

Sorcerer

A Basic Fantasy RPG Supplement

Release 5

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides 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.

NEW CHARACTER CLASS

Sorcerer (Magic-User Subclass)

Level	Exp.	Hit Dice	Spells					
	Points		1	2	3	4	5	6
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
14	1,050,000	9d4+5	5	5	5	4	4	3
15	1,200,000	9d4+6	6	5	5	4	4	3
16	1,350,000	9d4+7	6	6	5	4	4	3
17	1,500,000	9d4+8	6	6	5	5	4	4
18	1,650,000	9d4+9	7	6	5	5	4	4
19	1,800,000	9d4+10	7	6	6	5	4	4
20	1,950,000	9d4+11	7	6	6	5	5	4

A Sorcerer is a form of Magic-User that casts their spells through innate magical ability and force of will. As a spontaneous spell-caster, a Sorcerer does not need to prepare spells in advance, but instead may cast any known spell at any time, provided that sufficient spell slots of the appropriate level are available to cast the spell. Unlike a traditional Magic-User, a Sorcerer is severely limited in the number of spells they can know, having only a few spells of each level in their repertoire. All Sorcerers have some spark of magic in their ancestry that has manifested in them.

This source is the Sorcerer’s Blood Heritage. Somewhere in the Sorcerer’s ancestry, some powerful magic influenced their bloodline, leaving wild magic in their blood just waiting to pop out randomly in subsequent generations. These could be the capricious acts of Fey; surges from untamed natural forces; direct influence from other-worldly powers, be they celestial, infernal, or from the void; powerful arcane masters or crafters in the family; the influence of dragons; or the taint of undeath. There are many other possibilities, but these are the most common.

A Sorcerer is a poor fighter, with fighting ability equivalent to normal Magic-Users. Likewise he or she is no more hardy than standard Magic-Users (d4 Hit Die). Like other Magic-Users, they may not wear any armor of any sort or use shields, though they have a greater selection of weapon choices. Besides the dagger and walking staff, they may also use the club, mace, and light crossbow. Otherwise, Sorcerers can generally be treated as equivalent to Magic-Users for any situation not covered here, including as a combination class component (with Game Master approval).

The Prime Requisite for a Sorcerer is Charisma. In addition to requiring a Charisma score of 13 or higher, a Sorcerer also must have an Intelligence score of 9 in order to understand such arcane information.

Except for the manner in which a Sorcerer acquires spells, they produce magic much like other types of Magic-Users. Sorcerers have different spell choices, sometimes utilizing spells that traditional Magic-Users cannot normally cast. Sorcerers do not need to prepare spells like a Magic-User, rather they simply choose among any of their known spells at the time of casting. Rest is necessary to renew their available spell slots, just as other spell casting classes require. See the **Sorcerer Spells** section (below) for more details.

SORCERER SPELLS

The number of spells of each level which a Sorcerer may cast per day is shown on the table in the **New Character Class** section, above. Each day, usually in the morning, a Sorcerer renews his or her spell slots to replace those that have been used. This is accomplished through meditative techniques that are as varied as are Sorcerers themselves. Because a Sorcerer does not have to prepare spells, they do not need to worry about dismissing spells in order to prepare for more.

Unlike other Magic-Users, a first level Sorcerer begins play knowing only two first level spells. The GM may roll for the spells, assign these as he or she sees fit, or allow the player to choose, at his or her option. Typically one spell will be a base Sorcerer spell, and the other will come from their Blood Heritage spells. A Sorcerer does not keep a Spell Book. Instead, they have set of known spells called a Repertoire. A Sorcerer may learn a maximum number of spells of each spell level equal to two plus their Charisma bonus. They can learn spells from any being capable of casting such magic, so long as the spell appears on the Sorcerer list or their Blood Heritage list and they have the appropriate slots in their Repertoire available. For new spell creation, the Game Master must decide if it is an appropriate addition to the Sorcerer's spell list. It is customary to pay "training fees" when learning new spells. The standard rate is 500gp per spell level regardless of the training method, whether doing their own research or practicing with a mentor. It takes one day per spell level of research, repetition and practice to properly learn a spell. Also note that, unlike other types of Magic-Users, a Sorcerer does not automatically know the **read magic** spell. So, for a Sorcerer to learn a spell from a scroll or Magic-User's Spell Book, they must first gain the **read magic** spell (which any Sorcerer can learn despite not being on any of the lists; it is a first level spell).

Sometimes a Sorcerer would prefer to know different spells. At each even class level (2nd, 4th, 6th, etc.), the Sorcerer may "un-learn" one spell currently in their Repertoire in order to be free to learn another spell of the same level. The fees for learning new spells always apply, even if a Sorcerer subsequently relearns a spell he or she previously knew.

Sorcerer spells are divided into two sections. The first section is available to all Sorcerers. These spells are the same as those available to Magic-Users, but is not all of the Magic-User spells. The rest of the spells available are determined by the Sorcerer's Blood Heritage. Taken together, these two sources determine what spells are available to an individual Sorcerer.

While the tables below will provide the most common Blood Heritage options, the Game Master can always add in their own Blood Heritages as options for their campaigns.



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

Blood Heritages

While all Sorcerers share a common base of spells drawn from the Magic-User spell list, each Blood Heritage grants their inheritors a special set of spells that differ between the Blood Heritages. The spells are listed farther below, but the Blood Heritages available to choose from are listed here.

Sorcerer Blood Heritages

1	Aberrant
2	Arcane
3	Artifice
4	Celestial
5	Draconic
6	Elemental
7	Fey
8	Inferral
9	Natural
10	Undead

Truly, which Blood Heritage a character will get is technically random. No one gets to choose the blood they inherit. As an optional rule, instead of choosing a heritage, a character may roll for a heritage instead.

No matter the Blood Heritage inherited by a Sorcerer, their destiny is their own. While the heritage gives a base inclination, it is in no way a set destiny. Almost as many Sorcerers rebel against their Blood Heritage as give in to it.

Base Spells

All Sorcerers, regardless of Blood Heritage, have access to the following spells. (**Read magic** is not shown, but it may always be learned. It may be chosen as one of the first two spells if so desired.)

First Level Sorcerer Spells

1	Charm Person
2	Detect Magic
3	Hold Portal
4	Light*
5	Magic Missile
6	Read Languages
7	Shield
8	Sleep

Second Level Sorcerer Spells

1	Continual Light*
2	Detect Invisible
3	Invisibility
4	Knock
5	Levitate
6	Locate Object
7	Web
8	Wizard Lock

Third Level Sorcerer Spells

1	Darkvision
2	Dispel Magic
3	Fireball
4	Fly
5	Haste*
6	Invisibility 10' radius
7	Lightning Bolt
8	Protection from Normal Missiles

Fourth Level Sorcerer Spells

1	Charm Monster
2	Confusion
3	Dimension Door
4	Ice Storm
5	Polymorph Self
6	Remove Curse*
7	Wall of Fire
8	Wizard Eye

Fifth Level Sorcerer Spells

1	Cloudkill
2	Feeblemind
3	Magic Jar
4	Telekinesis
5	Teleport
6	Wall of Stone

Sixth Level Sorcerer Spells

1	Anti-Magic Shell
2	Disintegrate
3	Flesh to Stone*
4	Geas*
5	Invisible Stalker
6	Lower Water

Aberrant Blood Heritage

A Sorcerer with an Aberrant Blood Heritage is the descendant of someone who delved too deeply into “that which is not to be known” or of someone who was a dark cultist of the Old Ones. All that warping has left madness and confusion flowing through their descendants.

First Level Aberrant Spells

1	Chill
2	Protection from Evil*
3	Remove Fear*
4	Resist Cold

Second Level Aberrant Spells

1	Detect Evil*
2	ESP
3	Silence 15' radius
4	Water Breathing

Third Level Aberrant Spells

1	Acid Splash
2	Clairvoyance
3	Ray of Exhaustion
4	Protection from Evil 10' radius*

Fourth Level Aberrant Spells

1	Black Tentacles
2	Enervation
3	Greater Fear
4	Polymorph Other

Fifth Level Aberrant Spells

1	Insect Plague
2	Nightmare
3	Symbol of Pain
4	Waves of Fatigue

Sixth Level Aberrant Spells

1	Death Spell
2	Eyebite
3	Speak with Monsters
4	Symbol of Fear

Arcane Blood Heritage

A Sorcerer with an Arcane Blood Heritage likely had multiple very powerful Magic-Users of various kinds in his or her recent ancestry. Delving so deep into that much arcane power not only left a mark on those Magic-Users, but also flowed through their descendants.

