

Spellcrafters

A Basic Fantasy RPG Supplement

Release 11

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INTRODUCTION

This supplement provides rules for playing a special magician class under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the **Basic Fantasy RPG Core Rules**, please visit the website and download a copy.

NEW CHARACTER CLASS

Spellcrafter (Magic-User Subclass)

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

Spellcrafters are a special kind of Magic-User, known for their mastery over magic items and constructs. They use the same experience and spell progression as Magic-Users, and have the same hit dice, attack bonus, saving throws, and restrictions on armor and weapons. Spellcrafters should be treated as a Magic-User for all purposes, except as noted below.

Requirements: The Prime Requisite for Spellcrafters is Intelligence; a character must have an Intelligence score of 12 or higher to become a Spellcrafter.

Special Abilities: A first-level Spellcrafter begins play knowing **read magic** and one other spell of first level. These spells are written in a spellbook provided by their master. The GM may roll for the spell, assign it as they see fit, or allow the player to choose it, at their option. See the **Spells** section in the **Basic Fantasy RPG Core Rules** for more details.

Spellcrafters do the same “kind” of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned. See the section on spells below for the Spellcrafter's spell list.

Spellcrafters receive a bonus of +1 to all saving throws made against effects generated by magic items. Those who are targets of magical effects generated by a magic item operated by a Spellcrafter suffer a penalty of -1 on any saving throw against it.

The real power of Spellcrafters is their greater understanding of the processes of magical fabrication. Spellcrafters can create any scroll starting at 1st level, potions and other single use items beginning at 3rd level, and at 7th level they can create any kind of magic item. A Spellcrafter receives a +25% bonus to all magical research rolls for creating magical items.

At 6th level, Spellcrafters become so adept as to cut in half the time necessary to create a magic item. At 9th level, Spellcrafters become so adept as to reduce the cost of creating a magic item by 25%.

For more information about creating magical items, please refer to the **Magical Research** section in the **Basic Fantasy RPG Core Rules**.

SPELLCRAFTER SPELLS

Spellcrafters cast spells through the exercise of knowledge and will, exactly as normal Magic-Users. They prepare spells by study of their spellbooks; each Spellcrafter has their own spellbook, containing the magical formulae for each spell the Spellcrafter has learned, written in a magical script that can only be read by the Spellcrafter who wrote it, or through the use of a special first-level spell: **read magic**. All Spellcrafters begin play with **read magic** as their first spell, and it is so ingrained that an Spellcrafter can prepare it without a spellbook. **Read magic** has a range of “touch” and is permanent with respect to any given magical work (spellbook or scroll).

Spellcrafters may learn spells by being taught directly by another Spellcrafter or by studying another Spellcrafter's spellbook. The Spellcrafter may also learn appropriate spells from standard Magic-Users (or other arcane casters, if used); the spell always being at the level as it appears on the Spellcrafter spell list. Likewise, a Magic-User may learn spells shared by the classes from a Spellcrafter. If being taught, a spell can be learned in a single day; researching another Spellcrafter's spellbook takes one day per spell level. Either way, the spell learned must be transcribed into the Spellcrafter's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Spellcrafter starts with a spellbook containing **read magic** and at least one other first-level spell, as determined by the Game Master, at no cost.

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

First Level Spellcrafter Spells

1	Alarm
2	Break Restrictions
3	Detect Magic
4	Enhance Armor*
5	Enhance Weapon*
6	Hold Portal
7	Light*
8	Magic Missile
9	Protection from Evil*
10	Read Languages
11	Repair*
12	Resist Cold

Second Level Spellcrafter Spells

1	Activate
2	Analyze Magic
3	Familiar
4	Find Traps
5	Heat Metal*
6	Knock
7	Locate Object
8	Minor Warding
9	Resist Fire
10	Retrieve Energy
11	Warp Wood*
12	Wizard Lock

