

Rune Casters

A Basic Fantasy RPG Supplement

Release 2

Copyright © 2013 Trevor R.H. Clarke

All Rights Reserved

Distributed under the terms of the Open Game License version 1.0a

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing Rune Casters, a form of “specialist” Magic-User, under the Basic Fantasy Role-Playing Game rule system. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

NEW CHARACTER CLASSES

Rune Caster (subclass)

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

Rune Casters channel the power that infuses the world around us and concentrate it in rune stones and totems. These powerful magical artifacts can release this power on command by anyone at anytime. Rune Casters, much like Druids, have a natural affinity with the land and often act as shamans in their tribes. They are of great value to the tribal warriors, providing them with both healing and offensive magic while staying out of harms way.

However, Rune Casters do not work alone and require a number of people to concentrate powerful magics during the infusion Rituals they use to empower stones and totems.

Rune Casters advance as do other Magic-Users, and they use the same combat and saving throw tables. Rune Casters can cast spells from a special Rune Caster spell table.

The Prime Requisites for Rune-Caster are Intelligence and Constitution; a character must have Intelligence and Constitution scores of 9 or higher to become a Rune-Caster. Unlike other Magic-Users, Rune Casters may wear any armor during battle since their magic working occurs as a preparatory step. They must adhere to strict Ritualistic rights which are specific to their tribe or lineage. Rune Casters do not typically have much time to learn the arts of hand to hand combat and are generally limited to “non-martial” weapons such as spears, staffs, slings, clubs, and daggers.



SPELLS

Below are listed spells available to the Rune Caster subclass described above. Spells in **bold** are new to this supplement or are referenced from another supplement.

Rune Caster Spells

First Level Rune Caster Spells

1	Charm Person
2	Cure Light Wounds*
3	Detect Evil*
4	Entangle*
5	Light
6	Magic Missile
7	Protection from Evil*
8	Remove Fear*
9	Resist Cold
10	Shield
11	Sleep

Second Level Rune Caster Spells

1	Bless
2	Hold Person*
3	Invisibility
4	Mirror Image
5	Obscuring Mists
6	Resist Fire*
7	Slow Poison*
8	Web

Third Level Rune Caster Spells

1	Assume Animal Form
2	Call Lightning
3	Cure Disease
4	Darkvision
5	Fly
6	Neutralize Poison
7	Protection from Normal Missiles
8	Water Breathing

Fourth Level Rune Caster Spells

1	Confusion
2	Cure Serious Wounds*
3	Ice Storm
4	Neutralize Poison*
5	Polymorph Self
6	Wall of Fire

Fifth Level Rune Caster Spells

1	Cloudkill
2	Conjure Elemental
3	Hold Monster Teleport
4	Insect Plague
5	Raise Dead*
6	Wall of Stone

Sixth Level Rune Caster Spells

1	Death Spell
2	Disintegrate
3	Flesh to Stone*
4	Heal*
5	Reincarnate
6	Wall of Iron

DESCRIPTION OF NEW SPELLS

Assume Animal Form

Rune Caster 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 ft + 10'/level
 Rune Caster 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-foot-wide, 30-foot-long, vertical bolt of lightning that deals 3d6 points of electricity damage. The bolt of lightning flashes down in a vertical stroke at whatever 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.

Entangle Range: 200 ft
 Rune Caster 1 Duration: 3 rounds per level

This spell causes grasses, trees, bushes, shrubs, or other plants to entwine around creatures in a 10'x10' area. Most creatures within the area 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. Entangled creatures may not attack nor take most actions other than movement due to the interference of the enchanted plants.

Flame Strike Range : 60 ft
 Rune Caster 5 Duration : instantaneous

A Flame strike produces a vertical column of divine fire roaring downward (cylinder of 10' radius, 30' 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.

