

Warlock (Magic-User Subclass)

A Basic Fantasy RPG Supplement

Basic Fantasy Website: www.basicfantasy.org

Release 2

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INTRODUCTION

This supplement provides information for playing Warlocks, a sub-type of 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 SUB-CLASS

The new class described in this supplement is considered a subclass of the Magic-User. As such, it has the same attack bonus and saving throws as a Magic-User of the same level. It should be treated as a Magic-User for all purposes, unless otherwise noted.

Warlock

Level	Exp. Points	Hit Dice	Spells						
			1	2	3	4	5	6	
1	0	1d4	1	-	-	-	-	-	
2	3,000	2d4	2	-	-	-	-	-	
3	6,000	3d4	2	1	-	-	-	-	
4	12,000	4d4	2	2	-	-	-	-	
5	24,000	5d4	2	2	1	-	-	-	
6	48,000	6d4	3	2	2	-	-	-	
7	96,000	7d4	3	2	2	1	-	-	
8	192,000	8d4	3	3	2	2	-	-	
9	384,000	9d4	3	3	2	2	1	-	
10	576,000	9d4+1	4	3	3	2	2	-	
11	768,000	9d4+2	4	4	3	2	2	1	
12	960,000	9d4+3	4	4	3	3	2	2	
13	1,152,000	9d4+4	4	4	4	3	2	2	
14	1,344,000	9d4+5	4	4	4	3	3	2	
15	1,536,000	9d4+6	5	4	4	3	3	2	
16	1,728,000	9d4+7	5	5	4	3	3	2	
17	1,920,000	9d4+8	5	5	4	4	3	3	
18	2,112,000	9d4+9	6	5	4	4	3	3	
19	2,304,000	9d4+10	6	5	5	4	3	3	
20	2,496,000	9d4+11	6	5	5	4	4	3	

Warlocks are a different breed of Magic-Users that get their spell not from study but from a pact with a supernatural force known as a **Patron**. There are lots of different kinds of Patrons, each with its own motives and agendas.

Warlocks are required to have an Intelligence and Wisdom scores of 9 or higher. Warlocks are poor fighters, with fighting ability equivalent to normal

Magic-Users. Likewise they are no more hardy than standard Magic-Users, using a d4 for their hit die. They may not wear any armor of any sort nor 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, Warlocks can generally be treated as equivalent to Magic-Users for any situation not covered here.

Unlike other Magic-Users Warlocks produce magic much like Clerics do: They prepare their spells by requesting them to their Patrons.

Also unlike Magic-Users Warlocks can't **read magic**, create spell **scrolls**, and learn spell from any other Magic-User (not even from other Warlocks).

Warlocks are able to do a **Personal Sacrifice** in order to **Empower** or **Manifest** spells. Doing this is extremely taxing causing negative levels on the Warlock equal to the level of the sacrifice.

Empower lets the Warlock increase his Level to boost the effect of a spell while casting it in an amount equal to the level of the sacrifice.

With **Manifest** the Warlock can cast an unprepared spell on the fly of a Spell Level equal to the level of the sacrifice.

At each new day the Warlock makes a Saving Throw vs Spells a success cancels one negative level. After this roll he makes a new one for the next negative level and repeat this process until he either cancels every negative level or fails its roll.

Finally, Warlocks are able to make **Sacrificial Requests**: A generic rite by which the Warlock contact his Patron in order to change one prepared spell for another. Doing this is time consuming (1 Turn per Spell Level) and costly (300gp in materials per Spell Level).

WARLOCK RITES AND SPELLS

Warlocks cast spells through the act of asking them to their Patron in a similar fashion to how Clerics prepare their own spells and thus they have no need for Spellbooks; instead they use Ritebooks to write **specific rites** for individual spells.

Warlocks may copy on their Ritebook from another Warlock or by studying another Warlock's Ritebook. Adding a rite to their Ritebook takes 200gp and 1 day per Rite Level (same as the Level of the chosen spell). If taught by another Warlock it takes only one day plus the amount of gold.

Using a **Specific Rite** halves both the time and material cost when performing a **Sacrificial Request**.

PATRONS AND WARLOCK SPELLS

Warlock have access to virtually any spell, they are limited in this by their Patron, as each one will grant spells according to their ethos and associated attributes.

Each Warlock follows one specific Patron, and not every Patron will come from the same place nor have the same agenda or interests.

Each Patron will have its own motives as to why his Pact was accepted. Most of them do it so they can either amass power or riches or to impose or extend their tenets.

In game terms the Warlock can "borrow" other classes and sub-classes spell lists, but, the final available spells inside the selected list will depend on the Patron itself,

Aberrant Patron

A Warlock with an Aberrant Patron is a follower of an entity from some weird and distorted plane of existence. An Aberrant Patron may be after the corruption of reality and minds of other bizarre and twisted objective.

Arcane Patron

A Warlock with an Arcane Patron follows a magical entity. These Patrons vary in desire from one to another, the seek of magical power or knowledge may be a common theme.

Celestial Patron

A Warlock with a Celestial Patron has a pact with an extra-planar force of good, both doing good deeds and slaying evil are common.

Draconic Patron

A Draconic Patron means a pact with a dragon has been made. Treasure and other whims may be the standards of a Dragon Patron's tenet.

Elemental Patron

Elemental Patrons are powerful elemental entities on his side. Elementals most commonly come from one of the four classical elements, but there may be many more. Each of them may be more temperamental enjoying specific aspects of life.

Fey Patron

Having a Fey Patron means a Pact with one of these enchanted creatures has been made. Fey Patrons may be cryptic, childish or whimsical among many other strong behaviors.

Infernal Patron

A Warlock with an Infernal Patron means an extra-planar force of the nether planes grants him his powers. Some Infernal Patrons may be entities of pure evil and decay while other may seek to gain power or corrupt other by more subtle means.

Nature Patron

A Pact with a Nature Patron is one with the powers of nature. Taking care of nature and eliminating its enemies whatever they may be its one of their imposed duties.

Undead Patron

A Warlock with an Undead Patron has chosen to pact with a powerful undead creature.

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