New Spells
A Basic Fantasy RPG Supplement

INTRODUCTION

This supplement includes a number of new spells, as well as rules for spells of the 7th level. The spells in this document have been provided by a number of people; please read Section 15 of the OGL (on the last page of this document) for a full list. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

CHARACTER CLASSES, Supplement

Cleric, revised table

The following table adds 7th level spells.

<table>
<thead>
<tr>
<th>Level</th>
<th>Exp. Points</th>
<th>Hit Dice</th>
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Magic-User, revised table

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A BASIC FANTASY SUPPLEMENT

NEW SPELLS

SPells

This supplement adds a number of spells for Clerics and Magic-Users. With the exception of the 7th level spells listed below, no table is provided for randomly selecting these new spells; it is up to the GM as to whether any of them are available, and if so, how a player character goes about learning them; the GM should feel free to use any, all, or none of the material in this supplement.

The new Magic-User spells can be learned from NPCs as determined by the Game Master, or developed by means of magical research, or possibly found in spell books in special treasure hoards.

The Game Master must decide how the Clerical spells in this work will be made available. Some Clerics might simply be allowed to pray for any of these spells; or, the GM may decide that only certain deities can provide specific spells. It is even possible that special prayers must be discovered in ancient religious texts in order to acquire certain spells.

Seventh Level Magic-User Spells

1. Delayed Blast Fireball
2. Invisibility, Mass
3. Longevity
4. Phase Door
5. Power Word Stun
6. Sword
7. Teleport, Greater
8. Wychlamp Aura

Analyze Magic

Range: 5'
Duration: Special

This spell permits the caster to discover information about a magic item or a permanently enchanted area. For each turn spent studying the enchanted item or area, the caster may learn one feature of the enchantment. Features include spell effects, bonuses, and command words or activating conditions. The GM will choose the order in which the features are revealed, but command words or activating conditions should be last. Note that the number of charges remaining for a charged item is not revealed by this spell.

Each turn of study requires the caster to make a d20 roll, adding his or her Intelligence bonus and level. The total result must be 16 or higher to succeed; any failure ends the spell. A natural 1 is always a failure.

The item or area to be studied must be within 5' of the caster for the full duration of scrutiny, and he or she must maintain moderate concentration.

Even with the best rolls, the caster can only learn about one feature per level of ability. The caster does not initially know how many features an item has, but he or she knows when the last feature is discovered (if the caster makes it that far).

With respect to bonuses (for magic weapons, etc.) use the following table:

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<th>Description</th>
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So, for a Sword +1, +3 vs. Dragons, if the caster makes his or her first roll (learning about the first feature, the base +1), the GM rolls 1d20 secretly. If the GM gets 1-18, he or she describes the basic enchantment as "weak;" if he gets 19 or 20, it's "moderate." If the second roll is made (for the +3 vs. Dragons), the GM rolls again, but this time the most likely result is "strong" (or more precisely, "strongly enchanted against Dragons"). The caster will know at this point (but not before) that there are no further features to discover.

Censure

Range: 30'
Cleric 1
Duration: Instantaneous

The cleric casting this spell utters a condemnation of the target's behavior or conduct; the spell then creates a point of divine energy, which the cleric directs at the target. The cleric must roll to hit, and if he or she misses then the spell has no effect. If the target is hit, then roll on the following table to determine the spell's effect on the target:

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<tr>
<th>1d6</th>
<th>Outcome</th>
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<td>1</td>
<td>Stunned for 1d4+1 rounds</td>
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<tr>
<td>2-3</td>
<td>Paralyzed for 1d4+1 rounds</td>
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<tr>
<td>4-5</td>
<td>Move slowed by half for 1d4+1 rounds</td>
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<tr>
<td>6</td>
<td>Number of attacks reduced by half for 1d4+1 rounds</td>
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</table>

This spell affects only living creatures, and is ineffective against opponents having 7 or more hit dice or levels.

