

Basic Fantasy

Role-Playing Game

Unearthed Arcana



www.basicfantasy.org

Cleric Options

A Basic Fantasy RPG Supplement

Release 7

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides additional options for Cleric-class characters for use with the Basic Fantasy RPG rules, available as a free download at the website.

Where noted some options can also apply to druids.

Turning the Undead

With this option the GM may allow clerics to add their wisdom or charisma modifier to all **Turn Undead** rolls.

If the GM uses the optional druid class, druids get to do the same for their **Turn or Befriend Animals** roll.

As a further option the same modifier could be applied to the number of HD affected.

Not all clerics serve good deities or deities with a neutral outlook towards moral issues, some clerics (usually GM handled NPCs) will serve evil deities.

Evil or chaotic clerics may - at the GM's discretion-get a variant of **Turn Undead** called **Command Undead**.

Command Undead works exactly as **Turn Undead** except that undead affected by a T result are either turned or controlled by the cleric for 2d4 turns and Undead affected by a D result are either turned or controlled for 24 hours.

An evil cleric can control a number of HD of undead creatures up to no more than twice his level.

Spell Bonus for wisdom

This variant allows cleric characters to prepare more spells than usual of certain levels due to high wisdom. Characters may not prepare spells above the level they can cast, so even though a character with an 18 wisdom gets a second level spell as a bonus spell, he can't prepare second level spells until he reaches 4th level.

If the GM uses the optional druid class, druids should get bonus spells for wisdom too.

If the GM uses the optional *0-Level Spells* supplement, then the orison column can also be used. Use the following table.

Wisdom	Bonus Spells	Bonus Orisons
9 – 11	No bonus spells	0
12	No bonus spells	+1
13 – 15	1 x 1 st level spell	+1
16 – 17	2 x 1 st level spells	+2
18	2 x 1 st , 1 x 2 nd level spells	+3

Making Holy Water

Holy water is a staple of old school adventure fantasy gaming, every player has had its character handle it at least once when dealing with the Undead.

But, how does it come to be?

To create holy water a cleric of at least fourth level must be present.

First the water must be collected pure: either at a spring, well or by collecting rain.

Then it must be brought to a temple of the cleric's faith and laid into a specially prepared stoup.

A typical temple stoup for creating holy water is located in the temple's Sancta sanctorum and can hold enough water to create 10 vials.

For the next three days one or more clerics must cast **Protection from Evil** and **Bless** on the water (which must never leave the stoup or it is considered wasted).

At least one fourth level cleric of the appropriate faith must be present although the spells may come from scrolls or magic items.

Any interruption in the casting of the required spells will waste the water.

The water will be considered wasted if contaminated while in the stoup, in addition the stoup will then have to be ritually cleansed, this requires one week and the casting of the Bless spell.

It's up to the GM if druids can create holy water in his or her campaign.

If the GM allows druids to create holy water, they do not so in stoups but they collect it from holy springs at the center of druid groves.

Stoups

Stoups may or may not be present in faraway small villages, and when present are probably small (5 vials or so).

On the contrary, stoups of main temples in big important cities can hold up to 20 vials (and more than one stoup may be present).

A stoup for creating holy water is considered a magic item with a permanent effect, small stoups are considered to have a 1st level effect, average ones are 2nd level and large ones are 3rd level.

Thus only clerics of 9th level (or higher) can create a stoup via magical research, the table below is a short reminder of costs and times extrapolated from the BFRPG Rulebook

Stoup	Vial capacity	Cost to create	Time to create	Success chance	Weight
Small	5	500	7 days	-5%	125 pounds
Average	10	1000	9 days	-10%	250 pounds
Large	20	1500	11 days	-15%	500 pounds

Druids can "make" holy springs via magical research.

Holy springs are always considered Large stoups.

Other Uses of Holy Water

Holy water can be used by clerics to boost their spell-casting and the effect of Turning undead.

A cleric may consume one or more vials of holy water to double the duration of some of his spells.

Only defensive/protective spells can be boosted in this way (namely: **Bless, Protection from Evil, Protection from Evil 10' Radius, Resist Cold, Resist Fire**).

The cleric must consume a number of vials equal to the spell level of the spell to be boosted.

Otherwise a cleric may consume a vial of holy water, used to sprinkle the undead, while using its **Turn Undead** ability.

This grants the cleric a +2 bonus to the **Turn Undead** check, and to the number of affected HD.

If Druids have the ability to create Holy Water, it will affect the **Turn or Befriend Animals** ability and boost the duration of the following spells: **Entangle, Faerie Fire, Pass Without Trace, Speak with Animals, Speak with Plants.**

"Unholy" Water?

At the GM's discretion holy water created by these clerics may have slightly different usual effects.

Unholy water heals undead as much as holy water damages them and boosts **Command Undead** the same way holy water affects **Turn Undead**.

Unholy Water boosts the following spells: **Bane, Cause Fear, Hold Person, Protection from Good, Protection from Good 10' Radius.**

Non-standard holy water

If the GM does not use the standard cleric class in his campaign, druidic Holy Water and Unholy Water can be used as examples of how different religious outlooks/priesthoods can create holy water that has different effects.

Druids

A Basic Fantasy RPG Supplement

Release 11

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INTRODUCTION

This supplement provides information for playing Druids, a form of “specialist” Cleric, under the Basic Fantasy Role-Playing Game rule system. 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 CLASSES

Druid (subclass)

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d6	-	-	-	-	-	-
2	1,500	2d6	1	-	-	-	-	-
3	3,000	3d6	2	-	-	-	-	-
4	6,000	4d6	2	1	-	-	-	-
5	12,000	5d6	2	2	-	-	-	-
6	24,000	6d6	2	2	1	-	-	-
7	48,000	7d6	3	2	2	-	-	-
8	90,000	8d6	3	2	2	1	-	-
9	180,000	9d6	3	3	2	2	-	-
10	270,000	9d6+1	3	3	2	2	1	-
11	360,000	9d6+2	4	3	3	2	2	-
12	450,000	9d6+3	4	4	3	2	2	1
13	540,000	9d6+4	4	4	3	3	2	2
14	630,000	9d6+5	4	4	4	3	2	2
15	720,000	9d6+6	4	4	4	3	3	2
16	810,000	9d6+7	5	4	4	3	3	2
17	900,000	9d6+8	5	5	4	3	3	2
18	990,000	9d6+9	5	5	4	4	3	3
19	1,080,000	9d6+10	6	5	4	4	3	3
20	1,170,000	9d6+11	6	5	5	4	3	3

Druids are nature priests, revering the gods of the natural world. Often a Druid uses mistletoe as a holy symbol, but this can vary with specific nature deities. Druids spend their time contemplating nature or in mundane forms of service such as ministering in rural areas. However, there are those who are called to go abroad to serve the

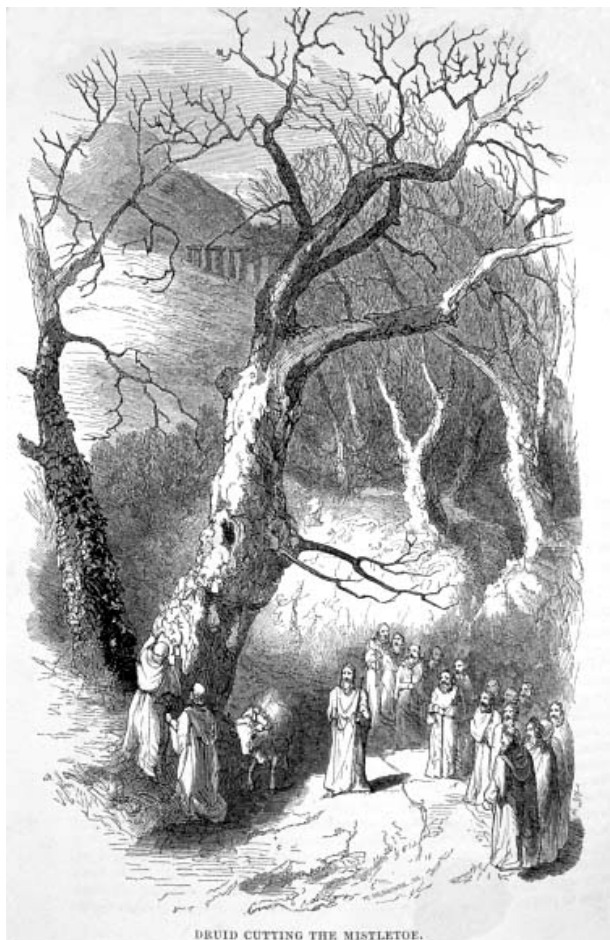
natural order in a more direct way by working actively to restore balance.

Druids advance at the same rate as Clerics, and they use the same combat and saving throw tables. Druids can cast spells of divine nature starting at 2nd level, and they have the power of Animal Affinity (detailed at the end), working much like the Clerical ability to Turn Undead. They can identify any natural animal or plant, and can identify clean water.

A BASIC FANTASY SUPPLEMENT

Unearthed Arcana

The Prime Requisite for Druid is Wisdom; a character must have a Wisdom score of 9 or higher to become a Druid. Druids may not utilize metal armor of any type, and they are likewise limited to wooden shields. Druids utilize any one-handed melee weapon, as well as staff,



DRUID CUTTING THE MISTLETOE.

sling, and shortbow.

SPELLS

Below are listed spells available to the Druid subclass described above. Spells in **bold** are new to this supplement. Spells with a * are reversible.

Druid Spells

First Level Druid Spells

1	Animal Friendship
2	Create Water
3	Cure Light Wounds*
4	Detect Magic
5	Detect Snares and Pits
6	Entangle
7	Faerie Fire
8	Pass Without Trace

Second Level Druid Spells

1	Charm Animal
2	Find Traps
3	Heat Metal*
4	Obscuring Mists
5	Produce Flame/Cold
6	Slow Poison
7	Speak With Animals
8	Warp Wood*

Third Level Druid Spells

1	Assume Animal Form
2	Call Lightning
3	Cure Disease*
4	Hold Animal
5	Neutralize Poison*
6	Plant Growth
7	Protection From Fire
8	Water Breathing

Fourth Level Druid Spells

1	Call Woodland Beings
2	Control Temperature, 10' Radius
3	Cure Serious Wounds*
4	Lower Water
5	Protection From Lightning
6	Speak With Plants
7	Summon Animals I
8	Tree Sanctuary

Fifth Level Druid Spells

1	Commune With Nature
2	Control Winds
3	Dispel Evil
4	Flame Strike
5	Growth of Animals
6	Rock to Mud*
7	Summon Animals II
8	Wall of Fire

Sixth Level Druid Spells

1	Animate Natural Objects
2	Find the Path
3	Part Water
4	Pass Tree
5	Reincarnate
6	Summon Animals III
7	Weather Summoning
8	Word of Recall

DESCRIPTION OF NEW SPELLS

Animal Friendship Range: 30'
 Druid 1 Duration: permanent

Upon encountering a normal or giant-sized (but not magical) animal, the caster may begin casting this spell, which requires an hour to complete. During this period the animal will remain nearby, and will not attack the caster or his or her allies for the duration of the casting (so long as they do not attack or otherwise disturb it). At the end of the casting, if the animal rolls a successful save vs. Spells, the spell has failed. At this point the animal acts naturally, without bearing the caster any special ill-will.

If the animal fails its save, it becomes an *animal friend* and joins the caster for the rest of its natural life, assisting in any way it can. Both the caster and any other *animal friends* are treated as treasured partners. There is no arcane mental connection, nor any particular control, but rather a strong fraternal bond which should go both ways. If the animal is treated poorly, or its love not returned over a period of time, it can attempt another save. Spells at the GM's discretion.

A caster may only have, at most, twice his or her level in hit dice of *animal friends*. If this spell is cast on an animal that would put the total above that number, it has no effect.

Animate Natural Objects

Druid 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

Druid 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.

Call Lightning Range: 100' + 10'/level
 Druid 3 Duration: 1 round/level

Immediately upon completion of the spell, and at most once per round thereafter, the caster may call down a 5 ft wide, 30 ft long vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whichever target point the caster chooses within the spell's range (measured from the caster's position at the time of casting). Any creature in the target area or in the path of the bolt is affected; a successful save vs. Spells reduces damage taken by half.

The caster needs not call a bolt of lightning immediately; other actions, even spellcasting, can be performed. However, each round after the first the caster may choose to call a bolt instead of taking some other normal action. The caster may call a total number of bolts equal to one-third of his or her caster level, rounded down.

If the caster is outdoors and in a stormy area – a rain shower, clouds and wind, hot and cloudy conditions, or even a tornado (including a whirlwind formed by a djinni

or an air elemental) – each bolt deals 3d8 points of damage instead of 3d6.

This spell functions only where the open sky is accessible, generally meaning outdoors; bolts may be summoned through windows or skylights at the GM's discretion.

Call Woodland Beings

Druid 4 Range: 120'
 Duration: 1 round/level

This spell summons woodland creatures. They appear where the caster designates and act immediately, on his or her turn (they cannot be summoned into an environment that cannot support them). They attack the caster opponents to the best of their ability. If the caster can communicate with the creatures, he or she can direct them not to attack, to attack particular enemies or to perform other actions.

The caster may conjure one type of creature from this list, at his or her option:

- 4 Centaurs,
- 16 Pixies,
- 2 Treants, or
- 4 Unicorns

This spell only works outdoors in a natural location; it will not function in any artificial structure, nor within the boundaries of any village, town, or city.

Commune With Nature

Druid 5 Range: see text
 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

Druid 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 Winds

Druid 5 Range: 0 (see text)
 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**).

Detect Snares and Pits

Druid 1 Range: 60'
 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.

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.

Entangle

Druid 1 Range: 200'
 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 ¼ normal speed; very large and/or very strong creatures (at least as big or strong as a giant or dragon) move at ½ 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.

Faerie Fire Range: 200' +10'/level
 Druid 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.

Flame Strike Range: 60'
 Druid 5 Duration: instantaneous

A **flame strike** produces a vertical column of divine fire roaring downward (cylinder of 10 ft radius, 30 ft high). The spell deals 6d8 points of damage to any creatures within the area of effect; a save vs. Spells for half damage is allowed.

Heat Metal Range: 25'
 Druid 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 Animal Range: 180'
 Druid 3 Duration: 2d8 turns

This spell functions like **hold person**, except that it affects only animals; specifically, this means non-magical living creatures of animal intelligence, including giant-sized animals. A save vs. Spells is allowed to resist this spell.

Obscuring Mist Range: 20' radius
 Druid 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

Part Water Range: 60'
 Druid 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 Range: Touch
 Druid 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
 Druid 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.

Plant Growth Range: special
 Druid 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.

Produce Flame/Cold Range: 0
 Druid 2 Duration: 1 min./level

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 Fire
 Druid 3 Range: Touch
 Duration: special

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
 Druid 4 Range: Touch
 Duration: special

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

Rock to Mud* Range: 150'
 Druid 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).

