INTRODUCTION

This supplement provides rules for playing a special magician class under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASS

Spellcrafter

Spellcrafters are a special kind of magicians, known for their mastery over magic items and constructs. They use the same experience and spell progression as Magic-Users, and have the same hit dice, attack bonus, saving throws, and restrictions on armor and weapons. Spellcrafters should be treated as a Magic-User for all purposes, except as noted below.

Requirements: The Prime Requisite for Spellcrafters is Intelligence; a character must have an Intelligence score of 12 or higher to become a Spellcrafter.

Special Abilities: A first level Spellcrafter begins play knowing read magic and one other spell of first level. These spells are written in a spellbook provided by his or her master. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Spells section in the Basic Fantasy RPG Core Rules for more details.

Spellcrafters do the same “kind” of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells below for the Spellcrafter’s spell list.

Spellcrafters receive a bonus of +1 to all saving throws made against effects generated by magic items. Those who are targets of magical effects generated by a magic item operated by a Spellcrafter suffer a penalty of -1 on any saving throw against it.

The real power of Spellcrafters is their greater understanding of the processes of magical fabrication. Spellcrafters can create any scroll starting at 1st level, potions and other single use items beginning at 3rd level, and at 7th level they can create any kind of magic item. A Spellcrafter receives a +25% bonus to all magical research rolls for creating magical items.

At 6th level Spellcrafters become so adept as to cut in half the time necessary to create a magic item. At 9th level Spellcrafters become so adept as to reduce the cost of creating a magic item by 25%.

For more information about creating magical items, please refer to pages 154-156 in the Basic Fantasy RPG Core Rules.

Spellcrafter Spells

Spellcrafters are Magic-Users whose magical powers are concentrated on the interaction with pure magical forces and items. They abide to the same rules that “regular” Magic-Users do with respect to learning and casting spells.

Spells in bold are new and will be described below.

Some of the spells on the Spellcrafter list are taken from the New Spells and Druid supplements. Please refer to those works for the details of those spells.

First Level Spellcrafter Spells

| 1  | Alarm       |
| 2  | Break Restrictions |
| 3  | Detect Magic |
| 4  | Enhance Armor* |
| 5  | Enhance Weapon* |
| 6  | Light*       |
| 7  | Hold Portal  |
| 8  | Protection from Evil* |
| 9  | Read Languages |
| 10 | Read Magic   |
| 11 | Repair*      |
| 12 | Resist Cold  |

Second Level Spellcrafter Spells

| 1  | Activate    |
| 2  | Analyze Magic |
| 3  | Familiar    |
| 4  | Find Traps  |
| 5  | Heat Metal  |
| 6  | Locate Objects |
| 7  | Minor Warding |
| 8  | Knock       |
| 9  | Resist Fire |
| 10 | Retrieve energy |
| 11 | Warp Wood   |
| 12 | Wizard Lock |
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<td>2</td>
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<td>3</td>
<td><em>Hardness</em></td>
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<td><em>Hold Construct</em></td>
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<td>5</td>
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<td>6</td>
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<tr>
<td>7</td>
<td><em>Protection from Evil 10' radius</em></td>
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<td>8</td>
<td><em>Protection from Normal Missiles</em></td>
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### Fourth Level Spellcrafter Spells

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<td><em>Protection From Lightning</em></td>
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### Fifth Level Spellcrafter Spells

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### Sixth Level Spellcrafter Spells

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<td>10</td>
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### Activate

**Range:** self  
**Spellcrafter:** 2  
**Duration:** instantaneous

This spell allows the caster to activate a charged magical item in his or her hands without expending charges or daily uses. The caster must know any activation words required to use the item. This spell will not work on potions. Wands, staves, rods, rings, scrolls, and all other items can be activated by this spell.

This spell does not allow the caster to use an item forbidden to his or her class.

If the power that the caster wants to activate requires 2 charges, it will drain one charge only.

### Alarm

**Range:** 20' + 10' per level  
**Spellcrafter:** 1  
**Duration:** 2 hours per level

**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' of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10’ or 20’. The sound lasts for 1 round. Creatures within a *silence* spell cannot hear the ringing.

Incorporeal, ethereal, or astrally-projecting creatures do not trigger the alarm.

### Break Restrictions

**Range:** touch  
**Spellcrafter:** 1  
**Duration:** 1 turn per level

This spell allows the use of a magical item not normally usable by the caster, be it a ring, potion, or scroll. This spell does not allow the caster to break his or her own class restrictions regarding weapons or armor use, even if they are magical items.

