

# New Spells

## A Basic Fantasy RPG Supplement

### Release 9

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## INTRODUCTION

This supplement includes a number of new spells, as well as rules for spells of the 7<sup>th</sup> 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 7<sup>th</sup> level spells.

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d6	-	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-	-
7	48,000	7d6	3	2	2	-	-	-	-
8	90,000	8d6	3	2	2	1	-	-	-
9	180,000	9d6	3	3	2	2	-	-	-
10	270,000	9d6+1	3	3	2	2	1	-	-
11	360,000	9d6+2	4	3	3	2	2	-	-
12	450,000	9d6+3	4	4	3	2	2	1	-
13	540,000	9d6+4	4	4	3	3	2	2	-
14	630,000	9d6+5	4	4	4	3	2	2	1
15	720,000	9d6+6	4	4	4	3	3	2	1
16	810,000	9d6+7	5	4	4	3	3	2	1
17	900,000	9d6+8	5	5	4	3	3	2	2
18	990,000	9d6+9	5	5	4	4	3	3	2
19	1,080,000	9d6+10	6	5	4	4	3	3	2
20	1,170,000	9d6+11	6	5	5	4	3	3	3

This table is also used by Druids.

### Magic-User, revised table

The following table adds 7<sup>th</sup> level spells.

Level	Exp.	Hit Dice	Spells						
	Points		1	2	3	4	5	6	7
1	0	1d4	1	-	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-	-
6	40,000	6d4	3	2	2	-	-	-	-
7	80,000	7d4	3	2	2	1	-	-	-
8	150,000	8d4	3	3	2	2	-	-	-
9	300,000	9d4	3	3	2	2	1	-	-
10	450,000	9d4+1	4	3	3	2	2	-	-
11	600,000	9d4+2	4	4	3	2	2	1	-
12	750,000	9d4+3	4	4	3	3	2	2	-
13	900,000	9d4+4	4	4	4	3	2	2	1
14	1,050,000	9d4+5	4	4	4	3	3	2	1
15	1,200,000	9d4+6	5	4	4	3	3	2	1
16	1,350,000	9d4+7	5	5	4	3	3	2	2
17	1,500,000	9d4+8	5	5	4	4	3	3	2
18	1,650,000	9d4+9	6	5	4	4	3	3	2
19	1,800,000	9d4+10	6	5	5	4	3	3	2
20	1,950,000	9d4+11	6	5	5	4	4	3	3

This table is also used by Illusionists, Necromancers, and Spellcrafters.

**SPELLS**

This supplement adds a number of spells for various classes. With the exception of the 7th level spells listed below, no tables are provided for randomly selecting these new spells. The tables instead show the spell level followed by the spell name. 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, Illusionist, Necromancer, and Spellcrafter 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 and Druidic spells in this work will be made available. Some Clerics and Druids 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.

Spells in **bold** are new to this supplement. Spells with a \* are reversible.

**Seventh Level Spells**

These are the lists of seventh level spells that can be made available to characters of sufficiently high class level.

**Seventh Level Cleric Spells**

1	Anti-Magic Shell
2	<b>Control Weather</b>
3	<b>Earthquake</b>
4	<b>Fire Storm</b>
5	<b>Holy Word</b>
6	<b>Resurrection</b>
7	<b>Ring of Greater Healing*</b>
8	<b>Wind Walk</b>

**Seventh Level Druid Spells**

1	<b>Changestaff</b>
2	Conjure Elemental
3	<b>Control Weather</b>
4	<b>Creeping Doom</b>
5	<b>Earthquake</b>
6	Regeneration
7	<b>Ring of Greater Healing*</b>
8	<b>Transmute Metal to Wood</b>

**Seventh Level Magic-User Spells**

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

**Seventh Level Illusionist Spells**

1	<b>Demand</b>
2	<b>Insanity</b>
3	<b>Prismatic Spray</b>
4	<b>Scintillating Pattern</b>
5	<b>Screen</b>
6	<b>Shades</b>
7	<b>Vision</b>
8	<b>Weird</b>

**Seventh Level Necromancer Spells**

1	<b>Call Horseman</b>
2	<b>Finger of Death</b>
3	<b>Longevity</b>
4	<b>Mass Invisibility</b>
5	<b>Phase Door</b>
6	<b>Power Word Stun</b>
7	<b>Symbol of Death</b>
8	<b>Wychlamp Aura</b>

**Seventh Level Spellcrafter Spells**

1	<b>Disjunction</b>
2	<b>Dominate Construct</b>
3	<b>Longevity</b>
4	<b>Major Creation</b>
5	<b>Phase Door</b>
6	<b>Sword</b>
7	<b>Word of Recall</b>
8	<b>Wychlamp Aura</b>

## NEW SPELLS

## A BASIC FANTASY SUPPLEMENT

### New Lower Level Spells

Various spells of less than the seventh level are also available for many of the classes. The following tables show the spell level in the first column, and the name of the spell in the second column. All of the spells in this list are in addition to the base set of spells the class is introduced with.

Any spell that is included in the **Basic Fantasy RPG Core Rules** (for example, **water breathing** and **resist cold**) is not listed in the New Spells section below. Otherwise, all spells listed here are included in the New Spells section.