Slow Poison Range: Touch
Druid 2 Duration: 1 hour/level

The creature touched by the caster becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. **Slow poison** does not cure any damage that poison may have already done, with exception of the following circumstances.

If cast on a character who received lethal damage from poison the previous round, the spell will remove that round's poison damage only, and delay it for the duration

of the spell. Prior poison damage will remain unaffected, but, as noted above, no further damage is accrued until the spell lapses, and will never accrue if the poison is neutralized while this spell is in effect. This will give the poisoned victim an opportunity to seek a cure to neutralize the poison before it is fatal.

Summon Animals I
Druid 4 Range: 40'/level
Duration: One 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
Druid 5 Range: 60'/level
Duration: One 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
Druid 6 Range: 80'/level
Duration: One 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.

Tree Sanctuary Range: Touch
Druid 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.

Warp Wood* Range: 50'
Druid 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.

Weather Summoning Range: 10 miles
Druid 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.

NEW COMBAT RULES

Animal Affinity

Druids have the Animal Affinity ability, that is the ability to calm or befriend normal animals. The Druid attempts to communicate a benign intent, and through his or her connection to the natural world, the animals affected may be either calmed or befriended. The player rolls 1d20 and tells the GM the result. Note that the player should always roll, even if the GM knows the character can't succeed (or can't fail), as telling the player whether or not to roll may reveal too much.

The GM looks up the Druid's level on the Druids Animal Affinity Table, below, and cross references it with the animal's hit dice. Tame or normally domesticated animals such as livestock, family pets, or normal beasts of burden are treated as half their actual HD, reflecting their relative easy manageability. Monstrous animals such as griffins,

owlbears, pegasi, or other such "near-natural" creatures are treated as they are 1 HD more than listed to reflect their unique natures. If the table indicates "No" for that combination, it is not possible for the Druid to affect that type of animal. If the table gives a number, that is the minimum number needed on the 1d20 to Calm that sort of animal. If the table says "C" for that combination, that type of animal is automatically affected. If the result shown is a "B" for that combination, that type of animal is automatically befriended.

If the roll is a success, 2d6 HD of animals are affected. Surplus hit dice are lost, but at least one animal is always affected if the first roll is a success.

If a mixed group of animals (say, a boar and a black bear) is to be affected, the player still rolls just once. The result is checked against the weakest sort first (the boar), and if

Druid Animal Affinity Table

Druid Level	Hit Dice of Animal										
	< 1	1	2	3	4	5	6	7	8	9	10
1	9	13	17	19	No	No	No	No	No	No	No
2	7	11	15	18	20	No	No	No	No	No	No
3	5	9	13	17	19	No	No	No	No	No	No
4	3	7	11	15	18	20	No	No	No	No	No
5	2	5	9	13	17	19	No	No	No	No	No
6	C	3	7	11	15	18	20	No	No	No	No
7	C	2	5	9	13	17	19	No	No	No	No
8	C	C	3	7	11	15	18	20	No	No	No
9	B	C	2	5	9	13	17	19	No	No	No
10	B	C	C	3	7	11	15	18	20	No	No
11	B	B	C	2	5	9	13	17	19	No	No
12	B	B	C	C	3	7	11	15	18	20	No
13	B	B	B	C	2	5	9	13	17	19	No
14	B	B	B	C	C	3	7	11	15	18	20
15	B	B	B	B	C	2	5	9	13	17	19
16	B	B	B	B	C	C	3	7	11	15	18
17	B	B	B	B	B	C	2	5	9	13	17
18	B	B	B	B	B	C	C	3	7	11	15
19	B	B	B	B	B	B	C	2	5	9	13
20	B	B	B	B	B	B	C	C	3	7	11

Tame, Domesticated, or Normal Beasts of Burden are treated as half their actual Hit Dice.

Monstrous Animals or other "Near-Natural" Animals are treated as 1 Hit Die higher.

they are successfully Calmed or Befriended, the same result is checked against the next higher type of animal. Likewise, the 2d6 HD are rolled only once. For example, if the group described above is to be affected by a 2nd level Druid, he or she would first need to have rolled a 15 or higher to Calm the boar. If this is a success, 2d6 are rolled; assuming the 2d6 roll is a 6, this would Calm the boar and leave a remainder of 4 HD of effect. Black bears are in fact 4 HD animals, so assuming the original 1d20 roll was a 20, the black bear is Calmed as well. Obviously, were it a group of 2 boars and a black bear, the 2d6 roll would have to be a total of 8 or higher to affect them all.

If a Druid succeeds at Calming or Befriending the animals, but not all animals present are affected, he or she may try again in the next round to affect those which remain. If any roll to Calm or Befriend the Animals fails, that Druid may not attempt to use his or her Animal Affinity ability again for one full turn. A partial failure

NEW MAGIC ITEMS

The items listed below are magic items made by and for Druids. Unless otherwise noted in the item description, these items may be used by any class.

Ring of the Green: This ring made of what appears to be a tight collection of tiny green vines. When worn, the vines will writhe and (painless) grow into the wearer’s finger. It takes a full week for the ring to fully bond with the wearer. Once bonded, the ring provides two benefits. The first is that as long as the wearer is outdoors for a full hour of sunlight (or two full hours of overcast weather), the wearer doesn’t need to eat or drink anything for the day. The second is that each hour of complete rest in the outdoors is the equivalent of four hours of sleep.

Ring of the Dryad: This ring is made of highly polished wood. When worn the user is able to manifest the effects of a **tree sanctuary** spell once per day. The duration is for up to an hour, though the wearer can exist at any time.

Slippers of the Dryad: When wearing these light slippers (or sandals; their appearance can vary), the wearer is under the continual effects of the **pass without trace**

(possible against a mixed group) counts as a failure for this purpose.

Calm animals will not interact with the Druid (or others accompanying the Druid) in any manner, unless approached by the Druid. The Druid can calmly get them to leave an area, or the Druid can try to befriend the animals. In this case, the GM should roll a reaction roll with any result below favorable meaning the animals flee. If the result on the table results in automatically befriending the animals, the GM should treat the animals as if a “Very Favorable” result was rolled on the Reaction Roll Table. A Befriended animal will follow the Druid, guarding and assisting within its capabilities so long as the Druid remains in the general vicinity of its normal lair or range. However, it will not “fight to the death” or sacrifice itself indiscriminately. When substantially wounded, an animal will flee the area immediately. Check morale as necessary when the situation seems appropriate.

spell, and is able to pass through any naturally overgrown area unimpeded.

Staff of the Woodlands: This staff operates as a +2 staff and provides its user with the continual effects of **pass without trace** spell. These abilities require no charges and continue to work even if the staff is exhausted of all charges. In addition it has several other abilities that do cost charges. The following powers cost one charge per use: **charm animal**, **speak with animals**, and **hold animal**. The following powers cost two charges per use: **summon animals II**, **animate natural object**. This item may only be used by Druids.

Sword of the Sylvan: This slightly curved single-edged sword (counts as a longsword/scimitar) is a +1 magic weapon under normal circumstance, but when used outdoors in a temperate climate it becomes a +3 magic weapon.

Torc of Protection: This ornamental neck ring functions as a **ring of protection**, but its power is passively activated by the wearer. If the wearer is level 1 through 8, the protection is +1; if the wearer is level 9 through 14, the protection is +2; if the wearer is level 15 or above, the

protection is +3. As the protection is drawn from the wearer, this may only be used by Druids.

Vestment of the Druid: This is a light covering that can be worn over other clothing or armor. It is typically green (though sometimes brown) in color with natural scenes embroidered across the front and back panels. The wearer may manifest the effects of the **animal shape** spell once a day. The duration is for up to one hour, though the wearer may end the effect early. This item may only be used by Druids.

Making Magic Items

Druids follow the rules for cleric for making spell scrolls; they cannot make non-spell (i.e. protection) scrolls.

Druids of 7th level and higher make potions as a Cleric, and Druids of 9th level and higher may make the magic items listed here (plus any others that the GM feels are appropriate) as a Cleric.

Magic-User Options

A Basic Fantasy RPG Supplement

Release 4

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Chris Gonnerman

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

These optional rules are presented buffet-style for the GM to pick and choose among based on the needs and flavor of the campaign. Six different ways of combining options based on campaign style (close to core rules, dark fantasy, heroic fantasy, high magic, military fantasy, and Old School) are given in Appendix A. This supplement specifically avoids options which are the focus of other supplements such as 0-level spells (AKA cantrips) or Magic-User subclasses, though those supplements are listed in Appendix C. The terms 'Magic-User' and 'magician' are used interchangeably throughout this supplement for the sake of variety.

The changes in the third release mainly include reorganizing the material, editing for clarity, eliminating errors, and updating the equipment, armor, and related supplements lists. Thanks to everyone who offered advice on this revision at the BFRPG Forums, and especially to R. Kevin Smoot for Arcane Bolt #1, Luigi Castellani for Armor Option #1, and Chris Gonnerman for Cast at Will with Demotion.

This supplement was designed for use with the Basic Fantasy RPG Core Rules, 2nd Edition, available as a free download at the website.

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Alternate Experience Table

To shorten the time a Magic-User spends at low levels, the following alternate experience table can be used. It makes second through fourth levels easier to gain, but from fifth level on the experience points required are the same as in the Core Rules.

Level	Exp.	Spells						
	Points	Hit Dice	1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	1,500	2d4	2	-	-	-	-	-
3	4,000	3d4	2	1	-	-	-	-
4	9,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-

Added Spell Variety

The GM may want to create a grimoire of spells for the campaign that incorporates the Core Rules spells and spells from the supplements in Appendix C which seem appropriate. If beginning magicians roll for spells, the GM will need to make lists to roll on.

Arcane Bolt

The Magic-User can magically attack once per round. There are three different game mechanics for this, and the GM should pick one.

Arcane Bolt #1. In this version, the Arcane Bolt is treated as a normal missile weapon. The player makes a normal combat roll against the target's AC, adding any Intelligence bonus and taking into account the range (10/20/30). The damage is d3. The origin is magic, but the effect is a form of mundane concussion, so it will not affect creatures who are only affected by magic. However, it will affect inanimate objects.

Arcane Bolt #2. This is a bolt of raw magic. The Magic-User doesn't roll anything, but the target gets a save vs. magic to avoid all damage. The bolt has a range of 30 feet and does d3 damage. Since it is pure magic, it will affect creatures which are only affected by magical weapons, but does not affect inanimate objects.

Arcane Bolt #3. This version is also a bolt of raw magic, but is more like sorcery than normal magic. The magician must make an ability roll on Intelligence (see the table below) to succeed. If the roll succeeds, the bolt hits. Range is 30 feet, damage is d3; it affects creatures only affected by magical weapons, but not inanimate objects.

Ability Rolls (From the Core Rules, p. 141)

The player rolls 1d20 and adds his or her Ability Bonus for the score the GM thinks is most appropriate, as well as any situational bonus or penalty the GM assigns. Consult the following table. If the total rolled is equal to or higher than the given Target number, the roll is a success.

Level	Target
NM or 1	17
2-3	16
4-5	15
6-7	14
8-9	13
10-11	12
12-13	11
14-15	10
16-17	9
18-19	8
20	7

Armor Options

Core Rules Reminder: The Core Rules already allow Magic-Users to wear armor, but they cannot cast spells while doing so (See p. 140). It might be a good idea for a magician to carry a suit of armor in some way and put it on after the day's spells are exhausted. (This isn't technically a rules option, of course, but it is an option.)

Option #1. Magic-users can cast magic spells while wearing armor, however spell-casting in armor may cause the spell to fizzle. Whenever a Magic-User casts a spell in armor, roll 1d20. If the roll is equal to or higher than the armor's base AC, the spell is successful. Otherwise, the spell fails and the spell slot is expended.

Option #2: Magic-Users can cast spells normally while wearing leather or lighter armor.

Option #3: Magic-Users can cast spells normally while wearing any light or medium armor, up to and including chainmail. However, the armor must

be specially made to allow them a full range of motion. See Appendix B for a list.

Bonus Spells

With this rule, Magic-Users gain bonus spells for high Intelligence. This allows the character to prepare more spells of certain levels than usual. Characters may not prepare spells above the level they can cast, so even though a character with an 18 intelligence gets a second level spell as a bonus spell, he or she can't prepare second level spells until reaching third level. If the GM uses the optional *0-Level Spells* supplement, then the cantrip column can also be used. Use the following table.

Intelligence	Bonus Spells	Bonus Cantrips
9 – 11	No bonus spells	0
12	No bonus spells	+1
13 – 15	1 x 1 st level spell	+1
16 – 17	2 x 1 st level spells	+2
18	2 x 1 st , 1 x 2 nd level spells	+3

Optional Spell Casting Rules

Many Game Masters wish to allow player character magic-users (and possibly clerics, as well) to cast a broader variety of spells. It is possible to increase the variety of spells a spellcaster can use per day in a variety of ways, as follows:

Liberal Casting

In this system, spellcasters must **memorize** spells in order to use them. This should not be confused with **preparing** a spell, as is done in the standard rules; in this system, a memorized spell is not lost when it is cast.

The number of spells the caster may use per day is used in this system as both the number of spells

that can be memorized, and the number that can be cast. However, the two functions are separated.

An example is probably the easiest way to explain this system. Consider a second level magic-user with **sleep**, **charm person**, and **shield** in his or her spellbook. A second level magic-user can memorize two spells per day; let's say he or she chooses to memorize **sleep** and **shield**. The magic-user may then cast **sleep** twice, or **shield** twice, or each spell one time per day.

If this rule is used, memorized spells are retained from day to day automatically, with the power to cast them being restored at the usual time (after the spellcaster has slept at least the minimum required time). If the spellcaster is reduced to zero hit points but lives (i.e. the GM is using one of the optional death rules as given in the Core Rules), the power to cast spells (sometimes called the "**available slots**") is lost for the day, but memorized spells remain memorized.

Changing memorized spells requires the use of the magic-user's spell book, or the cleric's holy symbol, as appropriate to the class. The character must also spend one turn per level of the spell to be changed to impress the knowledge into his or her mind, whether by study or by prayer.

If the Bonus Spells rule, above, is in use, it adds to the number of available slots but not to the number of memorized spells available.

This rule makes the spellcaster more powerful, but only moderately, and is particularly helpful in getting clerics to cast something other than **cure light wounds**.

Free Casting

This system is simpler, and more powerful. Under this rule, a spellcaster may employ any spell he or

she knows (i.e. has in his or her spellbook), so long as the caster has an available slot of the correct level. Free casting is sometimes called "**cast at will.**"

This rule makes the spell caster much more powerful than usual, and should be applied with care.

Slot Demotion

This rule may be applied to either the Liberal Casting or Free Casting rules given above as an additional enhancement. Slot demotion allows a spell caster to use a higher level available slot to cast a lower level spell. This grants no particular bonus; casting **magic missile** with a 3rd level slot, for instance, neither makes the spell more powerful nor gives the caster any "change" back.

However, even with this limitation, this rule makes spell casters more powerful. A fifth level magic-user casting **magic missile** five times is quite a bit more powerful than one who can only cast it twice. Addition of bonus slots only compounds this increase in power.