### Channel Blast

**Range:** touch  
**Spellcrafter:** 3  
**Duration:** instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a bolt of energy. The touched item loses a charge or one daily use of its powers (scrolls and potions are...
consumed by this spell), allowing the caster to create an energy discharge. The blast is cone shaped, 60’ long and 40’ wide at its end.

The damage inflicted depends on the item drained:

- Potion: 3d6
- Scroll: up 1d6 per level of the spell or 3d6 for non-spell scrolls
- Wand: 4d6
- Staff: 5d6
- Rod or ring: 6d6
- Any other (Miscellaneous magic item, weapon or armor): 4d6.

Targets may save for half-damage.

**Charm Constructs**  
Range: 30’  
Spellcrafter 4  
Duration: special

This spell allows the caster to take control of a construct, such as a golem. Control is not absolute and is limited as for the charm person spell; the construct is granted a saving throw to avoid control. The construct is allowed a new saving throw each day to break free of the caster’s control.

**Enhance Armor**  
Spellcrafter 1  
Duration: 1 turn  
Range: Touch

This spell imparts a +1 bonus to AC to the touched armor or shield as long as the spell lasts. The reverse form (weaken armor) imparts a -1 to AC of the armor touched.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

**Enhance Weapon**  
Spellcrafter 1  
Duration: 1 turn  
Range: Touch

This spell imparts a +1 bonus to hit and damage to the touched weapon as long as the spell lasts. The reverse form (weaken weapon) imparts a -1 to hit and damage.

The reverse form of this spell can be cast in combat and requires a successful attack; the target may deny its effect with a successful saving throw.

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**Greater Warding**  
Spellcrafter 4  
Duration: special  
Range: touch

The spell works similar to minor warding, inflicting 6d6 points of damage. It can be activated by golems and undead as well as living creatures.

**Guards and Wards**  
Spellcrafter 6  
Duration: 2 hours/level  
Range: Anywhere within the area to be warded

This spell casts a ward of misdirection and protection on an area of 200 square feet per caster level. The warded area can be as much as 20’ high, and shaped as the caster desires. By dividing the area affected, it is possible for this spell to ward several stories of a stronghold.

The caster must be inside the area to be warded to cast the spell. The spell creates the following magical effects within the warded area:

- **Fog**: Fog fills all corridors, obscuring all sight, including darkvision, beyond 5’. A creature within 5’ are concealed (missile attacks have a -1 to hit). Creatures farther away are totally concealed (missile attacks have a -4 to hit).

- **Wizard Locks**: All doors in the warded area are wizard locked.

- **Webs**: Webs fill all stairs from top to bottom. These strands are identical with those created by the web spell, except that they regrow in 10 minutes if they are burned or torn away while the guards and wards spell lasts.

- **Confusion**: Where there are choices in direction—such as a corridor intersection or side passage—a minor confusion-type effect functions so as to make it 50% probable that intruders believe they are going in the opposite direction from the one they actually chose. This is an enchantment, mind-affecting effect.

- **Lost Doors**: One door per caster level is covered by an image to appear as if it were a plain wall. This is saved against as if it was a phantasmal force spell.

In addition, you can place your choice of one of the following five magical effects:

1. Dancing lights in four corridors. You can designate a simple program that causes the lights to repeat as long as the guards and wards spell lasts.

2. A magic mouth in two places.

3. A minor warding in two places.

4. A suggestion in one place. You select an area of up to 5’ square, and any creature who enters or passes through the area receives the suggestion mentally.
5. A sleep in two places. You select an area of up to 5' square, and any creature who enters or passes through the area triggers the sleep spell.

The whole warded area radiates strong magic. A dispel magic cast on a specific effect, if successful, removes only that effect.

Hardness*

Range: touch

Duration: one turn per level

This spell imbues the touched item or construct with one point of Hardness for every two levels of the caster.

The item may not be larger than 10 cubic feet plus 1 cubic foot per level of the caster.

The reverse form (weaken) subtracts as many points of Hardness. If the target item is reduced below 0 Hardness, excess negative Hardness is inflicted as damage points.

Hold Construct

Range: 180'

Duration: 2d8 turns

This spell has the same effects of hold person but only affects constructs such as golems.

Lord of the Rings

Range: self

Duration: one turn per level

For the duration of the spell the caster can wear and benefit from up to four magical rings. Magical rings of the same type do not stack their effects (i.e. two Rings of Protection do not grant a +2 bonus to AC).

Mass Armor Enhancement*

Range: special

Duration: 1 turn

The caster can affect with enhance armor up to 3 armor sets within 30’ with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a saving throw.