#### New Cleric Spells

1	Censure
1	Command
1	Sanctuary
2	Gentle Repose
2	Remove Paralysis
2	Restore Health
3	Cure Deafness
3	Tongues
3	Water Breathing
4	Hold Monster
4	Magic Mirror
4	Stone Shape
5	Plane Shift
5	Ring of Lesser Healing*
5	Wall of Stone
6	Control Undead
6	Undeath to Death
7	Astral Projection
7	Gate

#### New Druid Spells

1	Goodberry
1	Light*
1	Resist Cold
1	Shillelagh
2	Barkskin
2	Resist Fire
2	Restore Health
2	Tree
3	Quench
4	Dispel Magic
4	Insect Plague
4	Magic Mirror
5	Blight
5	Ring of Lesser Healing*
5	Stoneskin
6	Repel Wood

#### New Magic-User Spells

1	Alarm
1	Mage Armor
1	Mount
1	Unseen Servant
2	Analyze Magic
2	Familiar
3	Clairaudience
3	Gaseous Form
3	Immunity to Normal Weapons
3	Tongues
4	Improved Invisibility
4	Magic Mirror
5	Private Sanctum
5	Stoneskin
6	Permanency
6	Reveal Magic
7	Astral Projection
7	Gate

#### New Illusionist Spells

1	Alarm
1	Charm Person
1	Remove Fear*
1	Unseen Servant
2	Analyze Magic
2	ESP
2	Familiar
3	Clairaudience
3	Tongues
4	Charm Monster
4	Dimension Door
4	Magic Mirror
5	Greater Fear
5	Magic Jar
6	Geas*
6	Hold Monster
7	Astral Projection

**New Necromancer Spells**

1	<b>Alarm</b>
1	Floating Disc
1	Hold Portal
1	Magic Mouth
2	<b>Analyze Magic</b>
2	Protection from Evil*
2	<b>Remove Paralysis</b>
3	<b>Gentle Repose</b>
3	<b>Immunity to Normal Weapons</b>
3	<b>Tongues</b>
4	<b>Magic Mirror</b>
4	Massmorph
4	Protection from Evil 10' radius*
5	Insect Plague
5	<b>Private Sanctum</b>
6	<b>Permanency</b>

**New Spellcrafter Spells**

1	Floating Disc
1	<b>Mage Armor</b>
1	<b>Unseen Servant</b>
2	Continual Light*
2	Levitate
2	Silence 15' radius
3	<b>Gaseous Form</b>
3	Haste*
3	<b>Tongues</b>
4	Dimension Door
4	Remove Curse*
4	Water Breathing
5	<b>Stoneskin</b>
5	Telekinesis
6	<b>Reveal Magic</b>
6	True Seeing
7	<b>Gate</b>

**Spells for Interplanar Travel**

There are three new spells provide that allow for travel to other planes of existence: **plane shift**, **gate**, and **astral projection**. What this means must be defined the Game Master and no assumptions are made about any given campaign's cosmology. The inclusion of these spells is **optional**; players should assume they are not available until told otherwise.

Each of the spells fills a particular role in planar travel.

**Plane Shift** is lower level, so it can be available in settings where seventh level spells are not used. It is inexact, but if it is the only means of planar travel, the Game Master should feel free to make it more exact (reducing the maximum distance by which the destination may be missed, or eliminating it entirely) and make it available to other classes as needed.

**Gate** is to allow for the physical transportation of the participants to the destination. They directly move from one location to the other. Since it is their actual, ordinary forms, this means the characters must make preparations to survive hostile environments if such exist on the other side of the gate. Likewise, they need to be prepared for the consequences of an opening between the two planes. For example, it might be hard to cross over to the Plane of Water if water is gushing out of the gate. Note that **gate** can be used within the same plane, so it is possible for the Game Master to allow the spell even if planar travel isn't allowed as a "super teleport" alternative.

**Astral Projection** is a different way to travel the planes. Rather than directly going, as with the other two spells, the participants' souls/spirits are projected to the other plane, and a brand new body is formed for them. An advantage of this approach is that since the body is formed from the material of the destination, it is already adapted to the environment. The main disadvantage is that the participants' original, unoccupied bodies are very vulnerable.

## NEW SPELLS

**Alarm**

Magic-User 1                      Range: 20'+10'/level  
 Illusionist 1                      Duration: 2 hours/level  
 Necromancer 1  
 Spellcrafter 1

**Alarm** sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster decides at the time of casting whether the alarm will be mental or audible.

**Mental Alarm:** A mental alarm alerts the caster (and only the caster) so long as he or she remains within 1 mile of the warded area. The caster will hear a single mental "ping" sufficient to awaken the caster from normal sleep, but which does not otherwise disturb concentration. A **silence** spell has no effect on a mental alarm.

**Audible Alarm:** An audible alarm produces the sound of a hand bell, and anyone within 60 ft of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10 ft or 20 ft. The sound lasts for 1 round. Creatures within a **silence** spell cannot hear the ringing.

Incorporeal creatures do not trigger the alarm.

**Analyze Magic**

Magic-User 2                      Range: 5'  
 Illusionist 2                      Duration: special  
 Necromancer 2  
 Spellcrafter 2

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:

Description	Bonus				
	+1	+2	+3	+4	+5
<b>Weak</b>	1-18	1	1	--	
<b>Moderate</b>	19-20	2-19	2-7	1	
<b>Strong</b>	--	20	8-19	2-19	1-2
<b>Very Strong</b>	--	--	20	20	3-20

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.

**Astral Projection**

Cleric 7                                      Range: self  
 Magic-User 7                              Duration: special  
 Illusionist 7

This spell frees the caster's spirit (or soul) from his or her body, allowing it to travel to another plane. The caster may bring along up to one other creature per two caster levels as long as all participants are linked in a circle when the spell is cast.

