

Cure Light Wounds



Healer 1

Range: touch

Duration: instantaneous

BFRPG Rulebook, P. 20

- Caster heals 1d6+1 HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Cure Disease



Healer 2

Range: touch

Duration: instantaneous

BFRPG Rulebook, P. 20

- Kills all diseases the target is suffering from.
- Kills parasites afflicting the target character.
- Some special diseases may not be countered by this spell or may require the caster to have a certain level or higher.
- Note: This spell does NOT prevent reinfections after casting if the target is exposed again.

Cure Serious Wounds



Healer 3

Range: touch

Duration: instantaneous

BFRPG Rulebook, P. 25

- Caster heals 2d6+1/lvl HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Healing Herbs



Healer 1

Range: touch

Duration: permanent

Healer Suppl., P. 2

- The Healer gains 1d6+2 medicinal herbs, useful for healing as described in the supplement.

Cure Moderate Wounds



Healer 2

Range: touch

Duration: instantaneous

Healer Suppl., P. 2

- Caster heals 2d6+1 HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Cure Blindness



Healer 3

Range: touch

Duration: instantaneous

BFRPG Rulebook, P. 20

- Spell cures a creature of blindness whether from injury or some kinds of magic.
- This includes **light** or **continual light** based blindnesses.
- Blindness cause by a **curse** spell cannot be cured by this spell.

Sleep



Healer 1

Range: 90'

Duration: 5 rnds/lvl

BFRPG Rulebook, P. 32

- Put several creatures of <3 HD into magical slumber.
- 4HD+ creatures immune.
- Caster selects a point of origin for the spell within range. Creatures within 30' of that point are affected.
- For each creature affected, save vs. Spells negates.
- Sleeping creatures helpless unless roused/wounded. Normal noise does not work.
- Sleep does not affect unconscious characters, constructs or undead.
- When the spell expires, sleeping creatures wake up immediately though at the GM's option if made comfortable they may continue to slumber.

Water Breathing



Healer 2

Range: touch

Duration: 2 hrs/lvl

BFRPG Rulebook, P. 36

- The affected creature can breath water freely.
- Divide the duration evenly among all creatures the caster touches.
- This spell does NOT make the creatures unable to breath air.

Darkvision



Healer 3

Range: touch

Duration: 1 hr/lvl

BFRPG Rulebook, P. 20

- Target receives Darkvision with a range of 60' for the duration of the spell.
- See page 37 of the rulebook for more details.

Cure Critical Wounds



Healer 4

Range: touch

Duration: instantaneous

Healer Suppl., P. 2

- Caster heals 3d6+1/lvl HP by laying hands on target creature.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Stone to Flesh



Healer 5

Range: 30'/lvl

Duration: permanent

BFRPG Rulebook, P. 22

- Restores flesh to stone (including effects like a Medusa's gaze) and restores a petrified creature. It has no effect on stone that never was flesh.

Heal



Healer 6

Range: touch

Duration: permanent

BFRPG Rulebook, P. 24

- Immediately wipes away target injury and afflictions.
- Ends ability damage, blindness, confusion, deafness, disease, exhaustion, fatigue, **feblemind**, insanity, nausea or poison.
- Restore lost HP except 1d4.
- Cannot restore negative levels or restore permanently drained ability scores.
- Against undead, reverse effects.
- Constructs are immune.

Neutralize Poison



Healer 4

Range: touch

Duration: instantaneous

BFRPG Rulebook, P. 28

- Detoxifies any venom from creature or object touched.
- No additional effects from poison will harm creature.
- If cast one someone slain by poison in past 10 rounds, can revive the creature with 1 HP.
- If cast on a poisoned object (weapon, trap, etc) the poison is neutralized.

Polymorph Self



Healer 5

Range: self

Duration: 1 hr/lvl

BFRPG Rulebook, P. 29

- Caster changes into another living form but retains own mental abilities.
- New form has no more HD than caster had levels.
- New form has all physical attacks but does not gain special, supernatural or spell like abilities (No dragon breath).
- Spell duration one hour per level of caster or when caster is ready to be done.

Raise Dead



Healer 6

Range: touch

Duration: instantaneous

BFRPG Rulebook, P. 30

- **Complicated Spell, check Rulebook!**
- This spell restores life to a deceased human, demi-human or humanoid who has been dead no longer than 1 day/caster level.
- The soul must be free and willing to return or spell fails. The target will lose experience/attributes due to trauma.
- Undead and those who died of old age cannot be raised. Incomplete bodies are still incomplete!
- **And Much, Much more!**

Cure Light Wounds, Mass



Healer 4

Range: 10'

Duration: instantaneous

Healer Suppl., P. 2

- Caster heals 1d6+1 HP on all creatures within 10' radius.
- Undead are affected by this spell, though its affects are opposite that for living creatures.

Animate Dead



Healer 5

Range: touch

Duration: special

BFRPG Rulebook, P. 18

- Turn bones/bodies of intact dead creatures into skeletons or zombies to command.
- Animated till destroyed.
- Create Total HD = 2*LVL
- Caster may only control total of 4*LVL HD of those created.
- Skeleton HD = Monster HD
- Zombie HD = 1 + Monster HD

Regenerate



Healer 6

Range: touch

Duration: permanent

BFRPG Rulebook, P. 31

- This spell causes severed body parts, broken bones and ruined organs to grown back.
- After spell is cast the regeneration takes 1 round if the members are present and touching the creature. Otherwise a full turn is needed to regrow them.
- Also heals 3d8 points of damage.
- Regenerate has no effect on nonliving creatures, constructs or undead.