

Schools of Magic for Labyrinth Lord

Schools of Magic

A school of magic is a group of related spells that work in similar ways. Every spell belongs to one of eight schools of magic. A small number of spells are universal (Univ.), and belong to no school. The eight schools of magic are;

Abjuration (Abjur.): Abjurations are protective spells. They create physical or magical barriers, negate magical or physical abilities, harm trespassers, or even banish the subject of the spell to another plane of existence.

Conjuration (Conj.): Conjurations bring manifestations of objects, creatures, or some form of energy to you. Conjurations can also transport creatures from another plane of existence, heal, transport creatures or objects over great distances or create objects or effects on the spot.

Divination (Div.): Divination spells enable you to learn secrets, to predict the future, and to find hidden things.

Enchantment (Ench.): Enchantment spells affect the minds of others, influencing or controlling their behaviour.

Evocation (Evoc.): Evocation spells manipulate energy or tap an unseen source of power to produce a desired end. In effect, they create something out of nothing.

Illusion (Illus.): Illusion spells deceive the senses or minds of others. They cause people to see things that are not there, not see things that are there, hear phantom noises, or remember things that never happened.

Necromancy (Necro.): Necromancy spells manipulate the power of death, unlife, and the life force.

Transmutation (Trans.): Transmutation spells change the properties of some creature, thing, or condition.

Below is a list of all the Labyrinth Lord arcane spells (Magic-Users and Elves) listed by level and School of Magic.

1st Level Spells

Abjuration	Conjuration
Hold Porta	
Protection from Evil	none
Shield	
Divination	Enchantment
Detect Magic	Charm Person
Read Languages	Sleep
Read Magic	
Evocation	Illusion

Light	Ventriloquism
Magic Missile	
Floating Disc	
Necromancy	Transmutation
none	none

2nd Level Spells

Abjuration	Conjuration
none	Phantasmal Force
	Web
Divination	Enchantment
Detect Evil	
Detect Invisible	none
ESP	
Locate Objects	
Evocation	Illusion
Continual Light	Invisibility
	Mirror Image
Necromancy	Transmutation
	Arcane Lock
none	Knock
	Levitate

3rd Level Spell

Abjuration	Conjuration
Dispel Magic	
Protection from Evil 10'	none
Protection f/ Normal Missiles	
Divination	Enchantment
Clairvoyance	Hold Person
Evocation	Illusion
Fire Ball	Invisibility 10'
Lightning Bolt	
Necromancy	Transmutation
	Fly
none	Haste
	Water Breathing

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Infravision

4th Level Spells

Abjuration	Conjuration
Remove Curse	Dimension Door
Divination	Enchantment
Arcane Eye	Charm Monster Confusion
Evocation	Illusion
Wall of Fire Wall of Ice	Hallucinatory Terrain
Necromancy	Transmutation
none	Massmorph Plant Growth Polymorph Others Polymorph Self

5th Level Spells

Abjuration	Conjuration
none	Cloud Kill Conjure Elemental Teleport Wall of Stone
Divination	Enchantment
Contact Other Planes	Feeblemind Hold Monster
Evocation	Illusion
none	none
Necromancy	Transmutation
Animate Dead Magic Jar	Passwall Telekinesis Transmute Rock to Mud

6th Level Spells

Abjuration	Conjuration
Anti-Magic Shell	Invisible Stalker

Divination

none

Evocation

none

Necromancy

Death Spell
Reincarnation

Enchantment

Geas

Illusion

Project Image

Transmutation

Control Weather
Disintegrate
Lower Water
Move Earth
Part Water
Stone To Flesh

7th Level Spells

Abjuration	Conjuration
none	Instant Summons Magic Sword
Divination	Enchantment
none	Power Word Stun
Evocation	Illusion
Grasping Hand Delayed Blast Fireball	Mass Invisibility
Necromancy	Transmutation
Simulacrum	Duo-Dimension Phase Door Reverse Gravity Statue
Universal	
Limited Wish	

8th Level Spells

Abjuration	Conjuration
Mind Blank	Maze Trap the Soul
Divination	Enchantment
none	Antipathy/Sympathy Irresistible Dance Mass Charm

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Symbol	
Evocation	Illusion
Clenched Fist	none
Incendiary Cloud	
Necromancy	Transmutation
Clone	Glass Like Steel
	Polymorph any Object

9th Level Spells

Abjuration	Conjuration
Imprisonment	Meteor Swarm
Prismatic Sphere	
Divination	Enchantment
none	Power Word Kill
Evocation	Illusion
Crushing Hand	none
Necromancy	Transmutation
	Shape Change
none	Temporal Stasis
	Time Stop
Universal	
Wish	

What to do with Schools of Magic

What follows are a few suggestions on what can be done with Schools of Magic. These are simply suggestions and guidelines.

Places or objects attuned to one school

The LL can have certain places or items attuned to a particular school of magic. For example, a certain amulet might add +1 to saving throws when resisting a spell from the school of enchantment, or a magical forest might extend the duration of all abjuration spells cast within the forest. The LL could also have certain places/items nullify spells from certain schools, like a chamber that prevents spells from the school of divination.

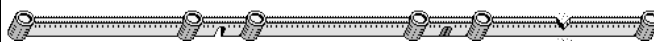
School Specialization

The LL can use the schools of magic to add Specialized Wizards into his campaign. The Specialized Wizard chooses one school as his specialization and two other schools as his prohibited schools (unless the wizard chooses to specialize in

Divination, in which case, he need only choose one prohibited school). Universal and Divination can never be chosen as prohibited schools. A specialist wizard can prepare one additional spell from his specialty school per spell level each day. Spells of the prohibited school or schools are not available to the wizard, and he can't even cast such spells from scrolls or fire them from wands. Specialization must be chosen at first level, and may not be changed later in the wizard's career.

Focused Magic-User NPCs

The GM may use the list above to help determine what spells a narrowly focused NPC mage might possess. For example, a GM needing a seer for his adventure can concentrate on giving the NPC magic-user spells from the school of Divination.



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