First Level Arcane Spells

1	Floating Disk
2	Magic Mouth
3	Protection from Evil*
4	Ventriloquism

Second Level Arcane Spells

1	Detect Evil*
2	ESP
3	Mirror Image
4	Phantasmal Force

Third Level Arcane Spells

1	Clairvoyance
2	Hold Person
3	Protection from Evil 10' radius*
4	Water Breathing

Fourth Level Arcane Spells

1	Growth of Plants*
2	Hallucinatory Terrain
3	Massmorph
4	Polymorph Other

Fifth Level Arcane Spells

1	Animate Dead
2	Conjure Elemental
3	Hold Monster
4	Passwall

Sixth Level Arcane Spells

1	Death Spell
2	Projected Image
3	Reincarnate
4	Wall of Iron

Artifice Blood Heritage

A Sorcerer with an Artifice Blood Heritage likely had an ancestor that was profoundly affected by an extremely powerful artifact. Or created an artifact. Or created so many magic items that the magic of crafting left a heavy influence. Whatever the cause, the ability to create, use, and understand magical items is part of the Sorcerer.

First Level Artifice Spells

1	Break Restrictions
2	Enhance Armor
3	Enhance Weapon
4	Repair

Second Level Artifice Spells

1	Activate
2	Analyze Magic
3	Minor Warding
4	Retrieve Energy

Third Level Artifice Spells

1	Hardness
2	Hold Construct
3	Overtake Item
4	Serious Repair

Fourth Level Artifice Spells

1	Charm Constructs
2	Greater Warding
3	Neutralize Potion
4	Minor Creation

Fifth Level Artifice Spells

1	Conjure Elemental
2	Private Sanctum
3	Secret Chest
4	Starlight Blade

Sixth Level Artifice Spells

1	Animate Objects
2	Guards and Wards
3	Permanency
4	Wall of Iron

Celestial Blood Heritage

A Sorcerer with a Celestial Blood Heritage were touched by extra-planar forces of good somehow. Perhaps an angel blessed an ancestor or perhaps an ancestor was elevated during life. Or maybe a celestial being is an ancestor! Regardless the power of angels flows through the Sorcerer's blood.

First Level Celestial Spells

1	Cure Light Wounds*
2	Detect Evil*
3	Protection from Evil*
4	Remove Fear*

Second Level Celestial Spells

1	Bless*
2	Find Traps
3	Hold Person
4	Spiritual Hammer

Third Level Celestial Spells

1	Cure Blindness*
2	Cure Disease*
3	Remove Curse*
4	Speak with Dead

Fourth Level Celestial Spells

1	Create Water
2	Cure Serious Wounds*
3	Neutralize Poison*
4	Protection from Evil 10' Radius*

Fifth Level Celestial Spells

1	Create Food
2	Dispel Evil
3	Raise Dead*
4	True Seeing

Sixth Level Celestial Spells

1	Animate Objects
2	Heal*
3	Regenerate
4	Restoration

Draconic Blood Heritage

A Sorcerer with a Draconic Blood Heritage has a dragon as an ancestor. Regardless of their race, the Sorcerer has the blood of a dragon flowing in their veins. And no matter how diluted, it is still powerful enough to manifest.

First Level Draconic Spells

1	Claws
2	Remove Fear*
3	Resist Cold
4	Ventriloquism

Second Level Draconic Spells

1	ESP
2	Produce Flame/Cold
3	Resist Heat
4	Speak with Animals

Third Level Draconic Spells

1	Acid Splash
2	Striking
3	Water Breathing
4	Wings

Fourth Level Draconic Spells

1	Minor Spell Immunity
2	Neutralize Poison*
3	Speak with Dragons
4	Wall of Ice

Fifth Level Draconic Spells

1	Polymorph Other
2	Quest*
3	Secret Chest
4	True Seeing

Sixth Level Draconic Spells

1	Dragon Form
2	Major Spell Immunity
3	Speak with Monsters
4	Word of Recall

Elemental Blood Heritage

A Sorcerer with an Elemental Blood Heritage has had powerful elemental forces affect their ancestry. It could have been a passionate affair with an efritti or djinn, a curse from a marid, or the after effects of an ill-conceived wish. Regardless, this power has manifest within the Sorcerer.

First Level Elemental Spells

1	Chill
2	Create Water
3	Protection from Elemental
4	Resist Cold

Second Level Elemental Spells

1	Heat Metal*
2	Obscuring Mist
3	Produce Flame/Cold
4	Resist Heat

Third Level Elemental Spells

1	Burrow
2	Gaseous Form
3	Protection from Fire
4	Water Breathing

Fourth Level Elemental Spells

1	Dispel Elemental
2	Protection from Lightning
3	Remove Curse*
4	Wall of Ice

Fifth Level Elemental Spells

1	Conjure Elemental
2	Control Winds
3	Passwall
4	Rock to Mud*

Sixth Level Elemental Spells

1	Animate Elemental Objects
2	Part Water
3	Wall of Iron
4	Weather Summoning

Fey Blood Heritage

A Sorcerer with a Fey Blood Heritage has felt the capricious touch of the fey in their ancestry. Whether it was an ancestor's dalliance with a fey creature, or simply living in close proximity to fey beings or places of power, the influence of the fey flows in the Sorcerer's blood.

First Level Fey Spells

1	Change Self
2	Chill
3	Dancing Lights
4	Faerie Fire

Second Level Fey Spells

1	Blur
2	Charm Animal
3	Phantasmal Force
4	Speak with Animals

Third Level Fey Spells

1	Protection from Fire
2	Faerie Messenger
3	Shadow Door
4	Water Breathing

Fourth Level Fey Spells

1	Hallucinatory Terrain
2	Improved Invisibility
3	Remove Curse*
4	Tree Sanctuary

Fifth Level Fey Spells

1	Commune with Nature
2	Hold Monster
3	Passwall
4	Slumber

Sixth Level Fey Spells

1	Death Spell
2	Pass Tree
3	Projected Image
4	Wall of Bronze

Infernal Blood Heritage

A Sorcerer with an Infernal Blood Heritage were touched by extra-planar forces of the nether planes somehow. Perhaps an ancestor was seduced by a fiend, or perhaps an ancestor made a foolish bargain that followed their bloodline. Regardless, the infernal influence pollutes the Sorcerer's blood.

First Level Infernal Spells

1	Cure Light Wounds*
2	Protection from Evil*
3	Remove Fear*
4	Resist Cold

Second Level Infernal Spells

1	Hold Person
2	Resist Fire
3	Silence 15' radius
4	Spiritual Hammer

Third Level Infernal Spells

1	Cure Disease*
2	Remove Curse*
3	Speak with Dead
4	Striking

Fourth Level Infernal Spells

1	Animate Dead
2	Cure Serious Wounds*
3	Dispel Magic
4	Neutralize Poison*

Fifth Level Infernal Spells

1	Commune
2	Insect Plague
3	Quest*
4	Raise Dead*

Sixth Level Infernal Spells

1	Blade Barrier
2	Heal*
3	Speak with Monsters
4	Word of Recall

Natural Blood Heritage

A Sorcerer with a Natural Blood Heritage draw deeply on the powers in nature. Perhaps nature spirits looked after an ancestor, or powerful druids populate the Sorcerer's ancestry. The result is that the Sorcerer has a deep connection to nature that they are able to tap with their magic.