Cheap Spell Transcription

The GM may wish to eliminate the 500gp per spell level cost to transcribe a spell into a spellbook. In a low-treasure game, this can be a serious aid to a magic-user. They would still have to find these spells, of course, possibly paying a hefty sum to another magician for access to the spell.

Flavor

Magic should reflect the magician's personality. The player chooses visual, auditory, and / or odiferous effects for his spells, though this has no effect on the spell's actual effect in the game. So,

one magician's spells might all have a purple aura while another's might all crackle when cast. This option has no effect in terms of the rules, but it's a good dramatic effect that can make playing a magician more fun. It can also be used as a form of signature.

Free Cantrip Use

For GMs who also use the *0-Level Spells* supplement, this allows magicians free, unlimited use of cantrips. These are minor spells with very little real effect in game terms, but they add a magical flavor to the Magic-User and the game. This could also be done on a limited basis, allowing a magician free use of only one or two cantrips, for example.

Inherent Detect Magic

Magicians can detect magic in anything they touch. Magical items or creatures feel warm, cause a tingling sensation, or have some other unusual tactile effect.

Inherent Read Magic

Allow magicians to read magic without a spell. Then, let the first-level magician have another spell in its place, giving the starting Magic-User two spells to choose from when preparing for an adventure.

Playing without Optional Rules

The Magic-User can be a very challenging character to play at low levels. Use one, or at most two, of the following suggestions to improve their odds of survival without changing the rules.

1. Start magicians (and only magicians) at second level. The other classes catch up

around fourth level, which balances things out nicely.

2. Give the beginning Magic-User a weak or limited use magic item, or several magical scrolls.
3. Give the beginning magician a +1 Ring of Protection.
4. Give a starting Magic-User a guardian of some sort, such as a loyal guard dog that was raised and trained by the magician.

Saving Throw Bonus

This option gives Magic-Users a bonus on saving throws vs. magic equal to their intelligence bonus. This represents their greater understanding of magic and ability to predict and therefore avoid spells cast at them. Because it represents the effects of a high level of training in magic, other character classes should not get this bonus, though Magic-User subclasses may be allowed to use it as well.

Weapon Options

Core Rules Reminder: In addition to the cudgel and dagger, the Core Rules allow a Magic-User to use any other weapon with a -5 penalty. It wouldn't hurt for them to carry a crossbow or other, longer range missile weapon and take potshots when they can. (Technically, this isn't an option, but it's a rule that is often ignored. See p. 140.)

Weapons Option #1: Magic-Users may use some light weapons, including clubs, quarter staves, and slings, in addition to daggers and cudgels.

Weapons Option #2: Magic-Users may use all easily-learned weapons, including clubs, quarter

staves, spears, and crossbows, in addition to daggers and cudgels.

Appendix A: Example Option Sets

The following are just a few of the possible combinations of options. In any of them, the GM may want to include the Added Spell Variety option, one or more Magic-User subclasses, and additional gear from the *Equipment Emporium* and other supplements.

Close to Core

These changes do not contradict anything in the Core Rules; they merely add new rules on top of the Core.

Give Magic-Users Bonus Spells for Intelligence and use the Saving Throw Bonus option to increase the magician's power and survivability. Use the *0-Level Spells* supplement and the Flavor option to add some fun. Finally, look at Playing without Options above and pick one of the four options there.

Dark Fantasy

For GMs and players who enjoy dark fantasy, the magician will need a little beefing up in a brawl and added flavor for the aesthetic.

Have all player characters regardless of class start at maximum HP. Use the Alternate Experience Table to help get the magician out of the lower levels quicker. Dark fantasy often uses themes of vulnerability and the need to sacrifice one value for another, and it tends to be more visceral than other kinds of fiction. Magic-Users can wear armor while casting spells, but there is a chance of spell failure (Armor Option #1). They can use Cast at Will with Demotion and have Inherent Detect Magic. Dark fantasy is less picky about mundane

weapons, so they can use clubs, staves, spears and crossbows (Weapons Option #2).

Give them the Saving Throw Bonus to help them resist the forces of darkness as long as possible. Add in Free Cantrip Use and the Flavor option to complement the aesthetics of these darker campaigns.

Heroic Fantasy

If all of the character classes are made more powerful, let magicians begin with maximum HP at first level, Bonus Spells for Intelligence, and the Saving Throw Bonus. Use Arcane Bolt #1 (the dagger-like bolt), allow them to freely cast in leather and lighter armors (Armor Option #2), and add clubs, staves, and slings to their weapons list (Weapons Option #1). Throw in Flavor for style.

High Magic

In a campaign with a lot of magic, the 'Magic' in Magic-User needs some emphasis. In these campaigns, magicians should not be made more like Fighters. Bonus Spells, Inherent Detect Magic, Inherent Read Magic and the Saving Throw Bonus options all emphasize the magical nature of the character. Add in the Flavor and Free Cantrips options to help set the tone. Finally, Arcane Bolt #2 (target saves vs. magic) should become the magician's weapon of choice.

Military Fantasy

Magicians in a military fantasy campaign need basic military skills – everyone in an army is a soldier, no matter what their specialty is. GMs should give all player characters the maximum hit points at first level. Use the Alternate Experience Table to help get the magician out of the lower levels quicker; youngsters grow up fast in war. Use Bonus Spells, and the *0-Level Spells*

supplement. All magicians should use the Flavor option as well.

Magic-Users should be able to wear any light and medium armor, up to chain, specially fitted for them (Armor Option #3). They would also be able to use any easily-learned weapons, including clubs, staves, spears, and crossbows (Weapons Option #2).

The Saving Throw Bonus should be included because fighting doctrine would probably be to use one's own Magic-Users to take out enemy Magic-Users, leading to more direct magician vs. magician combat, which in turn would lead to better defensive capabilities against magic.

Old School

Essentially, the Old School way is to bend and tweak the Core Rules while staying within the spirit of the original game.

Magicians get Arcane Bolt #1 (dagger-like bolt), Armor Option #1 (chance of failure), Bonus Spells, Cast at Will with Demotion, Flavor, and Weapons Option #1 (clubs, staves, and slings).

Appendix B: Additional Gear Tables

Item	Cost	Weight
Belt pouch (holds up to 2 lbs.)	1 g.p.	*
Cloak	2 gp	1
Oilskin satchel (water resistant, holds up to 10 lbs.)	6 gp	*
Quill	1 sp	**
Quill knife (for sharpening quills)	1 gp	*
Ink pot, hard ceramic	2 gp	½
Spellbook, traveling (10"x6.5", leather bound, 64 pages, 1 lvl / page)	25 gp	½
Spellbook, reference (12.5"x10", hard bound, 128 pages, 2 lvls / page)	100 gp	2
Vellum, sheet (25" x 20")	4 gp	**

* Ten of these items weigh one pound.

** These items have no appreciable weight and should not be considered for encumbrance unless hundreds are carried.

The following table is for use with Armor Option #3. Additional armor types from the *Equipment Emporium* have been included in case the GM is using that supplement as well.

Armor Type	Cost	Weight	AC
Magician's padded or quilted	30 gp	10	12
Magician's hide	20 gp	30	13
Magician's leather	40 gp	15	13
Magician's studded leather	60 gp	25	14
Magician's ringmail	50 gp	30	14
Magician's brigandine	160 gp	30	15
Magician's chainmail	120 gp	40	15

Appendix C: Related Supplements

This list is up to date as of February 19, 2013.

0-Level Spells provides interesting but minor spells that add color to the Magic-User class.

Equipment Emporium provides costs and descriptions for a wide variety of goods and services for all classes, but it also includes a somewhat expanded version of the above equipment list and some additional discussion of gear for magicians.

Familiars offers rules for Magic-User familiars, an animal with a unique bond with a magician ...

Fey-Mage provides an alternate Sorcerer sub-class (see below) that draws power from the fey world.

Illusionists provides an optional sub-class that specializes in magical illusion.

Libram Magica is a compendium of supplemental spells. Some are new and some are found in other supplements.

Necromancers provides an optional sub-class that specializes in the dead and undead.

New Spells adds rules for seventh level spells and offers a number of optional spells that a GM may want to consider for his or her campaign.

Pyromancers provides an optional sub-class that specializes in fire magic.

Sentient Weapons provides rules for intelligent magical items.

Sorcerers provides an optional sub-class that uses magic spontaneously instead of requiring spells to be memorized.

Spell Channeling Items offers magical items that enhance a Magic-User's power.

Spellcrafters provides an optional sub-class that specializes in crafting magical items.

Illusionists

A Basic Fantasy RPG Supplement

Release 8

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Basic Fantasy Website: www.basicfantasy.org

INTRODUCTION

This supplement provides information for playing Illusionists, 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 Core Rules**, please visit the website and download a copy.

NEW CHARACTER CLASS

Illusionist

Level	Exp. Points	Hit Dice	Spells					
			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

Illusionists are “specialist” Magic-Users who focus on the creation and manipulation of illusions, whether visual, auditory, or mental, and at higher levels quasi-real things made of tangible shadow. Though “normal” Magic-Users can create illusions, those created by a true Illusionist are superior in quality and realism.

The Prime Requisite for an Illusionist is Intelligence. The Illusionist is required to have an Intelligence score of 13 or higher. Illusionists are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They may not wear any armor of any sort or use shields. Like other Magic-Users, they can utilize a walking staff (or cudgel) or dagger, and of course they may use magical weapons of those types. Otherwise, Illusionists can generally be treated as equivalent to Magic-Users for any situation not covered here.

Because of their expertise at creating and understanding illusions, Illusionists always gain an additional +2 on saves vs. any sort of illusion or phantasm.

Illusionists produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Illusionist begins play knowing **read magic** and one other spell of first level, recorded within a spell book. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the **Illusionist Spells** section below for more details.



ILLUSIONIST SPELLS

Illusionists cast spells through the exercise of knowledge and will, exactly as normal Magic-Users. They prepare spells by study of their spellbooks; each Illusionist has his or her own spellbook, containing the magical formulae for each spell the Illusionist has learned, written in a magical script that can only be read by the Illusionist who wrote it, or through the use of a special first-level spell: **read magic**. All Illusionists begin play with **read magic** as their first spell, and it is so ingrained that an Illusionist 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).

Illusionists may learn spells by being taught directly by another Illusionist or by studying another Illusionist's spellbook. The Illusionist 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 Illusionist Spell List. Likewise, a Magic-User may learn spells shared by the classes from an Illusionist. If being taught, a spell can be learned in a single day; researching another Illusionist's spellbook takes one day per spell level. Either way, the spell learned must be transcribed into the Illusionist's own spellbook, at a cost of 500 gp per spell level transcribed. A beginning Illusionist 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 an asterisk (*) following the name are reversible.

First Level Illusionist Spells

1	Audible Glamer
2	Detect Invisibility
3	Change Self
4	Color Spray
5	Dancing Lights
6	Detect Illusion
7	Gaze Reflection
8	Light*
9	Magic Mouth
10	Mirror Image
11	Phantasmal Image
12	Ventriloquism

Second Level Illusionist Spells

1	Alter Self
2	Blur
3	Continual Light*
4	Detect Magic
5	Dispel Illusion
6	Hypnotic Pattern
7	Invisibility
8	Obscurement
9	Phantasmal Force
10	Phantom Trap
11	Read Languages
12	Rope Trick

Third Level Illusionist Spells

1	Clairvoyance
2	Color Cloud
3	Darkvision
4	Displacement
5	Illusory Script
6	Illusory Wall
7	Invisibility, 10' Radius
8	Phantom Messenger
9	Phantom Steed
10	Shadow Door
11	Spectral Force
12	Stinking Cloud

Fourth Level Illusionist Spells

1	Advanced Illusion
2	Confusion
3	Dispel Magic
4	Hallucinatory Terrain
5	Hold Person
6	Improved Invisibility
7	Massmorph
8	Phantasmal Killer
9	Rainbow Pattern
10	Silence, 15' Radius
11	Solid Fog
12	Suggestion

Fifth Level Illusionist Spells

1	Cloudkill
2	Dream
3	Feeblemind
4	Mirage Arcana
5	Mislead
6	Nightmare
7	Programmed Illusion
8	Projected Image
9	Seeming
10	Wizard Eye

Sixth Level Illusionist Spells

1	False Vision
2	Invisible Stalker
3	Mass Invisibility
4	Mass Suggestion
5	Permanent Illusion
6	Shadow Walk
7	True Seeing
8	Maze
9	Phase Door
10	Veil

DESCRIPTION OF NEW SPELLS

Advanced Illusion Range: 180'
 Illusionist 4 Duration: 1 minute / level

This spell functions like the spell **spectral force** except that the illusion follows a script determined by the caster. The illusion follows the script without requiring the caster to concentrate on it. If the illusion includes intelligible speech, however, such speech is likewise scripted, so the illusion will not respond if spoken to.

Alter Self Range: self
 Illusionist 2 Duration: 10 minutes / level

This spell allows the caster to assume the form of a creature of the same body type (i.e. humanoid). The new form must be within 50% of his or her normal size. The assumed form can't have more hit dice than the caster's level, nor more than 5 HD at most. The caster can change into a member of his or her own kind or even into him- or herself.

The caster retains his or her own ability scores, class, level, hit points, attack bonus and saving throws. If the new form is capable of speech, he or she can communicate normally and cast spells. The caster acquires the physical qualities of the new form, including armor class, movement capabilities (such as climbing, swimming and flight, but not including magical movement abilities such as **levitation**), natural weapons (such as claws, bite, and so on), racial abilities, and any gross physical qualities (wings, additional extremities, etc).

Using alter self does not permit additional attacks, and the caster does not gain any special, supernatural, or spell-like abilities of the new form.

Audible Glamer Range: 60' + 10' / level
Illusionist 1 Duration: 2 rounds / level

Audible glamer allows the caster to create a volume of sound that rises, recedes, approaches, or remains at a fixed location. The caster chooses what type of sound he or she creates when casting the spell, and cannot thereafter change the sound's basic character.

The volume of sound created is equivalent to the noise of two normal Humans per caster level. Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise an **audible glamer** spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as six Humans running and shouting. A roaring lion is equal to the noise from twelve humans, while a roaring dragon is equal to the noise from twenty Humans.

Note that this spell is particularly effective when cast in conjunction with **phantasmal force**.

If a character states that he or she does not believe the sound, a save vs. Spells is made; if the save succeeds, the character hears the sound as distant and obviously fake.

Blur Range: touch
Illusionist 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).

Change Self Range: self
Illusionist 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.

Color Cloud Range: 40' (see text)
Illusionist 3 Duration: 1 round/level

This spell is similar to **color spray**. It causes a vivid cloud of clashing colors which cause living creatures in the area of effect (or who enter the area of effect) to become blinded or possibly even unconscious. The cloud covers an area up to 20 feet square or 20 feet in diameter, as chosen by the caster. Each creature within the cloud is affected according to its hit dice:

- 4 HD or less: The creature becomes unconscious for 2d4 rounds, then is blinded for 1d4 rounds.
- 5 to 8 HD: The creature is blinded for 1d4 rounds.
- 9 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 10 or more levels or hit dice in any case,

are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by this spell.

