

# A Swm Bach o Hud

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A Basic Fantasy Role-Playing Supplement

### Release 1

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## Introduction

This supplement is for use with the **Basic Fantasy Role-Playing Game** rules, and is intended for spellcasting characters. If you don't have the Basic Fantasy RPG core rules, please visit [www.basicfantasy.org](http://www.basicfantasy.org) and download a free copy.

## Magic-User Spells

### First Level Magic-User Spells

1	Fiery Fan
2	Ignite*
3	Invisible Edge
4	Lesser Telepathic Link
5	Smokescreen

### Second Level Magic-User Spells

1	Fireworks
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### Third Level Magic-User Spells

1	Greater Telepathic Link
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### Fifth Level Magic-User Spells

1	Dragon Breath
2	Enthrall Person

### Sixth Level Magic-User Spells

1	Meteor Shower
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### Seventh Level Magic-User Spells (optional)

1	Meteor Shower
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**Fiery Fan**                      Range: 10'  
Magic User 1                      Duration: Instantaneous

A Fiery Fan spell emits a fan of burning flames from the caster's fingers reaching out in a 10-foot-radius quarter-circle of fire in front of him. Any creatures caught in this flaming fan suffer 1d4 points of fire damage per caster level. A save vs. spell for half damage is allowed. The Fiery Fan spell also sets fire to combustibles and damages objects in the area.

**Ignite\***                      Range: 10' per level  
Magic User 1                      Duration: Instantaneous

The Ignite spell sets fire to one piece of readily

flammable material (such as an unlit torch or candle, an oiled fuse, a pile of dry straw or a pool of flammable oil). The initial flame is no larger than a candle's flame, but it may spread to a much larger fire if there is enough flammable material around. Creatures doused with flammable material who are targeted by this spell must save vs. spells or catch fire, causing 1d8 points of fire damage, plus in the next round the target takes an additional 1d8 points of damage, unless he or she spends the round extinguishing the flames by some reasonable means. Creatures who are not doused by flammable material or otherwise turned very flammable are not affected by this spell.

The reverse of this spell, Douse, extinguishes one small fire source such as a torch, a very small bonfire or candle; larger fires are not affected. Creatures made from living fire must save vs. spell or suffer 1d8 damage when this spell is cast on them.

**Invisible Edge**                      Range: Touch  
Magic User 1                      Duration: 1 hour / level

Invisible edge is a minor illusion that masks the existence of one weapon on your person. While the weapon is holstered it is undetectable by any means short of a detect invisible spell. When used in combat the weapon is barely visible, and flickers in and out of sight. While its general weapon type is able to be determined, no other features are able to be determined. This enchantment last as long as the caster carries the weapon until the duration runs out.

Note that if the GM allows Illusionists, this is also a 1<sup>st</sup> level Illusionist spell.

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## Cleric Spells

**Lesser Telepathic Link** Range: 10' + 10' / level  
Magic User 1 Duration: 1 turn / level

The caster is able to mentally communicate with one target creature of his or her choice, per caster level. The creature's personality must be known fairly well before the casting time. Mental communication is only possible if the two communicators share a language. Both participants of the litany may hide their thoughts if they so choose, but they may not lie outright through the connection. Spells such as Charm Person may not be sent through the connection. If the target(s) do not want to communicate, they are allowed a saving throw versus spells to negate the mental link.

**Smokescreen** Range: 20'  
Magic User 1 Duration: 1 min. / level

A misty, stationary vapor rises from the ground around the caster, obscuring all sight - including darkvision. The smoke-screen spreads to a radius of 20 feet from the caster and to a height of 20 feet above (or below) him. Attacking a creature within this cloud is subject to a -2 penalty to hit in a 10-foot range; targets beyond that range cannot be seen.

Note that the duration given above is for still air. A moderate wind will disperse the smoke in 4 rounds; a strong wind will do so in a single round. Any explosion - such as those created by a fireball - will also disperse the cloud.

**Fireworks** Range: 500'  
Magic User 2 Duration: 1d4 rounds\*

The Fireworks spell allows the Magic User to manipulate an existing fire in various ways: either turning it into a burst of blinding fireworks or into a thick cloud of choking smoke. Needless to say, this spell requires a fire source, which is extinguished the moment the spell ends. A fire so large that it exceeds a 20-foot cube is only partly extinguished. Magical fires are not extinguished, although a fire-based creature used as a source takes 1 point of damage per caster level.

The fireworks are a flashing, fiery, momentary burst of glowing, colored aerial lights. This effect causes creatures within 120 feet of the fire source to save vs. spell or be blinded for 1d4 rounds. These creatures must have line of

sight to the fire to be affected.

Alternatively, writhing stream of smoke could be made to billow out from the source, forming a choking cloud. The cloud spreads 20 feet in all directions and lasts for 1 round per caster level. All sight, even Darkvision, is ineffective in or through the cloud. All within the cloud take -4 penalties to their Strength and Dexterity scores unless they save successfully vs. spells. These effects last for 1d4 rounds after the cloud dissipates or after the creature leaves the area of the cloud.

**Greater Telepathic Link** Range: 40' + 20' / level  
Magic User 3 Duration: Special

This spell closely resembles Lesser Telepathic Link, but it has some differences. The caster may contact up to 5 targets per level, and they can communicate regardless of their language.