Third Level Spellcrafter Spells

1	Channel Blast
2	Dispel Magic
3	Hardness*
4	Hold Construct
5	Immunity to Normal Weapons
6	Lord of the Rings
7	Overtake Item
8	Protection from Evil 10' radius*
9	Protection from Normal Missiles
10	Serious Repair*
11	Stone Shape
12	Striking

Fourth Level Spellcrafter Spells

1	Charm Constructs
2	Drainblade
3	Greater Warding
4	Hallucinatory Terrain
5	Magic Mirror
6	Mass Armor Enhancement
7	Mass Weapon Enhancement
8	Minor Creation
9	Minor Spell Immunity
10	Neutralize Potion
11	Protection From Lightning
12	Wall of Fire

Fifth Level Spellcrafter Spells

1	Conjure Elemental
2	Dispel Evil
3	Dream
4	Magic Jar
5	Passwall
6	Private Sanctum
7	Rock to Mud*
8	Secret Chest
9	Starlight Blade
10	Wall of Stone

Sixth Level Spellcrafter Spells

1	Animate Objects
2	Anti-Magic Shell
3	Blade Barrier
4	Disintegrate
5	Flesh to Stone*
6	Guards and Wards
7	Major Spell Immunity
8	Move Earth
9	Permanency
10	Wall of Iron

DESCRIPTION OF NEW SPELLS

Activate Range: self
Spellcrafter 2 Duration: instantaneous

This spell allows the caster to activate a charged magical item in their 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 their class.

If the power that the caster wants to activate requires 2 charges, it will drain one charge only.

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

Alarm sounds a mental or audible alarm each time any creature larger than a rat enters the warded area or touches it. A creature that speaks the password (determined by the caster at the time of casting) does not set off the alarm. The caster decides at the time of casting whether the alarm will be mental or audible.



Mental Alarm: A **mental alarm** alerts the caster (and only the caster) so long as they remain within 1 mile of the warded area. The caster will hear a single mental “ping” sufficient to awaken the caster from normal sleep, but which does not otherwise disturb concentration. A **silence** spell has no effect on a mental alarm.

Audible Alarm: An **audible alarm** produces the sound of a hand bell, and anyone within 60 feet of the warded area can hear it clearly. Interposing doors or walls may reduce the distance by 10 or 20 feet. The sound lasts for 1 round. Creatures within a **silence** spell cannot hear the ringing.

Incorporeal, ethereal, or astrally-projecting creatures do not trigger the alarm.

Analyze Magic Range: 5'
Spellcrafter 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:** 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 1d20 roll, adding their 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 feet of the caster for the full duration of scrutiny, and they 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 they know 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 their first roll (learning about the first feature, the base +1), the GM rolls 1d20 secretly. If the GM gets 1-18, they describe the basic enchantment as "weak;" if they get 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.

Break Restrictions Range: touch
Spellcrafter 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 their own class restrictions regarding weapons or armor use, even if they are magical items.

Channel Blast Range: touch
Spellcrafter 3 Duration: instantaneous

This spell allows the caster to drain a charged magical item of its energy to cast a bolt of energy. 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 create an energy discharge. The blast is cone shaped, 60 feet long and 40 feet wide at its end.

The damage inflicted depends on the item drained:

- Potion: 3d6
- Scroll: 1d6 per level of the spell or 3d6 for non-spell scrolls
- Wand: 4d6
- Staff: 5d6
- Rod or ring: 6d6
- Any other (Miscellaneous magic item, weapon or armor): 4d6

Targets may save vs. Spells for half-damage.

Charm Constructs Range: 30'
Spellcrafter 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.

Drainblade Range: touch
Spellcrafter 4 Duration: 1 round/level

This spell imbues an edged weapon with the ability to drain blood with each successful strike made against a living creature. When a living creature is hit by a drainbladed weapon the target suffers an additional point of damage. If the wielder of the weapon is injured, the extra point of damage is transferred to them as healing energy. In no way can this healing energy grant more hit points than the wielder's normal maximum.