Color Spray Range: 20' (see text)
Illusionist 1 Duration: instantaneous

This spell causes a vivid cone of clashing colors to be projected from the caster's hands, causing living creatures in the area of effect to become blinded or possibly unconscious. The cone has a 5-foot diameter at the base, 20-foot diameter at the end, and is 20 feet long. Each creature within the cone is affected according to its hit dice:

- 2 HD or less: The creature is unconscious for 2d4 rounds, then blinded for 1d4 rounds.
- 3 or 4 HD: The creature is blinded for 1d4 rounds.
- 5 or more HD: The creature is blinded for 1 round.

All creatures having more levels or hit dice than the spell caster, or having 6 or more levels or hit dice in any case, are entitled to a save vs. Spells to negate the effect. Sightless creatures are not affected by color spray.

Dancing Lights Range: 40' + 10' / level
Illusionist 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.

Detect Illusion Range: 60'
Illusionist 2 Duration: 2 turns

This spell allows the caster to recognize illusions by sight. To the caster, all illusions within the given range appear slightly translucent and obviously fake. **Detect illusion**

allows detection of visual illusions only; it does not detect auditory illusions such as **audible glamor**.

Dispel Illusion Range: 120'
Illusionist 2 Duration: instantaneous

The caster can use this spell to end all ongoing "illusion spells" within a 20-foot cubic area. **Dispel illusion** affects spells such as **audible glamor**, **phantasmal image**, **phantasmal force**, **spectral force**, **advanced illusion**, and so on. If there is any question as to whether or not a spell is an illusion, the GM's discretion will apply.

Any illusion spell cast by a character of a level equal to or less than the **dispel illusion** caster's level is ended automatically. Those created by higher level casters might not be canceled; there is a 5% chance of failure for each level the illusion's caster level exceeds the **dispel illusion** caster level. For example, a 10th-level caster dispelling an illusion created by a 14th level caster has a 20% chance of failure.

When an Illusionist attempts to dispel an illusion cast by a non-Illusionist, the Illusionist is treated as if he or she were two levels higher; if it is not obvious whether the illusion was created by an Illusionist or not, the GM should assume it was.

Non-illusion spells cannot be ended by this spell.

Displacement Range: touch
Illusionist 3 Duration: 2 rounds / level

When a **displacement** spell is cast, the caster causes the creature touched to appear 2 feet away from its actual position. This distortion causes all missile and melee combat attacks to be made at -4 on all attacks. It also grants a +2 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)..

Dream Range: see text
 Illusionist 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.

False Vision Range: touch
 Illusionist 6 Duration: 1 hour / level

Any attempt to observe anything within the area of this spell from most kinds of scrutiny will fail. Those looking into the area see a false image (as the spell **advanced illusion**), as defined by the caster at the time of the casting. As long as the duration lasts, the caster can concentrate to change the image as desired. While not concentrating, the image remains static. 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 **clariaudience** cannot perceive anything within the area. **False vision** does not stop creatures or objects from moving into and out of the area, but they will likely need to disbelieve the illusion before they try.

Gaze Reflection Range: 0
 Illusionist 1 Duration: 1 round / level

The spell creates a mirror like image in the air in front of the caster's face. Any gaze attack, such as that from a basilisk or a medusa, will be reflected back upon the attacker when it looks at the caster.

Hypnotic Pattern Range: 120'
 Illusionist 2 Duration: concentration

A shifting pattern of light moves through the air mesmerizing those who look at it. Roll 2d6 plus the caster level to determine how many HD are affected by the spell. Creatures with the smallest hit dice are affected first, and among those with the same HD, those closest to the effect are affected first. HD of effect that are not sufficient to affect the next creature are wasted. Affected creatures will stop and watch the effect until the duration expires or they are threatened. Sightless creatures cannot be affected by this spell.

The effect continues for 2 rounds after the caster stops concentrating on the spell.

Illusory Script Range: touch
 Illusionist 3 Duration: permanent

This spell allows the caster to write whatever they want on whatever they want. The caster specifies who they want to read it. (This can be an individual, class of individuals, a group, etc.) For anyone else this appears to be an unintelligible magical writing of some kind, though an Illusionist will recognize it as an Illusory Script.

Any unauthorized creature attempting to read the script must save vs. Spells or fall under the effects of a Suggestion. The Suggestion only applies for 30 minutes and must be very short and simple (for example, "Put this down and leave").

Illusory Wall Range: 60'
 Illusionist 3 Duration: permanent

This spell creates the illusion of a wall, floor, ceiling, or similar surface, covering up to a 10-foot square area, up to 1 foot thick. The section of wall created appears absolutely real when viewed, but physical objects can pass through it without difficulty. When the spell is used to hide pits, traps, or normal doors, any detection abilities that do not require sight work normally. Touch or a probing search may reveal the true nature of the surface;

the GM may either allow a save vs. Spells to detect the illusion, or if the probing attempt is well devised the GM may allow it to automatically succeed. In either case, such measures do not cause the illusion to disappear.

Improved Invisibility Range: touch
 Illusionist 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.

Mass Invisibility Range: 240'
 Illusionist 6 Duration: special
 Magic-User 7

This spell bestows the effect of an **invisibility** spell on all creatures within a 30-foot by 30-foot area. Each subject will remain invisible until he or she attacks or casts a spell. A subject that leaves the original area of effect remains invisible.

Mass Suggestion Range: 30'
 Illusionist 6 Duration: up to 1 hour / level

This spell bestows the effect of a **suggestion** spell on all creatures within a 30-foot by 30-foot area. The single suggestion applies to all of the targets. Each target gets its own saving throw.

Maze Range: 60'
 Illusionist 6 Duration: 1 turn (see text)

By means of this spell, the caster banishes the target creature into an extra-dimensional labyrinth. Once per round, the victim of this spell may attempt a save vs. Spells to escape the labyrinth. If the victim does not escape, the maze disappears after 10 minutes, freeing the victim at that time.

On escaping or leaving the maze, the target creature reappears where it had been when the maze spell was cast. If this location is filled with a solid object, the subject appears in the nearest open space. Spells and abilities that move a creature within a plane, such as **teleport** or **dimension door**, do not help a creature escape a **maze** spell.

Minotaurs are not affected by this spell.

Mirage Arcana Range: 120'
 Illusionist 5 Duration: instantaneous

This spell works as **hallucinatory terrain**, except that any kind of terrain may be re-imaged, including terrain, structures, and equipment. This allows buildings to be hidden or added, and other equipment to be hidden or shown. Creatures, however, cannot be disguised or concealed, though they may always hide themselves within the illusion just as they could hide were the illusory terrain real. This spell requires a full turn to cast.

Mislead Range: 100'
 Illusionist 5 Duration: special

The caster becomes invisible (as if by means of **improved invisibility**) and at the same time an illusory double of him or her appears (as if by means of **spectral force**). The caster is then free to go elsewhere while his or her double moves away. The double appears within the given range, but thereafter moves as the caster directs it (which requires concentration). The double may be controlled at any distance from the caster, so long as the caster remains able to see it.

The caster can make the double appear superimposed perfectly over his or her body so that observers don't notice an image appearing when the caster turns invisible. The caster and the double can then move in different directions. The double moves at the caster's speed and can talk and gesture as if it were real, but it cannot attack or cast spells, though it can pretend to do so.

The illusory double lasts as long as the caster concentrates upon it, plus 3 additional rounds. After the caster ceases concentration, the illusory double continues to carry out the same activity until the duration expires. The improved invisibility lasts for 1 round per caster level, regardless of concentration.

Nightmare Range: see text
 Illusionist 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.

Obscurement Range: 100' + 10' / level
Illusionist 2 Duration: 10 minutes / level

A bank of fog up to a 20' cube in volume billows out from the point the caster designates. The cloud moves at a rate of 10 feet per round under the control of the caster (so long as he or she concentrates on it). The fog obscures all sight, including darkvision, beyond 5 feet; beyond that all creatures will be effectively blind.

The cloud persists for the entire duration even if the caster ceases to concentrate upon it, but a moderate wind (11+ mph) disperses the fog in 4 rounds and a strong wind (21+ mph) disperses it in 1 round. This spell does not function underwater.

Permanent Illusion Range: 180'
Illusionist 6 Duration: permanent

This spell functions much like **advanced illusion** except that the spell is permanent. The "script" for this spell simply repeats endlessly.

Phantasmal Image Range: 180'
Illusionist 1 Duration: concentration

This spell is often the first spell an Illusionist will learn. The spell creates the visual illusion of an object, creature, or other effect, as visualized by the caster up to a maximum size of a 20-foot cube. The illusion does not create sound,

smell, texture, temperature, or movement. The image persists so long as the caster concentrates upon it.

A save vs. Spells may be granted by the GM any time he or she feels the illusion is likely to be seen through, especially if the player describes an illusion which seems improbable or otherwise poorly conceived.

Phantasmal Killer Range: 100' + 10' / level
Illusionist 4 Duration: instantaneous

When this spell is cast, it creates a quasi-real creature that is the target's worst possible fear. It is literally the worst possible creature to fight that the target can imagine. Only the target can see the phantasmal killer; the caster sees a rough shape.

The target must make a save vs. Spells to disbelieve the phantasmal killer. If the saving throw is failed, the killer then touches the target, who must then save vs. Petrify or die from fear. Even if the target makes the second saving throw, they still take 3d6 of damage.

Phantom Messenger Range: special
Illusionist 3 Duration: special

When this spell is cast, it creates a quasi-real, birdlike creature. It may appear as a small hawk/falcon or as a large dove, and may be any shade of gray from nearly white to nearly black. It does not fight, but all normal animals shun it and only monstrous ones will 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 messenger disappears.

The messenger flies at a movement rate of 120 feet 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 up to level 19, and four ounces at level 20).

When created, the 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 attaches any message or small item(s) to the legs of the bird, he or she releases it and it flies without error to the specified location.

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

The messenger will travel at its maximum movement from the caster to the target location. Distance is no object; the messenger will continue indefinitely until the target area is reached. If a target creature was specified, the messenger will then fly around up to one day per level of the caster looking, until the target creature is found; otherwise the messenger will immediately land in the target area. After it lands the messenger will wait patiently for the message or item(s) to be removed, and then will disappear in a faint puff of smoke or mist. If the item(s) or message are not removed immediately the messenger will disappear anyway after waiting one round per level of the caster, dropping the items on the spot; this will also happen if a target creature is specified and cannot be found (the messenger will land first before this happens so as not to drop any carried objects a great distance).

Phantom Steed Range: touch
Illusionist 3 Duration: 1 hour / level

The caster conjures a quasi-real horse-like creature. The steed can be ridden only by the caster or by the one person for whom he or she specifically created the mount. A phantom steed has a black head and body, gray mane and tail, and smoke-colored insubstantial hooves that make no sound. It has what seems to be a saddle, bit, and bridle. It does not fight, but animals shun it and refuse to attack it.

The mount has an AC of 18 and 12 hit points. If it loses all its hit points, the phantom steed disappears. A phantom steed has a speed of 40 feet per caster level. It can bear its rider's weight and what he or she carries (the steed cannot carry saddlebags or the like).

These mounts gain additional powers according to the caster's level:

8th level: Ability to ride over sandy, muddy, or even swampy ground without difficulty or decrease in speed.

10th level: Ability to pass over water as if it were firm, dry ground.

12th level: Ability to travel in the air as if it were firm land instead, so chasms and the like can be crossed without benefit of a bridge. Note, however, that the mount can not casually take off and fly.

14th level: Ability to fly as if it were a pegasus.

A phantom steed's abilities include those of mounts of lower caster levels; for example, one created by a 13th level caster can pass over water, sand, or mud as well as crossing chasms.

Phantom Trap Range: touch
Illusionist 2 Duration: permanent

The spell makes a lock or other small mechanism appear to be trapped. Anyone that can detect traps, or any spell that can detect traps will show the item to be trapped, and the person checking will be convinced that the trap is present. Nothing happens if the trap is sprung, as there is no trap. The purpose is to dissuade thieves or make the thieves waste time.

Phase Door Range: touch
Illusionist 6 Duration: 1 usage / 2 levels

This spell creates a magical passage through a wall, the floor, the ceiling, or even through a section of ground. The **phase door** is invisible and inaccessible to all creatures except the caster, who is the only one that can use the passage. The passage is 10 feet deep plus another 5 feet for every three caster levels. The caster disappears when entering the **phase door** and appears when he or she exits. If desired, the caster can take one other creature through the door. This counts as two uses of the door. The door does not allow light, sound, or spell effects through it, nor it is possible to see through it without using it.

A **phase door** is subject to **dispel magic**, but only from someone who is of higher level than the caster. If anyone is within the passage when it is dispelled, he or she is harmlessly ejected (determine randomly in which direction).

It is possible to allow other creatures to use the **phase door** by setting a triggering condition for the door. This condition can be as simple or elaborate as desired. It can be based on a creature's name or identity, but otherwise must be based on observable actions or qualities. Intangibles such as level, class, Hit Dice, and hit points don't qualify.

Programmed Illusion Range: 180'
 Illusionist 5 Duration: special

This spell functions like **advanced illusion**, except that this spell activates when a specific condition occurs. The caster sets the triggering condition when casting the spell. The event that triggers the illusion can be as general or as specific and detailed as desired, but must be based on an audible, tactile, olfactory, or visual trigger. The trigger cannot be based on some quality not normally obvious to the senses, such as religious belief or magical ability. For example, the spell could be set to trigger when a character wearing robes and a pointed hat enters an area, but not when a Magic-User enters the area.

The spell remains ready indefinitely. When triggered, the spell will last at most 1 round per caster level.

Rainbow Pattern Range: 180'
 Illusionist 4 Duration: concentration

This spell functions as **hypnotic pattern**, except that it affects up to 24 HD of creatures and the caster may move the pattern by up to 30 feet per round. If moved, all creatures under its effects will follow the flowing lights, trying to keep as close to it as possible. If any affected creatures move into a dangerous area, they get a new saving throw. If the view is moved out of sight of an affected creature, they are not longer affected.

This spell will continue for 2 rounds after the caster stops concentrating on it.

Rope Trick Range: touch
 Illusionist 2 Duration: 1 hour / level

When this spell is cast upon a piece of normal, non-magical rope from 5 to 30 feet long, one end of the rope rises into the air until the whole rope hangs perpendicular to the ground, as if affixed at the upper end. The upper

end is, in fact, fastened to an extra-dimensional space, similar to a **Bag of Holding**. Creatures in the space are hidden, beyond the reach of divination spells, unless those spells work across planes.

The space holds as many as eight creatures of man-size or smaller (larger creatures cannot fit through the invisible opening at the top of the rope). Creatures in the space can pull the rope up into the space, making the rope "disappear." Otherwise, the rope simply hangs in air.

