

Pyromancer

A Basic Fantasy RPG Supplement

Release 2

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Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement provides information for playing a fire elemental, 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

Pyromancer

Pyromancers are “specialist” Magic-Users who focus on the creation and manipulation of fire. Because of their expertise at creating and manipulation of fire, Pyromancers always gain an additional +2 on saves vs. any sort of magical or non-magical fire; however, such characters suffer a penalty of -2 on saving throws vs. magical or non-magical cold.

See the Spells section for the list of spells for Pyromancers, as well as descriptions of those spells that have been added.

Pyromancers do the same “kind” of magic as normal Magic-Users, such that they are able to learn spells from each other; however, only those spells listed as available to both classes may be so learned.

SPELLS

Below are listed spells available to the Pyromancer subclass described above.

First Level Spells

1	Athame of Fire
2	Detect Magic
3	Fire Bolt
4	Half Burn
5	Produce Flame
6	Read Languages

Second Level Spells

1	Aura of Fire
2	Consuming Fire
3	Fireball
4	Flaming Blade
5	Heat Metal
6	Protection from Fire

Third Level Spells

1	Dispel Magic
2	Blinding Burst
3	Flaming Path
4	Phoenix Flight
5	Wall of Fire

Fourth Level Spells

1	Blaze Punch
2	Conjure Fire Elemental
3	Daze Flame
4	Molten Iron
5	Remove Curse*

Fifth Level Spells

1	Explosive Blaze
2	Fire Suppressor
3	Flame Explosion
4	Flame Web
5	Teleport

Sixth Level Spells

1	Aura of Fire Other
2	Flame Strike
3	Incinerate
4	Fire Swarm

DESCRIPTION OF NEW SPELLS

Athame of Fire **Range:** 0 ft.
Pyromancer 2 **Duration:** 1 min./level

A fire appears in casters hand and takes the shape of a dagger. Melee attacks with the athame deals 1d4 points of fire damage with an additional +1 point of fire damage per two caster levels. The athame may not be thrown as a normal dagger and instead if the fire leaves the caster's hand it is immediately extinguished. This spell may be cast while the caster is in melee range and acts as a magical weapon.

Aura of Fire **Range: self**
Pyromancer 2 **Duration: 1 turn**

This spell covers the caster's body in hot red flames that move as the caster does. The flames do not harm the caster or any possessions carried, but will do 1d6 points of fire damage to anyone that comes in contact with them. In particular, anyone attacking the recipient with a one-handed melee weapon will suffer this damage. Likewise, anyone damaged in melee by the caster with a one-handed weapon will suffer this damage in addition to any done by the attack.

Aura of Fire Other **Range: touch**
Pyromancer 6 **Duration: 1 turn/level**

This spell acts as Aura of Fire but is allowed to be cast on any willing subject.

Blaze Punch **Range: self**
Pyromancer 4 **Duration: 1 round/level**

This spell causes the caster's hands to burst into flames, producing light equal to that of a torch. This spell allows the caster to make two melee touch attacks that deals 3d6. While this spell is in effect, the subject cannot hold or use any items, however items worn still work as normal.

Blinding Burst **Range: 100'+10'/level**
Pyromancer 3 **Duration: instantaneous**

This spell causes a blinding burst of fire in a 20 ft. radius that blinds all creatures for 2d8 rounds. A save vs spells is allowed to negate the effect.

Conjure Fire Elemental
Pyromancer 4 **Range: 240'**
 Duration: special

This spell is exactly like the Conjure Elemental spell for magic users except it is limited strictly to Fire Elementals.

Consuming Fire **Range: touch**
Pyromancer 2 **Duration: instantaneous**

The target must be a combustible object. Once touched, the target is set aflame. If the target is being worn by a creature, the creature suffers 1d8 points of damage with no save allowed. Target item will burn until put out or consumed. If wearer continues to wear the burning item, they will suffer 1d4 points of damage per round until fire is extinguished.

