



Charm Person

 30'

 special



Causes a humanoid creature of 4 HD or less to regard the caster as its trusted friend (save vs. Spells, +5 if threatened). Humans and demi-humans may be affected, regardless of level of ability.

The charmed person perceives the caster in the most favorable way but is not compelled to follow orders. The target receives a new saving throw each day if it has an Intelligence of 13 or greater, every week if its Intelligence is 9-12, or every month if its Intelligence is 8 or less.



 BF 18





Detect Magic

 60'

 2 turns



The caster is able to detect enchanted or ensorcelled objects or creatures within range by sight, seeing them surrounded by a pale glowing light. Only the caster sees the glow.

Invisible creatures or objects are not detected by this spell, but the emanations of the invisibility magic will be seen as an amorphous glowing fog, possibly allowing the caster to attack the invisible creature at an attack penalty of only -2.



 BF 20





Floating Disc

0




5 turns +1/level



Creates an invisible, circular plane of force, 3' in diameter and 1" deep at its center, for carrying loads. It can hold a maximum of 500 pounds of weight. The disc must be loaded so that the items placed upon it are properly supported, or they will fall off.

The disc floats level to the ground, at about the height of the caster's waist. It remains still when within 10' of the caster, and follows at the caster's movement rate if he or she moves away from it.



BF 22





Hold Portal



100'+10'/level



1 round/level



Magically holds shut a door, gate, window, or shutter of wood, metal, or stone. The magic affects the portal just as if it were securely closed and normally locked. A **knock** spell or a successful **dispel magic** spell can negate a hold portal spell.



BF 23





Light*

 120'

6 turns + 1/level



Creates a light like a torch. The effect is immobile if cast into an area, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

Reversed, creates an area of darkness just as described above. It blocks out Darkvision and negates mundane light sources.

A light spell may be cast to counter and dispel the darkness spell of an equal or lower level caster (and vice versa).

May be used to blind an opponent (save vs. Death Ray).



BF 25





Magic Missile



100'+10'/level



instantaneous



A missile of magical energy darts forth from the caster's fingertip and strikes its target, dealing $1d6+1$ damage. The missile strikes unerringly. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell.

For every three caster levels beyond 1st, an additional missile is fired up to a maximum of 5. If the caster fires multiple missiles, he or she can target a single creature or several creatures. A single missile can strike only one creature.



BF 26





Magic Mouth

 30'



special



Imbues a non-living object with an enchanted mouth that appears and speaks its message the next time a specified event occurs. The message may be up to three words per caster level long. The voice will resemble the caster's, but will not be identical. The mouth cannot use command words or activate magical effects.

Any visual and audible triggers can be used to activate the spell. The range limit of a trigger is 10' per caster level.



BF 26





Protection from Evil*



touch



1 turn/level



Wards the target from attacks by "evil" creatures, from mental control, and from all summoned creatures.

Grants +2 AC and +2 on saves against attacks from evil creatures. Blocks any attempt to possess or control the target. If such an attempt is successful it is suppressed until this spell ends. Prevents contact from summoned creatures. If the target attacks a summoned creature this creature is no longer affected.

Reversed, protects against "good" creatures instead of "evil" ones.



BF 28





Read Languages



0



special



Grants the caster the ability to read almost any written language. It can either allow the caster to read any number of written works in a variety of languages (duration: 1 turn/level), allow the caster to read any one book or tome (duration: 3 hours/level), or allows the caster to read any one scroll (duration: permanent).

This spell does not work on magical texts.

The spell grants the ability to read the texts, but nothing else. There must be at least one living creature that can read the given language somewhere on the same plane.



BF 29





Read Magic

0



permanent



When cast upon any magical text, such as a spellbook or magic-user spell scroll, Read Magic enables the caster to read that text. Casting this spell on a cursed text will generally trigger the curse.