Spells cannot be cast through the extra-dimensional opening, nor can area effects cross it. Those in the extra-dimensional space can see out of it as if a 3' square window were centered on the rope. The window is present, but is invisible, and even creatures that can see the window can't see through it.

The rope can be climbed by only one person at a time. The rope trick spell enables climbers to reach a normal place if they do not climb all the way to the extra-dimensional space.

When the spell ends, creatures or objects within the extra-dimensional space are ejected through the window. The rope, if still attached, drops free at the same moment.

Seeming Range: 30'
 Illusionist 5 Duration: 1 turn / level

This spell works as **change self**, but instead can affect up to one person per two levels of the caster. All creatures to be affected must be willing and within the given range. The caster may choose which creatures are affected and may include themselves.

Shadow Door Range: 10'
 Illusionist 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.

Shadow Walk Range: touch (see text)
 Illusionist 6 Duration: 1 hour / level

Shadow Walk can only be cast in an area of heavy shadows. The caster and up to one willing creature per level are transported to the shadowy edge of reality. In this region of shadow, the caster (and all the creatures that accompany him or her) moves at an effective rate of 50 miles per hour.

Because of the blurring of reality, the caster can't make out details of the terrain or areas he or she passes over during transit, nor can he or she predict perfectly where the travel will end. When the spell effect ends, the caster and any creatures accompanying him or her arrives 1d10 × 100 feet in a random horizontal direction from the desired endpoint. The caster and his or her companions always arrive at ground level, except if the landing area is in a body of water (in which case they arrive at the water level) or underground. If arriving underground, the altitude of arrival should be as close as possible to the same altitude as the intended endpoint location.

Solid Fog Range: 100' + 10' / level
 Illusionist 4 Duration: 1 minute / level

This spell functions like **obscurement**, but in addition it is so thick that any creature trying to move through it is slowed to a speed of 5 feet, irrespective of its normal movement. It also takes a -2 penalty to all attack and damage rolls made in the fog. The solid fog also stops any physical projectiles, making ranged weapon attacks ineffective. The reduction of movement also applies to falling, so any distance that falls through the fog doesn't count toward falling damage.

This fog is more difficult to disperse than **obscurement**. It takes a severe wind (31+ mph) to disperse it, doing so in 1 round.

Spectral Force Range: 180'
 Illusionist 3 Duration: special

This spell functions like **phantasmal force**, except for the following: sound, smell, and thermal effects are included; creatures created do not necessarily disappear when touched, assuming the caster causes the illusion to react appropriately. For instance the caster displays illusory

wounds when the image is attacked. The spell will last for 3 rounds after concentration ceases.

Stinking Cloud Range: 100' + 10' / level
 Illusionist 3 Duration: 10 rounds / level

The spell functions like **obscurement**, but any living creature in the cloud becomes nauseated such that they may not attack, concentrate, cast spells, or do anything other than move. A creature remains nauseated as long as the creature is in the cloud and for 1d4 + 1 rounds after leaving the cloud. A creature may save vs. Spells to avoid the effect of the cloud, but must save every round they remain in the cloud.

Suggestion Range: 30'
 Illusionist 4 Duration: up to 1 hour / level

The caster influences a target creature by suggesting a course of activity limited to a sentence or two. The **suggestion** must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes the activity. The caster can specify conditions that will trigger an activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

If the recipient creature makes its saving throw, the spell has no effect. A very reasonable suggestion causes the save to be made with a penalty (-1 or -2 is recommended).

The creature to be influenced must, of course, be able to understand the **suggestion**, i.e., it must be spoken in a language which the spell recipient understands. Undead are not subject to **suggestion**.

Veil Range: 400' radius
 Illusionist 6 Duration: 1 hour / level

This spell works as **change self**, but instead can affect any number of willing creatures within the given range.

The caster may choose which creatures are affected and may include themselves.

ILLUSIONS, SAVING THROWS AND DISBELIEF

The victim of an illusion does not automatically get to save vs. Spells to resist the effects of the illusion. Rather, the victim must have a good reason to believe that a creature, object, or situation is an illusion. The Game Master must base his or her decision on the quality and the credibility of the illusion.

A high-quality illusion is one created by a caster who has a clear “mental image” of the creature, an object, or situation being simulated. For example, the quality of an illusion of a dragon cannot be high if the caster has never seen a real dragon.

An illusion can be credible only if the creature, the object, or the situation is realistic. For example, the illusion of a door on a wall is credible, but not a door floating in the

air. Illusions created by higher-level spells are generally more credible since several senses are affected.

If an illusion is of low quality and/or is not credible, the GM may decide to allow an automatic save vs. Spells.

In addition, a player can announce to the Game Master that his or her character does not “believe” in the existence of a creature, an object, or a situation. The GM must then make a secret save vs. Spells for that character. Note that the GM should always make a roll, even if the creature, object, or situation is not an illusion, as omitting the roll would give this fact away to the player.

If a saving throw vs. an illusion is successful, the Game Master must announce this fact to the player; if the character then tells his or her comrades, they in turn receive a save vs. Spells with a +4 bonus.

NEW MAGIC ITEMS

The items listed below are magic items made by and for Illusionists. Unless otherwise noted in the item description, these items may be used by any class.

Dust of Appearance: This is a very fine metallic looking powder. When a handful is scattered into the air, everything in a 10-foot radius is coated with the powder, negating the effects of **invisibility**, **blur**, or **displacement**. The dust's effects last for 1 turn and cannot be blown away or effectively removed. A container will typically have 1d4+4 handfuls.

Dust of Disappearance: This dust looks exactly like dust of appearance and is stored the same way (with the same quantities). When a handful is sprinkled on a creature or object, it becomes invisible as if from **improved invisibility**. This invisibility cannot be dispelled, but will wear off quickly in 2d6 rounds. Anyone under the effects of the dust does not know when the invisibility will end.

Dust of Illusion: This dust resembles powdered chalk, but if stared at, it will shift in color and texture. When a handful is sprinkled on a creature or object, its form can be changed as if by a **change self** spell. (Unlike the spell, the dust affects objects in a similar manner, subject to the GM's discretion.) The effects last for 2 hours.

Gem of Seeing: This gem is of exceeding high quality, but otherwise appears to be a simple gem. When peered through, however, it allows the user to see as if under the effects of **true seeing**. This may be used for up to 30 minutes in any given day, but its use may be broken up into separate minute uses.

Hat of Disguise: This very ordinary looking hat allows the user to use the **change self** spell whenever desired. As part of the disguise, the hat may be changed to look like anything, but it must be some kind of headgear.

Ring of Blur: This metal ring has a smoky texture that seems to have unclear edges and a very slowly shifting pattern that can only really be seen if looked at for a while. On command, this ring gives the user the effect of the **blur** spell.

Ring of Chameleon Power: This thin metal ring will automatically match the skin color of the wearer's finger and become nearly invisible. The user can create a subtle

illusion around him or her that will allow the user to hide. The effectiveness is influenced by the circumstances (doing this in plain sight isn't likely to succeed, doing it while no one is looking is guaranteed to work), subject to the GM's decision. The effect is an illusion, so the user is still there and can always be accidentally found. In addition, it can provide the benefit of **change self** whenever desired.

Robe of Scintillating Colors: The robe appears to be a non-described neutral gray color. When activated by the wearer, however, the robe displays a shifting pattering of indescribable colors, constantly shifting and cascading from the top of the robe to the bottom hem, casting off scintillating light. It takes 1 round after the wearer activates the effect for the colors to fully start flowing. This affects everyone within 30 feet of the robe. Those looking at the robe must save vs. Petrify or be dazed for 1d4+1 rounds, unable to take action until the effect ends.

In addition, the scintillating colors give the wearer concealment. The concealment starts at a -1 modifier, increasing by another -1 per round until it reaches a full -4 modifier.

While activated everything in a 30-foot radius is illuminated.

The effect can be used no more than a total of 30 rounds per day.

Staff of Illusion: This staff is made of dark wood, with detailed carvings of spiral and fractal patterns for its entire length. This staff allows the user to cast **detect illusion**. This requires no charges and continues to work even if the staff is exhausted of all charges. In addition it has several other abilities that do cost charges. The following powers cost one charge per use: **alter self**, **mirror image**, and **phantasmal force**. The following powers cost two charges per use: **programmed illusion** and **rainbow pattern**. This item may only be used by Illusionists.

Making Magic Items

Illusionists follow the rules for magic-users for making magic items. Illusionists may make spell scrolls and any magic items on this page, as well as any other items the

GM feels are appropriate.

0 Level Spells

A Basic Fantasy RPG Supplement

Release 4

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement to the Basic Fantasy Role-Playing Game rule system provides additional, very low level spells for Clerics, Magic-Users, and other spell casters. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Have you ever thought that your magic-user should be able to sweep a floor without resorting to a fifth-level spell? Or that your cleric should always be able to pray for something, even at first level? This supplement gives you your chance!

Introduction

0 level spells are called **cantrips** when used by Magic-Users and related classes, and **orisons** when used by Clerics and related classes. A spell caster may cast a number of 0 level spells per day equal to his or her level plus ability bonus (Intelligence bonus for Magic-Users and related classes; Wisdom for Clerics and related classes). Since these spells take such a short amount of time to cast (due to their abbreviated verbal and somatic components), a character may cast one and take another action in the round at the same time. 0 level spells do not have to be prepared in advance, unlike more powerful magics.

At the GM's option, a non-spellcaster character might be allowed to use cantrips, typically one plus his or her Intelligence modifier per day. Alternately, the number might be zero plus Intelligence modifier, making such characters more rare. Likewise, orisons may be allowed to non-Clerics who are very devout, with similar restrictions (using the Wisdom bonus rather than Intelligence). Such characters must take a whole round to cast one of these spells.

This supplement includes information relevant to supplement (additional) classes found on the Basic Fantasy RPG website; specifically, Druids, Illusionists, Necromancers, and Spellcrafters. Note that these supplements are available only with your GM's agreement, even if he or she has chosen to include this supplement.

Learning 0 Level Spells

A spellcaster learns a number of 0 level spells equal to 1d4 plus his or her relevant ability bonus while in training, and can learn additional cantrips any time a trainer is available. Non-spellcasters may only learn 0 level spells from a trainer.

Using 0 Level Spells

Cantrips typically have a range of 10 feet and a duration of instantaneous. As with standard spells, some 0 level spells may be reversible, signified by an asterisk following the name.

NEW SPELLS

Clerical Orisons

Call to Worship: This orison mentally notifies patrons of the cleric's church (within one mile per level) that services are beginning. The orison does not provide an actual compulsion to come.

Cure Minor Wounds: Heals one hit point.

Guidance*: The cleric grants +1 to any subject's next attack roll. Reversed, this becomes Misguide, which gives the subject -1 to his next attack roll.

Meal Blessing: The cleric says this short prayer before a meal to give the diners a blessing. Anyone who eats the meal within twenty minutes heals 1 hit point. The meal must be normally prepared and obtained in a way that the deity permits.

Mend: Mends breaks, dents, and holes in small objects.

Predict Weather: The cleric may predict the weather up to 24 hours in advance.

Virtue: A subject gains one temporary hit point.

Ward*: Grants +1 to the subject's next saving throw. Reversed, this becomes Curse, which gives the opposite effect.

Water to Wine: The cleric may turn one flask or mug of water to wine.

Druidic Orisons

Druids use the same list of orisons as do Clerics.

Magic-User Cantrips

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

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

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

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

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

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

Knot*: This spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie

himself. Reversed, the Unknot spell may undo any knot the caster could unknot himself.

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

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

Summon Vermin*: This cantrip summons one small, totally ordinary insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse), or a cloud of gnats into a certain area. If targeted intelligently, the spell may be able to disrupt spellcasting, but will never deal any actual damage (including poison) to the target. Reversed, this cantrip becomes Exterminate, which may kill any one creature of similar size as the ones described in the spell.

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

Illusionist Cantrips

Illusionists use the same list of cantrips as do Magic-Users.

Necromancer Cantrips

Necromancers use the same list of cantrips as do Magic-Users. They also get three additional cantrips for their own use.

Bolster*: Undead within 10 feet of caster are harder to turn or command, being one point harder to affect (on Turning Table). The effect lasts one hour or until a Turning (or Command) attempt is made. Reversed, the cantrip makes undead one point easier for the same period.

Embalm: Specially prepares one corpse for burial (or further use). When cast upon recently dead in preparation for **re-animation** type spells, the newly risen Zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

Unearthed Arcana

Negate Stench*: Removes stench from one creature (or corpse), including ghouls or ghosts (save vs. Spells to resist effect). Lasts 1 round per level. Reversed, the relevant stench is made more potent, giving all victims of the stench a penalty of -2 on any relevant saving throw.

A BASIC FANTASY SUPPLEMENT

Spellcrafter Cantrips

Spellcrafters use the same list of cantrips as Magic-Users.

Rangers and Paladins

A Basic Fantasy RPG Supplement

Release 4

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing Rangers and Paladins under the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

The new classes described in this supplement are considered subclasses of the Fighter. As such, they have the same attack bonus and saving throws as Fighters of the same level. They should be treated as Fighters for all purposes, unless otherwise noted.

Ranger

Level	Exp. Points	Hit Dice
1	0	1d8
2	2,200	2d8
3	4,400	3d8
4	8,800	4d8
5	17,600	5d8
6	35,200	6d8
7	70,400	7d8
8	132,000	8d8
9	264,000	9d8
10	396,000	9d8+2
11	528,000	9d8+4
12	660,000	9d8+6
13	792,000	9d8+8
14	924,000	9d8+10
15	1,056,000	9d8+12
16	1,188,000	9d8+14
17	1,320,000	9d8+16
18	1,452,000	9d8+18
19	1,584,000	9d8+20
20	1,716,000	9d8+22

Rangers are specialized warriors who roam the borderlands, where their mission is to keep the beasts and monsters of the untamed lands at bay. They generally operate alone or in small groups, and rely on stealth and surprise to meet their objectives.

Requirements: To become a Ranger, a character must have a Strength score of 9 or higher (just as with any Fighter), a Wisdom of 11 or higher, and a Dexterity of 11 or higher. They may use any weapon and may wear any armor, but note that some of the Ranger's special talents and abilities are unavailable when wearing heavier than leather armor. Humans, Elves, and Halflings may become Rangers. If the Half-Humans supplement is used, Half-Elves and Half-Orcs may also become Rangers.

Special Abilities: Rangers can Move Silently, Hide, and Track when in wilderness areas, at percentages given in the table below. Apply a -20% penalty when attempting these abilities in urban areas. Move Silently and Hide may not be used in armor heavier than leather (unless the **Thief Options** supplement is in use, in which case the adjustments in that supplement should be applied).