Clairaudience

Range: 60'
Magic-User 3
Duration: 12 turns

This spell enables the caster to hear sounds in another area through the eyes of a living creature in that area. The caster must specify the direction and approximate distance, up to a maximum of 60' away. If there is no appropriate creature in that area, the spell fails. No saving
throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may be able to choose another target in this case.

**Command**

**Range:** 10'

**Cleric 1**

Duration: 1 round

The caster speaks a single-word command which will be obeyed by a single creature within the given range. The command must be given in a language the recipient understands. The recipient will do its best to obey, as long as the command is a clear, imperative verb. “Suicide” isn’t a verb. “Die” would cause the recipient to fake death for the duration of the spell (believing it was dead). Typical commands are back, halt, flee, run, stop, fall, fly, go, leave, surrender, sleep, rest, etc.

Undead are not affected. Creatures with Intelligence of 13 or more and creatures with 6 or more hit dice may save vs. Spells to resist.

**Delayed Blast Fireball**

**Range:** 100'+10'/level

**Duration:** special

This spell creates a small glowing bead at any location chosen by the caster, up to the listed range. This bead will explode in an improved form of fireball at a time chosen by the caster; when it explodes, it will do 1d6+1 points of damage per caster level to all within a spherical volume with a 20' radius, just as with the standard fireball spell. The bead may explode immediately if the caster so desires, or may be delayed up to 10 rounds; the caster chooses the time when the spell is cast, and cannot subsequently be changed.

If a delay is chosen, the glowing bead lies at its destination until it detonates. A creature can pick up and hurl the bead (with the same range as a dagger); if the bead is handled within 1 round of its scheduled detonation, there is a 25% chance that the bead detonates instantly, i.e. before it can be thrown.

**Holy Word**

**Range:** 30' radius

**Duration:** instantaneous

This spell represents the single most powerful word of any cleric’s purest faith. When uttered, the cleric pulses with a blinding radiance and all enemies of the cleric within a 30’ radius that can hear him suffer 1d6 points of damage per level of the cleric. Because of the searing light emanating from him, each enemy within range that can see the cleric must make a save vs. Spells or be blinded. Creatures struck dead by this spell burst into fierce flames and burn down to a fine ash within a single round.

The familiar will behave as if permanently charmed by its master, and will perform any task assigned to it to the best of its ability. The creature’s morale is increased by 2 points (to a maximum of 11), and it receives improved intelligence equal to 3+1d4 points. Familiars normally capable of speech (such as parrots) or sign language (such as monkeys) can even carry on conversations. Familiars also age at half the normal rate for their kind, so a cat familiar (for instance) might easily live forty years.

The familiar and its master are linked telepathically, allowing normal communication in both directions. The caster can see through the eyes of the familiar with moderate concentration. He or she can also sense the direction and approximate distance to the familiar (in general terms, such as "northeast more than a mile away" or "south more than a hundred miles and underground") by concentrating fully upon it for 1d6 rounds.

The connection between the master and familiar will extend any distance on the same plane, but if they are on different planes, the familiar saves vs. Spells once per week with success meaning it has been freed from the master. The freed familiar loses all benefits gained from this spell and becomes a normal animal. The master is affected as if his familiar has died. If the familiar was well treated by its former master it will be friendly toward him or her should they meet again, and the master may cast this spell (even if the normal time limit has not expired) to re-bind the animal as his or her familiar again.

**Familiar**

**Range:** Touch

**Duration:** Special

With this spell, the caster binds a single animal into his service as a familiar. The creature must be present, and the caster must touch it to cast the spell. Only normal (non-magical) creatures of 1-1 hit die or lower and having animal intelligence may be made into familiars. Further, each spellcaster may have only one familiar at a time. If a familiar dies, the caster will not be able to successfully cast this spell again for 2d6 months (the period to be rolled by the GM and not revealed to the player). A saving throw vs. Spells is allowed to resist, and if this roll succeeds, the animal chosen is not compatible with the caster and cannot become his or her familiar.
**Immunity to Normal Weapons**  
Magic-User 3  
Range: Touch  
Duration: 5 rounds + 1/level  

This spell temporarily makes the target immune to non-magical weapons. Anyone affected by this spell is treated as an enchanted creature for the purpose of magic which specifically affects them (for instance, a sword +1, +3 vs. enchanted creatures applies its special bonus to a creature protected by this magic).