BF 30





Shield

 self



5 rounds+1/level



Creates an invisible, shield-like mobile disk of force that hovers in front of the caster. It negates **magic missile** attacks directed at the caster, and improves the caster's AC by +3 vs. melee attacks and +6 vs. missile weapons. The AC benefits do not apply to attacks originating from behind the caster, but **magic missiles** are warded off from all directions.



BF 31





Sleep

 90'

5 rounds/level



Puts several creatures of 3 or fewer HD to sleep (save vs. Spells). The caster chooses a point of origin for the spell, and those creatures within 30' of the chosen point may be affected.

Sleeping creatures are helpless. 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.



BF 31





Ventriloquism

 60'



1 turn/level



This spell allows the caster to cause his or her voice to sound from someplace else within range, for example, from a dark alcove or statue.



BF 34



2



2

Continual Light*

 360'

1 year/level



Creates a spherical region of light, as bright as full daylight up to a 30' radius, with light of lesser intensity to a radius of 60'. Continual light can be cast on an object, into the air, or at a creature.

As with **light**, this spell can be used to blind a creature (save vs. Death Ray). If the save is made, the spell is cast into the air just behind the target creature.

The reversed spell causes complete absence of light.



BF 19



2



2

Detect Evil*

 60'

1 round/level



Allows the caster to detect overwhelmingly evil creatures and objects. The caster sees the "evil" creatures or objects with a definite glow around them, but the glow cannot be seen by anyone else.

Reversed, this spell works as above but with respect to "good" enchantments, angelic creatures, and so on.



BF 20



2



2

Detect Invisible

 60'



1 turn/level



By means of this spell the caster is able to see invisible characters, creatures or objects within range, seeing them as translucent shapes.



 BF 20



2



2

ESP

 60'



1 turn/level



Detect the surface thoughts of one or more targets within range. The caster must designate a direction, and then concentrate for a turn in order to hear the thoughts. Each turn the caster may choose to listen in a different direction. The target creature is not normally aware of being spied upon in this way.

Rock more than 2" thick or a thin coating of lead or gold will block the spell. All undead and mindless creatures are immune.



BF 21



2



2

Invisibility



touch



special



The target becomes invisible, including any gear carried.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light never becomes invisible, although a source of light can become so. Any part of an item that the target carries but that extends more than 10' from it becomes visible.

The spell ends if the subject attacks any creature or casts any spell. The spell lasts at most 24 hours.



BF 24



2



2

Knock

30'



special

Opens stuck, barred, locked, **held**, or **wizard locked** doors. It opens secret doors, as well as locked or trick-opening boxes or chests. It also loosens welds, shackles, or chains. If used to open a **wizard locked** door, the spell does not remove the **wizard lock** but simply suspends its functioning for one turn. Knock will not raise a portcullis or operate any other similar mechanism, nor will it affect ropes, vines, and the like. Each spell can undo a single means of preventing access.



BF 24

2

2



2

Levitate



touch



1 turn/level



Allows the caster to move a creature or an object up and down as desired. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. The caster can mentally direct the target to move up or down as much as 20' each round. The caster cannot move the target horizontally.

A levitating creature that attacks with a weapon finds itself increasingly unstable; Each attack imposes a cumulative -1 penalty up to a maximum penalty of -5. A full round spent stabilizing removes the penalty.



BF 24



2



2

Locate Object



360'



1 round/level



Allows the caster to sense the direction of a well-known or clearly visualized object. He or she can search for general items, in which case the nearest one of its kind is located if more than one is within range. The caster cannot specify a unique item unless he or she has observed that particular item firsthand (not through divination). The spell is blocked by even a thin sheet of lead or gold. Creatures cannot be found by this spell.



BF 25



2



2

Mirror Image

 self



1 turn/level



Creates several illusory duplicates of the caster. A total of 1d4 images plus one image per three caster levels (maximum eight images) are created. The figments mimic the caster's actions and always look exactly like the caster.

