

Sorcerer – Appendix

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

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INTRODUCTION

This supplement provides additional information for playing Sorcerers, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the **Basic Fantasy RPG** rules, please visit the website and download a copy. This also requires the base **Sorcerer Supplement**.

INTRODUCTION

This supplement includes a number of new spells, including 0 level and 7th level spells, that can be made available to the base Sorcerer. This supplement assumes the existence of the base **Sorcerer Supplement**, which in turn also assumes the use of **Basic Fantasy RPG**. If the Sorcerer is ever “promoted”, then the information herein will be added to the **New Spells Supplement** and the **0 Level Spells Supplement**.

Sorcerer (Magic-User Subclass)

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

The above table expands out the spells available to include seventh level spells. Other than the new column, all of the existing rules about Sorcerers and Blood Heritages are the same as in the **Sorcerer Supplement**.

0 Level Spells

Cantrips, which are 0 level spells, operate the same for sorcerers as for any other magic-using class. A sorcerer may cast a number of 0 level spells per day equal to his or her level plus Charisma bonus. Since these spells take such a short amount of time to cast (due to their abbreviated verbal and somatic components), a character may cast one and take another action in the round at the same time.

A sorcerer learns a number of cantrips equal to 1d4 plus his or her Charisma bonus while in training, and can learn additional cantrips any time a trainer is available.

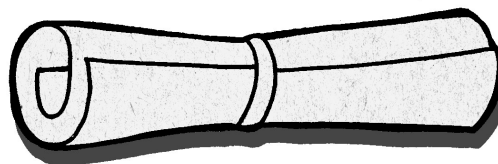
Cantrips typically have a range of 10 feet and a duration of instantaneous. Some are reversible.

Seventh Level Spells

Seventh level spells work exactly as do lower level spells. They are simply more powerful, fewer in number, and harder to acquire. As with lower level spells, all Sorcerers are able to learn a certain selection of spells, and the remainder available to be learned are determined by a sorcerer’s Blood Heritage.

New Spells

New spells are listed that are available to one or more Blood Heritages. Most are available to all Blood Heritages. Some of the spells are not actually new, but are provided on a broader basis.



sketchingjohn

SPELLS

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

Seventh Level Spells**Seventh Level Sorcerer Base Spells**

1	Greater Teleport
2	Longevity
3	Mass Invisibility
4	Wychlamp Aura

Seventh Level Aberrant Spells

1	Creeping Doom
2	Finger of Death
3	Insanity
4	Symbol of Death

Seventh Level Arcane Spells

1	Delayed Blast Fireball
2	Phase Door
3	Power Word Stun
4	Sword

Seventh Level Artifice Spells

1	Disjunction
2	Dominant Construct
3	Major Creation
4	Sword

Seventh Level Celestial Spells

1	Control Weather
2	Holy Word
3	Resurrection
4	Ring of Greater Healing*

Seventh Level Draconic Spells

1	Delayed Blast Fireball
2	Demand
3	Phase Door
4	Wind Walk

Seventh Level Elemental Spells

1	Control Weather
2	Earthquake
3	Fire Storm
4	Wind Walk

Seventh Level Fey Spells

1	Faerie Ring
2	Insanity
3	Power Word Stun
4	Transmute Metal to Wood

Seventh Level Infernal Spells

1	Earthquake
2	Finger of Death
3	Fire Storm
4	Ring of Greater Healing*

Seventh Level Natural Spells

1	Changestaff
2	Control Weather
3	Earthquake
4	Transmute Metal to Wood

Seventh Level Undead Spells

1	Call Horseman
2	Finger of Death
3	Phase Door
4	Power Word Stun

New Spells

The following are new spells available to various Blood Heritages. The first column shows the spell level. The second column shows the spell name. The third column on the chart determines which heritages may use it. Most are usable by all.

New Sorcerer Spells

1	Alarm	All
1	Mage Armor	All
1	Mount	All
1	Unseen Servant	All
2	Analyze Magic	All but Artifice
2	Familiar	All
2	Heat Metal*	Artifice
3	Clairaudience	All
3	Clairvoyance	All but Aberrant, Arcane
3	Immunity to Normal Weapons	Aberrant, Arcane
3	Quench	All
3	Tongues	All
4	Growth of Plants*	Fey
4	Improved Invisibility	All but Fey
4	Magic Mirror	All
5	Private Sanctum	All but Artifice, Celestial, Infernal
5	Ring of Lesser Healing*	Celestial, Infernal
5	Rock to Mud*	Artifice
5	Stoneskin	All
6	Move Earth	Artifice
6	Permanency	All but Artifice
6	Reveal Magic	All
7	Astral Projection	All
7	Gate	All

*(The Celestial and Infernal heritages trade **private sanctum** for **ring of lesser healing**, so they are the only two heritages that don't get **private sanctum**. In all other cases, the exceptions are made because the excluded Blood Heritage already has the specified spell. [So, for example, Artifice already has **analyze magic**, so they get **heat metal** instead.] Regardless of any swaps, all Blood Heritages get 16 new spells, plus the two seventh level planar spells.)*

DESCRIPTION OF CANTRIPS

Animate Tool: A single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) is animated by this cantrip. It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn. The magic user must be able to perform the repeated action by hand himself. Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

Clean*: A mage making use of this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

Flare: A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

Flavor*: This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real). Reversed, it becomes Putrefy, which makes the food or drink either go bad (which is real) or taste as if it had been prepared wrongly (which is an illusion).

Inscribe: This cantrip engraves up to 1 square foot of writing or drawing on almost any nonliving surface.

Irritate: This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion.

Knot*: This spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself. Reversed, the Unknot spell may undo any knot the caster could unknot himself.

Mage Hand: A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for ten rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of 10 feet.

