Tome of White Magic

1.   Resurrect
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I have resurrected a previously defeated character."
<GREAT> 3 points, plus 1 point per Body Point of resurrected character, counting from negative value

2.   Heal
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I have restored lost Body Points to myself or others."
<MINOR> cost 2, restore 3 Body Points
<MAJOR> cost 4, restore 6 Body Points
<GREAT> cost 6, restore 9 Body Points

3.   Suppress sorcery
Tell magic-user: "No restrictions next turn."
Tell Opponent: "The use of Red or Grey magic is prohibited until I tell you otherwise."
<MINOR> cost 3, duration 3 turns
<MAJOR> cost 5, duration 5 turns
<GREAT> cost 8, duration 8 turns

4.   Holy Blessing
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I have invoked a holy blessing."
<MAJOR> cost 5, restore 5 Body Points to self or others; also inflicts 5 Body Points damage on all undead or demonic opponents

5.   Divine Radiance
Tell magic-user: "No restrictions next turn."
Tell Opponent: "Do only Jumps next turn; subtract 2 if you Score in the next 3 turns."
<MINOR> cost 2

6.   Divine Wrath
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I (or an ally) am now imbued with additional strength."
<MINOR> cost 2, add +2 to all modifiers next turn
<MAJOR> cost 4, add +2 to all modifiers for the next 3 turns
<GREAT> cost 10, add +2 to all modifiers for the rest of the game

7.   Celestial Breastplate
Tell magic-user: "No restrictions next turn."
Tell Opponent: "You will score less damage from Body Wounds from now on."
<MAJOR> cost 4, reduces Body Wound Score of caster (or an ally) by 1 or to 2 points, whichever is better.

8.	Awful Gaze
Tell magic-user: "No restrictions next turn."
Tell Opponent: "Do only Green, Yellow or Blue until you lose Body Points. At Extended Range do only Brown."
<MAJOR> cost 4

9.	Soul Anchor
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I (or an ally) am protected from death for the duration of this combat. No restrictions next turn."
<MINOR> cost 3, character will only be destroyed if reduced to -8 Body Points
<MAJOR> cost 6, character will only be destroyed if reduced to -10 Body Points.

10.	Divine Favour
Tell magic-user: "No restrictions next turn."
Tell Opponent: "Your next scoring wound will have less effect on me (or an ally)."
<MAJOR> cost 4, ignore next wound, instruct opponent instead to turn to p.19.

11.	Magical Shield
Tell magic-user: "No restrictions next turn."
Tell Opponent: "Spells that inflict damage will be less effective."
<MINOR> cost 3, for the rest of the game, halve any magical damage opponent inflicts, rounding down."

12.	Summon Guardian
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I have summoned a Guardian with Flaming Sword to defend me."
<GREAT> Guardian will remain for 2 turns plus 1 turn for every 2 Magic Points spent (i.e. if 10 points are spent, Guardian will remain for 7 turns). If the Guardian should be defeated, the summoner suffers a -2 penalty on all modifiers for the remainder of the combat.

13.	Fetter Undead
 Tell magic-user: "No restrictions next turn."
Tell Opponent: "Undead opponent will not drain Body Points when touching or being touched for the rest of the combat. The Wraith may not dematerialise."
<MINOR> cost 3

14.	Encircling Light
Tell magic-user: "No restrictions next turn."
Tell Opponent: "You may no longer go to Extended Range. If on an Extended Range page, turn to p. 1 and do no restrictions. You may not Escape from this combat. No other character may enter the Encircling Light.
<MAJOR> cost 4

15. Searing Light
Tell magic-user: "No restrictions next turn."
Tell Opponent: "Do only Jumps next turn, and take Damage."
<MINOR> cost 1-3, Score 1-3 (Score +1 for undead)
<MAJOR> cost 4-5, Score 4-5 (Score +2 for undead)
<GREAT> cost 6-8, Score 6-8 (Score +3 for undead)

16. Regeneration
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I (or a designated ally) will now regenerate 1 Body Point whenever on p. 57."
<MAJOR> cost 6

17. Transfer life
Tell magic-user: "Do only Green or Yellow next turn."
Tell Opponent: "I have transferred some of my Body Points to an ally."
<MAJOR> cost 1 Magic Point for every 2 Body Points transferred (round up).

18. Flame of faith
Tell magic-user: "No restrictions next turn."
Tell Opponent: "My (or an ally's) weapon now burns with a holy flame, inflicting 1 point additional damage on all wounds."
<MAJOR> cost 7

19. Spiritual Hammer / Sword
Tell magic-user: "Turn to p. 53. No restrictions next turn."
Tell Opponent: "I have struck you with a hammer/sword of glowing energy."
<MINOR> cost 3, Score on p. 53 with a -1 modifier
<MAJOR> cost 6, Score on p. 53 with a +1 modifier
<GREAT> cost 9, Score on p. 53 with a modifier of +3
Damage counts as magical blunt / slashing damage.

20. Protection from poison
Tell magic-user: "No restrictions next turn."
Tell Opponent: "No poisons will affect caster or a single ally; any current poison effects are negated immediately."
<MINOR> cost 2

21. Aura of Protection I
Tell magic-user: "No restrictions next turn."
Tell Opponent: "I have surrounded myself (or an ally) with a protection aura which will absorb damage from your attacks. No restrictions next turn."
Subtract 8 from all opponents' scores.
<MINOR> cost 3, duration 3 turns
<MAJOR> cost 5, duration 5 turns
<GREAT> cost 7, duration 8 turns.

22.   Aura of Protection II

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have surrounded myself (or an ally) with a protection aura which will absorb damage from your attacks. No restrictions next turn."

<MINOR> cost 3, reduce all opponents' scores by 2 until end of game

<MAJOR> cost 5, reduce all opponents' scores by 4 until end of game

<GREAT> cost 8, reduce all opponents' scores by 7 until end of game

23.   Aura of Protection III

Tell magic-user: "No restrictions next turn."

Tell Opponent: "I have surrounded myself (or an ally) with a protection aura which will absorb damage from your attacks. No restrictions next turn."

<MINOR> cost 4, completely absorbs the next 5 points of damage caster takes

<MAJOR> cost 5, completely absorbs the next 8 points of damage caster takes

<GREAT> cost 7, completely absorbs the next 12 points of damage caster takes

24.   Eternal Rest

Tell magic-user: "No restrictions next turn."

Tell Opponent: "The torment of your unlife is over."

<GREAT> cost 5 plus 1 per Experience Point of opponent, Score 1 per MP. Destroys skeletons, wraiths, zombies, ghouls, mummies and wights only. No effect on liches, vampires, demons, constructs or living opponents.