First Level Natural Spells

1	Detect Snares and Pits
2	Entangle
3	Faerie Fire
4	Pass Without Trace

Second Level Natural Spells

1	Charm Animal
2	Heat Metal*
3	Produce Flame/Cold
4	Warp Wood

Third Level Natural Spells

1	Assume Animal Form
2	Plant Growth
3	Protection from Fire
4	Water Breathing

Fourth Level Natural Spells

1	Control Temperature, 10' radius
2	Tree Sanctuary
3	Protection from Lightning
4	Summon Animals I

Fifth Level Natural Spells

1	Commune with Nature
2	Control Winds
3	Rock to Mud*
4	Summon Animals II

Sixth Level Natural Spells

1	Animate Natural Objects
2	Pass Tree
3	Summon Animals III
4	Weather Summoning

Undead Blood Heritage

A Sorcerer with an Undead Blood Heritage is tainted with undeath. Regardless of how the foul stench has attached to their blood history, the Sorcerer is powered by foul undead magic.

First Level Undead Spells

1	Chill
2	Corpse Servant
3	Decay Flesh*
4	Protection from Undead*

Second Level Undead Spells

1	Command Undead
2	Fireskull Familiar
3	Ghoulish Hands
4	Maggot Spray

Third Level Undead Spells

1	Halt Undead
2	Protection from Undead 10' radius
3	Spirit Wrack
4	Vampiric Touch

Fourth Level Undead Spells

1	Corpse Feast
2	Greater Fear
3	Re-Animation
4	Wall of Bones

Fifth Level Undead Spells

1	Blight
2	Mask of Life
3	Mummify
4	Passwall

Sixth Level Undead Spells

1	Control Undead
2	Death Spell
3	Undeath
4	Undeath to Death

DESCRIPTION OF NEW SPELLS

Acid Splash Range: 100' + 10' / level
 Dragon-Blooded 3 Duration: instantaneous

This spell operates the same to the **fireball** spell, except that it does acidic damage rather than fire damage. The acid won't set fire to anything, but can damage and corrode objects in the affected area.

Activate Range: self
 Artifice-Blooded 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.

Analyze Magic Range: 5'
 Artifice-Blooded 2 Duration: special

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 ft 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
Weak	1-18	1	1	--	
Moderate	19-20	2-19	2-7	1	
Strong	--	20	8-19	2-19	1-2
Very Strong	--	--	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.

Animate Elemental Objects

Elemental-Blooded 6 Range: 100' + 10' / level
 Duration: 1 round / level

This spell functions identically to the cleric spell **animate objects**, but it may only be cast on un-worked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as non-magical fires or weather effects might also be subject to this spell.

Animate Natural Objects

Natural-Blooded 6 Range: 100'+10'/level
 Duration: 1 round/level

This spell functions identically to the cleric spell **animate objects**, but it may only be cast on living trees, plants, or fungi, wooden objects, un-worked stone or earth, or naturally-occurring bodies of water or ice. At the GM's option other natural phenomena such as non-magical fires or weather effects might also be subject to this spell.

Assume Animal Form

Natural-Blooded 3 Range: self
 Duration: 1 hour/level

This spell allows the caster to change into the form of any natural animal. The assumed animal form cannot have more hit dice than the caster's level. If slain, the caster reverts back to his or her original form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. The caster may remain transformed up to one hour per level, or end the spell earlier if he or she so desires.

Black Tentacles Range: 100' + 10' / level
Aberrant-Blooded 4 Duration: 1 round / level

A field of 10 foot long rubbery tentacles will spring from the ground. The area is up to 30 feet by 30 feet, and they will appear from whatever surface is present, including water.

The tentacles will attack any creature in the area with the intent to wrestle them (as in the Wrestling rules in the **Basic Fantasy RPG Core Rule** book). They attack with the caster's attack bonus and are considered to have a strength of 18. There are more than enough tentacles to individually attack as many targets as can be present. If the attack succeeds, the target is held immobile and takes 1d6 of damage each round it is held.

Any creature that is not held by a tentacle may still only move through the affected area at half speed.

Blight Range: touch
Undead-Blooded 5 Duration: instantaneous

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.

Blur Range: touch
Fey-Blooded 2 Duration: 1 minute / level

When a **blur** spell is cast, the caster causes the outline of the creature touched to appear blurred, shifting and wavering. This distortion causes all missile and melee combat attacks to be made at -4 on the first attempt and -2 on all successive attacks. It also grants a +1 on the saving throw die roll against any direct magical attack.

A **detect invisible** spell does not counteract the blur effect, but a **true seeing** spell does. Opponents that cannot see the subject ignore the spell's effect (though fighting an unseen opponent carries penalties of its own).

Break Restrictions Range: touch
Artifice-Blooded 1 Duration: 1 turn/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.

Burrow Range: touch
Elemental-Blooded 3 Duration: 1 turn / level

The subject of this spell can burrow at a speed equal to half his or her normal ground movement rate (as adjusted by encumbrance). The subject may only burrow through soil or sand. Burrowing through soft stone halves the speed. When burrowing through soil or sand, there is no tunnel created, as the soil or sand fills in behind the burrower. When burrowing through soft stone, a tunnel three feet in diameter is created.

The subject of the spell is not subject to suffocation while under the effects of the spell. But, if the burrower is still under soil or sand when the spell ends, and is not able to naturally escape, the GM may decide the subject is trapped and starts to suffocate.

Change Self Range: self
Fey-Blooded 1 Duration: 1 turn / level

This spell allows the caster to alter his or her appearance. This includes not only body shape and facial features, but also clothing, armor, weapons, and equipment. The caster can seem up to one foot shorter or taller, and may appear thin, fat, or any size in between. This spell cannot change the overall body shape of the caster (to look like a dog, for example). Otherwise, the extent of the apparent change is up to the caster.

The spell does not provide the abilities or mannerisms of the chosen form, nor does it alter the perceived tactile (touch) or audible (sound) properties of the caster or his equipment.

A creature that interacts with the caster may, at the discretion of the GM, be allowed a save vs. Spells to recognize the illusion.

Charm Constructs Range: 30'
Artifice-Blooded 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. Once control is lost, an unintelligent construct will return to the programming as best as possible. An intelligent construct will know it has been controlled against its will.

Chill

Aberrant-Blooded 1 Range: 10'
 Elemental-Blooded 1 Duration: 2 rounds
 Fey-Blooded 1
 Undead-Blooded 1

This spell does 1d4 points of damage to one creature within range. Furthermore, the creature must save vs. Paralysis or suffer -1 to melee hit and damage rolls for 1d6 rounds. A large heat source nearby gives a +2 to save. The caster may use this spell on one target up to 2 rounds after casting.

Claws Range: self
 Dragon-Blooded 1 Duration: 1 round / level

The caster's hands grow long claws enabling him or her to do lethal unarmed damage. The claws do 1d6 points of damage.

Command Undead Range: 30'
 Undead-Blooded 1 Duration: special

This spell allows you to influence an undead creature. If the undead creature is intelligent, this spell operates as **charm person**, except that the caster can influence 2 HD per caster level, instead of just a flat 4 HD. It otherwise operates the same, including duration.

If the undead creature is unintelligent, the caster immediately gains complete control, the creature gets no saving throw, and the duration is permanent. Any unintelligent undead controlled using this spell count against the total control limit from **re-animation**.

Commune With Nature

Fey-Blooded 5 Range: see text
 Natural-Blooded 5 Duration: instantaneous

The caster becomes one with nature, attaining knowledge of the surrounding territory. After 10 minutes of concentration, the caster instantly gains knowledge of one fact per caster level among the following subjects: the ground or terrain, plants, minerals, bodies of water, people, general animal population, presence of woodland

creatures, presence of powerful unnatural creatures, presence of settlement or structure, or even the general state of the natural setting.

In outdoor settings, the spell operates in a radius of 1 mile per caster level. In natural underground settings – caves, caverns, and the like – the radius is limited to 100 ft per caster level. The spell does not function where nature has been replaced by construction or settlement, such as in dungeons and towns.

Control Temperature, 10' Radius

Natural-Blooded 4 Range: 0'
 Duration: 1 hour/level

The caster can change automatically the surrounding temperature (10 ft radius sphere) by up to 10 degrees Fahrenheit per caster level. The change can be upward or downward (caster's choice).

Control Undead Range: 60'
 Undead-Blooded 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 total control limit from **re-animation**.