Daze Flame **Range: 100'+10'/level**
Pyromancer 4 **Duration: 1 round/level**

This spell causes a blinding burst of fire in a 20 ft. radius that paralyzes all creatures for 2d8 rounds, doing 3d6 points of fire damage. A save vs spells is allowed to negate the effect.

Explosive Blaze **Range: 25'+5'/level**
Pyromancer 5 **Duration: 6 rounds**

This spell causes a ring of fire to explode upward from the ground engulfing the target. The target of this spell takes 6d6 points of fire damage on the initial round. Each round thereafter subtract 1d6 from the previous round for the next 5 rounds. A save vs. Spells for half damage is allowed each round.

Fire Bolt **Range: 100'+10'/level**
Pyromancer 1 **Duration: instantaneous**

This spell causes a magical bolt of fire to dart forth from the caster's fingertip and strike its target, dealing 3d4 points of damage. The bolt strikes unerringly, even if the target is in melee combat or has less than total cover or total concealment. Specific parts of a creature can't be singled out. Inanimate objects are not damaged by the spell. Normal save vs fire can be used to half the damage.

For every two levels beyond the 1st, an additional 1d4 damage is dealt – giving a total of 4d4 at 3rd level, 5d4 at 5th level, etc with a maximum of 9d4 at 13th level or higher. All damage must be done to a single target.

Fire Play **Range: 20'+5'/level**
Pyromancer 1 **Duration: 1 round/level**

This spell allows the caster to animate a small fire of at least campfire size. The fire acts as a miniature fire elemental with stats: AC 13, HD 2, #At 1, Dam 1d6, Mv 40', Sv F2, Ml 10 and is limited to the range of the source fire (20' + 5'/level) and not the caster, however the caster must also be within this range.

Fire Suppressor **Range: 100'+10'/level**
Pyromancer 5 **Duration: 1 hour/level**

This spell causes all fire within a 20 ft. radius, both magical and non, to be immediately extinguished. No fire can be lit within the area. All fire coming into the area is immediately stopped and splashes outward from the impact point to all sides.

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Fire Elementals are immediately destroyed and all other flaming creatures have their flames extinguished as long as they remain in the area of effect.

This spell may not be cast on any living or movable object, thus making the effect stationary.

Fire Swarm **Range: 25'+5'/level**
Pyromancer 6 **Duration: 1 round/level**

This spell allows the caster to call forth a swarm of flaming bees. The swarm moves and attacks as the caster directs dealing 4d6 points of fire damage to the attacked creature. The swarm may move 30 feet per round but is restricted to remain within the range of the caster. No roll is needed for the attack and no save is allowed.

Fire Web **Range: 10' per level**
Pyromancer 5 **Duration: 2 turns/level**

Fire Web creates a many-layered mass of strong, flaming strands, filling a volume of 8,000 cubic feet (equivalent to eight 10'x10'x10' cubes). The strands are similar to spider webs but far larger, tougher, and on fire. These masses must be anchored to two or more solid and diametrically opposed points or else the web collapses upon itself and disappears; within this limitation, the caster may choose any arrangement of webs he or she wishes, up to the limit of range and the given 8,000 cubic foot volume. The caster may choose to create a smaller volume if he or she wishes.

Anyone in the area of effect when the spell is cast must make a save vs. Spells. If this save succeeds, the creature is dealt half damage during the time they are in the web. Creatures caught in the area of effect are entangled but can move at half speed. Every round a creature is within the limits of the web, they take 3d6 points of fire damage. Such entangled creatures may not cast spells or perform normal attacks; whether other actions are possible is left to the GM to decide. Once an entangled creature leaves the area of effect of the web, it will be able to act normally again.

The strands of the flame web spell are on fire. Therefore, the flame web cannot be burned down and lasts the entire duration.

Flame Explosion **Range: 15'**
Pyromancer 5 **Duration: instantaneous**

This spell causes a explosion of fire to originate from the caster dealing 1d8 points of fire damage and an additional 1d8 points for every two levels beyond the 1st to all creatures within 15' of the caster.

Flame Strike **Range: 60'**
Pyromancer 6 **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.