The participants' spirits are immediately transported to the destination plane where they form a new body. This new body will appear to be exactly the same as their original body, but will be acclimated to survive on this new plane. They will also have clothing and equipment identical to they were wearing when the spell was cast, though only exceptional magic items will be duplicated; most magic items will be replaced with normal items. This spell leaves the participants' original bodies in suspended animation.

This spell will last indefinitely. It will end when the caster chooses to end the spell or the caster's new body dies. In either case, all of the new bodies pop out of existence, and the participants' spirits return to their original bodies. If a participant other than the caster wills it, or their new

body dies, they return on their own, leaving the others behind. If the original body of anyone who is still under the effects of the spell is killed, the character is killed and their new body pops out of existence.

Unlike **gate**, the destination cannot be the same plane as the plane of origin. Also, **astral projection** cannot be cast while still in the new body. To go to a different plane, the caster must end the spell, bringing everyone back to their original bodies and cast a new spell from their original bodies.

**Barkskin** Range: self  
Druid 2 Duration: 1 turn/level

Protects the caster. The caster's skin turns hard and bark-like, giving the caster a +4 bonus to AC. No actual bulk is added to the caster, so it doesn't affect other spell casting.

**Blight** Range: touch  
Druid 5 Duration: instantaneous  
Necromancer 5

This spell withers a single plant of any size. It causes 1d6 of damage per level of the caster to the touched plant creature. The creature is allowed a save vs. Spells for half damage. If the plant is not a creature, it immediately withers and dies with no saving throw.

Only the touched plant is affected; the spell has no effect on anything else in the area.

**Call Horseman** Range: 20'  
Necromancer 7 Duration: special

This spell calls forth a headless horseman which is subsequently given a task to accomplish, such as the slaying of one individual. The skull of an appropriately leveled warrior (of the mounted variety) is required to complete the summoning. The maximum level of the summoned headless horseman is equal to the caster's level or the actual level of the horseman at the time of his or her death (whichever is lowest). Thus the aspiring summoner usually works to get the most powerful warrior available, often by arranging the death of the warrior.

Each horseman is an individual and usually appears in knightly garb similar to what they wore in life, only darker and more grim (albeit all non-magical). Of course, as their name indicates, they are headless, but may appear with jack-o-lanterns in lieu of their actual head, ghost-like vestiges, vacant helmets and hoods, or other variations on this theme. The mount of the horseman is always summoned alongside its master. See the headless horseman monster entry in the **Basic Fantasy Field Guide Volume 1** for additional details and statistics.

The summoner must have possession of the actual skull of the horseman in order to maintain control over him. If possession of the skull is lost, the horseman will attempt to gain possession of the skull with all the same fervor of his appointed task. If successful, the horseman may become free-willed or simply vanish (GM's discretion). The spell can only be cast during the night (even if summoned underground), and the horseman (and mount) remains until the task is complete or the sun rises. The spell must be recast the following night if the task was left unfinished or the horseman is slain while on task.

The GM might allow other classes access to this spell. The spell remains seventh level, but the maximum level of the horseman is half the level of the caster (instead of equal to the Necromancer's level).

**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:

1d6	Outcome
1	Stunned for 1d4+1 rounds
2-3	Paralyzed for 1d4+1 rounds
4-5	Move slowed by half for 1d4+1 rounds
6	Number of attacks reduced by half for 1d4+1 rounds

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

**Changestaff** Range: touch  
Druid 7 Duration: 1 hour/level

This spell transforms a specially prepared staff into a treant-like creature. The creature looks and fights just like a treant, and will follow all directions given by the caster. The creature is not an actual treant, and so cannot talk to other treants or animate trees. If the creature is reduced to 0 hit points, it disintegrates and the staff is destroyed. If the duration expires, or the caster ends the spell early, the creatures transforms back into the staff.

The staff used must be a specially prepared quarterstaff made from ask, oak, or yew. It must be finished using a special process requiring a full week. No adventuring can take place while preparing the staff.

**Clairaudience**

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

This spell enables the caster to hear sounds in another area through the ears 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**

Cleric 1                              Range: 10'  
     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.

**Control Undead**

Cleric 6                              Range: 60'  
 Necromancer 6                      Duration: 6 rounds/level

This spell allows for complete control of up to 3 HD/caster level of undead for a short period of time. Verbal control is required, but they will understand regardless of the language used. If communication is not possible, they will still not attack. Intelligent undead creatures may save vs. Spells to resist and will remember if they are controlled. Unintelligent undead do not get a saving throw and the control is permanent. Any unintelligent undead controlled using this spell count against the caster's total control limit.

**Control Weather**

Cleric 7                              Range: 2 miles  
 Druid 7                              Duration: 4d12 hours

The caster can change the weather in the local area. Any kind of weather appropriate to the climate and season of the area may be invoked. It takes 10 minutes for the weather to change to the desired conditions. For the

duration of the spell, the caster may again change the conditions, but any such change will take another 10 minutes for the new conditions to arrive.

The caster has control over the general conditions of the weather, such as the direction and force of the winds, whether lightning is occurring, whether there is a tornado, and other directives. But, there is no specific control, so lightning cannot be forced to hit a particular spot and the path of a tornado cannot be dictated.

The spell allows the caster to remove conditions as well as bring them. (For example, an existing tornado can be replaced with calm weather.) At the end of the spell, the current conditions will continue, the caster just won't be able to control them anymore.

**Creeping Doom**

Druid 7                              Range: 300'+30'/level  
     Duration: 1 minute/level

This is a more powerful form of **insect plague**. It summons one swarm of centipedes per two caster levels, to a maximum of ten swarms at 20<sup>th</sup> level. The swarms must be summoned so that each one is adjacent to at least one other swarm (that is, the swarms must fill one continuous area). The caster may summon the centipede swarms so that they share the area of other creatures. Each swarm attacks any creatures occupying its area. The swarms may be directed to move after being summoned.