Mass Weapon Enhancement*

Range: special

Duration: 1 turn

The caster can affect with enhance weapon up to 3 weapons within 30’ with a +1 bonus for every three levels of the caster...

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a saving throw.

Neutralize Potion

Range: touch

Duration: instantaneous

This spell destroys all traces and effects of any sort of poison. A poisoned creature suffers no additional effects from the poison; if cast upon a creature slain by poison in the last 10 rounds, the creature is revived with 1 hit point. If cast upon a poisonous object (weapon, trap, etc.) the poison is rendered permanently ineffective. (what what? Is this entry about potions or poisons??)

In a target that has drunk a potion it immediately dispels the potion’s effects.

Unwilling targets must be hit in combat for the spell to be successful.(???)

Minor Creation

Range: self

Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the item created cannot exceed 1 cubic foot per caster level. The item produced by this spell may not be a special component to be used in spell research like a dragon’s liver or troll blood.

Move Earth

Range: 400 ft.

Duration: One round per caster level

Move earth moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The spell can move up to one 150-foot square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.
**SPELLCRAFTERS**

**Overtake Item**
Range: 30’
Spellcrafter 3
Duration: instantaneous

With this spell the caster can activate one magical item not in his or her possession that they are aware of and within range. The item must be in plain sight for the caster to see; if the item is held or owned by someone else the owner is allowed a saving throw to avoid the item’s activation.

**Permanency**
Range: 10’
Spellcrafter 6
Duration: Permanent; see text

This spell makes it used to make permanent another spell of 6th or lower level. Only arcane magic can be affected: Clerical, Druidic, and other spells of divine nature cannot 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.

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, 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.

**Private Sanctum**
Range: 30 feet
Spellcrafter 5
Duration: 24 hours

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, exiting (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 and clairvoyance/clairaudiance cannot perceive anything within the area.

**A BASIC FANTASY SUPPLEMENT**

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

**Repair**
Range: touch
Spellcrafter 1
Duration: instantaneous

With this spell the caster repairs 1d6+1 points of damage by laying his or her hand upon the broken item, be it a vehicle, golem, etc.

The reverse form of this spell (shrivel) causes 1d6+1 points of damage to the object affected by it. A successful attack roll is required in this case. (why? Range is touch)

This spell has no effect on living creatures, it will shatter small items, and may require a target magic item to roll a saving throw at +4.

**Retrieve Energy**
Range: touch
Spellcrafter 2
Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a spell. The touched item loses a charge or one daily use of its powers (scrolls and potions are consumed by this spell), allowing the caster to retain its energy.

In the following round the caster can cast any spell he or she has memorized without expending the spell slot. The maximum level that can be cast depends on the item drained:

- Potion: up to 2nd level
- Scroll: up to level of the spell or third level for non-spell scrolls
- Wand: up to 3rd level
- Staff: up to 4th level
- Rod or ring: up to 5th level
- Any other (miscellaneous magic item, weapon or armor): up to third level.

If no spell is cast in the round immediately following the casting of this spell, the retrieved energy is lost.

No speech is possible between those inside and those outside the spell does not prevent other means of communication, such as telepathic communication, or such as that between a Magic-User and a familiar.
Secret Chest  
Spellcrafter 5  
Duration: 60 days or until discharged

This spell hides a chest in an extra-dimensional space for as long as 60 days. Regardless of the chest’s actual size, (which is about 3’ by 2’ by 2’) it can contain up to 1 cubic foot of material per caster level. The caster can retrieve the chest at will by a simple act of will; the chest will appear beside the caster. If any living creatures are in the chest, there is a 75% chance that the spell simply fails.

After 60 days, there is a cumulative chance of 5% per day that the chest is irretrievably lost. Living things in the chest eat, sleep, and age normally, and they die if they run out of food, air, water, or whatever else they need to survive.

Serious Repair*  
Spellcrafter 3  
Duration: instantaneous

This spell repairs 2d6+1 points of damage by laying his or her hand upon the injured item, be it a vehicle, golem, etc.

The reverse form of this spell (serious shrivel) causes 2d6+1 points damage to the object affected by it. A successful attack roll is required in this case.

This spell has no effect on living creatures; it will shatter small items, and may require a target magic item to roll a saving throw.

Stone Shape  
Spellcrafter 3  
Duration: instantaneous

This spell allows the caster to shape, bend, and form an existing piece of stone (of up to 10 cubic feet + 1 cubic feet 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.
INTRODUCTION

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