Enemies attempting to attack or cast spells upon the caster will always hit a figment instead. The figment is destroyed in the process. Area-effect spells are not cast directly on the caster, and thus appear to affect all figments exactly as they affect the caster.



BF 27



2



2

Phantasmal Force

180'



concentration



Creates the visual illusion of an object, creature (or small group of creatures), or other effect, up to a maximum size of 20'x20'x20'. The caster can animate the image within the limits of the area of effect. If used to create the illusion of creatures, they will have AC 11 and will disappear if hit in combat. Damage done by illusions is not real; those "killed" will wake up uninjured after 2d8 rounds. Attempting to animate more creatures than the caster's level grants viewing creatures with at least average Intelligence a save vs. Spells.



BF 27



2



2

Web



10' per level



2 turns/level



Creates a mass of strong, sticky strands, filling a volume of up to 8,000 cubic feet. The web must be anchored to two or more solid and diametrically opposed points or collapse upon itself and disappear. Anyone in the area of effect may be prevented from all physical actions (save vs. Death Ray to allow movement at half speed). Creatures with Strength of 13 or higher (or 4+ HD) may be able to break loose by attempting another save.

Fire can burn away a 10' cube in 1 round. All creatures within flaming webs take 2d4 fire damage from the flames.



BF 35



2



2

Wizard Lock

 20'



permanent



A **wizard lock** spell cast upon a door, chest, or portal magically locks it. The caster can freely pass his or her own wizard lock without affecting it, as can any Magic-User 3 or more levels higher than the caster of the wizard lock; otherwise, a door or object secured with this spell can be opened only by breaking in or with a successful **dispel magic** or **knock** spell.



BF 35





Clairvoyance

 60'

12 turns



The caster sees through the eyes of a living creature in another area. The caster must specify the direction and approximate distance. If there is no appropriate creature in that area, the spell fails. No saving throw is allowed, and the target creature is unaware that it is being so used. The caster may choose another subject creature after at least a turn has passed, enabling multiple locations to be viewed. If the subject creature moves out of range, contact is lost, though the caster may choose another target.



BF 18





Darkvision



touch



1 hour/level



The subject receives Darkvision with a range of 60' for the duration of the spell. (See BF 37 for details.)



BF 19





Dispel Magic

 120'



instantaneous



End ongoing spells that have been cast on a creature or object, or end ongoing spells within a 20' cube. Spell effects created by higher level casters might not be canceled; there is a 5% chance the dispel magic will fail for each level the spell effect exceeds the caster level.

Some effects cannot be ended by dispel magic; including any curse and effects of cursed items.



BF 20





Fireball



100'+10'/level



instantaneous



Create an explosion of flame that deals 1d6 fire damage per caster level to every creature within a spherical volume with 20' radius (save vs. Spells for half).

The caster points a finger and a pea-sized bead streaks from the pointing digit and blossoms into the fireball at a point indicated by the caster. If the caster attempts to send the bead through a narrow passage he or she must roll a missile attack to hit the opening, or else the bead strikes the barrier and detonates prematurely.



BF 21







touch



1 turn/level



The target can fly at a speed equal to his or her normal movement rate (adjusted by encumbrance). The subject can ascend at half speed and descend at double speed. The target can attack or cast spells normally but can neither charge nor run.

If the spell ends while the target is still aloft, the target floats downward 120'/round for 1d10 rounds. If the target reaches the ground in that amount of time, he or she lands safely. If not, the target falls the rest of the distance, taking normal falling damage.



BF 22





Haste*



30'+10'/level



1 round/level



Accelerates the actions of 1 creature per caster level. The affected creatures move and act twice as quickly as normal. Spellcasting is not accelerated, nor is the use of magic items such as wands, which may still be used just once per round. Multiple haste or speed effects don't combine.

Reversed, halves target's move and number of attacks per round (save vs. Spells). Haste and slow counter and dispel each other.



BF 23





Hold Person

 180'

2d8 turns



This spell will render any living humanoid creature paralyzed (save vs. Spells). Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.