Level	Move Silently	Hide	Tracking
1	25	10	40
2	30	15	44
3	35	20	48
4	40	25	52
5	45	30	56
6	50	35	60
7	55	40	64
8	60	45	68
9	65	50	72
10	68	53	75
11	71	56	78
12	74	59	81
13	77	62	84
14	80	65	87
15	83	68	90
16	85	69	91
17	87	70	92
18	89	71	93
19	91	72	94
20	93	73	95

Note: If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the **Basic Fantasy RPG Core Rules**, then the Ranger may also be allowed to do so. Rangers gain 14 points per level from 2nd to 9th levels, 9 points per level from 10th to 15th levels, and 4 points per level thereafter.

When tracking, the Ranger must roll once per hour traveled or lose the trail.

A Ranger must declare a **chosen enemy**. Against this chosen enemy, the Ranger gets a bonus of +3 to damage. This enemy might be a certain category of creature such as giants, humanoids, or dragons. With the GM's permission, the list might include rival organizations, nations, or similar agencies.

Rangers are always expert bowmen. When using any regular bow (shortbow or longbow, but not crossbow), a Ranger adds +2 to his or her Attack Bonus. At 5th level, a Ranger may fire three arrows every two rounds (a 3/2 rate of fire). This

means one attack on every odd round, two on every even round, with the second attack coming at the end of the round. At 9th level, the Ranger may fire two arrows every round, with the second attack coming at the end of the round.

Paladin

Level	Exp. Points	Hit Dice	Spells	
			1	2
1	0	1d8	-	-
2	2,500	2d8	-	-
3	5,000	3d8	-	-
4	10,000	4d8	-	-
5	20,000	5d8	-	-
6	40,000	6d8	-	-
7	80,000	7d8	-	-
8	150,000	8d8	-	-
9	300,000	9d8	-	-
10	450,000	9d8+2	1	-
11	600,000	9d8+4	2	-
12	750,000	9d8+6	2	1
13	900,000	9d8+8	2	2
14	1,050,000	9d8+10	3	2
15	1,200,000	9d8+12	3	3
16	1,350,000	9d8+14	4	3
17	1,500,000	9d8+16	4	4
18	1,650,000	9d8+18	5	4
19	1,800,000	9d8+20	5	5
20	1,950,000	9d8+22	6	5

Requirements: To become a Paladin, a character must have at least a Strength score of 9, a Wisdom score of 11, and a Charisma score of 11. There are no racial restrictions for the Paladin. They may use any weapon and may wear any armor or shield. If your GM is using the nine alignments option/supplement, you must either be Lawful Good or Chaotic Evil.

Special Abilities: Paladins emanate an aura equivalent to the spell **protection from evil** (or good, depending on the Paladin's particular faith) in a 10' radius. The Paladin can also **detect evil** (or good, as above) at will, as the spell.

Once per day, per level, a Paladin can make his or her non-magical melee weapon or attack form equivalent to a magic weapon for purposes of hitting creatures only able to be struck with a silver or magical weapon. This effect lasts for a turn.

Once per day, the paladin can **Lay on Hands** to any wounded character and heal 2 points of damage; add the Paladin's Charisma bonus to this figure. On each odd-numbered level (3rd, 5th, etc.) the Paladin may do this one additional time per day (so, twice per day at 3rd level, three times per day at 5th level, etc.) Starting at 7th level, the Paladin may choose to **cure disease** (as the spell) instead of providing healing as above. At 11th level, the Paladin may also substitute **neutralize poison**.

A Paladin can Turn (or **command**) undead as if a Cleric of a level equal to half his or her own, rounded down, starting at 2nd level.

Paladins gain the ability to cast appropriate Clerical spells at level 10. For purposes of spell effects that vary based on the Cleric's level, use one-half the Paladin's level, rounded down.

A Paladin must tithe, giving a minimum of 10% of all treasures gained or other profits as an offering to his or her deity.

A Paladin must obey a code of honor, as defined by the Game Master, and must try to perform duties assigned by his or her deity or religious hierarchy. If the Paladin breaks the code, all powers granted are taken away, and the character must atone for his or her actions as soon as possible. Until the Paladin successfully atones, as defined by the Game Master, he or she is considered an ordinary Fighter.

FIGHTER CLASS OPTION

There is a valid argument that no one would want to play a standard Fighter in a game with Ranger and Paladin classes available, based on the relative power levels of the classes. If you feel that this is or may be an issue in your game, you may wish to apply the following optional rule:

Weapon Specialization

Under this rule, the player of a Fighter may choose a weapon in which the character is especially skilled. Specialization only applies to "true" Fighters, and not to any subclasses thereof which may appear in this or any other supplement, unless otherwise noted.

At first level, the player applies one **rank** of specialization to the chosen weapon. This choice must be quite specific; for instance, a specialization in the longsword will give no bonuses when using a shortsword.

Every third level after first (that is, 4th, 7th, 10th, etc.) the player applies another rank of specialization. Each new rank may be applied to an existing specialization, or to a new specialization.

For instance, at first level Darion's player assigns a rank to longsword. Darion gains a bonus of +1 on attack rolls when using a longsword. At 4th level, the player may assign the new rank to longsword, giving a bonus of +1 on attack rolls and +1 on damage; or, the rank may be applied to a new weapon, such as the longbow, in which case both weapons have +1 on attack rolls but no bonus to damage.

As indicated in the Attacks Per Round column, at higher ranks of specialization the Fighter is allowed to attack more than one time per round.

3/2 means that the character may attack three times in every two rounds, once in the odd-numbered round and twice in the even-numbered round. At 2/1 the Fighter is allowed to attack with the specialized weapon two times per round. Additional attacks always come after all other attacks are resolved; that is, the Fighter attacks once on his or her Initiative number, then again after all “first” attacks are done. If more than one weapon specialist is involved in a battle, count Initiative down twice, once for “first” attacks and again for “second” attacks.

Rank	Combat Bonuses (Attack / Damage)	Attacks per Round
1	+1 / +0	1 / 1
2	+1 / +1	1 / 1
3	+2 / +1	3 / 2
4	+2 / +2	3 / 2
5	+3 / +2	2 / 1
6	+3 / +3	2 / 1

Some GMs do not like the 3/2 rate, as it does involve keeping track of even and odd rounds. In such a case, the GM may either choose to use 1/1 for both ranks, or 1/1 for rank 3 and 2/1 for rank 4.

*NOTE: This is the same rule presented in the **Combat Options** supplement, Release 4. If you are using both this supplement and that one, and the **Combat Options** supplement is newer than Release 4, please verify whether this rule is different in the other supplement; if so, as GM you must decide which version to apply.*

Monk

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides rules for playing Monks under the Basic Fantasy Role-Playing Game rules. 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

The new class described in this supplement is a new Core Class. The Monk uses the attack bonus of Fighters of the same level and the saving throws of Thieves of the same level. Monks are an ascetic order that emphasizes mental and physical self-discipline, and therefore use a d6 for hit dice.

Monk

Level	Exp. Points	Hit Dice	Unarmed Damage	AC Bonus	Speed Bonus	Ki Powers
1	0	1d6	1d4	0	0	0
2	2,500	2d6	1d4	0	0	0
3	5,000	3d6	1d4	0	0	2
4	10,000	4d6	1d6	+1	+10	2
5	20,000	5d6	1d6	+1	+10	3
6	40,000	6d6	1d6	+1	+10	3
7	80,000	7d6	1d6	+1	+10	4
8	150,000	8d6	1d8	+2	+20	4
9	300,000	9d6	1d8	+2	+20	5
10	450,000	9d6+2	1d8	+2	+20	5
11	600,000	9d6+4	1d8	+2	+20	6
12	750,000	9d6+6	1d10	+3	+30	6
13	900,000	9d6+8	1d10	+3	+30	7
14	1,050,000	9d6+10	1d10	+3	+30	7
15	1,200,000	9d6+12	1d10	+3	+30	8
16	1,350,000	9d6+14	2d6	+4	+40	8
17	1,500,000	9d6+16	2d6	+4	+40	9
18	1,650,000	9d6+18	2d6	+4	+40	9
19	1,800,000	9d6+20	2d6	+4	+40	10
20	1,950,000	9d6+22	2d8	+5	+50	10

Monks are ascetic students of self-discipline and spiritual knowledge. This knowledge does not have to be religious in any way, nor does it mean they must abstain from all pleasures (though some do). Each order has its own means of operating and expectations of its adherents, so each individual monk encountered can be quite different from each other or from any others.

Requirements: To become a Monk, a character must have Strength, Dexterity, and Wisdom scores of 13 or higher, and a Constitution of 9 or higher. A Monk may not wear any armor as it interferes with special abilities, nor may he or she use shields of any sort. Any sort of weapon may be used, though the GM may limit weapon selection if it seems appropriate for the monk's order. There are no racial limitations to becoming a monk, though some specific orders may discriminate.

Special Abilities: Monks can Move Silently, Hide, Listen, and Climb Walls using the table below. Monks gain no other Thief abilities.

Monks also gain some other special abilities as a result of their arduous training. These abilities support their capability to engage in combat using no armor or weapons and not only survive, but excel.

Monks' unarmed attacks do lethal damage as shown in the chart. (They may always choose to inflict non-lethal damage with their unarmed attacks, if so desired.) As monks progress in levels, they progressively do more damage with their unarmed attacks, to the point they become more effective than any weapon.

Monks are able to use a flurry of blows, giving an increased number of attacks each round starting at fifth level. At 5th level they gain the ability to make three attacks every two rounds. At 10th level they can make two attacks per round. At 15th level they can make five attacks every two rounds. Finally, at 20th level they can make three attacks per round. Monks **must** not be wearing any armor to use their flurry of blows, but can use any combination of unarmed attacks or weapon attacks.

Monks are difficult to hit, even though they do not use armor. Monks are able to add their wisdom bonus to their armor class, along with their dexterity bonus. In addition, starting at the fourth level, and every four levels after that, they get an additional +1 to their armor class, to a maximum of +5 at 20th level. The wisdom bonus and extra bonus to

armor class only apply if the Monk is not wearing any armor and is not under a heavy load.

Monks are able to move exceptionally quickly, too. At fourth level Monks increase their base speed by 10 feet. Every fourth level after that, their speed increases by another 10 feet, to a maximum of +50 feet at 20th level. The increased speed is only available if the Monk is not wearing any armor and is not under a heavy load.

Finally, Monks are able to harness their spiritual training in the form of *ki* powers. These *ki* powers allow the Monk to perform amazing abilities that normal mortals should be able to do. At third level, a Monk may choose two *ki* powers, and then may choose another every odd level after that. Some *ki* powers have prerequisites (usually a different *ki* power that must be chosen first) and may require the Monk to be a certain level to choose it. Each power may only be chosen once.

Monk Abilities

Monk Level	Move Silently	Climb Walls	Hide	Listen
1	25	80	10	30
2	30	81	15	34
3	35	82	20	38
4	40	83	25	42
5	45	84	30	46
6	50	85	35	50
7	55	86	40	54
8	60	87	45	58
9	65	88	50	62
10	68	89	53	65
11	71	90	56	68
12	74	91	59	71
13	77	92	62	74
14	80	93	65	77
15	83	94	68	80
16	85	95	69	83
17	87	96	70	86
18	89	97	71	89

19	91	98	72	92
20	93	99	73	95

***Note:** If the GM allows Thief characters to allocate their ability percentages, as given on page 153 of the **Basic Fantasy RPG Core Rules**, then the Monk may also be allowed to do so. Monks gain 15 points per level from 2nd to 9th levels, 10 points per level from 10th to 15th levels, and 7 points per level thereafter.*

KI POWERS

Below are the *ki* powers available to the Monk class. All of these powers are unique to the Monk and not available to any other class. None of these are spells, however some have time limits, some can only be used some number of times in a time period, and some have both limits. Once chosen, they are always available for use by the Monk (subject to any usage limits). All powers, unless noted with an *, expect the Monk to be wearing no armor and not carrying a heavy load. If the Monk is wearing armor or carrying a heavy load, the powers will stop working until such point as the Monk is again not wearing any armor or carrying a heavy load.

Abundant Step

The Monk can magically step between spaces. The Monk gets the benefit of a **dimension door** spell once per day. He or she gains a second use at 15th level. Must be at least 7th level.

Bursting Fist

Once per day a Monk may slam their palms together creating a wave of force projecting forward for 50 feet. Anyone caught in the burst takes 1d6 per monk level, but may save vs. Dragon Breath for half damage. Must be at least 15th level and already have **diamond fist**.

Deflect Arrows

Once per round, the Monk may deflect incoming ranged attacks that would have otherwise hit with a flick of their wrist. This does not reduce the number of attacks the Monk may make in the same round.

Diamond Body*

The Monk may flush any and all poison from their system once a day. The Monk gains an additional use at 15th level and a third use at 19th level. Must be at least 11th level.

Diamond Fist

The Monk's unarmed attacks ignore any hardness of the target. Must be at least 11th level and have **stunning fist**.

Evasion

When a Monk makes a saving throw to avoid physical damage where he or she would normally take half damage, no damage is taken instead.

Feather Balance

For one turn, the Monk cannot lose their balance. Any time they would be forced to make an ability check against their dexterity, they are considered to have rolled a 20. A Monk may use this once per day. An additional use is gained at 7th level and every four levels after that, to a maximum of five uses at 19th level.

Feather Step

While using **feather balance**, the Monk is able to move lightly across any surface even if it would not normally support his or her weight, ignoring any sort of difficult terrain. This does not allow the Monk to walk on water. Must be at least 11th level and already have **feather balance**.

Flawless Mind*

The Monk gains a +4 bonus on all saving throws against magical effects targeting the mind (e.g. charms or illusions). Must be at least 15th level.

Improved Evasion

When a Monk makes a saving throw to avoid physical damage, not only is no damage taken if the saving throw succeeds, but only half damage is taken if the saving throw is failed. Must be at least 7th level and already have **evasion**.

Ki Strike

The Monk's unarmed attacks are treated as if they were magical weapons. They do not have an attack modifier, but the Monk can strike creatures that can normally only be hit by magical weapons. Must be at least 7th level.

Punishing Strike

Once per day a Monk may deliver a particularly punishing blow. If the blow hits, it does another 1d6 of damage. An additional use is gained at 15th level and a third use at 19th level. Must be at least 11th level and have **stunning fist**.

Purity of Body*

The Monk may remove any diseases from his or her body, whether natural or magical, once a day. A second use is gained at 11th level and a third use at 15th level. Must be at least 7th level.

Quivering Palm

Once a week the Monk may designate they are using the **quivering palm**. If the attack hits, the Monk is able impart vibrations in the target. For the next week, at any time the Monk may simply will it and the target will instantly die. The target does get a save vs. Death Ray to avoid death. If the target makes the save or the week passes, the vibrations cease and the target is no longer in danger, though the target could be affected later by a separate attack. This ability only affects living creatures. Must be at least 15th level.

Silver Fist

The Monk's unarmed attacks may count as any kind of special material (e.g. silver).

Slow Fall

As long as a Monk is within 10' of a vertical surface while falling, they are treated as if under the effects of a **feather fall** spell.