Flaming Blade **Range: touch**
Pyromancer 2 **Duration: 1 min./level**

This spell causes a non-magical or magical weapon to light aflame. This magical flame does not hurt the weapon or the user and causes the weapon to deal fire damage. Any successful hit causes an additional 1d6 points of fire damage. Any non-magical weapon under this spell is treated as magical for the duration of the spell.

Flaming Path **Range: 25'+5'/level**
Pyromancer 3 **Duration: instantaneous**

This spell creates a path of fire to erupt from the ground without causing damage to the ground. The fire erupts in a straight line 5 ft. wide and extends 50 ft. from target spot. Anything along the fire's path takes 1d6 points of fire damage per level. Any solid non-creature object will cause the path to end.

Half Burn **Range: 100'+10'/level**
Pyromancer 1 **Duration: 5 min./level**

All non-magical fires within a 30 ft. radius burn twice as long at half the intensity. Any effected magical fire does -1 damage per dice. All effected fires take twice as long to extinguish and if someone catches fire from an effected fire it does half damage.

Half Burn can also be prepared as **Double Blaze** doing the exact opposite of what is described above.

Heat Metal **Range: 25'**
Pyromancer 2 **Duration: 7 rounds**

This spell causes a single item made of ferrous (iron-based) metal to become hot for a brief period of time. The affected item is warm to the touch immediately, and then becomes progressively hotter each round as indicated on the table below. The damage roll indicated is applied to any creature holding or wearing the affected item; a brief touch does no damage.

Round	Temperature	Damage
1st	Warm	None
2nd-3rd	Hot	1d4 points
4th-5th	Searing	2d4 points
6th	Hot	1d4 points
7th	Warm	None

Incinerate **Range: 60'**
Pyromancer 6 **Duration: instantaneous**

This spell causes a thin line of fire to spring from the caster's pointing finger. Any single creature or object (up to a 10x10x10 foot cube of material) is entirely incinerated, leaving behind only a trace of ash. An incinerated creature's equipment is unaffected.

A creature that makes a successful save vs. Spells is unaffected. The ray can target only one creature per casting, if that target saves, the spell is wasted.

Molten Iron **Range: 25'+5'/level**
Pyromancer 4 **Duration: instantaneous**

This spell causes one metal object to melt. The object will begin dripping onto the ground and will turn into a puddle within 1 round. Non-magical metal items are allowed a save vs spells using the creature's level or it's own if higher or unwielded. Magical items are allowed a save vs Spells +5/plus of bonus and effects using the creature's level as a base or it's own if higher or unwielded.

Phoenix Flight **Range: touch**
Pyromancer 3 **Duration: 1 turn/level**

This spell causes the arms of the subject to turn into wings of fire that do not harm the subject or any items worn by the subject. No items may be held during the duration of

this spell, rings and other items worn work as normal and may continue to be worn. The subject of this spell can fly at a speed equal to his or her normal ground movement rate (as adjusted by encumbrance). The subject can ascend at half speed and descend at double speed, with the same maneuverability as the subject has when moving on the ground. Flying under the effect of this spell requires enough concentration that no attacks or spells may be made during the duration. The subject of a fly spell can neither charge nor run, nor carry aloft more weight than his or her maximum load.

Should the spell duration expire while the subject is still aloft, the magic fails slowly. The subject floats downward 120' per round for 1d10 rounds. If the subject reaches the ground in that amount of time, he or she lands safely. If not, the subject falls the rest of the distance, taking normal falling damage. Since dispelling a spell effectively ends it, the subject also descends in this way if the spell is dispelled.

Protection From Fire
Pyromancer 2 **Range: Touch**
 Duration: special

If the caster touches himself or herself, this spell grants temporary immunity to fire (normal and magic). When the spell absorbs 12 points per caster level of magical fire damage, it is discharged. Otherwise the spell lasts for 10 minutes per caster level. if the spell is cast upon another creature than the caster, **protection from fire** grants temporary immunity against normal fire. The spell also offers a +4 bonus to saving throws against magical fire and if the save is successful, the creature suffers no damage (and only 25% if the save fails). This version of the spell lasts for 10 minutes per caster level.

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