BF 23





Invisibility 10' Radius



touch



1 turn/level



All creatures within 10' of the target become invisible, including any gear carried. The center of the effect is mobile with the recipient.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light never becomes invisible, although a source of light can become so.

An affected creature that leaves the 10' radius, attacks, or casts a spell becomes visible. The spell lasts at most 24 hours.



BF 24





Lightning Bolt



50'+10'/level



instantaneous



Releases a powerful stroke of electrical energy dealing 1d6 electricity damage per caster level (save vs. Spells for half) to each creature within its area. The bolt begins at the caster's fingertips and extends to the range given. The caster may choose to limit the range of the spell, but the minimum range is 60'. The lightning bolt passes through an area 5' wide, arcing and jumping. It sets fire to combustibles and damages objects in its path.



BF 25





Protection from Evil 10' Radius*



touch



1 turn/level



Wards all creatures within 10' of the target from attacks by evil creatures, from mental control, and from all summoned creatures.

Grants +2 AC and +2 on saves against attacks from evil creatures. Blocks any attempt to possess or control those protected. If such an attempt is successful it is suppressed until this spell ends. Prevents contact from summoned creatures. If a protected creature attacks a summoned creature the summoned creature is no longer affected.

Reversed, protects against good creatures instead of evil ones.



BF 28





Protection from Normal Missiles



self



1 turn/level



The caster is completely protected from small sized, non-magical missile attacks. Therefore, magic arrows, hurled boulders, or other such are not blocked, but any number of normal arrows, sling bullets, crossbow bolts, thrown daggers, etc. will be fended off. Note that normal missiles projected by magic bows count as magical missiles for the purposes of this spell.



BF 28





Water Breathing



touch



2 hours/level



The affected creatures can breathe water freely. Divide the duration evenly among all the creatures the caster touches. The spell does not make creatures unable to breathe air.



BF 35





Charm Monster

 30'



special



This spell functions like **charm person**, except that the effect is not restricted by creature type or size. Undead monsters are unaffected. This spell can affect 3d6 hit dice of creatures of 3 or fewer hit dice, or one creature of more than 3 hit dice. Saving throws are made just as for **charm person**.



BF 18





Confusion



360'



2 rounds+1/level



Causes up to 3d6 living creatures within a 30' radius circle around the target point to become confused, making them unable to determine what they will do (save vs. Spells).

Roll a d20 for each subject each round to see what it does. 1-2: attack caster, 3-4: act normally, 5-10: do nothing, 11-14: flee from caster, 15-20: attack nearest creature. A confused character who can't carry out the indicated action does nothing but babble incoherently. Any confused character who is attacked automatically retaliates on its next turn.



BF 18





Dimension Door

 10'



instantaneous



The caster instantly transfers any single target creature within range to any spot within $200' + 20'/\text{level}$ (save vs. Spells if unwilling).

The target always arrives at exactly the spot desired, whether the caster visualizes the area or states direction and distance. Anything worn or carried by the target will be transported also, including another character or creature if the transportee can lift it. If the target area is within a solid object, the spell fails automatically.



BF 20





Growth of Plants*

 120'



permanent



Causes normal vegetation within range to become thick and overgrown. The dimensions of the growth are determined by the caster, but cannot exceed 1000 sq. feet per 5 caster levels. All movement within the affected area is reduced to no more than 5' per round for less than giant sized creatures; giant sized creatures are reduced to half normal movement rate. The area must have brush and/or trees in it for this spell to take effect.

The reverse form may be used to render overgrown areas passable.



BF 22





Hallucinatory Terrain



400'+40'/level



12 turns/level



This spell makes one 10 yard cube per level of outdoor terrain appear like a different type. This spell requires a full turn to cast.

The affected terrain looks, sounds, and smells like another sort of natural terrain. Structures, equipment, and creatures within the area are not hidden or changed in appearance. A save vs. Spells is allowed to see through the illusion, but only if the creatures or characters affected actively attempt to do so.