Centipede swarms act as insect swarms, but have 8 HD, do 2d6 points of damage, have a movement rate of 20 feet, and cannot fly.

**Cure Deafness**

Cleric 3                              Range: touch  
     Duration: instantaneous

With this spell the caster can cure a creature suffering deafness, whether caused by injury or by magic. Deafness caused by a curse cannot be cured by this spell. The cure is permanent but does nothing to prevent subsequent events leading to deafness again.

**Delayed Blast Fireball**

Magic-User 7                      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.

**Demand** Range: 50'  
Illusionist 7 Duration: up to 1 day / level

The caster imposes on a target creature by issuing a **demand** for a course of activity limited to a sentence or two. The **demand** may be phrased in any way desired, though wording it in such a manner as to make the activity sound reasonable increases the chance of success. The **demand** may be for something risky or dangerous, but a **demand** to directly kill themselves automatically negates the effect of the spell.

The demanded course of activity can continue for the entire duration. If the demanded activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw vs. Spells, the spell has no effect. A reasonable suggestion causes the save to be made with a penalty (up to -4 depending on how persuasive) and a dangerous activity causes the save to be made with a bonus (up to +4 for something suicidal or hopeless).

The creature to be influenced must, of course, be able to understand the **demand**, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to **demand**.

**Disjunction** Range: 25'  
Spellcrafter 7 Duration: instantaneous

The caster chooses an item or creature within the spells range and it is disjoined. All spells and spell-like affects are stripped from the item or creature, and any magic items will be changed back into a normal item. Any item or creature is entitle to a saving throw vs. Spells to negate the effect of the spell.

This spell can also be used to dismiss an **anti-magic shell** as long as the caster level of **disjunction** is greater than the caster level of the **anti-magic shell**.

An artifact can be affected by **disjunction**, though there is only a 1% chance per caster level of the spell succeeding (this percentage is used in place of a saving throw). If successful, there is a further 25% chance that the caster

will lose all magical ability. If the caster loses all magical ability, no mortal power can restore it, not even a **wish**. Destroying an artifact is a dangerous business, and it is almost guaranteed that a very powerful being associated with the artifact will take notice of its distruction.

**Dominate Construct** Range: 30'  
Spellcrafter 7 Duration: special

This is a more powerful form of the **charm constructs** spell. The spell allows the caster to take control of a construct, such as a golem. Control is absolute and the construct can be ordered to perform even self-destructive actions. An unintelligent construct gets no saving throw, and the duration is permanent. An intelligent construct gets a saving throw vs. Spells to avoid control. The intelligent construct is allowed a new saving throw each day to break free of the caster's control. Once control is released, an unintelligent construct will return to its programming as best as possible. When control is lost on an intelligent construct, it will know it has been controlled against its will.

Only one construct can be controlled at a time. If the caster already has a construct under control when this spell is cast again, control is immediately released on the prior construct in order to establish control on the new construct.

**Earthquake** Range: 400'+40'/level  
Cleric 7 Duration: 1 round  
Druid 7

When cast, this spell causes a powerful, but localized, **earthquake** that is 10 feet in diameter per caster level. The shock of the quake will knock down creatures, topple plants, collapse structures, open cracks in the earth, and more. The effect lasts for one round, during which creatures in the affected area cannot move or act. The **earthquake** affects everything touching the ground in the affected area. The specific effect depends on the type of terrain where the spell is cast:

- Cave, cavern, tunnel: Causes the roof to collapse causing 8d6 damage to everyone in the affected area (save vs. Petrify for half damage), pinning all creatures beneath the rubble. Small rooms and tunnels become completely filled.
- Cliff: Causes a landslide. Any creatures in the path take 8d6 damage (save vs. Petrify for half damage), pinning all creatures beneath the rubble.
- Open ground: All creatures in the area must save vs. Petrify or fall to the ground. Fissures open up and all creatures in the area have a 1 in 4 chance



of falling in (save vs. Death Ray to avoid). After the end of the spell, the fissures close up, killing anything that fell in.

- Structures: Any structures directly touching the affected ground take 100 points of damage, ignoring hardness. If this causes the structure to collapse, anyone trapped inside takes 8d6 damage (save vs. Petrify for half damage) and is pinned beneath the rubble.
- River, lake, marsh: Fissures in the bottom drain the water away, resulting in a muddy quicksand-like surface to remain. All creatures in the affected area must save vs. Death Ray or be stuck. After the end of the spell, the surrounding water rushes back in, potentially drowning any creatures stuck in the mud.

Any creature pinned by rubble takes 1d6 points of non-lethal damage per minute until rescued or they fall unconscious. Once unconscious, they take 1d6 points of lethal damage per minute until they are rescued or die.

### Familiar

Magic-User 2	Range: touch
Illusionist 2	Duration: special
Spellcrafter 2	

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.

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.

### Finger of Death

Necromancer 7	Range: 60'
	Duration: instantaneous

The caster points their finger at one creature, who must then save vs. Death Ray or instantly die. If they make their saving throw, they still take 3d6 + 1 point per caster level of damage.

This spell only affects living creatures and does not affect non-living creatures like constructs or undead.

### Fire Storm

Cleric 7	Range: 100'+10'/level
	Duration: instantaneous

This spell causes an area 20'x10'x10' per caster level to be filled with holy fire. The caster can determine the shape of the area, but the entire area must be contiguous. Any creature in the designated area takes 1d6 points of damage that bypasses any immunity or resistance to fire. Any creature that dies from the damage (or was already dead when the **fire storm** is cast) is completely consumed by the fire. The fire only harms creatures and does not affect the surrounding environment.

