

Cleric Options

A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

Release 7

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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.

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