Against nonliving creatures, such as undead, golems, etc, this spell has no effect.

Dream Range: see text
Spellcrafter 5 Duration: special

This spell allows the caster, or a messenger touched by the caster, to send a recipient a message through the recipient's dreams. When the spell is cast, the caster must identify the recipient in an unambiguous way. The messenger (whether the caster or someone else) then appears in the recipient's dream and then delivers the message. The message is purely one-way, and there is

no opportunity for questions or interaction. When the recipient wakes up, they will remember the message perfectly.

After casting the spell, the messenger is helpless and completely unaware of their surroundings until the spell ends. If the recipient is awake when the spell is cast, the messenger can either end the spell immediately or wait until the recipient goes to sleep. Once the recipient goes to sleep, the message can be delivered. Whether the messenger has to wait or not, the messenger immediately becomes fully aware again once the message is delivered. Creatures who do not sleep cannot be a recipient of this spell.

Enhance Armor* Range: Touch
Spellcrafter 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.

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
Spellcrafter 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.

Familiar Range: Touch
Spellcrafter 2 Duration: Special

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

The familiar will behave as if permanently charmed by its master, and will perform any task assigned to it to the best of its ability. The creature's morale is increased by 2 points (to a maximum of 11), and it receives improved intelligence equal to 3+1d4 points. Familiars normally capable of speech (such as parrots) or sign language (such as monkeys) can even carry on conversations. Familiars also age at half the normal rate for their kind, so a cat familiar (for instance) might easily live forty years.

The familiar and its master are linked telepathically, allowing normal communication in both directions. The caster can see through the eyes of the familiar with moderate concentration. They can also sense the direction and approximate distance to the familiar (in general terms, such as "northeast more than a mile away" or "south more than a hundred miles and underground") by concentrating fully upon it for 1d6 rounds.

The connection between the master and familiar will extend any distance on the same plane, but if they are on different planes, the familiar saves vs. Spells once per week with success meaning it has been freed from the master. The freed familiar loses all benefits gained from this spell and becomes a normal animal. The master is affected as if their familiar has died. If the familiar was well treated by its former master it will be friendly toward them should they meet again, and the master may cast this spell (even if the normal time limit has not expired) to re-bind the animal as their familiar again.

Greater Warding Range: touch
Spellcrafter 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 the
Spellcrafter 6 area to be warded
Duration: 2 hours/level

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

Hardness* Range: touch
Spellcaster 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 feet plus 1 cubic foot 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* Range: 25'
Spellcaster 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 an affected metal item, possibly causing the 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'
Spellcaster 3 Duration: 2d8 turns

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

Immunity to Normal Weapons Range: touch
Spellcaster 3 Duration: 5 rounds+1/level

This spell temporarily makes the target immune to non-magical weapons. Anyone under the protection of this spell is treated as an enchanted creature for the purpose of magic items (for instance, a **Sword +1, +2 vs. Enchanted Creatures**).

SPELLCRAFTERS

A BASIC FANTASY SUPPLEMENT

Lord of the Rings Range: self
Spellcrafter 3 Duration: 1 turn/level

For the duration of the spell the caster can wear and benefit from up to four magical rings. Magical rings of the same type do not stack their effects (i.e. two **Rings of Protection** do not grant a +2 bonus to AC).

Magic Mirror Range: 10'
Spellcrafter 4 Duration: 1 round/level

Turns a reflective surface within range into a magic mirror through which the caster can view other creatures. The caster must know and name the creature. The caster and any other creatures viewing the mirror will be able to see the images, but only the caster will hear sound from the viewing. Detection and vision spells can be cast into it with a 3% chance per caster level of success. If successful, this allows the caster to cast **detect magic**, **see invisible**, etc through the mirror.

Major Spell Immunity Range: self
Spellcrafter 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.