### Gaseous Form

Magic-User 3	Range: touch
Spellcrafter 3	Duration: 1 turn/level

The subject of this spell and all of their gear become insubstantial, misty, and translucent. He or she becomes immune to non-magical weapons, and has an Armor Class of 22 vs. magical weapons. The subject can't attack or cast spells while in gaseous form. The subject also loses supernatural abilities while in gaseous form. A gaseous creature can fly at a speed of 10', and can pass through small holes or narrow openings, even mere cracks, as long as the spell persists. The gaseous creature is subject to the effects of wind, and can't enter water or other liquid. Objects cannot be manipulated in this form, even

those brought along when the spell was cast. The subject can resume material form at will, but that will end the spell.

### Gate

Cleric 7                      Range: 120'  
 Magic-User 7              Duration: special  
 Spellcrafter 7

This spell creates an inter-dimensional connection between the caster's location and another plane. This allows for travel between the two locations in either direction. The gate stays open as long as the caster concentrates on it, up to 1 round/caster level plus one additional round.

The **gate** appears as a flat circle with a diameter of 5 to 20 feet (caster's choice). It can be situated at any angle, but will usually be vertical. The back (the side facing away from the caster) is filled with an insubstantial opaque haze and passing through does nothing. The front shows where the **gate** is connected. This is full opening between locations with complete visibility (subject to the conditions on the other side; from a place in the air to a place in the water will get expected results) and accessibility. The **gate** is full two-way, and anyone on either side can pass back and forth either way, including going one way and back the other as long as the **gate** stays open. Any number of people or things can use the **gate**, subject to the spell's duration and normal physical constraints. When the spell expires (or if the caster ends or loses concentration) it goes away, but can always be recreated by casting the spell again.

Note that the spell will allow both sides to be on the same plane if so desired, and that means it can also work as a very powerful alternative to teleportation.

As long as the destination is known and exists as known, the **gate** will open where desired. If not, the **gate** will open in a random location on the plane (i.e. wherever the GM wants it to). Some extraordinary creatures, at the GM's discretion, are powerful enough to detect that a gate is about to open and prevent it from opening, thereby immediately canceling the spell.

### Gentle Repose

Cleric 2                      Range: touch  
 Necromancer 3            Duration: 1 day/level

This spell preserves the remains of a dead creature (including a zombie, if so desired). This prevents any decay of the remains for the duration of the spell. This extends the time limit imposed by **raise dead**, allowing for a longer time to cast the spells.

### Goodberry

Druid 1                      Range: touch  
                                     Duration: 1 day/level

This spell, when cast on a bush or tree, causes it to sprout a handful of berries, 2d4 of which are magical. The caster (and any Druid of 3<sup>rd</sup> level or greater) can immediately recognize which are magical. Eating a magical berry provides the equivalent of a full meal to a human (or similar creature) and heals 1 point of damage. No one can heal more than 8 points of damage using these berries in a single day.

### Greater Fear

Illusionist 5                Range: 30'  
 Necromancer 4            Duration: 1 round/level

This spell sends an invisible wave of fear out forward of the caster to a range of 30 feet. Anyone in the area must save vs. Spells or be panicked. A panicked creature will drop whatever it is holding and flee using any means necessary. If cornered, the creature will cower in fear. The victim will also suffer a -2 to all saving throws. The creature will do this for the duration of the spell. If a save is made, the victim will suffer -2 to attack rolls and saving throws for 1 round.

### Greater Teleport

Magic-User 7              Range: self  
                                     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.

### Holy Word

Cleric 7                      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.

## NEW SPELLS

### Immunity to Normal Weapons

Magic-User 3                      Range: touch  
Spellcrafter 3                    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).

### Improved Invisibility

Magic-User 4                      Range: touch  
Illusionist 4                      Duration: 1 round/level

This spell works exactly like **invisibility**, except that it does not end if the subject attacks or casts a spell.

### Insanity

Illusionist 7                      Range: 100'+10'/level  
Duration: instantaneous

The target of this spell must save vs. Spells or be permanently under the effects of the **confusion** spell. The only way to remove this condition is through the use of **heal**, **restoration**, or a **wish**. (**Remove curse** or **dispel magic** will not remove this condition.) If the save is made, the confusion still lasts for 2 rounds + 1 round per caster level.

### Longevity

Magic-User 7                      Range: self  
Necromancer 7                    Duration: permanent  
Spellcrafter 7

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.

### Mage Armor

Magic-User 1                      Range: self  
Spellcrafter 1                    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

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or spears, and a +4 bonus to armor class vs. normal sized projectiles such as arrows, bolts, sling stones, and sling bullets.

### Magic Mirror

Everyone 4                      Range: 10'  
Duration: 1 round/level

Turns a reflective surface within range into a magic mirror through which the caster can view other creatures. The caster must know and name the creature. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing. Detection and vision spells can be cast into it with a 3% chance per caster level of success. If successful, this allows the caster to cast **detect magic**, **see invisible**, etc. through the mirror.

### Major Creation

Spellcrafter 7                    Range: 10'  
Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the creation cannot exceed 1 cubic yard per caster level. The object can be a complex, composite object, as long as the caster knows how to build the object using mundane means. A simple object (e.g. a sword or staff) can be of high quality. Multiple simple objects of average quality can be created with one casting as long as they all easily fit within the stated volume.

