

Spell Channeling Items

A Basic Fantasy RPG Supplement

Release 2

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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 Core 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 item 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 Channeling 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 their 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 their 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, and 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 a magical weapon (**Walking Staff** +2). 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.

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