Mass Armor Enhancement*
Spellcrafter 4 Range: special
Duration: 1 turn

The caster can affect with **enhance armor** up to 3 armor sets within 30 feet with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to AC to affected armor sets and can be avoided with a saving throw.

Mass Weapon Enhancement*
Spellcrafter 4 Range: special
Duration: 1 turn

The caster can affect with **enhance weapon** up to 3 weapons within 30 feet with a +1 bonus for every three levels of the caster.

The reverse of this spell imparts a -1 to hit and damage rolls to affected weapons and can be avoided with a saving throw.

Minor Creation Range: self
Spellcrafter 4 Duration: instantaneous

This spell creates a non-magical object of non-living matter. The volume of the item created cannot exceed 1 cubic foot 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
Spellcrafter 4 Duration: 1 round/level

This spell creates a 1-inch-thick green translucent shell around the caster that protects them 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 they 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
Spellcrafter 2 Duration: 1 hour/level

This spell cloaks an object of less than 10 cubic feet 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.

Move Earth Range: 400'
Spellcrafter 6 Duration: 1 round/level

This spell moves dirt (clay, loam, sand), possibly collapsing embankments, moving hillocks, shifting dunes, and so forth. However, in no event can rock formations be collapsed or moved. The spell can move up to one 150 feet square (up to 10 feet deep) per round.

This spell does not violently break the surface of the ground. Instead, it creates wavelike crests and troughs, with the earth reacting with glacier-like fluidity until the desired result is achieved. Trees, structures, rock formations, and such are mostly unaffected except for changes in elevation and relative topography.

The spell cannot be used for tunneling and is generally too slow to trap or bury creatures. Its primary use is for digging or filling moats or for adjusting terrain contours before a battle.

This spell has no effect on earth creatures.

Neutralize Potion Range: touch
Spellcrafter 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).

Overtake Item Range: 30'
Spellcrafter 3 Duration: instantaneous

With this spell the caster can activate one magical item not in their 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.

Permanency Range: 10'
Spellcrafter 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 Rules**.

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**.

Private Sanctum Range: 30'
Spellcrafter 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.

Protection From Lightning Range: Touch
Spellcrafter 4 Duration: special

If the caster touches themselves, this spell grants temporary immunity to lightning or electrical effects (normal and magic). When the spell absorbs 12 points per caster level of magical lightning 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 lightning grants temporary immunity against normal lightning or electrical effects. The spell also offers a +4 bonus to saving throws against magical lightning 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.

Repair* Range: touch
Spellcrafter 1 Duration: instantaneous

With this spell the caster repairs 1d6+1 points of damage by laying their hand upon the broken item, be it a vehicle, golem, etc.

SPELLCRAFTERS

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
Spellcrafter 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 they have 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* Range: 150'
Spellcrafter 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-foot 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 feet. A creature unable to levitate, fly, or otherwise free itself from the mud sinks until hip- or chest-deep, reducing its speed to 5' 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', suffering none of the other penalties given.

A BASIC FANTASY SUPPLEMENT

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 feet. 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 Range: see text
Spellcrafter 5 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- by 2- by 2 feet) it can contain up to 1 cubic-foot 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
Spellcrafter 3 Duration: instantaneous

This spell repairs 2d6+1 points of damage by laying their 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.

Starlight Blade Range: touch
Spellcrafter 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.

Stone Shape Range: touch
Spellcrafter 3 Duration: instantaneous

This spell allows the caster to shape, bend, and form an existing piece of stone (of up to 10 cubic feet + 1 cubic foot per level) into any shape they wish.

Fine detail is not possible but primitive doors, walls, bridges, or similar items can be created with this spell. Stone shaped in the form of moving or mechanical parts will not work on a roll of 1-2 on 1d6.

Warp Wood* Range: 50'
Spellcrafter 2 Duration: instantaneous

The caster causes non-magical wood in a 20-foot 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 foot 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.

Spellcrafters

A Basic Fantasy Supplement

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Release 11

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