### Mass Invisibility

Magic-User 7                      Range: 240'  
Illusionist 6                      Duration: special  
Necromancer 7

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.

### Mount

Magic-User 1                      Range: 30'  
Duration: 2 hours/level

This spell summons a riding horse or pony (caster's choice) to serve as a mount. The mount comes with bit, bridle, and saddle.

**Permanency**

Magic-User 6                      Range: 10'  
 Necromancer 6                  Duration: permanent  
 Spellcrafter 6

This spell is used to make another spell of 6th or lower level permanent. Only arcane magic can be affected: Clerical, Druidic, and other spells of divine nature can not be made permanent. No spell with a permanent or instantaneous duration can be made permanent.

A **permanency** spell lasts until dispelled. When it is dispelled, the other spell effect vanishes immediately. Casting a **permanency** spell causes the loss of 1 point of Constitution. Lost Constitution is recovered using the **Constitution Point Losses** rules from the **Basic Fantasy RPG Core Rule Book**.

No more than two spells can be made permanent on a single person, item or place. If a third **permanency** spell is cast it automatically fails, and there is a 50% that each of the two other permanency spells fails too.

A **permanency** spell is not necessary to make any magical item; using **permanency** to bind a spell to an object, person, or place is not the same as crafting a magic item.

Spells that are commonly made permanent on a creature: **detect magic**, **protection from evil**, **read languages**, **read magic**, **tongues**, **detect invisible**, and **fly**.

Spells commonly made permanent on items or locations include: **alarm**, **animate objects**, **confusion**, **dancing lights**, **guards and wards**, **invisibility**, **phantasmal force**, **private sanctum**, **magic mouth**, **symbol**, **wall of fire**, and **web**.

**Phase Door**

Magic-User 7                      Range: touch  
 Illusionist 6                      Duration: 1 usage / 2 levels  
 Necromancer 7  
 Spellcrafter 7

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 that can use the passage. The passage is 10 feet deep plus another 5 feet 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 without using 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 (determine randomly in which direction).

It is possible to allow other creatures to use the **phase door** by setting a triggering condition for the door. This condition can be as simple or elaborate as desired. It can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

**Plane Shift**

Cleric 5                              Range: touch  
     Duration: instantaneous

When cast, the caster or the creature touched is sent to another plane or dimension. If multiple creatures link hands in a circle, up to eight may **plane shift**. All participants must be willing. If any intended participant is unwilling, the spell fails with no effect. **Plane shift** is highly inaccurate and while the desired plane or dimension will always be reached, arrival will be 1-100 (d100) miles from the intended destination.

**Power Word Stun**

Magic-User 7                      Range: 120'  
 Necromancer 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.

**Prismatic Spray**

Illusionist 7                      Range: 60'  
     Duration: instantaneous

This spell causes seven beams of brilliant, intertwined beams of colored light to shoot from the caster's hands covering a cone shaped area. All creatures in the area of effect will be struck by one or two beams. (A given beam may strike more than one creature or potentially no creatures.) A saving throw vs. Spells will negate the effect of a beam for the struck creature. (A creature struck by two beams must make two saving throws.) Any creatures in the affected area that are 8 HD or less are blinded for 2d4 rounds with no saving throw.

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The following table shows the effects of each colored beam. The comment in parentheses indicates the saving throw to use for either half damage or to negate.

1d8	Color	Effect
1	Red	20 points of fire damage (Death Ray for half)
2	Orange	40 points of acid damage (Death Ray for half)
3	Yellow	80 points of electricity damage (Death Ray for half)
4	Green	Poison (Poison or die)
5	Blue	Turned to stone (Petrify)
6	Indigo	Insanity, as the <b>insanity</b> spell (Spells)
7	Violet	Teleport 5d100 miles away (Spells)
8	Struck by two rays; roll two more times, ignoring "8".	

### Private Sanctum

Magic-User 5                      Range: 30'  
Necromancer 5                    Duration: 24 hours  
Spellcrafter 5

This spell creates a field impenetrable to most kinds of scrutiny. Those looking into the area from outside see only a dark, foggy mass. Darkvision cannot penetrate it. Eavesdroppers do not perceive any sound, no matter how loud, emanating from the area. Those inside the affected area can see and hear outside the affected area normally. Anyone inside the affected area are immune to **ESP** spells.

Divination spells like **magic mirror**, **clairvoyance**, and **clairaudience** cannot perceive anything within the area.

No speech is possible between those inside and those outside the sanctum. The spell does not prevent other means of communication, such as telepathic communication, or such as that between a Magic-User and a familiar.

**Private sanctum** does not stop creatures or objects from moving into and out of the area.

**Quench**                              Range: 200'  
Druid 3                                Duration: instantaneous

This spell covers on cube 20' per side, per caster level. Within this area, all non-magical fires are immediately extinguished. Any magical fires are extinguished, but must be dispelled as if this was **dispel magic**.

If cast on a fire elemental, the fire elemental takes 1d6 of damage per caster level with no save.

If cast on a single magic item that creates or controls fire, the item loses its fire-related abilities for 1d4 hours.

## A BASIC FANTASY SUPPLEMENT

### Remove Paralysis

Cleric 2                                Range: touch  
Necromancer 2                      Duration: instantaneous

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

**Repel Wood**                        Range: 60'  
Druid 6                                Duration: 1 minute/level

This spell creates a flow of energy in a direction the caster sets when the spell is cast. All wooden objects are then pushed away in that direction for the duration of the spell. Any wooden object greater than three inches in diameter that is fully anchored in place will resist the spell. Any wooden object three inches in diameter or less that is anchored will shatter, and its pieces will be pushed away. All affected objects are pushed at a speed of 40 feet per round.

