INTRODUCTION

This supplement provides information for spell channeling items, a new 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.

Spell Channeling Items

Magical Spell Channeling Items are a different sort of magical item that allows a spell caster to convert the magical energies of currently memorized spells into another predetermined spell. For example, a Wand of Magic Missile Channeling would convert any other currently memorized first level spell into a Magic Missile spell cast as if the caster actually had that spell memorized instead. Such an items may appear as a wand, rod, ring, staff, or other appropriate form, often dictated by the effect. For instance, a Monocle of Detect Magic Channeling or a Crystal Ball of Clairvoyance Channeling.

Several examples of Spell Channeling Items are detailed later, but detailing each and every variation would be as unnecessary as detailed lists of each and every magic scroll possible. However there are some issues that should be discussed such as specific limitations or special cases. Divine (clerical) Spell Channeling Items are one such case. Additionally there are enhanced Spell Channeling Items that can augment or modify spell effects. Each case or exception is discussed below. In any case, the Game Master should design each item directly considering the spell effects carefully.

● There are Arcane (Magic-User classes) and Divine (Clerical classes) Channeling Items. Such Arcane Spell Channeling Items are more common because Divine Spell FChanneling Items are usually associated with a particular Deity, Power, or Pantheon and may not be usable by non-believers or non-worshippers. Even Clerics of one faith may not be able to utilize another faith’s items. This may vary according to the Game Master’s campaign and his or her ideas on how the divine powers interact with their followers.

● A spell caster can only utilize a Spell Channeling Item that produces a spell that can be potentially cast by the user (as in it appears on his or her spell list). The character need not actually know the spell in question personally, but must be capable of casting the spell otherwise. This caveat occurs when additional supplement classes are used in the Game Master’s campaign (such as Illusionists or Necromancers). When the specific spell exists at differing spell levels for different classes, the spell is channeled according to the caster’s own spell list.

● Spells spent to power a Spell Channeling Item must be of the appropriate level or higher, but no benefit is gained by using a higher level spell slot. For example, a Wand of Magic Missile Channeling (1st level spell) powered by a memorized Fireball spell (3rd level spell) still only produces a single instance of Magic Missile cast normally by the caster, wasting the extra energies.

● Spells requiring additional materials must still have the necessary materials on hand for the spell to be produced. The memorized spell does not necessarily need the additional materials, but the Channeled Spell does.

● Multi-Function items should follow a theme or otherwise be logical in their design. A magnifying glass item that channels various Detect Spells would be appropriate. However Slippers of Fire Ball and Ice Storm Channeling would be odd and likely not to work.

● Enhancing items are possible. The most obvious would be increasing the effective caster level of the channeled spell. For example a Wand of Fireball Channeling +2 would allow a fifth level caster to cast the spell at 7th level with regard to damage, range, area of effect. Such enhancements should be very carefully considered.

Examples of Spell Channeling Items

Spell Channeling Items provide an alternative to many magical items that are charged. Charged Items provide a temporary big boost to the character, often to the point of imbalance. A standard Wand of Magic Missiles enables a Magic User to become very potent, at least until the charges expire, then is greatly reduced in power. A Channeling item, by virtue of being tied to the character’s existing casting expertise, scales with the character and
simply provides the opportunity to be more creative with memorization of more esoteric spells. Rather than being prudent and memorizing one or more instances of ‘tried and true spells’ the character who owns one or more channeling items is freed from the necessity of memorizing that particular spell. Additionally, the item is permanent, not unlike a fighter’s magical weapon, always usable throughout their career. It is only outgrown as the usefulness of the spell wanes as the character acquires levels such as sleep spell after the character moves onto more challenging monster types. The following list of examples is not meant to constrain one’s imagination or to otherwise limit the possibilities, but as a quick starter.

Wands are especially appropriate for spells that directed or aimed.

- **Wand of Magic Missile Channeling** - Magic Missile (1st)
- **Wand of Lightning Bolt Channeling** - Lightning Bolt (3rd)
- **Wand of the Fire Lord** - Fireball (3rd), Wall of Fire (4th), Conjure Elemental (5th, Fire Elemental only)

Rings, Amulets, Talisman, or similar items work well for non-directional effects or personal affecting items

- **Amulet of Protection from Evil Channeling** - Protection from Evil (1st)
- **Ring of Transparency** - Invisibility (2nd), Invisibility 10ft radius (3rd), Invisible Stalker (6th)

**Talisman of Charm Channeling** - Charm Person (1st), Charm Monster (4th), Geas (6th)

**Holy Symbol of Bless Channeling** (divine) - Bless (1st)

Various other items can be used as well.

**Walking Stick of Doors** - Hold Portal (1st), Knock (2nd), Dimension Door (4th), Passwall (5th). Also functions as +2 Magical weapon (Walking Staff). Rapping the stick against a door, wall, or floor is necessary to channel the various spells.

**Spectacles of Detect Invisible** - Detect Invisible (2nd)

**Holy Relic of the Healer** (divine) - Cure Light Wounds (1st), Cure Disease (3rd), Neutralize Poison (4th), Regenerate (6th)

**Druid’s Staff** (divine) - Charm Animal (2nd), Speak with Animal (2nd), Growth of Animals (3rd), Speak with Plants (4th), Insect Plague (5th). This item also functions as a club/cudgel/walking staff +2. If the optional druid subclass is utilized by the Game Master, then the spells may be of other levels determined by the druid spell list.

This general concept of items that transform one spell into another is not entirely new, appearing in one form or another in various game editions and supplemental material produced for various games, however, the idea is new for Basic Fantasy Role-Playing Game. The mechanics presented here may be very similar to previous writings, but the explanations and presentation is entirely original.
INTRODUCTION

Spell Channeling Items: 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 BRPG, 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 Gonnnerman for his various products, and which is Copyright © 2002 Chris Gonnnerman, 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 owner and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrightable material including derivative works and translations (including into other computer languages), potations, 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, 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; (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress, trade name, product name, and trademark; (f) “Trademark” means product and product line names, logos and identifying marks including trade dress, trade name, product name, and trademark; (g) “Use”, “Used” or “Using” means to use, Distribute, copy, modify, correct, add, enhance over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any activity involving the distribution or representation of the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

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 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 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 sublicenses 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.
Basic Fantasy Role-Playing Game Copyright © 2006 Chris Gonneman.
Spell Channeling Items: A Basic Fantasy Supplement Copyright © 2010 R. Kevin Smoot.

END OF LICENSE