Stunning Fist

Once per day, the Monk may declare an unarmed attack to be a stunning fist. If the attack succeeds, in addition to doing damage, the target must save vs. Petrify or be stunned. If the target is stunned, then for one round he or she can make no action, must drop whatever he or she is holding, take a -2 AC bonus, and lose their dexterity bonus to AC. This only affects living creatures. The Monk gains an additional use at 7th level and every four levels after that, to a maximum of five uses at 19th level.

Timeless Body*

The Monk gains harmony between their mind and body and stops aging. At some point the mind will still give out,

but the body no longer shows the effects of further aging. Must be at least 15th level.

Tongue of the Stars*

The Monk may speak with any living creature for one turn. This may be used twice a day. At 19th level a third use is gained. Must be at least 11th level.

Wholeness of Body*

The Monk may heal twice his or her level in hit points per day. This can be done once, or spread out over multiple applications. Must be at least 7th level.

NEW MAGIC ITEMS

The items listed below are magic items made for Monks. All of these items may only be used by Monks. In addition to the items below, Monks may use any items available to fighters and thieves.

Monk's Belt: This simple rope belt, when wrapped around a character's waist, confers great ability in unarmed combat. The wearer's AC and unarmed damage is treated as a Monk four levels higher. This item may only be used by Monks.

Monk's Hand Wrap: These simple linen cloth strips are inscribed with inspirational runes along their length. When worn wrapped around the Monk's hands, an additional use of the **stunning fist** ki power is gained. If the Monk doesn't have the **stunning fist** ki power, one use per day is gained. This item may only be used by Monks.

Monk's Robe: This is a short simple brown sleeveless robe. When worn, the wearer gains one extra ki power. Once picked, the it is fixed for this wearer and only usable while the robe is worn. If the wearer picks this ki power later while gaining a level, he or she may choose a new ki power, which is then again fixed. When choosing a ki power, the wearer must otherwise qualify for it. This item may only be used by Monks.

Thief Options

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides additional options for Thief-class characters for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Absolute Limit of Ability

The rules which follow detail various adjustments to thief abilities. However, regardless of any adjustments, no thief ability may be higher than 99%.

Effects of Armor

This variant allows Thieves to use any kind of armor or shield, but applies adjustments to their Thief abilities based on what sort of armor is employed. Leather armor is the “default” type of armor, and applies no bonus or penalty to a Thief wearing such armor. Otherwise:

- wearing no armor imparts a 10% bonus
- wearing chain imparts a 20% penalty
- wearing plate imparts a 40% penalty
- wearing a shield imparts 10% penalty (cumulative with other penalties above).

Racial Adjustments

Characters of differing races may have differing proficiency at the various Thief abilities. To represent this, the following table may be used. Note that this table includes both Core Rules races as well as races from the Gnome and Half-Human Supplements.

Ability Bonus or Penalty Adjustments

Each Thief ability is governed by an ability score (as given below). Add to each Thief ability the relevant ability score modifier times five (i.e. +1 gives +5%, +2 gives +10%, and so on).

The dominant ability scores for Thief abilities are as follows:

Thief Abilities	Ability Score
Open Locks, Pick Pockets, Move Silently	Dexterity
Remove Traps, Hide	Intelligence
Listen	Wisdom
Climb	Strength

Sneak Attack Adjustment

To increase the effectiveness of high-level Thief characters, the GM may wish to grant triple Sneak Attack damage to Thieves of 9th and higher level.

A BASIC FANTASY SUPPLEMENT**Unearthed Arcana**

Race	Pick Pockets	Open Locks	Remove Traps	Move Silently	Hide	Listen	Climb
Dwarf		+5	+5			+5	-10
Elf		-5	-5	+5	+5	+5	
Halfling	+5			+5	+5	+5	-15
Gnome	+5	+5			+5	+5	-5
Half-Elf				+5	+5	+5	
Half-Orc			+5			+5	+5
Half-Ogre	-5	-5	-5	-5	-5	+5	+15

Half Humans

A Basic Fantasy RPG Supplement

Release 3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing half human characters 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 RACES

Half-Elf

Description: Half-Elves are the result of crossbreeding between Elves and Humans. An average Half-Elf male stands around 5'5" in height, with females averaging an inch shorter. They have pointed ears, but their features tend to favor the Human parent a bit more than the Elf. Half-Elves are well tolerated by Humans in most cases, but are often shunned (or at best, ignored) by Elven society.

Restrictions: Half-Elves may become members of any class or combination allowed to Elves. They are required to have a minimum Intelligence of 9, and like Elves they may not have Constitution scores higher than 17. They do not suffer from the Elven hit dice limit.

Special Abilities: Half-Elves have Darkvision with a 30' range. They are able to find secret doors on a 1-2 on 1d6, but do not find secret doors on a cursory examination as Elves do. Half-Elves gain a bonus of +5% on all earned experience, except if the Half-Elf is a member of a combination class.

Saving Throws: Half-Elves save at +1 vs. Magic Wands and Spells.

Half-Ogre

Description: Half-Ogres are the result of crossbreeding between Humans and Ogres. Such creatures tend to be outcasts within both Human and Ogrish communities, but they may often be found as leaders in communities of orcs or goblins. Half-Ogres are big, averaging around 7' in height, broad shouldered and rangy. Their features

tend to favor the Ogrish parent, with dark coarse hair, tan or brown skin and dark eyes.

Restrictions: Half-Ogres may become Clerics or Fighters only. A Half-Ogre must have a minimum of 13 in both Strength and Constitution, and may not have either Intelligence or Wisdom higher than 15.

Special Abilities: Half-Ogres roll hit dice one size larger than normal; so a Half-Ogre Fighter rolls d10's for hit points, while a Half-Ogre Cleric rolls d8's. Half-Ogres gain a bonus of +5% on all earned experience. Due to their great size, they gain a bonus of +1 on the roll when opening doors or performing other feats of Strength. Finally, they have Darkvision with a 30' range.

Saving Throws: Half-Ogres gain no special bonuses to their saving throw rolls.

Half-Orc

Description: Half-Orcs are the result of crossbreeding between Humans and Orcs. Such creatures tend to be outcasts within Human communities, but sometimes rise to positions of leadership within Orcish communities. Half-Orcs are a bit shorter than Humans. Their features tend to favor the Orcish parent.

Restrictions: Half-Orcs may become members of any class. A Half-Orc must have a minimum Constitution of 9, and are limited to a maximum Intelligence of 17.

Special Abilities: Half-Orcs gain a bonus of +5% on all earned experience. They have Darkvision with a 60' range. When dealing with humanoids of Human-size or smaller, a Half-Orc gains an additional +1 on any reaction die roll, in addition to his or her Charisma bonus.

Saving Throws: Half-Orcs save at +1 vs. Death Ray or Poison.

Backgrounds and Specialties

A Basic Fantasy RPG Supplement

Release 1

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

These rules provide options for fleshing out PCs (& NPCs) beyond their ability scores, race and class abilities. The options here provide some minor benefits in terms of game mechanics, but the main intention is to provide some structure to help players customize their characters.

Each PC (and at the DM's option, each major NPC) can select one background and one specialty from the following lists. Of course the lists can (and should) be expanded or modified to accommodate the needs of the DM's campaign or inventive player ideas.

BACKGROUNDS

Backgrounds provide a means for establishing the past experiences of a character, prior to their joining one of the character classes in the game. Each background is deliberately broad in definition and players are encouraged to fill in the details to add more depth to the character.

In situations where a character makes an ability roll (see page 141 of the BFRPG rules), the GM should assign a bonus of +5 to the roll where it is deemed that the character's background (past experiences) would give them an advantage at the task. In situations where the character's background is only partly relevant, a lesser bonus (e.g. +2) can be used, at the GM's discretion.

Sample backgrounds:

Aristocrat

These characters are from the upper class of their societies. Generally wealthy and well-educated (almost all are literate), aristocrats are well versed in etiquette, dancing, diplomacy and other skills useful in courtly circles.

Barbarian

Barbarians are from a culture that is more primitive than the assumed medieval technology level of a typical BFRPG game. Barbarians are self-sufficient, imposing and impressive to those from other cultures. They are proficient at hunting, tracking and outdoor survival.

Farmer

Experience at herding and/or cropping, handling domesticated animals, manual labor, etc. Farmers tend to be very practical and good at solving problems with improvised tools and materials.

Outdoorsman

Experience in tracking, hunting, trapping and survival in the outdoors. Outdoorsmen are good at predicting the weather, assessing natural hazards and blazing the most efficient path through uncharted territory.

Scholar

Whether as an historian, herald, linguist or theologian, this character has highly specialized knowledge in a particular field and a broad knowledge of related fields. All scholars are literate and are generally inept at most physical

and practical tasks, although they excel at research, writing and recalling obscure facts.

Seafarer

Whether as a simple sailor, a merchant navigator or a pirate, the character is an experienced seafarer. Depending upon their past role aboard their ship, the character is skilled at manning the sails/rigging, navigating, naval combat or the logistics of sea voyages.

Soldier

Soldiers are those who have received formal military training in some kind of martial organization. This could be an organized militia, a mercenary company or the army of an important ruler. Soldiers are skilled in military tactics, the repair and maintenance of weaponry and the logistics of organizing and moving large numbers of troops.

Tradesman

The character has some kind of experience as a craftsman, tradesman or other similarly specialized role, including various kinds of artists, performers and merchants. Blacksmiths, bowyers, cobblers, leatherworkers and tailors all have specialized skills that they can use to eke out a living between adventures. A tradesman may or may not be literate depending upon the nature of their trade or craft.

SPECIALTIES

Each character class may choose to specialize in certain aspects of their chosen profession. Specialties provide benefits that accrue as the character gains levels. It may be possible for a character to change their specialty, if both the

player and GM agree such a change is warranted based on events that have occurred in the game.

Characters may only take one specialty, and it must be from the list associated with their character class (or in the case of a character with multiple character classes, one of their classes). Each specialty lists 3 'levels' of benefit. Characters gain the first level of a specialty at 3rd level, the 2nd listed benefit is gained at 6th level and the third at 9th level.

Sample character specialties are listed below for each character class:

Cleric Specialties**Crusader**

These clerics have received more militant training than the typical cleric in order to focus on combating their enemies.

Game effects:

1. The cleric may use a single type of normally prohibited weapon (e.g. sword, axe, bow etc.)
2. Cast a free Striking spell once each day.
3. Cast a free Dispel Evil once each day.

Dwarven Cleric

These clerics serve numerous roles in Dwarven society and are tasked with furthering the interests of dwarves wherever they may be found. In battle, Dwarven clerics focus on spells that aid their comrades.

Game Effects:

1. Use any kind of axe in addition to the weapons normally allowed to clerics
2. Cast a free Bless or Resist Fire spell once each day in addition to their normally prepared spells.

3. Cast a free Neutralize Poison or Protection from Evil 10' Radius spell once each day in addition to their normally prepared spells.

Elven Cleric

Elven Clerics are tasked with the wise guidance and long-term prosperity of elven communities.

Game Effects:

1. May use a long or short bow in addition to the weapons normally allowed to Clerics.
2. Cast a free Speak with Animals or Charm Animal spell once each day in addition to their normally prepared spells.
3. Cast a free Speak with Plants or Commune spell once each day in addition to their normally prepared spells.

Halfling Clerics

These Clerics are highly respected in halfling communities, being responsible for the health and education of their flock.

Game Effects:

1. Cast a free Purify Food and Water or Remove Fear spell once each day in addition to their normally prepared spells.
2. Cast Cure Blindness or Cure Deafness spell once each day in addition to their normally prepared spells.
3. Cast Create Water or Create Food spell once each day in addition to their normally prepared spells.

Healer

These clerics specialize in curing the sick and assisting the wounded.

Game effects:

1. The cleric may re-roll all 1s and 2s for all cure spells.
2. Cast a free Cure Light Wounds once each day.
3. Cast a free Cure Serious Wounds once each day.

Heavily Armored

As the Fighter specialty of the same name, below.

Prophet

Oracles are specialists in divining truths and seeking out the unknown through the power of their faith.

Game effects:

1. Cast a free Detect Evil or Detect Magic once each day.
2. Cast a free Locate Object or Speak with Dead spell once each day.
3. Cast a free Commune or True Seeing spell once each day.

Redeemer

Redeemers are clerics who seek out and destroy the undead and other inherently evil creatures.

Game effects:

1. Cast a free Detect Evil or Protection from Evil spell once each day.
2. The cleric rolls an additional 1d6 when determining the number of hit dice worth of undead affected by a successful turn undead attempt.
3. Cast a free Dispel Evil spell once each day.

Shaman

Many cultures have clerics who work closely with spirits and/or totem animals rather than directly with a deity.

Game effects:

1. Normal animals will not attack the character, provided they remain quiet, calm and do not make any sudden movements.
2. Cast a free Charm Animal or Speak With Animals spell once per day
3. Cast a free Speak With Dead or Commune spell once per day.

Fighter Specialties**Archer**

Archers are specialists with some kind of missile weapon (usually a bow, but crossbows and even sling specialties are possible).

Game effects:

1. +1 to hit bonus; automatically surprise opponents if weapon is loaded/ready in anticipation of an encounter.
2. Extra attack per round for a bow or sling; crossbows have their reload time reduced by one round.
3. +2 to hit bonus.

Brawler

These characters are pugilists, martial artists or simply enjoy a good tavern brawl.

Game effects:

1. The character can make two attacks when brawling or wrestling.

2. Brawling damage is improved to 1d4 (punch) or 1d6 (kick).

3. Characters can harm opponents clad in metal armor (and monsters with relatively thin hides) with brawling and wrestling attacks.

Dual Wielding

This character specializes in using a weapon in each hand. Usually, the weapon in the character's off-hand is lighter and smaller than that in the primary hand.

Game effects:

1. Two weapon fighting penalties reduced to 0 (primary)/ -5 (secondary).
2. Two weapon fighting penalties reduced to 0 (primary)/ -3 (secondary).
3. Two weapon fighting penalties reduced to 0 (primary)/ 0 (secondary).

Dwarven Warrior

Dwarven warriors specialize in weapons and tactics that maximise their effectiveness against their traditional foes.

Game Effects:

1. +1 attack and damage bonus when in melee with goblins, hobgoblins, bugbears or orcs.
2. +4 AC bonus when attacked by any giant-type creature (includes ogres and trolls).
3. Extra attack per round when in melee combat.

Elven Warrior

These elves spend decades perfecting the art of battle with bow and blade

Game Effects:

1. +1 attack and damage bonus with either long and short sword OR long and short bow
2. +1 attack and damage bonus with either long and short sword OR long and short bow (whichever was not taken previously)
3. Extra attack per round when using either long/short sword OR long/short bow

Halfling Warrior

While they may not be the most robust combatants, Halfling warriors know how to hold their own in a fight.

Game Effects:

1. +1 to hit with all ranged attacks in addition to their racial +1 bonus with missiles (+2 total).
2. +2 AC bonus when attacked by any giant-type creature (includes ogres and trolls), in addition to their racial +2 bonus (+4 total).
3. Extra attack per round with any ranged weapon. (For crossbows, this reduces the reloading time by one round).