Any objects that are carried will push their bearer unless dropped or released. Any spear braced against the spell will shatter. Even magic items with wooden components are pushed away.

Once the spell is cast, the path of the flow of energy is set and the caster does not need to do anything to maintain it.

### Restore Health

Cleric 2                                Range: touch  
Druid 2                                Duration: instantaneous

This spell removes unnatural weakness, mental or physical debilitation or exhaustion from the touched individual. This spell is useful for restoring temporary ability score draining, such as the strength-draining touch of a shadow. The caster chooses which ability score the spell will restore when casting. It has no effect on permanent ability score loss or energy drain.

**Resurrection**                      Range: touch  
Cleric 7                                Duration: instantaneous

This spell restores life to a deceased creature. The caster can raise a creature that has been dead for no longer than ten years per caster level. In addition, the subject's soul must be free and willing to return. If the subject's soul is not willing to return, the spell does not work.

This spell operates similarly to **raise dead**, but is more powerful. The full body is not required; only a small portion is required, but that portion must have been part of the subject's body at the time of death. (The dust left from a **disintegrate** spell counts as the required small

portion.) A whole new body is created, so it will be at the peak of health, with full hit points, and all spells prepared at the time of death.

This is still an ordeal, however. The subject of the spell loses one level (or 1 hit die) when it is resurrected, permanently (i.e. it does not accrue a negative level, but rather loses an actual level, being reduced to the minimum number of experience points required for the previous level). If the subject is 1st level, it loses 1 point of Constitution instead (if this would reduce its Constitution to 0 or less, it can't be raised). This level, hit dice, or Constitution loss cannot be repaired by any means, though of course the character may gain levels and hit dice in the normal fashion.

A creature which has become undead can be resurrected as long as the undead creature has been destroyed. Constructs and elementals cannot be resurrected.

The spell cannot bring back a creature that has died of old age.

### Reveal Magic

Magic-User 6                      Range: 5'  
Spellcrafter 6                    Duration: 1 minute

This spell reveals all spell and magical properties of an object, creature, or permanently enchanted area examined with this spell. The caster must examine the object, creature, or location for an entire minute. In the case of a magic item, the caster will learn all of its functions, how to activate it (if required), and any charges left (if it has charges). If it is an object or creature with spells cast on it, or an enchanted area, the caster will learn what spells, their effects, and the caster level of those spells.

Any object or magic item that is held by someone who does not want the object or magic item examine may negate the spell with a successful saving throw vs. Spells. Likewise a creature that does not want to be examined may also negate the spell with a successful saving throw vs. Spells.

### Ring of Greater Healing\*

Cleric 7                              Range: 15 ft. radius  
Druid 7                               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.

### Ring of Lesser Healing\*

Cleric 5                              Range: 15 ft. radius  
Druid 5                               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.

## NEW SPELLS

## A BASIC FANTASY SUPPLEMENT

**Scintillating Pattern** Range: 60'  
Illusionist 7 Duration: special

This spell is similar to **color cloud**. It causes an area of vivid, twisting, discordant colors, causing creatures in the area of effect to become blinded or possibly unconscious. The area covers 20 feet on each side. Each creature within the cone is affected according to its hit dice:

- 6 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds, then confused for 1d4 rounds.
- 7 to 9 HD: The creature is blinded for 1d4 rounds, then confused for 1d4 rounds.
- 10 or more HD: The creature is blinded for 1 round and confused for 1 round.

Confused creatures act as if under the effects of the **confusion** spell.

All creatures having more levels or hit dice than the spell caster are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by **scintillating pattern**.

**Screen** Range: touch  
Illusionist 7 Duration: 24 hours

This spell combines elements of several other illusion spells to protect against both divination and direct observation. The caster dictates what the illusion is and what will and will not be seen by any observers. The illusion is described in general terms and once set cannot be changed. The illusion is not static and the general terms must describe how the illusion changes over time. The area covered is a 30' cube per caster level.

Any divination attempts of the area will see the illusion described. There is no save throw to prevent this.

Any direct observation can allow for a saving throw vs. Spells to disbelieve. Entering the area does not cancel the illusion, or even allow a save, as long as the observer does not run into anything that is incongruous and hidden creatures stay out of the observer's way.

**Shades** Range: 30'  
Illusionist 7 Duration: 1 turn/level

This spell summons a shade creature. A shade creature is the same as a shadow monster from the **Basic Fantasy RPG Core Rules**, except that it has 9 HD and does 1d8 damage (cold), plus drains 1 point of strength. An opponent killed by strength damage will not rise as a new shade creature or shadow, but will merely be dead. A shade creature obeys the caster's orders without question and can understand the caster's language.

**Shillelagh** Range: touch  
Druid 1 Duration: 1 minute/level

This turns any club or staff wielded by the caster into a magical weapon with a +1 bonus to hit and to damage. The club or staff also does 1d8 points of damage instead of its normal damage. This spell only affects a weapon held by the caster. If the caster releases the weapon, the benefits no longer apply, but, if the caster retrieves the weapon prior to the end of the spell, the benefits result until the spell ends.

**Stone Shape**  
Cleric 4 Range: touch  
Spellcrafter 3 Duration: instantaneous

This spell allows the caster to shape, bend, and form an existing piece of stone (of up to 10 cubic ft + 1 cubic ft per level) into any shape he or she wishes.

Fine detail is not possible but primitive doors, walls, bridges, or similar items can be created with this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.