Control Winds

Elemental-Blooded 5 Range: 0 (see text)
 Natural-Blooded 5 Duration: 10 minutes/level

The caster alters wind force around him or her (40 ft per caster level radius cylinder 40 ft high). The caster can make the wind blow in a certain direction or manner, increase its strength, or decrease its strength. The new wind direction and strength persist until the spell ends or until the caster chooses to alter it, which requires concentration. The caster may create an "eye" of calm air up to 40 ft radius around him or her and may choose to limit the area of effect to any cylindrical area less than his or her full limit.

The caster may choose wind patterns over the spell's area. He or she can choose a downdraft blows from the center outward, an updraft blows from the outer edges in toward the center, a rotation that causes the winds to

circle the center or a blast that simply causes the winds to blow in one direction across the entire area from one side to the other.

For every three caster levels, the caster can increase or decrease wind condition by one level (as described in the Waterborne Travel section of the **Basic Fantasy RPG Core Rules**).

Corpse Feast Range: 5' / level
Undead-Blooded 4 Duration: instantaneous

This spell heals the caster and nearby active undead beings by draining the last energies from any fresh corpses (no more than an hour old) within the spell range. The corpse must have been a living sentient being (i.e. not animal, undead, construct, elemental, etc). Any corpse drained using this spell provides vigor to the caster and his active undead allies within range, healing 1d4 hit points per corpse, up to their maximum. Slain or destroyed undead do not heal or rise anew. Any corpses consumed by this spell cannot be raised or resurrected by any means, even a **wish**.

Corpse Servant Range: touch
Undead-Blooded 1 Duration: 1 hour / level

This spell allows the caster to temporarily animate skeletons or zombies. A number of hit dice equal to the caster's level may be animated for up to one hour per caster level. These non-permanent undead do not count towards the **re-animation** spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster.

Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

Dancing Lights Range: 40' + 10' / level
Fey-Blooded 1 Duration: 2 rounds / level

Depending on the version of the spell selected, the caster creates up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisps), or one faintly glowing, vaguely humanoid shape.

The dancing lights must stay within a 10-foot radius area in relation to each other but otherwise move as the caster desires, up to 100 feet per round. Note that concentration is not required; if ignored, the lights continue to move as they were moving when the caster last directed them. If the lights pass beyond the maximum range, the spell ends immediately.

Decay Flesh Range: touch
Undead-Blooded 1 Duration: instantaneous

This is a version of the **cause light wounds** spell (the reverse of **cure light wounds**), dealing 1d6+1 points of damage to the creature affected by it. The caster must make a successful attack to inflict the damage. A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

Unlike the Clerical spell mentioned, this spell may not be reversed. However, this spell does work upon undead creatures in the opposite fashion; they are healed 1d6+1 hit points instead.

Detect Snares and Pits Range: 60'
Natural-Blooded 1 Duration: 10 turns

By means of this spell, the caster can detect simple pits, deadfalls, and snares as well as mechanical traps constructed of natural materials. The spell does not detect complex traps, including trapdoor traps.

This spell does detect certain natural hazards, for instance quicksand (detected as a snare), a sinkhole (a pit), or unsafe walls of natural rock (a deadfall). However, it does not reveal other potentially dangerous conditions. The spell does not detect magic traps (except those that operate by pit, deadfall, or snaring), nor mechanically complex ones, nor those that have been rendered safe or inactive.

The amount of information revealed depends on how long the Druid studies a particular area.

- 1st Round: Presence or absence of hazards.
- 2nd Round: Number of hazards and the location of each. If a hazard is outside the Druid's line of sight, then the caster discern its direction but not its exact location.
- Each Additional Round: The general type and trigger for one particular hazard closely examined by the caster.

Sorcerer

Each round, the Druid can turn to detect snares and pits in a new area. The spell can penetrate barriers, but 1 ft of stone, 1 in of common metal, a thin sheet of lead, or 3 ft of wood or dirt blocks it.

Dispel Elemental Range: touch
Elemental-Blooded 4 Duration: 1 round / level

The spell operates the same as **dispel evil**, but works against creatures that originate from the elemental plane rather than “evil” creatures.

Dragon Form Range: self
Dragon-Blooded 6 Duration: 1 hour / level

The caster is transformed into a dragon similar to **polymorph self**. The dragon selected may not have more hit dice than the caster, but, unlike with **polymorph self**, the caster gains all of the abilities and special abilities of the dragon except dragon spellcasting and knowledge of the Dragon language. The caster gets all of the other abilities: armor class, movement types, physical attacks, breath weapon, and other special abilities for the type of dragon selected. In dragon shape, the caster still uses their own attack bonus and saving throws.

Enervation Range: 50'
Aberrant-Blooded 4 Duration: instantaneous

The caster points a finger at their intended target and rolls a ranged attack roll against the target that ignores armor (but not any dexterity bonus). If the narrow ray of crackling black energy hits, the target suffers 1d4 negative levels and all of the effects described in Energy Drain in the **Basic Fantasy RPG Core Rule** book. There is no saving throw, only the attack roll.

If the target survives, they will lose the negative levels (i.e. regain their levels) after a number of hours equal to the caster's level.

An undead creature struck by the ray gains 1d4x5 temporary hit points for one hour.

Enhance Armor* Range: touch
Artifice-Blooded 1 Duration: 1 turn

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.

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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* Range: touch
Artifice-Blooded 1 Duration: 1 turn

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.

Entangle Range: 200'
Natural-Blooded 1 Duration: 3 rounds/level

This spell causes existing grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 40 ft x 40 ft area. At the GM's discretion a Druid underground may use roots of plants or trees if such are present. Most creatures within the area of effect move at $\frac{1}{4}$ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at $\frac{1}{2}$ normal speed. If the creature affected is running at the time the spell is cast, the creature must make a saving throw vs Spell (with Dexterity bonus applied, if any) or trip and become prone and trapped until the end of spell. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants. This spell is only effective in a settings where plants will grow, including wilderness areas, farmland, and earthen-walled tunnels.

Eyebite Range: 60'
Aberrant-Blooded 6 Duration: 1 round / 3 levels

Each round the caster may target a single living creature for the duration of the spell. The affected creature suffers effects depending on its total hit dice. If the target has 10 HD or more, it is sickened. If the target has 5 HD through 9 HD, it is panicked and sickened. If the target has 4 HD or fewer, it is comatose, panicked, and sickened. The effects are cumulative and concurrent. Targeting each additional creature after the first requires an action, and only one may be targeted in a given round.

The target must save vs Death Ray to avoid the worst effect of the spell. If the target is affected by more than one effect, the remaining effects are still present.

If a creature is sickened, it suffers from a -2 modifier for attack rolls, damage rolls, and saving throws. This effect lasts for 1 turn per caster level.

If a creature is panicked, it will flee for 1d4 rounds. After that, the victim will flee again for 1d4 rounds if it can still see the caster. Even after the fleeing ends, the creature is still affected by the sickening as described above.

If a creature is comatose, it falls into a coma for 1 turn per caster level. During this time, the victim cannot be awakened by any means short of dispelling the effect. Even if the coma is dispelled, the creature is still subject to fleeing if the caster is visible, and is still sickened. This is not a sleep effect.

Faerie Fire

Fey-Blooded 1 Range: 200' +10' / level
Natural-Blooded 1 Duration: 1 minute/level

A pale glow surrounds and outlines all objects including individuals within a 20 ft radius from a point chosen by the caster. Outlined subjects shed light as candles. Outlined creatures do not benefit from the concealment normally provided by darkness, and the spell effectively negates the effects of blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The **faerie fire** can be blue, green, or violet, according to your choice at the time of casting. The **faerie fire** does not cause any harm to the objects or creatures thus outlined.

Faerie Messenger Range: special
Fey-Blooded 3 Duration: special

This spell summons a small and fast winged faerie. It appears as a small light such as one might encounter on lightning-bug, and only very close inspection would indicate its true nature. It does not fight, but all normal animals would ignore it and only monstrous ones would attack. The messenger has an Armor Class of 18 and 2 hit points, plus 1 per level of the caster. If it loses all of its hit points, the faerie messenger will die.