Heavily Armored

At the opposite end of the spectrum from the lightly armored warrior is the tank, who specializes in using armor to deflect blows and reduce damage. To such characters, there is no such thing as too much armor.

Game effects:

1. Shields provide an additional +1 AC bonus.
2. Armor provides an additional +1 AC bonus.

3. Damage from weapons that hit the character is reduced by 1.

Holy Warrior

These warriors are the elite champions of a deity or are closely associated with some kind of clerical order. They must take oaths to abide by strict codes of conduct in order to maintain the benefits of this specialty.

Game effects:

1. Cast Detect Evil at will
2. Cast Striking once per day.
3. Automatically inflict double damage on a successful attack on undead and strongly evil (GM's discretion) creatures.

Horseman

A mounted warrior, who specializes in battle in the saddle. Knights, cavalry and nomadic tribesmen are all examples of expert horsemen.

Game effects:

1. +1 to hit and damage bonus while mounted
2. No AC penalty while charging from the back of a mount
3. +2 to hit and damage bonus while mounted

Lightly Armored

Certain styles of fighting emphasize speed and mobility over being weighed down with cumbersome armor and shield.

Game effects:

1. +2 AC bonus provided non-metal armor (or no armor) is worn.
2. +3 AC bonus provided non-metal armor (or no armor) is worn.

3. +4 AC bonus provided non-metal armor (or no armor) is worn.

Weapon Master

This category of specialist represents characters who are specialists with a particular type of melee or thrown weapon, such as a sword, spear or dagger.

Game effects (when using chosen weapon):

1. +1 to hit and damage bonus.
2. Extra attack per round.
3. +2 to hit and damage bonus.

Magic-user Specialties**Artificer**

These magic-users focus on imbuing magic into all manner of liquids, scrolls and items.

Game effects:

1. Base chance of creating magic items is 30% (instead of the usual 15%);
2. Cost of creating magical items reduced by 50%;
3. Time required to create magical items reduced by 50%

Elven Mage

Most Elven Magic-Users are mages (see the mage specialty, below)

Mage

These magic-users are generalists, interested in all types of spells.

Game effects:

1. Once per day, the magic-user may cast any 1st-level spell in their spellbook in addition to their

normally prepared spells, without having to prepare it in advance.

2. Once per day, the magic-user may cast any 2nd(or lower)-level spell in their spellbook in addition to their normally prepared spells, without having to prepare it in advance.

3. Once per day, the magic-user may cast any 3rd (or lower)-level spell in their spellbook in addition to their normally prepared spells, without having to prepare it in advance.

War Wizard

These magic-users supplement their magic use with basic martial training.

Game effects:

1. The magic-user may avoid the -5 attack penalty with one type of weapon that is usually not allowed to them.
2. The magic-user may cast spells in leather armor (but may not use a shield).
3. The magic-user may cast spells in chain mail armor (but may not use a shield).

Witch/Warlock

Magic-users of this specialty use the power of unspeakably evil entities to brew potions and enhance the power of their charms and curses.

Game effects:

1. Can brew potions (rather than having to wait until 7th level to do so); Opponents save with a -4 penalty against Charm Person spells; cast Charm Person once each day, without having to prepare it in advance.
2. Cost of potions reduced by 50%; Opponents save at -4 against Charm Monster; cast Charm

Monster once each day without having to prepare it in advance.

3. Time required to brew potions reduced by 50%; Opponents save at -4 against Bestow Curse (reverse of Remove Curse); cast Bestow Curse once each day without having to prepare it in advance.

Thief Specialties

'Box Man'

These thieves are specialists at opening locks and disabling all manner of traps set to deter theft.

Game effects:

1. +5% to Open Locks / Remove Traps; Once per day, the thief may re-roll one Open Locks or Remove Traps attempt at half their normal chance .
2. +10% to Open Locks / Remove Traps; Once per day, the thief may re-roll one Open Locks or Remove Traps attempt at their normal chance.
3. +15 % to Open Locks / Remove Traps; After failing to use the Open Locks skill on a particular lock, the thief may make another attempt every 24 hours.

'Deadeye'

These thieves specialize in using ranged weapons to eliminate their targets.

Game effects:

1. May use missile weapons (at short range) to make sneak attacks.
2. Sneak Attack multiplier increased to x3.
3. May use missile weapons (at short or medium range) to make sneak attacks.

Dual Wielding

As the Fighter specialty of the same name, above.

Dwarven Thief

Most Dwarven Thieves are "Box Men" (see the "Box Man" specialty, above)

Elven Thief

Most Elven Thieves are "Scouts" (see the "Scout" specialty, below)

Halfling Thief

Most Dwarven Thieves are "Scouts" (see the "Scout" specialty, below)

Lightly Armored

As the Fighter specialty of the same name, above.

Scout

Scouts are thieves who specialize in sneaking around unnoticed.

Game effects:

1. +5% to Move Silently / Hide; chance to surprise opponents increased by 1-in-6.
2. +10% to Move Silently / Hide; chance to surprise opponents increased by 2-in-6.
3. +15% to Move Silently / Hide; chance to surprise opponents increased by 3-in-6.

Spy

Spies are thieves who specialize in eavesdropping and gathering information surreptitiously.

Game effects:

1. +5% to Pick Pockets / Listen; A 'Listen' roll can be used to understand the general nature of documents written in unfamiliar languages.

2. +10% to Pick Pockets / Listen; A 'Listen' roll can be used to understand the general nature of conversations in unfamiliar languages.

3. +15% to Pick Pockets / Listen; chance to surprise opponents increased by 3-in-6. A 'Listen' roll can be used to speak simple phrases in any language with which the thief has passing familiarity.

Thug

These thieves specialize in the use of violence against their victims.

Game effects:

1. Ignore the usual (-4) penalty for using weapons to subdue; The thief can wear Chain Mail armor, although this halves their chance of using all Thief Abilities (except Open Locks and Remove Traps).

2. Sneak Attack damage: x3; When struck by subduing attack, the thief may ignore 1 point of damage (a successful attack always deals at least 1 point of damage).

3. Sneak Attack damage: x4; When struck by subduing attack, the thief may ignore 2 points of damage (a successful attack always deals at least 1 point of damage).

Creating New Specialties

The GM is encouraged to modify the specialties above to suit the world or setting in which their game takes place. When creating new specialties, the GM should try and keep the 'power' of the benefits similar to those granted to each of the classes for the existing benefits above. "Bonus" spells should only be of a level that the character would otherwise be able to cast, while bonus 'to hit' should be restricted to specific circumstances.

Option - Multiple Specialties

The GM may decide to allow characters to pursue multiple specialties. This allows for greater variety, but requires more record-keeping on the character sheet. When using this option, characters still wait until reaching 3rd level to select their specialty, but upon reaching 6th level they may select the first "rank" in a new specialty rather than adopting the second "rank" in their first specialty. Hence, it is possible for a 9th level character to have one "rank" in each of three specialties. Of course, the GM is free to make rulings on the appropriateness of different specialty combinations on a case-by-case basis.

Sentient Weapons

A Basic Fantasy RPG Supplement

Release 3

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for Sentient Weapons, a special type of magic item, 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.

SENTIENT WEAPONS

Some magic weapons have an intelligence all their own. Only weapons proper (i.e. not ammunition) will be intelligent, and it is unusual for a sentient weapon to be smaller than a shortsword. These weapons think and feel the same way characters do and should be treated much like NPCs.

Sentient weapons have extra abilities and sometimes extraordinary powers and special purposes. In general, less than 1% of eligible magic weapons have intelligence; it is recommended that the GM place each one specially, and not give them out as part of randomly generated treasures.

Sentient weapons (also called “intelligent weapons”) do not have the same sort of sentience as ordinary creatures. For instance, regardless of the stated intelligence score of a sentient weapon, they are not capable of extended thinking or planning, or any sort of design or engineering tasks. Sentient weapons have poor memories, remembering only the most important events of their existence. A very old sentient weapon might remember only its most famous (or infamous) wielders, and only the most significant battles in which it was wielded.

Unlike most magic items, sentient weapons can activate their own powers without waiting for a command word from their owner. A sentient

weapon acts when its owner acts in initiative order, but acts of its own accord.

Weapon Affiliation or Purpose

Sentient weapons are created for some specific purpose. Generally, this is manifested as the weapon's *affiliation*. A weapon may be affiliated with a religious association, a specific race, or some other group or order. An affiliated weapon will prefer to be utilized by members of the affiliated group; further, the weapon will avoid at all costs working against the interests of the affiliated group. So, a weapon affiliated to the Elves of the White Forest might permit a human to use it if no better choice is available, but the weapon would still resist being used *against* the Elves of the White Forest.

Alternately, a sentient weapon might be created to follow some particular philosophy or mission, at the GM's option. The wielder of such a weapon must behave in support of the weapon's philosophy or mission, or at least not against it, in order to be granted the advantages the weapon possesses.

Some sentient weapons also have a specific purpose, typically to fight some particular type of foe. Obviously, the affiliation and purpose of the weapon must not conflict. For instance, a weapon might have been created to defend the elves from

trolls; thus, the weapon is affiliated with the elves, but fighting trolls is its purpose. The weapon will prefer to act in accordance with its purpose; for example, the aforementioned elf-made weapon created to fight trolls would prefer to be in the hands of an elf warrior fighting trolls. However, in the absence of a troll to fight, the weapon would find fighting orcs or dragons equally acceptable, just as it would likely tolerate being used by a human in the absence of a qualified elf wielder. There is no table or die roll to determine whether or not a sentient weapon has a purpose; this is up to the GM to decide.

A sentient weapon will naturally prefer some wielders over others, based on its affiliation and/or purpose. A sentient weapon which does not like its wielder may choose to hide its nature, pretending to be a common sort of magic weapon, until it is in the hands of someone it prefers. Alternately, such a weapon may choose to inflict damage directly on the wielder when it is drawn or handled, doing 2d4 points of fire or electrical damage per round so long as it is held. A sentient weapon may even choose to act as a cursed weapon, with a penalty equal to its usual bonus (-2 vs. +2 for example). One final option for a sentient weapon is to attempt to control the unwanted wielder (as explained below).

Intelligence of Weapon

d20	Intelligence	Lesser Powers	Greater Powers
1-5	8	1	–
6-10	9	2	–
11-14	10	3	–
15-17	11	3	1
18-19	12	3	2
20	13	4	3

Weapons with less than 9 Intelligence communicate by means of **empathy**: the possessor

feels urges and sometimes emotions from the weapon that encourage or discourage certain courses of action. The weapon can understand the intent or desire of the wielder (with some limitations). Weapons having 9 or higher Intelligence will be able to speak.

Languages Spoken By Weapon

Sentient weapons which can speak will know Common (or the racial language of the weapon's creator, if that is different from Common) as well as one additional language per point of Intelligence above 9. Choose appropriate languages, taking into account the weapon's origin, affiliation, and purpose (if any).

Sensory Abilities

A sentient weapon typically has about the same visual and auditory abilities as its creator had; so Human-made weapons cannot see in the dark, but Elven or Dwarven weapons have Darkvision. A sentient weapon may also have powers granting additional sensory abilities.

Sentient Weapon Powers

Each sentient weapon will have a number of lesser and greater powers, as determined on the table above. Lesser powers are primarily detection abilities; when the sword activates one of these powers, it can scan an adjacent area 10' wide by 20' deep each round for up to a turn. A sword can activate only one lesser power at a time, and each such power can be used up to 6 times per day.

Greater powers are, in effect, spells; each sentient weapon which has greater powers will be able to activate each one up to 3 times per day, for at most 1d4+1 turns each time (for those powers which are not instantaneous). Though the sword chooses

when to use its powers, once activated they are under the control of the wielder (so, for instance, the wielder controls any illusions created by the Phantasmal Force power). A list of suggested greater powers is provided below, but the GM may add any spells he or she sees fit. Note that offensive spells are not usually granted to a weapon, since the weapon is its own offense.

Lesser Powers

% Roll	Power
01-15	Detect Gems and Jewels
16-20	Detect Illusion
21-35	Detect Invisible
36-50	Detect Magic
51-60	Detect Metal
61-70	Detect Secret Doors
71-75	Detect Shifting Walls and Rooms
76-80	Detect Sloping Passages
81-00	Detect Traps

Greater Powers

% Roll	Power
01-09	Clairaudience (as the potion)
10-20	Clairvoyance (as the spell)
21-37	ESP (as the spell)
38-45	Flying (as the spell)
46-60	Cure Light Wounds (as the spell)
61-74	Levitation (as the spell)
75-81	Phantasmal Force (as the spell)
82-87	Telepathy (as the helm)
88-91	Teleport (as the spell)
92-00	X-Ray Vision (as the ring)

Sentient Weapon Ego

Ego is a measure of the total power and force of personality that a sentient weapon possesses. To calculate a sentient weapon's ego, add together its Intelligence and combat bonus, plus 1 point for each lesser power and 2 points for each greater power. For weapons having more than one

combat bonus, the weapon's ego may actually change when in the presence of creatures that would receive the higher figure. Consider a Longsword +1, +3 vs. Regenerators; in the presence of trolls, the sword's ego rises two points.

Weapons vs. Wielders

A sentient weapon is always true to its affiliation (and purpose, if it has one). If the character who possesses the weapon is not true to that affiliation or purpose, personality conflict (weapon against character) results.

A character's ego is equal to his or her Intelligence and Wisdom added together; this figure is reduced by half the Wisdom score if the character has half or less of his or her hit points remaining.

When a personality conflict occurs, the possessor's ego is compared to the weapons ego; if the weapon has a higher ego score (not merely equal), the character must make a saving throw vs. Spells. Failure of the save means that the weapon takes control of the character. If the save is made, the weapon can force another such check each round, until the roll is failed or the character releases the weapon (including sheathing it). Of course, if the situation which is causing the weapon to seek control passes before the wielder fails a save, the weapon will stop trying to take control.

Control lasts for one day or until a critical situation occurs (such as a major battle, a serious threat to either the weapon or the character, and so on), which forces another personality conflict check to be made. Should a weapon gain control, the character behaves as if charmed, doing the weapon's will. This may include:

- Removal of associates or items whose goals or personality are distasteful to the item.

- Causing the character to give away all other magic items or items of a certain type.
- Immediately seeking out and slaying creatures hateful to the weapon.
- Causing the character to relinquish the weapon in favor of a more suitable possessor due to personality differences or conduct.
- Forcing its possessor into combat.
- Forcing its possessor to surrender to an opponent.
- Cause the character to drop the weapon.

Naturally, such actions are unlikely when harmony reigns between the character's and item's affiliations or when their purposes and

personalities are well matched. Even so, an item might wish to have a lesser character possess it in order to easily establish and maintain dominance, or a more powerful possessor so as to better accomplish its goals.

All magic items with personalities desire to play an important role in whatever activity is under way, particularly combat. Such items are rivals of each other, even if they have the same affiliation. No sentient weapon wants to share its wielder with others.

Items with personalities are never totally controlled or silenced by the characters who possess them, even though the items may never successfully control their possessors.