Hold Person Range : 180 ft
 Rune Caster 2 Duration : 2d8 turns

Normal usage is identical to the Basic Fantasy rule book. Reversed, this will reverse the effects of a Hold Person spell. It can also release someone constrained by non-magical means such as when tied by a rope.

Obscuring Mist Range: 20' radius
 Rune Caster 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 feet. A strong wind can disperse the spell in one-quarter the usual duration

Resist Fire Range : touch
 Rune Caster 2 Duration : 1 round/level

Normal usage is identical to the Basic Fantasy rule book. Reversed, this will make a creature more susceptible to fire damage doubling the amount of fire damage dealt. For burning

A BASIC FANTASY SUPPLEMENT

RUNE CASTERS

creatures, this doubles the damage for each round burnt but does not double the duration or effect saving throws.

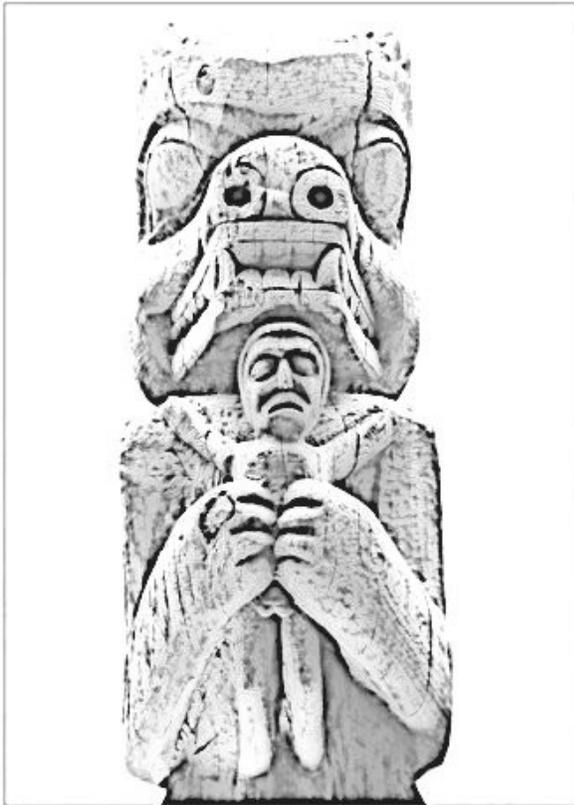
Slow Poison Range : Touch
Rune Caster 2 Duration : 1 hour/level

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.

Reversed, this makes a person more susceptible to poison. The normal (remaining) duration of a poison is halved and per-round damage is doubled causing the poison to take effect over a shorter period of time. If the poison is lethal, but the target made his saving throw to ignore the lethal effects, he must make an additional saving throw or suffer the lethal effects.



RITUALS

Rune Casters imbue rune stones and totems with magic drawn from nature and their surroundings. Rune Casters use people to channel the raw natural energy and fix it to the stone or totem through the use of a ritual. The precise nature of the ritual is left to the player and Game Master to decide and should fit the background of the character. For example, a character modeled after a tribal shaman of a southwestern Native American might utilize herbs and roots with psychedelic properties to enter a trance state while a caster modeled after a central African tribesman might use drums and ritual dances. Regardless of the details, all Rune Caster rituals have a few requirements.

- The ritual must take at least 1 hour per spell level
- The ritual must involve at least 1 humanoid participant per spell level (including the caster) There are no special requirements for the participants. They don't even need to be voluntary as in the case of rituals involving human sacrifice.
- The ritual must be performed uninterrupted. If there is a break in the ritual or any participant leaves the ritual for more than a couple of minutes, the ritual must be restarted
- A single ritual can imbue multiple items with magic equal to 1 plus the primary caster's intelligence bonus (a minimum of 1 item). This still uses a single spell per day for each item.
- Each item can contain only a single spell
- Multiple spells can be cast with a single ritual using the time minimums for the highest level spell and respecting the item limit
- If more than one Rune Caster participates in the ritual, add up their intelligence bonuses when figuring the maximum number of spells. (add only 1 extra, not 1 per caster)

- The total spells cast during all rituals in a single day can not exceed the spells per day limits for the caster's level. If multiple casters are present, only the primary caster uses a spell per day (the others are passive participants)
- Rituals are physically demanding and require a successful Constitution check or the Rune Caster is unable to remain focused through the ritual. Roll a 1d20 plus the caster's constitution bonus. This must be equal to or higher than 10 plus the number of hours required for the ritual.