BF 23





Ice Storm



300'+30'/level



1 round



Causes great magical hailstones to pound down, dealing 5d6 damage to all creatures in a 20' radius around the target spot (save vs Spells for half). The ice storm fills a vertical volume of 40', so creatures higher than that distance above the target spot are unaffected. A -20% penalty applies to each Listen roll made within the ice storm's effect, and all land movement within its area is at half speed. At the end of the duration, the hail disappears, leaving no aftereffects. Any creature naturally resistant to cold takes half damage.



BF 24





Massmorph



100'+10'/level



1 hour/level



The caster causes $1d4+1$ man-sized (or smaller) creatures per four caster levels to appear as if they are natural effects of the terrain. All creatures to be affected must be within range at the time the spell is cast. Only willing creatures the caster wishes to hide are affected.

If an affected creature moves or attacks, the illusion is dispelled for that creature. The caster may end the spell early if he or she wishes by speaking a single word. The illusion can also be ended by **dispel magic**.



BF 26



4



4

Polymorph Other

 30'



permanent



Allows the caster to change one target into another form of living creature (save vs. Polymorph). The new form can't have more HD than the caster's level, or be incorporeal or gaseous. The target gains the behavioral and mental traits, any physical attacks, special, supernatural or spell-like abilities of the new form, in addition to the physical capabilities and statistics of such. The target retains its HP, regardless of the HD of the new form. A creature with shape changing abilities can revert to its natural form in one round.



BF 27





Polymorph Self

 self



1 hour/level



Allows the caster to change into another form of living creature. The new form can't have more HD than the caster's level. The caster can't assume an incorporeal or gaseous form.

The caster gains the physical capabilities and statistics of the new form but retains his or her own mental abilities. He or she also gains all physical attacks possessed by the form but does not gain any special, supernatural or spell-like abilities.



BF 28



4



4

Remove Curse*

 30'



instantaneous



Removes all curses on an object or a creature. Does not remove the curse from a shield, weapon, or suit of armor.

Reversed, allows the caster to place a curse on the target (save vs. Spells). Choose one of the following effects: -4 decrease to an ability score (minimum 1), -4 penalty on attack rolls and saves, 50% chance to be unable to act each round of combat.



 BF 30



4



4

Wall of Fire



180'



1 round/level



Creates a curtain of fire. One side of the wall deals 2d4 fire damage to creatures within 10' and 1d4 fire damage to those within 20' each round. It deals 2d6 +1/level fire damage to any creature passing through it. The wall deals double damage to undead.

The wall is either a sheet of flame extending up to 20' per caster level, or a ring with a radius up to 5' per caster level. It is up to 20' tall.

Any creature caught within the wall when it appears takes 2d6 +1/level fire damage (save vs. Spells to take 2d4 damage instead).



BF 34



4



4

Wizard Eye



240'



6 turns



Creates an invisible magical eye through which the caster can see. The eye has Darkvision, but otherwise sees exactly as the caster would. It can be created in any place the caster can see within range and thereafter can move at a rate of 40'/round. The eye will not move more than 240' away from the caster under any circumstances. The eye cannot pass through solid objects, but as it is exactly the size of a normal human's eye, it can pass through holes as small as 1" in diameter. The caster must concentrate to use the eye.



BF 35





Animate Dead



touch



special



Turns the bones or bodies of dead creatures into undead skeletons or zombies (up to twice the caster level in HD) that follow the caster's spoken commands. They remain animated until they are destroyed. Animated skeletons have HD equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one HD, regardless of the character level of the deceased. Zombies have one more HD than the creature had in life. Skeletons and bodies have to be mostly intact for this spell to work. No character may normally control more HD of undead than 4 times his or her level



BF 17





Cloudkill



100'+10'/level



6 rounds/level



Creates a 20'x20'x20' cloud of poison gas which moves at a rate of 10' per round under the control of the caster (so long as he or she concentrates on it). The gas kills outright any creatures of 3 or fewer hit dice or levels it comes in contact with; creatures having 4 or more hit dice or levels must save vs. Poison or die. The cloud persists for the entire duration even if the caster ceases to concentrate upon it.