The faerie messenger flies at a movement rate of 120' per round. It can bear up to one ounce per five full levels of the caster (one ounce up to level 9, two ounces up to level 14, three ounces from levels 15 through 19, four ounces at level 20).

When summoned, the faerie messenger must be given a specific destination, which can be any location on the same plane of existence to which the caster has been at

least once (even if he or she was lost at the time). After the caster gives the message or small item(s) to the faerie, it will fly without error to the specified location.

The caster may additionally visualize a specific person, whom the faerie messenger will seek out near the target location. Note that this does not allow location of a person; the faerie will fly around the target area looking for the target creature.

The faerie messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the faerie will continue indefinitely until the target area is reached. If a target creature was specified, the faerie messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the faerie will immediately land in the target area. After it lands the faerie messenger will wait patiently for the message or item(s) to be removed, and leave the area. If the item(s) or message are not removed immediately the faerie messenger will depart after waiting one round per level of the caster, placing the items on the spot; this will also happen if a target creature is specified and cannot be found.

Fireskull Familiar Range: touch
Undead-Blooded 2 Duration: 1 hour / level

This spell animates a single skull to serve the Necromancer. Wrapped in cold magical flames and gifted with a form of levitation based flight, the flaming skull can fetch small items, convey messages, or other similar tasks for the Necromancer. When not tasked with a specific duty, the **fireskull familiar** generally hovers near its master providing light equal to torchlight. A Necromancer may have only one instance of this spell active at a time. Subsequent castings have no effect unless the first instance of the spell is dismissed or destroyed.

The **fireskull familiar** is not designed for combat, having hit points equal to 25% of the Necromancer's total hit points. The skull has an Armor Class of 13 and only a single attack for 1d2 points of damage, attacking with the same basic chance to hit as the Necromancer. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a **fireskull familiar** is within 5 feet, the caster's chance of being surprised is reduced by 1.

Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite

skulls that they use regularly, and skulls that they are loathe to animate. Any particular skull that is destroyed through damage may never again be used.

Gaseous Form Range: touch
Elemental-Blooded 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.

Ghoulish Hands Range: touch
Undead-Blooded 2 Duration: 1 round / level

This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two claw attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then he or she gains a +2 damage bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must save vs. Paralysis or be paralyzed for 2d8 turns (Elves are immune), exactly like the attacks of a ghoul.

Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like are immune. There is a 1% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with Ghoul Fever (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient's death and rising as an actual ghoul.

Greater Fear
Aberrant-Blooded 4 Range: 30'
Undead-Blooded 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 Warding Range: touch
Artifice-Blooded 4 Duration: special

The spell works similar to **minor warding**, inflicting 6d6 points of damage. It can be activated by non-living creatures (e.g. golems and undead) as well as living creatures.

Guards and Wards Range: Anywhere within
Artifice-Blooded 6 the area to be warded
Duration: 2 hours/level

This spell casts a ward of misdirection and protection on an area of 200 square ft per caster level. The warded area can be as much as 20 ft 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 ft. A creature within 5 ft is 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 ft 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 ft 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.

Halt Undead Range: 200'
Undead-Blooded 3 Duration: 1 round / level

This spell will render up to three undead creatures immobile for the duration of the spell (similar to **hold person**, but only affecting undead and potentially affecting more than one target). Intelligent undead get a save vs. Spells to avoid; unintelligent undead get no saving throw.

Hardness* Range: touch
Artifice-Blooded 3 Duration: 1 turn/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 ft plus 1 cubic ft 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.

Heat Metal*
Elemental-Blooded 2 Range: 25'
Natural-Blooded 2 Duration: 7 rounds

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Note that this spell can damage items harmed by heat, such as potions for example, and might boil water, wine, or oil stored in vessels within affected metal item, possibly causing an affected vessel to burst. Generally this will happen on the 4th or 5th round, when the effect is at its most powerful.

The reverse of this spell is **chill metal**. It inflicts damage as outlined in the table above, but the damage is caused by cold instead of heat. Note that this can freeze water, congeal oil, and so on. Frozen water might burst its vessel.

Hold Construct Range: 180'
Artifice-Blooded 3 Duration: 2d8 turns

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

Improved Invisibility Range: touch
Fey-Blooded 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.

Maggot Spray Range: 10'
Undead-Blooded 2 Duration: 1 round / level

From the caster's mouth sprays a stream of filth containing live flesh eating maggots, affecting all within a 10 foot section immediately adjacent to and chosen by the caster. Those struck by the spray must save or be sickened for 2d6 rounds (like the **stench** spell, causing a penalty of -2 to their attacks). Additionally, the maggots eat into the flesh, causing 1d4 points of damage immediately and on subsequent rounds an additional 1d4 points of damage per round for a number of rounds equal to the caster's level. Individuals may stop the damage by using an entire round to brush off the maggots (no movement, attacks, and loss of any dexterity or shield bonuses during this round). Those taking the time to brush off the maggots take normal damage that round. Removing the maggots does not remove the sickening effect of those who failed that save.

Major Spell Immunity Range: self
 Draconic-Blooded 6 Duration: 1 round/level

This spell works like **minor spell immunity**, except that the caster is immune to 1st and 2nd level spells, and reduces by half the spell effects of 3rd and 4th level spells.

Mask of Life Range: touch
 Undead-Blooded 5 Duration: 1 hour / level

This spell makes a single undead creature appear to be alive. The caster can decide which race and style of clothes is worn by an undead creature. The spell will also make the target's movements appear life-like. The illusion will create appropriate ambient effects (like smells, sounds, clothing textures, and such) that would be expected for the life-like appearance. If the appearance is that of a living version of the target, anyone interacting with the target takes a -5 to any saving throw to disbelieve the illusion. If the target attacks or does anything that only the undead creature could do, the penalty is removed.

Minor Creation Range: self
 Artifice-Blooded 4 Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the item created cannot exceed 1 cubic ft 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.

Minor Spell Immunity Range: self
 Draconic-Blooded 4 Duration: 1 round/level

This spell creates a 1 in. thick green translucent shell around the caster that protects him from the effects of low level spells, whether they are harmful or beneficial in nature. The caster is immune to the effects of all 1st level spells and reduces by half (round in favor of the protected creature) the effects of 2nd and 3rd level spells, both clerical and magical. The caster's own spells are unaffected by the shell and he can at will lower the protection of the shell for 1 round at a time to receive spells from others (like magical healing). At the end of the round, the shell automatically springs back up again.

Minor Warding Range: touch
 Artifice-Blooded 2 Duration: 1 hour/level

This spell cloaks an object of less than 10 cubic ft with an invisible aura of harmful energy. Thereafter, the first living creature touching the object sets off the ward, receiving 3d6 points of damage. No saving throw is allowed to avoid the damage. The object is unaffected by the discharge of the minor ward.

Non-living creatures, such as undead or golems, will not set off a minor ward. The caster is free to handle the object at will. The maximum duration of the spell is 1 hour per level of the caster.

Mummify Range: touch
 Undead-Blooded 5 Duration: permanent

After careful ceremonial preparations lasting five days, and the application of many rare and expensive unguents, the caster is able to call back the spirit of the dead to reanimate its corpse as a mummy. Mummies so created are of the standard sort (see its monster entry). Mummies do not count against the normal limits of controllable undead (per **re-animation** spell), but the caster can maintain control over as many Hit Dice of mummies as his or her own level.

Mummies do not travel well, being slow and quickly wear down taking damage on long journeys. They make better guardians for the animator's lair. A separate casting of the spell is necessary for each mummy created. It might be possible to create a mummy from a large humanoid such as a giant, however the difficulty will be greater (the GM determines how much more difficult). More powerful mummies, such as those with intact class-based powers, are generally created through the use of the **undeath** spell.

Mummification is generally in the realm of the Necromancer, but occasionally Clerics of certain cults might have access as well.

Neutralize Potion Range: touch
 Artifice-Blooded 4 Duration: instantaneous

This spell will render a potion touched by the caster inert and non-magical. Touching a person under the effects of a potion immediately dispels the potion's effects. An attack roll is required to touch an unwilling target.

In addition this spell can function as **neutralize poison** (though it cannot be reversed).