Open/Close: A normal, unlocked door, window, or other portal may be opened by this cantrip.

Summon Vermin*: This cantrip summons one small, totally ordinary insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse), or a cloud of gnats into a certain area. If targeted intelligently, the spell may be able to disrupt spellcasting, but will never deal any

actual damage (including poison) to the target. Reversed, this cantrip becomes Exterminate, which may kill any one creature of similar size as the ones described in the spell.

Transfigure: This cantrip may change a small object (up to 27 cubic inches) into another shape, size, color, or texture. Radical changes (such as creating small living things) are not apt to last more than one turn, but minor changes (such as coloring a head of hair bright pink) may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard).

DESCRIPTION OF NEW SPELLS

Alarm Range: 20'+10'/level
Sorcerer 1 Duration: 2 hours/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 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.

Astral Projection Range: self
Sorcerer 7 Duration: special

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.

Call Horseman Range: 20'
Undead-Blooded 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).

Changestaff Range: touch
Natural-Blooded 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 creature transforms back into the staff.

The staff used must be a specially prepared quarterstaff made from ash, 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 Range: 60'
Sorcerer 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.

Control Weather
Celestial-Blooded 7 Range: 2 miles
Elemental-Blooded 7 Duration: 4d12 hours
Natural-Blooded 7

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 Range: 300'+30'/level
Aberrant-Blooded 7 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 20th 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.

Delayed Blast Fireball
Arcane-Blooded 3 Range: 100'+10'/level
Draconic-Blooded 3 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'
Draconic-Blooded 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'
Artifice-Blooded 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'
Artifice-Blooded 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
Elemental-Blooded 7 Range: 400'+40'/level
Infernal-Blooded 7 Duration: 1 round
Natural-Blooded 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.

Faerie Ring Range: 10'
Fey-Blooded 7 Duration: 1 hour / level

When the caster creates a Faerie Ring, a small circle of distinct mushrooms or toadstools grow quickly. Those that walk into the circle (about 5 foot diameter) are transported into a region that borders the actual Faerie Realm (another plane of existence). This region can be utilized as a safe place to rest and recuperate (at double normal rate for purpose of healing and restoration of spells). From this border region, one may pass back into the familiar world or they might travel to the actual Faerie Realm.

The Faerie Realm is similar to the 'real world' in many respects and mirrors certain aspects, such as certain locations, distinct regions, and even certain people have Faerie Realm counterparts. Magic is more abundant and more powerful. Magic-users and druids are treated as 1.5 times normal caster level. Clerics are counted as 75% (3/4) of their normal level due to being a bit further removed from their divine sources of power. Characters recover (healing and spell recovery) at triple the normal rate while in the Faerie Realm.

The Faerie Realm has many more Fey (and similar) denizens, and they are typical members of their race. However, there are many more atypical members that might be encountered, having much more varied powers and abilities. In addition, most animals in the Faerie Realm are more intelligent and are able to speak. Likewise, there are many wondrous locales and features that can be explored in the land of the Faerie.

Note: The main purpose for this spell is that of a special portal or gate to allow adventuring in another land. Therefore, it is optional and some Game Masters may not want to include it in their campaigns. The Game Master might want to simply utilize the 'border region' portion of the spell, and keep the true Faerie Realm off-limits.

Familiar Range: touch
Sorcerer 2 Duration: special

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

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

Aberrant-Blooded 7 Range: 60'
 Infernal-Blooded 7 Duration: instantaneous
 Undead-Blooded 7

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

Elemental-Blooded 3 Range: 100'+10'/level
 Infernal-Blooded 3 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.

Gate

Sorcerer 7 Range: 120'
 Duration: special

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.

Greater Teleport

Sorcerer 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

Celestial-Blooded 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.

Immunity to Normal Weapons

Aberrant-Blooded 3 Range: touch
 Arcane-Blooded 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).

Insanity

Aberrant-Blooded 7 Range: 100'+10'/level
 Fey-Blooded 7 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

Sorcerer 7 Range: self
 Duration: permanent

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

Mage Armor

Sorcerer 1 Range: self
 Duration: 1 turn

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

Magic Mirror

Sorcerer 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

Artifice-Blooded 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

Sorcerer 7 Range: 240'
 Duration: special

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

Mount

Sorcerer 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.

Move Earth

Artifice-Blooded 6 Range: 400'
 Duration: 1 round/level

This spell 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-ft square (up to 10 ft 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.

Phase Door

Arcane-Blooded 7 Range: touch
 Draconic-Blooded 7 Duration: 1 usage / 2 levels
 Undead-Blooded 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.

Power Word Stun

Arcane-Blooded 7 Range: 120'
 Fey-Blooded 7 Duration: variable
 Undead-Blooded 7

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.

Quench

Sorcerer 3 Range: 200'
 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.

Resurrection

Celestial-Blooded 7 Range: touch
 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

Sorcerer 6 Range: 5'
 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 examined 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*

Celestial-Blooded 7 Range: 15' radius
Infernal-Blooded 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*

Celestial-Blooded 5 Range: 15' radius
Infernal-Blooded 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.

Stoneskin

Sorcerer 5 Range: touch
Duration: 1 turn/level

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

Arcane-Blooded 7 Range: 30'
Artifice-Blooded 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

Aberrant-Blooded 7 Range: see text
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

Sorcerer 3 Range: touch
Duration: 1 turn/level

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

Fey-Blooded 7 Range: 200'+20'/level
Natural-Blooded 7 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.

Unseen Servant Range: 50'
Sorcerer 1 Duration: 1 hour/level

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.

Wind Walk

Draconic-Blooded 7 Range: touch
Elemental-Blooded 7 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.

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 Range: self
Sorcerer 7 Duration: 1 turn/level

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

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

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

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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