BF 18





Conjure Elemental

240'



special



A portal to one of the Elemental Planes is opened, allowing the caster to summon an elemental. At most one elemental of each type may be summoned in a given day. The elemental serves the conjurer indefinitely, provided the caster concentrates on controlling the creature; spell casting, combat, or movement over half the normal rate results in loss of concentration. While controlling an elemental, the caster can dismiss it at will. If the caster loses concentration, control of the summoned Elemental is lost permanently. The creature then seeks to attack the caster and all in its path.



BF 18





Feeblemind

180'



permanent

The target creature's Intelligence and Charisma scores each drop to 1 (save vs. Spells). The target is unable to cast spells, understand language, or communicate coherently. The victim does remember who its friends are and can follow and protect them from harm. The subject remains in this state until a **heal** spell is used to cancel the effect. A target creature that can cast Magic-User spells suffers a penalty of -4 on its saving throw against this spell.



BF 21

5



Hold Monster

 180'

2d8 turns



This spell will render any living creature paralyzed (save vs. Spells). Creatures larger than ogres will not be affected by this spell. Targets of the spell are aware, and breathe normally, but cannot take any actions. The spell may be cast at a single person, who makes his or her save at -2, or at a group, in which case 1d4 of the creatures in the group may be affected.



BF 23





Magic Jar

60'



special



The caster places his or her soul in a gem or large crystal within spell range, leaving the body lifeless. The caster may then attempt to take control of a nearby living creature within spell range (save vs. Spells), forcing its soul into the magic jar. The jar never holds more than one soul. If it is left empty the spell ends. The caster keeps his or her mental abilities (including spellcasting), level, and class. The body retains its physical abilities. When a soul leaves the jar it will return to its original body if it is in range, otherwise it departs and the body dies.



BF 25





Passwall

 30'

3 turns



Passwall creates a passage through wooden, plaster, or stone walls, but not through metal or other harder materials. The passage is up to 10' + 10' per three caster levels above 9th deep. If the wall's thickness is more than the depth of the passage created, then a single passwall simply makes a niche or short tunnel. When passwall ends, creatures within the passage are ejected out the nearest exit.



BF 27





Telekinesis

 self

 3 turns



Move objects or creatures by concentration alone (save vs. Death Ray). An object weighing no more than 50 pounds per caster level can be moved up to 20' per round. In order to use this power, the caster must concentrate and may not run, attack, or cast spells. If concentration is lost, the power may be used again on the next round, but the subject of the effect is allowed a new saving throw.

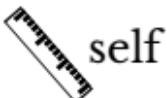


BF 33





Teleport



self



instantaneous



Instantly transport the caster to a designated destination, up to 100 miles per caster level away. Interplanar travel is not possible. The caster can bring along objects or creatures (save vs. Spells), not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported.

The caster must have some idea of the location and layout of the destination. Roll d% and consult the table in the core rules to determine the outcome.



BF 33





Wall of Stone



15' per level



permanent



Creates a wall of rock composed of up to one 10'x10' square section, 1' thick, per caster level. The wall must merge with and be solidly supported by existing stone. It can be used to bridge a chasm. For this use, if the span is more than 20', the wall must be arched and buttressed, reducing the spell's area by half. The wall can also be crudely shaped to create crenelations, battlements, and so forth by similarly reducing the area.

It is possible to trap mobile opponents, provided the wall is shaped appropriately (save vs. Death Ray).



BF 34





Anti-Magic Shell



10' radius



1 turn/level



Within a 10' radius around the caster, all magic is negated for the full duration of the spell. Magical attacks will not affect the caster, magic items and spells within the radius are suppressed, and the caster cannot perform further magic until the spell has expired.