Nightmare Range: see text
 Aberrant-Blooded 5 Duration: instantaneous

This spell allows the caster to send a horrific phantasmal vision through the recipient's dreams. When the spell is the caster must identify the recipient in an unambiguous way. The nightmare prevents restful sleep and causes 1d10 points of damage to the recipient. They are then unable regain spells again for 24 hours. The recipient is allowed a saving through vs. Spells, which can be modified by how well the caster knows the recipient and if the caster has some token connected to the recipient.

If **dispel evil** is cast on the recipient while this spell is being cast, the nightmare is dismissed with no effect and the caster is paralyzed for 1 turn per level of the caster performing the **dispel evil**.

If the recipient is awake when the spell is cast, the caster can either end the spell immediately or wait in a trance until the recipient goes to sleep. Once the recipient goes to sleep, the message can be delivered. Whether the caster has to wait or not, the caster immediately becomes fully aware again once the message is delivered. The caster is completely helpless physically and mentally while in the trance. Creatures who do not sleep cannot be a recipient of this spell.

Obscuring Mist Range: 20' radius
 Elemental-Blooded 2 Duration: 1 turn/level

This spell causes a bank of misty vapor to arise around the caster, remaining stationary once created. The vapor obscures all sight, including darkvision, beyond 2d4 ft. A strong wind can disperse the spell in one-quarter the usual duration

Overtake Item Range: 30'
 Artifice-Blooded 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 vs. Spells to avoid the item's activation.

Part Water Range: 60'
 Elemental-Blooded 6 Duration: 1 turn/level

This spell, when cast on a body of water, causes it to part. This exposes a path that can be traversed as if it were dry land. Note that this spell does not change the topography of the bottom of the body of water, so the

terrain may still be difficult to cross. The caster is able to affect a body of water up to 5 ft./caster level. The caster may dismiss this spell at any time.

Pass Tree
 Fey-Blooded 6 Range: touch
 Natural-Blooded 6 Duration: instantaneous

This spell allows the caster and up to two others to teleport between any two living trees on the same plane. The caster chooses a general location or a specific tree. The caster must have personal knowledge of the specific tree or general area of the target destination.

Pass Without Trace Range: touch
 Natural-Blooded 1 Duration: 1 hour/level

This spell permits up to one creature per caster level to move through any type of terrain, leaving neither footprints nor scent. Tracking the subjects by non-magical means is thus rendered impossible.

Permanency Range: 10'
 Artifice-Blooded 6 Duration: permanent

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**, **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**.

Plant Growth Range: special
Natural-Blooded 3 Duration: permanent

This spell causes normal vegetation (grasses, briars, bushes, creepers, thistles, trees, vines) within 400 ft. + 40 ft./caster level to become thick and overgrown. The plants entwine to form a thicket or jungle that creatures must hack or force a way through. Movement rate is reduced to a maximum of 5 ft./round, or 10 ft for Large creatures. The area must have brush and trees in it for this spell to take effect. An area up to 100 ft radius may thus be altered. Also, the caster may specify an area (a path, a clearing, etc.) within the given area of effect which is not so affected.

This spell has no effect on plant creatures, that is, any self-willed and/or animated plant.

Private Sanctum Range: 30'
Artifice-Blooded 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, 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.

Produce Flame/Cold

Draconic-Blooded 2 Range: 0
Elemental-Blooded 2 Duration: 1 min / level
Natural-Blooded 2

Flames as bright as a torch appear in the caster's open hand. The flames don't harm the caster or his or her equipment. Alternatively, a bluish, cold aura may be produced, which also sheds light as bright as torch-light.

In addition to providing illumination, the flames or cold aura can be hurled or used to touch enemies. The caster can strike an opponent with a melee touch attack, dealing fire or cold damage respectively equal to 1d6, +1 points per caster level (maximum +5). Alternatively, the caster can hurl the flames or cold aura up to 50 ft as a thrown weapon. When doing so, the caster must make an attack roll (with no range penalty), and on a successful hit deals the same damage as the melee attack. As soon as the caster hurls the flames or cold aura, a new one appears in his or her hand. Each attack made reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends with that attack.

Neither variation of this spell functions underwater.

Protection from Elemental

Elemental-Blooded 1 Range: touch
Duration: 1 round / level

The spell operates the same as **protection from evil**, but works against creatures that originate from the elemental planes rather than "evil" creatures.

Protection From Fire

Elemental-Blooded 3 Range: touch
Fey-Blooded 3 Duration: special
Natural-Blooded 3

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 1 turn per caster level.

If the spell is cast upon another creature than the caster, **protection from fire** grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 1 turn per caster level.

Protection From Lightning

Elemental-Blooded 4 Range: touch
 Natural-Blooded 4 Duration: special

This spell functions exactly like **protection from fire**, except that it protects against any sort of electrical or lightning damage.

Protection from Undead*

Undead-Blooded 1 Range: touch
 Duration: 1 turn / level

This spell works almost identically to the **protection from evil** spell by warding a creature from attacks by undead creatures, from mental control, and from summoned creatures regardless of any moral or ethical leanings. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects:

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures or beings that the GM decides have a strong connection with death or undead.

Second, the barrier blocks any attempt to possess the warded creature (by a **magic jar** attack, for example) or to exercise mental control over the creature (including **charm** spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the **protection from undead** spell. If the **protection from undead** effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are undead or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes quite potent as **protection from living**. It functions in all ways as described above, save that "living" creatures are kept away, rather than dead or "undead" creatures. Necromancers often use both versions of the spell to protect themselves from

threats by both the living population as well as powerful undead that may try to command the Necromancer such as ghosts or vampires.

Protection from Undead 10' Radius*

Undead-Blooded 3 Range: touch
 Duration: 1 turn / level

This spell functions exactly as **protection from undead**, but with a 10 foot radius rather than a 1 foot radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes **protection from living 10' radius**, and functions exactly as the reversed form of **protection from undead**, except that it covers a 10 foot radius around the target rather than the normal 1 foot radius.

Ray of Exhaustion Range: 50'
 Aberrant-Blooded 3 Duration: 6 rounds / level

The caster points a finger at their intended target and rolls a ranged attack roll against the target that ignores armor (but not any dexterity bonus). If the narrow black ray hits, the target must save vs. Spells or suffer a -6 adjustment to their strength and dexterity for the duration of the spell. If the save is made, the reduction is only -2.

Re-Animation Range: touch
 Undead-Blooded 4 Duration: special

Virtually identical to the Cleric or Magic-User **animate dead** spell, this spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The Necromancer may animate a number of hit dice of undead equal to three times his or her caster level, and no more. Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. The caster may control no more hit dice of undead than 6 times his or her level.

Repair* Range: touch
Artifice-Blooded 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, ignoring hardness. If the target is animated (e.g. a golem), a successful attack roll is required in this case.

This spell has no effect on living creatures, it will shatter small items, and if the target is a magic item, it gets to roll a saving throw vs. Spells at +4.

Retrieve Energy Range: touch
Artifice-Blooded 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 3rd 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 3rd level.

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

Rock to Mud*
Elemental-Blooded 5 Range: 150'
Natural-Blooded 5 Duration: permanent

This spell turns natural, uncut or un-worked rock of any sort into an equal volume of mud; up to two 10 ft cubes per caster level may be so transformed. Magical stone is not affected by this spell. The depth of the mud created cannot exceed 10 ft. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-

deep, reducing its speed to 5 ft and causing it to suffer a -2 penalty to attack rolls, saving throws, and armor class. Creatures large enough to walk on the bottom can wade through the area at a speed of 5 ft., suffering none of the other penalties given.

If **rock to mud** is cast upon the ceiling of a cavern or tunnel, the mud falls to the floor and spreads out in a pool to a depth of 5 ft. The falling mud and the ensuing cave-in deal 8d6 points of damage to anyone caught directly beneath the area, or half damage to those who succeed a save vs. Death Ray.

Castles and large stone buildings are generally immune to the effect of the spell, since **rock to mud** cannot affect worked stone and doesn't reach deep enough to undermine such a buildings' foundation. However, small buildings or structures often rest upon foundations shallow enough to be damaged or even partially-toppled by this spell.

