispelled

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

Peer Through Other Worlds

Spell Level: 5

Range: None

Duration: See table

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 effect depends on how deeply the caster wishes to ignore reality.

Ask a number of yes/no questions up to 6, then roll $1d20 + \text{caster level} - \text{the number of questions}$: a result over 20 grants answers. A result under 10 also gives answers; the caster becomes insane and raving for as many weeks as the number of questions.

Feeblemind

Spell Level: 5

Range: 240 ft.

Duration: Permanent until dispelled

Feeblemind is a spell that affects only Magic-users. The saving throw against the spell is made at a -4 penalty, and if the saving throw fails, the targeted Magic-user becomes feeble-minded until the magic is dispelled.

Hold Monster

Spell Level: 5

Range: 120 ft.

Duration: 1 hour + 10 min./level

The caster can target either 1d4 creatures (saving throw applies) or may instead target a single creature who must make their save at a -2 penalty.

Magic Jar

Spell Level: 5

Range: See below

Duration: See below

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

Passwall

Spell Level: 5

Range: 30 ft.

Duration: 30 min.

This spell creates a hole through solid rock. The hole or tunnel is up to 10 feet deep and is large enough to allow the passage of an average sized man.

Telekinesis

Spell Level: 5

Range: 120 ft.

Duration: 1 hour

The caster can move objects using mental power alone. The amount of weight he can lift and move is 20 pounds per level.

Teleport

Spell Level: 5

Range: Touch

Duration: Instantaneous

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

If the caster has only indirect experience of the destination (only through a picture or map) there is a 25% chance of success.

If the caster has seen but not studied the destination there is an 20% chance of failure.

If the caster is familiar with the location or has studied it carefully there is a 5% chance of failure, with 1 in 6 failures arriving below and 5 in 6 arriving above the targeted location.

Failure means the destination is random, and the caster is stunned for 1d6 hours, 1d6 turns if they save.

Transform Rock-Mud

Spell Level: 5

Range: 120 ft.

Duration: 3d6 days, or spell reversal

This spell transforms rock (and any other form of earth) into mud, or mud to rock. An area of roughly 300×300 feet becomes a deep mire, reducing movement to 10% of normal.

Wall of Stone or Iron

Spell Level: 5

Range: 60 ft.

Duration: Permanent (stone) or 2 hours (iron)

The caster must announce which of the two options are being cast:

As a Wall of Stone spell, the caster conjures a wall of stone 2 feet thick, with a surface area of 1,000 square feet.

As a Wall of Iron spell, the caster conjures an iron wall from thin air. The wall is 3 feet thick, with a surface area of 500 square feet.

Control Weather

Spell Level: 6

Range: Referee's discretion

Duration: Referee's discretion

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

Death Spell

Spell Level: 6

Range: 240 ft.

Duration: Permanent

Within a 60 foot radius, up to 2d8 creatures with fewer than 7 HD perish.

Disintegrate

Spell Level: 6

Range: 60 ft.

Duration: Permanent

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. The Disintegrate spell cannot be dispelled.

Invisible Stalker

Spell Level: 6

Range: Near Caster

Duration: Until mission is completed

This spell summons an Invisible Stalker 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.

Move Earth

Spell Level: 6

Range: 240 ft.

Duration: Permanent

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 feet per minute for 1 hour.

Move Water

Spell Level: 6

Range: 240 ft.

Duration: See below

The caster must announce which of the two options are being cast:

The spell lowers the depth and water level of lakes, rivers, wells, and other bodies of water to 1/2 their normal levels. Used this way, the spell lasts for 10 turns.

Alternately, this spell creates a gap through water, but only to a depth of 10 feet. Used this way, the spell lasts for 6 turns.

Project Image

Spell Level: 6

Range: 240 ft.

Duration: 1 hour

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

Quest

Spell Level: 6

Range: 30 ft.

Duration: Until completed

If the victim fails his saving throw, the caster may set a task for him. If a Magic-user casts this spell the victim will die if he ignores the Quest altogether. If a Cleric casts this spell the victim's failure to obey will result in a curse to be determined by the Referee.

Reincarnation

Spell Level: 6

Range: Touch

Duration: Instantaneous

This spell brings a dead character's soul back from the dead, but the soul reappears in a newly formed body of the same alignment as the deceased.

Transform Stone-Flesh

Spell Level: 6

Range: 120 ft.

Duration: Permanent until reversed

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.

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