The duration is 4 rounds plus 2 rounds per level.

**Dragon's Breath** Range: 70'/\*  
Magic User 5 Duration: Instantaneous

The Dragon's Breath spell allows the Magic User to breath acid, lightening, poison gas, fire, steam or ice from his mouth as if he was a dragon. The caster must choose one type of dragon, at the time of casting, determining the effect's shape. However, regardless of the breath type, it always does 1d8 damage per caster level. In any case, each target exposed to the breath is allowed a save vs. dragon breath to receive only half damage. The breath never hurts the Magic User himself, but will affect anyone and anything within its area of effect - including allies.

The types of breaths available are:

Acid: covering a 5-foot wide, 70-foot long straight line in front of the caster.

Lightening: covering a 5-foot wide, 70-foot long line in front of the caster.

Poison Gas: covering a 25-foot-wide, 70-foot long, 20-foot high area and dissipating within one combat round.

Fire: spreading in a 70-foot long cone from the caster's mouth, with a width of up to 30 feet at

## Magic-User Spells

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the cone's 'base' (in its farthest range from the caster, that is).

Steam: covering a 25-foot-wide, 70-foot long, 20-foot high area and dissipating within one combat round.

Ice: spreading in a 70-foot long cone from the caster's mouth, with a width of up to 30 feet at the cone's 'base' (in its farthest range from the caster, that is).

**Enthrall Person**                      Range: 30'  
Magic User 5                              Duration: 1 day/level

This spell allows the Magic User to establish total telepathic control over one humanoid creatures. When the spell is first cast, the subject must save vs. spells or be enthralled by the caster's will. If the caster and the subject have a common language, he or she can generally force the subject to perform as he or she desires, within the limits of its abilities. If no common language exists, he or she can communicate only basic commands, such as "Come here," "Go there," "Fight," and "Stand still." He or she knows what the subject is experiencing, but does not receive direct sensory input from it, nor can it communicate with him or her telepathically.

Once an enthralled creature has been given a command, it continues to attempt to carry out that command to the exclusion of all other activities except those necessary for day-to-day survival (such as sleeping, eating, and so forth). This single-minded devotion is quite apparent in the subject's actions and speech and the fact that it is dominated will become apparent to the observant watcher (the Game Master is encouraged to leave clues about this and let the players come to this conclusion themselves rather than directly revealing this fact to them).

By concentrating fully on the spell for at least one combat round, the caster can receive full sensory input as interpreted by the mind of the subject, though it still can't communicate with the caster. The caster can't actually see through the subject's eyes, so it's not as good as being there in person, but he or she still get a good idea of what's going on.

Subjects resist being enthralled, and any subject forced to take actions against its nature receives a new save vs. spells. Obviously

self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as the caster and the subject are on the same plane. The caster needs not see the subject to control it. If the caster doesn't spend at least 1 combat round concentrating on the spell each day, however, the subject receives a new saving throw vs. spells to throw off the domination.

Protection from evil or a similar spell can prevent a caster from exercising control or using the telepathic link while the subject is so warded, but such an effect neither prevents the establishment of enthrallment nor dispels it.

**Meteor Shower**                      Range: 500'  
Magic User 6/7                              Duration: Instantaneous

The magic user calls forth a host of flaming stars from the heavens to bring doom upon his enemies' heads. The stars fall within an area with a radius of 100 feet, causing 1d10 damage per caster level to all within it; a save vs. spells halves this damage. The stars, as mentioned before, fall from the heavens, and will strike the first thing in their path: if the targets are underground or in a building, the building or the ground will take the damage rather than the creatures, and they will be damaged only if the building will collapse from the sheer damage.

# Cleric Spells

## First Level Cleric Spells

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1 Gloom

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## Third Level Cleric Spells

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1 Enthrall Animal

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**Gloom**                      Range: 40' + 10' / level  
Cleric 1                      Duration: 2 turns / lvl

An area near the caster darkens, giving creatures within it a sense of dread which subtracts 1 from morale (if they regard the dark as a scary thing), -2 on to hit rolls for concealment (if they do not have darkvision), and limitations on vision (they cannot see more than thirty feet within the darkened area unless they have darkvision). The area darkened is 10 feet in height, and has a radius of 20 feet, plus 5 feet per caster level. A light spell will cancel the effect.

This spell is often used by humanoid clerics of races that live underground to remove their penalties for fighting in the sun, and to penalize their enemies.

**Enthrall Animal**              Range: 30'  
Cleric 3                      Duration: 1 round/level

This spell allows its caster to enchant an animal and direct it with simple commands such as "Attack," "Run," and "Fetch." Suicidal or self-destructive commands are simply ignored. When the spell is first cast, the animal must save vs. spells or be enthralled by the caster's will.

This spell establishes a mental link between the caster and the subject creature. The animal can be directed by silent mental command as long as it remains in range. The caster needs not see the creature to control it. He or she does not receive direct sensory input from the creature, but knows what it is experiencing. Because the caster is directing the animal with his or her own intelligence, it may be able to undertake actions normally beyond its own comprehension. The caster needs not concentrate exclusively on controlling the creature unless he or she is trying to direct it to do something it normally couldn't do.

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