**Invisibility, Mass**  
Range: 240'  
Magic-User 7  
Duration: Special  

This spell bestows the effect of an invisibility spell on all creatures within a 30' by 30' area, exactly as if each such creature had received its own spell; thus, each subject will remain invisible until he or she attacks or casts a spell, and will remain invisible after leaving the area of effect. As with the normal invisibility spell, this spell lasts at most 24 hours.

**Longevity**  
Range: Self  
Magic-user 7  
Duration: Permanent  

This spell will halt the aging process in the caster for 1d4+1 years. During this period, the caster's physical appearance and general health remain as they were at the time of the casting, as if he or she has not aged a day. Aging attacks, such as those from a ghost, subtract from the Longevity years first before actually aging the victim. Because of the tremendous magical strain of this spell on the body and soul, a caster can only benefit from it once every 5 years. Casting this spell requires a bloodstone gem of at least 2,000 gp in value, which is consumed in the casting.

**Phase Door**  
Range: Touch  
Magic-User 7  
Duration: 1 usage/2 levels  

This spell creates a magical passage through a wall, the floor, the ceiling or even through a section of ground. The phase door is invisible and inaccessible to all creatures except the caster, who is the only one who can use the passage. The passage is 10' deep plus another 5' for every three caster levels. The caster disappears when entering the phase door and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it.

A phase door is subject to dispel magic, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected in a randomly-determined direction.

It is possible to allow other creatures to use the phase door by setting some triggering condition for the door. Such conditions can be as simple or elaborate as desired. They can be based on a creature’s identity if the caster knows the creature personally; otherwise, this condition must be based on observable actions or qualities. Intangibles such as level, class, hit dice, and hit points are not observable and thus cannot be used.

**Power Word Stun**  
Range: 120'  
Magic-User 7  
Duration: Variable  

The caster utters a single word of power that instantly causes one creature of his or her choice to become stunned, whether the creature can hear the word or not. The duration of the spell depends on the target’s current hit point total. Any creature that currently has 71 or more hit points is unaffected by power word stun. If the target has between 36 and 70 hit points the duration is 1d6 rounds. If the target has 35 hit points or less the duration is 2d6 turns.

**Remove Paralysis**  
Range: touch  
Cleric 2  
Duration: instantaneous  

This spell permits the caster to free the creature touched from paralysis induced either by magical means or by monster attack (i.e. venom).

**Ring of Greater Healing**  
Cleric 7  
Range: 15 ft. radius  
Duration: Instantaneous  

This spell allows the caster to create an effect equivalent to the spell cure serious wounds affecting multiple creatures within a 15' radius. This spell thus cures 3d6+3 points of damage for the caster plus one living creature per 3 caster levels. If more creatures are within the area of effect than the caster may heal, then the caster must choose which creatures receive the healing. Undead affected by this spell suffer damage rather than receiving healing; such a monster is allowed a saving throw vs. Spells to resist this damage fully.

The reverse of this spell, Ring of Greater Infliction, allows the caster to cast cause serious wounds on multiple creatures within a 15' radius. This form of the spell causes 3d6+3 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster must choose which creatures are affected. Those targeted are allowed a saving throw vs. Spells to resist this damage fully. Undead creatures affected by this spell receive healing rather than suffering damage.
**NEW SPELLS**

**Ring of Lesser Healing***
- **Cleric 5**
- **Range:** 15 ft. radius
- **Duration:** instantaneous

This spell allows the caster to create an effect equivalent to the spell _cure light wounds_ affecting multiple creatures within a 15’ radius. This spell thus cures 1d6+1 points of damage for the caster plus one living creature per 3 caster levels. If more creatures are within the area of effect than the caster may heal, then the caster must choose which creatures receive the healing. Undead affected by this spell suffer damage rather than receiving healing; such a monster is allowed a saving throw vs. Spells to resist this damage fully.