Learning New Rituals

A Rune Caster does not automatically gain new rituals when advancing a level. She must learn the ritual from another Rune Caster. This is typically done by participating in a ritual casting a spell for which she meets the minimum level requirements. Powerful Rune Casters are able to develop new rituals on their own. No specific rules exist for this but it is suggested that the Rune Caster exceed the minimum level requirement by at least one level and there exist no other available Rune Casters to teach this spell. (or it is a spell not listed in this supplement) The Game Master should set the conditions for developing a new ritual.

Rune Stones and Totems

Spells are cast into rune stones and totems during a ritual. A rune stone has the name of the ritual painted on or carved in. Since the stone must contain a certain amount of magical energy, the amount of matter in the stone is important. The stone may be dense and small, or less dense and larger but must weigh approximately 1/10 lb per spell level or greater.

A totem is similar to a rune stone but is made of wood (typically a dense hardwood) which has been carved to represent an animal or has writing cut into it. These can look like small Native American totems, gnarled sticks with Ogham carved along their edge, or anything else prescribed by the ritual but they must be

A BASIC FANTASY SUPPLEMENT

RUNE CASTERS

hardwood (pine and similar wood does not work well) and must be at least 1 inch long per spell level.

Due to the intricate carving in a totem and the flaw free nature of a rune stone, not just any material can be used. The cost (in gold or in player effort) for new rune stones or totems is based on the maximum level the totem or stone can hold. Initial stones can be given to a character or purchased from starting gold at the game master's discretion.

Cost of new rune stones by level

1	50gp
2	100gp
3	200gp
4	400gp
5	800gp
6	1600gp

Using Rune Stones and Totems

Much like a protection scroll, rune stones and totems can be used by any character class provided they have an intelligence of at least 4. If they have an intelligence bonus of -2, there is a 20% chance the spell will fail and be lost and if they have an intelligence bonus of -1, there is a 10% chance of failure. Users with an intelligence bonus of 0 or better can always successfully use a rune stone or totem.

A user must know the activation word for the spell which is determined by the Rune Caster and the ritual used. A successful Read Magic

spell followed by an intelligence check equal to 12 plus the spell level will reveal the activation word.

Once the word is spoken (a standard combat action) the rune stone or totem is either thrown or launched at a target (when the spell is a ranged spell), is touched to a target (when the spell is touch or caster), or is held for non-targeting spells. The magic is activated and the spell takes effect as if it were cast by a normal magic user with a caster level equal to the Rune Caster who created it. Reuse of rune stones or totems for future rituals is left as a decision for the player and Game Master and will likely depend on the nature of the spell.

Rune Casters are well attuned to the magic in their own rune stones and can cast ranged and touch spells simply by visualizing the energy leaving the rune stone or totem. This removes the need to physically throw the rune stone and only requires physical touch and the activation word.



Open Game License

INTRODUCTION

Rune Casters: A Basic Fantasy Supplement (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

Designation of Open Game Content: The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), notation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sub-licenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006-2013 Chris Gonnerman.

Rune Casters: A Basic Fantasy Supplement Copyright © 2013 Trevor R.H. Clarke

END OF LICENSE

Totem image is used under the Creative Commons by 2.0 license and is copyright 2011 by Flickr user Claude Robillard

Shaman image is used under the Creative Commons by-sa 2.0 license and is copyright 2012 by Flickr user paukrus.