The mud remains until a successful **dispel magic** or **mud to rock** spell restores its substance (though not necessarily its form). Evaporation turns the mud to normal dirt over a period of days. The exact time depends on exposure to the sun, wind, and normal drainage.

When using the reverse, **mud to rock**, the spell converts the same volume of mud into relatively soft stone (such as limestone or sandstone) permanently. Any creature in the mud must save vs. Death Ray to escape before the area transforms into rock (assuming it has enough movement to do so).

Secret Chest
Artifice-Blooded 4 Range: see text
Draconic-Blooded 4 Duration: 60 days

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 ft by 2 ft by 2 ft) it can contain up to 1 cubic ft 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* Range: touch
Artifice-Blooded 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, ignoring hardness. If the target is animated (e.g. a golem), a successful attack roll is required in this case..

This spell has no effect on living creatures, it will shatter small items, and if the target is a magic item, it gets to roll a saving throw vs. Spells.

Shadow Door Range: 10'
Fey-Blooded 3 Duration: 1 round / level

The caster creates the illusion of a door, which he or she will appear to pass through and close. In reality, the caster becomes **invisible** (as the spell) when the spell is cast. Any creatures opening the "door" will see an empty 10-foot square room, of similar style to the surrounding area. The caster remains **invisible** for the duration of the spell, unless, as with an **invisibility** spell, he or she attacks any creature or casts a spell.

Slumber Range: 90'
Fey-Blooded 5 Duration: 5 rounds / level

This spell is a stronger version of the Sleep Spell, affecting more powerful creatures. The caster chooses a point of origin for the spell (within the given range, of course), and those creatures within 30' of the chosen point may be affected. Creatures with 3 or fewer hit dice are automatically affected without any save. Otherwise, each creature in the area of effect is allowed a save vs. Spells to resist the effect. Creatures with 4 to 6 hit dice roll their saves with a -2 penalty, while those with 7 or 8 hit dice roll normally. Creatures with 9 or more levels or hit dice are unaffected.

Sleeping creatures are helpless. Creatures with 3 or less hit dice are effectively comatose for the duration of the spell. Otherwise, slapping or wounding awakens an affected creature, but normal noise does not. Sleep does not affect unconscious creatures, constructs, or undead creatures, and such creatures in the area of effect are ignored.

When the duration elapses, the sleeping creatures normally wake up immediately; however, if they are made very comfortable and the surroundings are quiet, the affected creatures may continue sleeping normally, at the GM's option.

Speak With Dragons Range: self
Dragon-Blooded 4 Duration: 1 hour / level

This allows the caster to speak with dragons. If the caster does not know the Dragon language, it is known for the duration of the spell. More than just understanding the language, the spell allows the caster to speak just like a dragon such that if the caster is not visible, a dragon would think another dragon was speaking. (Or, if the caster is using **dragon form**, the other dragon will think the caster is a true dragon, not another creature in the form of a dragon.) This effect is not an illusion or glamor, so it is not detectable as such. The casters vocal cords and mouth are invisibly altered to allow the effect of such speech.

Spirit Wrack Range: special
Undead-Blooded 3 Duration: instantaneous

This spell deals 1d8 points of damage per caster level to any one particular incorporeal undead being such as wraiths, spectres, ghosts, or similar entities within sight of the caster. Alternatively the caster may choose to cause a burst of 1d4 points of damage per level to any such beings within 20 feet of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage of some time (typically days later), and may require certain rituals or other requirements be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time; vampires that happen to be in gaseous form are immune to this spell's effect.

Starlight Blade Range: touch
Artifice-Blooded 5 Duration: 1 round / level

When cast upon a weapon, starlight blade enhances its abilities against undead creatures of all types. The weapon immediately begins to glow with a silvery radiance and with each stroke leaves a trail of white sparkles, like stars in the night sky. Any undead creature struck suffers an additional

1d6+1 points of damage. In addition, the wielder of the weapon may roll to Turn the creature as if a 5th level Cleric. Contrary to this spell's name, starlight blade works equally well on any type of weapon.

Summon Animals I

Natural-Blooded 4 Range: 40' / level
Duration: 1 hour

This spell summons 1d8 ordinary animals (including giant ones) of no more than 4 HD each if they are within range. The Druid must name the type of animal summoned, and can have up to three choices. If none of the three species are found within range, the spell fails. The animals will be friendly when summoned and aid the Druid's current task, including combat, in whatever way they can (to the best of their understanding). The Druid may dismiss any animals called by this spell at any time.

Summon Animals II

Natural-Blooded 5 Range: 60' / level
Duration: 1 day

This spell is a more powerful version of **Summon Animals I**. Up to 3d4 animals of 4 HD or less can be summoned, or 1d6 animals of 8 HD or less.

Summon Animals III

Natural-Blooded 6 Range: 80' / level
Duration: 1 day

This spell is a more powerful version of **Summon Animals II**. Up to 4d6 animals of 4 HD or less can be summoned, or 3d4 animals of 8 HD or less, or 1d4 animals of 12 HD or less.

Symbol of Fear

Aberrant-Blooded 6 Range: see text
Duration: see text

This spell functions like **symbol of pain**, except that all creatures within 60 feet of the symbol of fear instead become panicked for 1 round per caster level. 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.

Symbol of Pain

Aberrant-Blooded 5 Range: see text
Duration: see text

With this spell, the caster writes a potent rune on a surface. When triggered each creature within 60 feet of the **symbol of pain** are wracked with pain. This pain imposes a -4 to all attack rolls, damage rolls, and saving throws. These effects last for as long as the creature stays within range of the symbol, and for 1 hour after leaving the area.

Once triggered, the symbol will remain active for 1 turn per caster level. After that the symbol is discharged. A symbol is permanent until discharged. It may be removed by **dispel magic** that targets the rune specifically.

The symbol is triggered by one or more of the following, as determined by the caster: a victim looks at the rune, reads the rune, touches the rune, or passes near the rune. Regardless of the triggering methods, it cannot be triggered by a creature more than 60 feet away. Once the spell is cast, the trigger methods cannot be changed.

Triggering methods can be further modified by qualifiers, type of creature, race of creature, number of creatures, skip some number of triggers (so it is the third creature to touch it, not the first or second), or any other qualifier that is based on observable actions or details.

The symbol may also be assigned a password that will temporarily disable the symbol when the password is said as a creature enters the range of the symbol. Each time the range is entered, the password must be said again or the symbol will go off. This is set at the time of casting and cannot be changed.

Tree Sanctuary

Fey-Blooded 4 Range: touch
Natural-Blooded 4 Duration: 1 turn / level

This spell enables a Druid to create an invisible door in the trunk of a tree that is visible only to dryads and other Druids. The tree must be at least 10 ft tall and planted into the earth for this spell to work. Once the spell is complete, the Druid may enter the tree, effectively disappearing from sight. Only one tree may be effected by **tree sanctuary** at a time. Furthermore, this spell may only be cast on a tree occupied by a dryad if the dryad allows it.

The Druid is completely aware of his or her surroundings while in the tree, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the tree. The Druid

may meditate to memorize spells in the tree. Another benefit of this spell is that each turn the Druid sleeps inside the tree counts as a full hour of sleep. Also, if the tree is an oak, the Druid heals 1d4 HP per turn spent inside the tree.

The Druid however loses the senses of taste, smell, and touch, and may not speak or cast spells while inside the tree. The Druid takes half of any damage the tree suffers, and if the tree is destroyed or cut down, the Druid is cast out into the nearest available space.

Undeath Range: touch
Undead-Blooded 6 Duration: instantaneous

As a vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living. Upon casting this spell, the caster brings back a dead character (or creature) in an undead state, whether as some sort of reanimated body or as spiritual or ghostlike form. Wicked, cruel, murderous, or so called evil beings will often want to continue their predations in undeath, but for most beings the subject's soul is not willing to return in such a state. Most normal individuals roll a saving throw vs. Spells to avoid coming back (rolled as if they were still alive and well), and if successful the spell fails completely as the soul cannot be compelled to return.

