

Shield

Magic User 1

Range: self

Duration: 5 + 1/lvl rnds

BFRPG Rulebook, P. 32

- Create an invisible shield-like mobile disk of force in front of the caster.
- Negates **magic missile** attacks from all angles.
- Improves AC by 3 vs melees and by 6 vs missile attacks from the front only.

Invisibility

Magic User 2

Range: touch

Duration: special

BFRPG Rulebook, P. 25

- Target is invisible, vanishes from normal sight including Darkvision.
- Carried gear vanishes too.
- Items dropped/set down become visible. Items picked up disappear if tucked into clothing or pouches.
- Light sources do not become invisible though the source of light can become so.
- Items longer than 10' will not completely disappear.
- Other senses may still discern target location.
- Spell ends when target attacks any creature or casts a spell. Indirect damage does not count as an attack.
- Spell lasts at most 24 hours.

Hold Person

Magic User 3

Range: 180'

Duration: 2d8 turns

BFRPG Rulebook, P. 24

- Target living human/demi-human/humanoid paralyzed.
- Creatures larger than Ogres not affected.
- Save vs. Spells negates.
- Held targets are aware and breath but cannot take actions.
- Target can be one person (save is at -2) or a group of 1d4.
- Paralyzed winged creatures fall and swimming creatures may drown.

Sleep

Magic User 1

Range: 90'

Duration: 5 rounds/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.

Web

Magic User 2

Range: 10'/lvl

Duration: 2 turns/lvl

BFRPG Rulebook, P. 36

- Create a mass of entangling strong sticky strands filling a 10'x10'x10' cube.
- Strands must be anchored on both sides or web disappears but caster chooses size/volume.
- Save vs. Death to avoid entanglement. Making save reduces movement to half but no attacks or spells until web is exited.
- If the save fails the character is immobile but can speak. Creatures with strength 13+ can try to break loose once per round with an additional save. Others are trapped until spell ends or rescued.
- Flammable - cube burns in 1 round causing 2d4 fire damage to all trapped inside.

Protection from Normal Missiles

Magic User 3

Range: self

Duration: 1 turn/lvl

BFRPG Rulebook, P. 29

- The caster gains complete protection from small sized nonmagical missile attacks.
- Magic arrows, hurled boulders and other such are not protected.
- Any number of normal arrows, sling bullets, crossbow bolts, thrown daggers etc will be fended off.
- Note: Normal arrows projected by magic bows count as magical for the purposes of this spell.