**Stoneskin**  
Druid 5 Range: touch  
Magic-User 5 Duration: 1 turn/level  
Spellcrafter 5

Protects the caster. The caster's skin becomes hard and stone-like, protecting the caster by absorbing the first 10 points of damage from all attacks. (This operates like *hardness*.) Once the spell has absorbed 10 points of damage per caster level, the spell is discharged.

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

This spell brings into being a shimmering, sword-like 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**.

**Symbol of Death**                      Range:    see text  
Necromancer 7                      Duration: see text

This spell functions like **symbol of pain**, except that all creatures within 60 ft of the symbol of death instead must save vs. Spells or die. If the saving throw is made, the creature need not save again unless they leave the area of affect and then reenter while the symbol is still active.

**Tongues**  
Cleric 3                      Range:    touch  
Magic-User 3                      Duration: 1 turn/level  
Illusionist 3  
Necromancer 3  
Spellcrafter 3

This spell allows the creature touched to speak and understand any language or dialect. Only one language can be spoken at a time, but any number can be understood. This spell does not alter other creatures' dispositions and does not allow the affected creature to speak to creatures that cannot understand language.

**Transmute Metal to Wood**  
Druid 7                      Range:    200' + 20'/level  
Duration: instantaneous

The spell affects a circular area with a diameter of 10' per caster level. All metal objects within this area is changed to wood. This applies to all metal items, whether worn (including weapons and armor), laying around, used as building materials, or anywhere. Magic items made of metal may save vs. Spells to avoid the transmutation. Artifacts are not affected. Ordinary items (whether held or worn or not) do not get a saving throw.

Weapons converted from metal to wood take a -2 penalty on attack and damage rolls. The armor class of any armor converted from metal to wood is reduced by 2. Weapons changed by this spell splinter and break on any natural attack roll of 1 or 2, and armor changed by this spell loses an additional point of armor class every time it is struck with a natural attack roll of 19 or 20.

Only a **wish** can restore a transmuted object to its metallic state.

**Tree**                      Range:    self  
Druid 2                      Duration: 1 hour/level

This spell allows the caster to assume the form of a tree. The tree may be either a small living tree or shrub, or a large dead tree with few limbs. All inspection of the tree will show it to only be a tree, and even detect magic will return inconclusive results. While in the form of a tree, the caster can see and hear all around them and is fully aware of their environment. The caster's hit points and saving

throws are unchanged, and a +10 bonus to armor class is gained. All clothing and gear worn is transformed with the caster. The spell may be dismissed at any time prior to the end of the spell.

**Undeath to Death**  
Cleric 6                      Range:    240'  
Necromancer 6                      Duration: instantaneous

This spell functions exactly as **death spell**, except that it affects undead creatures rather than living creatures.

**Unseen Servant**  
Magic-User 1                      Range:    50'  
Illusionist 1                      Duration: 1 hour/level  
Spellcrafter 1

An unseen servant is an invisible servant that is shapeless and mindless. It can be used to fetch things, return things, open doors, hold chairs, clean things, and mend things. It is not strong, having an effective strength of 3. It can only open normal doors, chests, lids, containers, and such subject to its minimal strength. The servant cannot fight, nor can it be destroyed, but it can always be dismissed at any time prior to the spell's end.

**Vision**                      Range:    see text  
Illusionist 7                      Duration: 1 round

This spell allows the caster to send a recipient a message through a vision. This works similar to the **dream** spell, but the recipient does not need to be asleep. When the spell is cast, the caster must identify the recipient in an unambiguous way. An image of whatever the caster desires then appears to the recipient in a vision only he or she can see then delivers the message. The message is purely one-way, and there is no opportunity for questions or interaction. The recipient does not need to be asleep when the message is delivered, and he or she will be overwhelmed by the message when they receive it (assuming they are awake). When the message is finished, the recipient will remember the message perfectly.

For the duration of the spell, both the caster and the recipient are helpless and completely unaware of their surroundings.

**Weird**                      Range:    100' + 10'/level  
Illusionist 7                      Duration: instantaneous

This spell functions as **phantasmal killer**, except that it can have multiple targets. The spell can target as many creatures as desired as long as no two of them are further than 30 feet from each other.



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Each target must save vs. Spells to disbelieve the **phantasmal killer**. If the saving throw is failed, the killer then touches the target, who must then save vs. Petrify or die from fear. Even if the target makes the second saving throw, they still take 3d6 points of damage.

### Wind Walk

Cleric 7

Range: touch

Duration: 1 hour/level

This spell alters the substance of the caster's body to a cloud-like vapor (as the **gaseous form** spell) and he or she can move through the air, potentially at great speed. Other creatures can be touched by the caster, which causes them to be affected by the spell, too, each of whom acts independently. Up to one additional person per three caster levels may be included in the spell.

While under the spell, a wind walker flies at a speed of 10 feet, able to move any direction at any time. If desired by the subject, a magical wind wafts a wind walker along at up to 600 feet per round, but maneuverability becomes very poor. Wind walkers are not invisible but rather appear misty and translucent. If fully clothed in white, they are likely to be mistaken for clouds, fog, vapors, or the like.

For the duration of the spell, each participant may freely switch between its physical form and its vaporous form as desired, but each change takes five rounds. The caster can dismiss the spell at any time, either individually or for everyone at once.

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For the last minute of the spell's duration, a wind walker in vaporous form automatically descends 60 feet per round (for a total of 600 feet), though it may descend faster if it wishes. This descent serves as a warning that the spell is about to end.

### Wychlamp Aura

Magic-User 7

Necromancer 7

Spellcrafter 7

Range: self

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):

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

**Magical attacks delivered by touch** are always reflected back on the attacker.

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### INTRODUCTION

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