The reverse of this spell, Ring of Greater Infliction, allows the caster to cast _cause light wounds_ on multiple creatures within a 15’ radius. This form of the spell causes 1d6+1 points of damage to one living creature per 3 levels of the caster. If more creatures are within the area of effect than the caster may damage, then the caster must choose which creatures are affected. Those targeted are allowed a saving throw vs. Spells to resist this damage fully. Undead creatures affected by this spell receive healing rather than suffering damage.

**Sanctuary**
- **Cleric 1**
- **Range:** Self
- **Duration:** 2 rounds + 1/level

This spell causes opponents to ignore the caster. Any opponent who might otherwise wish to attack or harm the caster must make a successful saving throw vs. Spells in order to do so; if this save fails, that opponent will behave as if the caster is not important and move on to whatever activity it would normally do if he or she were not present. This spell does not prevent area effect attacks (fireball, ice storm, etc.) from harming the caster. While under protection from the spell, the caster is unable to perform any offensive acts, but may take any other action desired.

**Stoneskin**
- **Magic-User 1**
- **Range:** Self
- **Duration:** 1 turn

Protects the caster. The caster’s skin becomes hard and stone-like, giving the caster a +2 bonus to armor class vs. melee attacks and hand-thrown missiles such as daggers or spears, and a +4 bonus to armor class vs. normal sized projectiles such as arrows, bolts, sling stones, and sling bullets.

**Sword**
- **Magic-User 7**
- **Range:** 30’
- **Duration:** 1 round/level

This spell brings into being a shimmering, swordlike plane of force. The sword strikes at any opponent within its range, as the caster desires, beginning in the round that the spell is cast. The sword attacks its designated target once each round on the caster's normal initiative turn. The sword attacks as a fighter of the same level as the caster, and the attack roll is modified by the caster's Intelligence bonus. The sword inflicts 3d4 points of damage on a successful hit, and can hit even creatures immune to non-magical weapons. On a natural roll of 19 or 20, it will automatically hit its target, no matter its armor class. The sword can only be destroyed by a successful application of _dispel magic_.

**Teleport, Greater**
- **Range:** Self
- **Magic-User 7**
- **Duration:** Instantaneous

This spell functions in a similar fashion to the normal teleport spell, except that there is no limit to the range that can be spanned, nor is there any chance of arriving off target. In addition, the caster need not have seen the destination, if he or she has at least a reliable description of it. If the caster attempts to teleport with insufficient information (or with misleading information), he or she disappears and then reappears in the original location. This spell cannot transport the caster to another plane of existence.

**Wychlamp Aura**
- **Range:** Self
- **Magic-User 7**
- **Duration:** 1 turn/level

The caster of this spell will be sheathed in a pale, glowing aura which confers the effect of an _anti-magic shell_ (as the spell). In addition, any magic cast upon or including the caster in its area of effect is affected as follows:

Spells directly targeting the caster (like _magic missile_) will be deflected. Roll 1d6; on 1-2, the magic is reflected back at the offending caster. Otherwise, it is deflected at a random target.

Area effect magic is altered as follows (roll 1d10):

<table>
<thead>
<tr>
<th>Roll</th>
<th>Effect</th>
</tr>
</thead>
<tbody>
<tr>
<td>1-2</td>
<td>Area of effect is doubled and damage is halved (if applicable).</td>
</tr>
<tr>
<td>3-4</td>
<td>Target point of the spell may be redetermined by the protected magic-user.</td>
</tr>
<tr>
<td>5</td>
<td>Complete nullification of the incoming spell.</td>
</tr>
<tr>
<td>6</td>
<td>The incoming spell is unaffected.</td>
</tr>
<tr>
<td>7-8</td>
<td>Spell is randomly targeted as a grenade-like missile using the target point as the center.</td>
</tr>
<tr>
<td>9-10</td>
<td>Area of effect is halved and damage is doubled (if applicable).</td>
</tr>
</tbody>
</table>

Magical attacks delivered by touch are always reflected back on the attacker.
A BASIC FANTASY SUPPLEMENT

NEW SPELLS

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INTRODUCTION

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