Roll on the following table to determine what sort of undead creature the character becomes. Entries marked with (FG) indicate creatures from the **Basic Fantasy RPG Field Guide 1**.

d%	Undead Form
01-25	Ghoul
26-40	Ghast (FG)
41-50	Mummy
51-55	Spectre
56-60	Vampire
61-75	Wight
81-90	Wraith
85-90	Ghost
91-00	Other (GM's choice)

Since the dead character is returning in a state of undeath, all physical ills and afflictions are generally irrelevant. The condition of the remains is not really a factor so long as the body is largely intact. The magic of the spell repairs or otherwise accommodates any changes necessary to conform to the new undead state, the process taking one hour to complete. When the spell is finished, the new undead being becomes aware and

active. The caster has absolutely no special control over the newly 'risen' being. Of course, subsequent spells may be cast, having completely normal effects upon the new undead.

The newly undead character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma (but see below). The physical abilities of Strength, Dexterity, and Constitution should be re-rolled or determined by the parameters of the new form. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. The subject of this spell takes on all the abilities, hindrances, and disadvantages of the new undead state, having either the undead creature's normal hit dice or will have hit points according to the character's reduced level, whichever is higher. In either case, the character's class abilities are available to the newly risen form excepting any obviously contradicting situations. For instance, Climbing is probably of little importance to a ghost-like form. The spell can thus create generally superior undead beings who often go on to lead others of their kind. The undead creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but also must confront any special tendencies of the new state. For instance, a newly risen ghoul hungers voraciously for fetid flesh, and a new vampire thirsts for blood. The compulsions of the undead is very strong, and the behaviors will soon overcome any previous relationships with living beings, although it may experience remorse over killing its former friends. For undead such as ghouls, ghosts, wights, and similar beings, the urges to kill and feed are so strong that they can become effectively mindless (-6 to Intelligence and Wisdom scores) until the urges are temporarily satisfied. Vampires have a bit more conscious control over their hunger and do not have this penalty. For other types of undead not listed here the GM may assign relevant behaviors that must be followed.

Constructs, elementals, and similar creatures cannot become undead. The creature must have originally been a living corporeal being with some semblance of intelligence. The GM has the final say whether this spell affects any specific being. Likewise the GM decides any special situations or special manifestations that may occur from the use of this spell. Generally, any character who becomes an undead immediately becomes an NPC under the control of the GM unless he or she has made special accommodations to allow for undead player characters.

***Note:** this spell is intended only for Necromancers, as the other spell casting classes have access to similar types of spell (reincarnation and raise dead).*

Undeath to Death Range: 240'
Undead-Blooded 6 Duration: instantaneous

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

Vampiric Touch Range: touch
Undead-Blooded 3 Duration: 1 round / level

The caster must make an attack roll. If successful, the caster deals 1d6 points of damage per two caster levels. The caster gains temporary hit points equal to the damage dealt. If the attack kills the target, the caster only gains as many temporary hit points as it took to kill the target, not the full number rolled. The temporary hit points will last for 1 hour.

Wall of Bones Range: 10' / level
Undead-Blooded 4 Duration: 1 round / level

An immobile wall of writhing interlocking bone and bone fragments rises from the earth. The wall is composed of up to one 10 foot x 10 foot square section, 1 foot thick, per caster level. Unlike the similar spell, **wall of stone**, the caster may not double the wall's area by halving its thickness, as the structure is already very porous and would lose its structural integrity, but of course the wall can be made thicker. For instance, a 10th level caster could conjure a section to fill in a 10 foot cube (10 feet x 10 feet x 1 foot, 10 sections thick). The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall does not require concentration to maintain, but falls to pieces at the end of the spell duration.

The spell also differs from the **wall of stone** spell in that the semi-animated wall attacks those within close proximity to its structure (10 feet) for 2d4 piercing and slashing damage from the bones. The structure is not completely solid, so high-strength individuals may attempt to break through with a Strength check, but they take an additional 2d6+1/level points of damage while making the attempt for each 1 foot of thickness that they attempt to move through. A separate Strength check is necessary for each 1 foot of thickness of the wall section in order to break through. The bone wall does not attack the caster or any undead creatures. The **wall of bones** may be

fashioned into simple structures such as ramps or bridges to span a rift, but these uses reduce the size by half so that supporting arches or buttresses can be included.

Wall of Bronze Range: 90'
Fey-Blooded 6 Duration: permanent

This spell works just like **wall of iron**, except that it is composed mostly of bronze, rather than iron. The wall created by this spell, while bronze, is not of high quality or concentration, and has no greater value than a similar wall conjured of iron would. While it may be slightly more resistant to corrosion (rust) than an iron wall, it is affected by the same conditions, and is subject to perforation, and other natural phenomena. Faerie folk simply have an aversion to iron, and have developed their own alternative for the **wall of iron** spell.

Wall of Ice Range: 15' / level
Elemental-Blooded 4 Duration: permanent
Dragon-Blooded 4

This spell works just like **wall of stone**, except that it is composed of ice rather than stone. The dimensions are the same, 10'x10' square, one foot thick, per caster level. While the wall is theoretically permanent, it is made of ice and will melt at speeds appropriate to the ambient temperature.

Warp Wood* Range: 50'
Natural-Blooded 2 Duration: instantaneous

The caster causes non-magical wood in a 20 ft radius to bend and warp, permanently destroying its straightness, form, and strength. A warped door springs open or becomes stuck; a boat or ship springs a leak; warped weapons (like bows and arrows) are useless. The caster may warp wood object(s) up to 1 ft on all sides per caster level.

Alternatively, the caster can "un-warp" non-magical wood (effectively warping it back to normal), straightening wood that has been warped by this spell or by other means. The caster can combine multiple consecutive **warp wood** spells to warp (or un-warp) an object that is too large to warp with a single spell.

Waves of Fatigue Range: 30'
Aberrant-Blooded 5 Duration: 1 turn / level

This spell sends an invisible wave of harmful energy out forward of the caster to a range of 30 feet. All living creatures in the area suffer a -2 adjustment to their strength and dexterity for the duration of the spell.

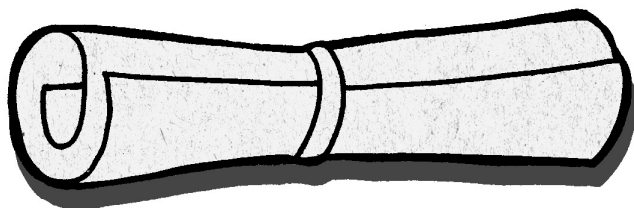
Weather Summoning

Elemental-Blooded 6 Range: 10 miles
Natural-Blooded 6 Duration: 5 turns / level

The caster is able to summon nearby weather conditions. The caster must be aware of the weather condition to summon it. This spell does not grant control of the weather to the caster.

Wings Range: self
Dragon-Blooded 3 Duration: 1 hour / level

The caster's grows large leathery bat-like wings out of their back. The wings provide flight at a speed equal to their normal movement rate.



sketchingjohn

VARIANT – BATTLE SORCERER

A very rare version of the Sorcerer can occasionally occur. Typically known as the Battle Sorcerer, this variant mixes martial prowess and spell casting to a large extent. A Battle Sorcerer uses the same experience progression as a base Sorcerer and has access to the same base spells, but then has the following modifications to the Sorcerer abilities.

- 1) A Battle Sorcerer uses d6 as their hit dice, rather than d4. After 9th level, hit points still only progress one point per level.
- 2) A Battle Sorcerer may learn a maximum number of spells of each spell level equal to one plus their Charisma bonus (instead of two plus their Charisma bonus). They start with but a single spell known.
- 3) A Battle Sorcerer does NOT gain a Blood Heritage. The only spells they can know are the base Sorcerer spells, plus any they can research on their own.

- 4) A Battle Sorcerer uses the same attack bonus progression of Clerics and Thieves. They still use the Magic-User saving throws.
- 5) They may wear leather armor and cast spells while wearing leather armor. They may not use metal armors or shields.
- 6) They may use any small or medium one-handed weapon, in addition to the weapons normally allowed to a Sorcerer. They may not use any large or two-handed weapons.

Other than these changes, a Battle Sorcerer works the same as a standard Sorcerer with no Blood Heritage.

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