BF 17





Death Spell

240'



instantaneous



Kill 3d12 HD of creatures in a 30' radius sphere centered wherever the caster wishes (within the range limit). Each creature affected is allowed to save vs. Death Ray; those that fail the save die immediately. Creatures of 8 or more HD are immune to the spell, as are any creatures that are not truly alive.



BF 19





Disintegrate

 60'



instantaneous



Causes a thin, green ray to spring from the caster's pointing finger. Any single creature or object (up to a 10' cube of material) is entirely disintegrated, leaving behind only a trace of fine dust. A disintegrated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.



BF 20





Flesh to Stone*



30'/level



permanent



This spell causes the target, along with all its carried gear, to turn into a mindless, inert statue (save vs. Petrification). If the statue is broken or damaged, the target suffers equivalent damage or deformities. Only creatures made of flesh are affected by this spell.

The reverse spell acts as a counterspell for **flesh to stone**, restoring the creature just as it was when it was petrified.



BF 21





Geas*

 5' per level

 special



Places a command on a creature (save vs. Spells). The target creature must be able to understand the caster. A geas cannot compel a creature to kill itself but it can cause almost any other course of activity. The geased creature must follow the given instructions until the geas is completed.

For every 24 hours that the subject does not obey the geas, each of its ability scores is reduced by 2 up to a total reduction of 8 but not below 3. The ability score penalties are removed 24 hours after the subject resumes obeying the geas.



 BF 22





Invisible Stalker

0



special



The caster summons an **invisible stalker** to do his or her bidding (see BF 99 for details). The spell persists until **dispel evil** is cast on the creature, it is slain, or the task is fulfilled. The GM is advised to review the monster entry for the invisible stalker when this spell is used, as they may not always be reliable servants.



BF 24





Lower Water

 360'



1 turn/level



Causes water or similar liquid to reduce its depth by as much as 2' per caster level (to a minimum of 1"). The water is lowered within a square-shaped depression whose sides are up to 10' long per caster level. In extremely large and deep bodies of water, such as a deep ocean, the spell creates a whirlpool. When cast on water elementals and other water-based creatures, this spell acts as a **slow** spell (save vs. Spells). The spell has no effect on other creatures.



BF 25





Projected Image

 240'

6 turns



Creates a quasi-real, illusory version of the caster. The intangible projected image looks, sounds, and smells like the caster, in addition to mimicking gestures and actions (including speech). Any further spells cast seem to originate from the illusion, not the actual caster. The spell ends if the line of sight between the caster and his or her illusory self is broken or the illusionary caster is struck in combat. Note that this spell grants no special sensory powers to the caster. All spell ranges are still figured from the caster's actual position.



BF 28





Reincarnate



touch



instantaneous



Brings a humanoid creature, that has been dead for no more than a week, back in another body, provided that the target's soul is free and willing to return. Roll a d% to determine what sort of creature the target becomes: 1-2: Bugbear, 3-17: Dwarf, 18-28: Elf, 29: Gnoll, 30-39: Gnome, 40-44: Goblin, 45-63: Halfling, 64-88: Human, 89-92: Kobold, 93: Lizard Man, 94-98: Orc, 99: Troglodyte, 100: other. Only a small portion of the target's body at the time of death is required.

The target's class and mental abilities are unchanged. Physical abilities should be rerolled. The target's level is reduced by 1.



BF 30





Wall of Iron

 90'

permanent



Creates a vertical iron wall. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. The wall cannot be conjured so that it occupies the same space as a creature or another object. The wall must always be a flat plane and it must always be in contact with the ground. The wall can be created resting on a flat surface, allowing it to be tipped over. A creature with 13 Strength (or 4 or more Hit Dice) can push the wall over. Any creature of Ogre-size or smaller crushed beneath the wall takes 10d6 damage (save vs. Death Ray + Dex).



BF 34

