Tiny Magic Companion
A Basic Fantasy RPG Supplement

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement offers additional game options for player and non-player characters for use with the Basic Fantasy Role-Playing Game rules. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy

Tiny Magic Companion

a companion expansion for Basic Fantasy, and other old school role playing games.

Progress in Magical Sciences

Tiny Magic Companion describes an evolution of magic and magical research, and different schools of magic adhering to various approaches to using magical energy.

It is based on both the **Tiny Hit Point Companion**, and **&Pain** companion expansions.

The following rules for magic can be used for all existing magic-user spells, cleric spells, and psionic powers.

Standard Use of Hit Points

There are two types of standard hit points: A creature's hit points generated by its hit dice, and hit points of damage scored against a creature (e.g. by rolling 1d6 after a successful attack in combat.)

Hit point loss has no consequence until the current hit point total drops to 0, in which case the creature is dead.

Hit Points as Currency

Tiny Magic Companion is based on the **Tiny Hit Point Companion** which utilizes hit points to buy in-game effects in addition to standard hit point use. (That is, reduce a creature's hit points by applying damage hit points at a 1:1 ratio.)

Tiny Magic Companion allows a creature's (usually the caster's) hit points to be used for magic effects. Following the rules found in the companion expansion **&Pain** instead of reducing a creature's hit points the *damage hit points caused by using magic can always be transferred to pain.*

Schools of Magic

It is generally assumed that progress in the magic sciences will make the world a better place, and the art of magic safer for the casters, as well.

Some schools have found ways to harness magical energy, and control them safely. But the early approaches were different, more dangerous, wild even, and many magic-users, and clerics who used the power of magic had to pay a price: They had to release their life energy, and transform it to magical energy in order to cast spells. Or, more gruesome even, they used the life energy of other beings...

The magic system of the Basic Fantasy core rules is safe to use, and research costs for spells are high. Neither caster, nor other creatures are harmed to release magical energy.

But some schools of magic use **hit points** that are transformed **to magical energy**. This kind of magic is quite dangerous. Spells, and rituals must be studied first, but generally no preparation time is necessary. As long as the required hit points are available the spells can be cast.

The **standard magic system** requires the magic-user to **study** spells first, and **prepare** them again before each time they will be used.

True magic is the safest, and most powerful kind of magic. The few magic-users that were successful in their research of true spells guard them with utmost secrecy. It is rumored that powers of divine beings, and spirits are based on true magic.

It is possible for a spellcaster to know, and use both the standard magic system, and hit point magic, after initiation into both schools. However, hit point magic is

generally seen as a deviant form of magic. So, a caster initiated into the standard system may have to keep his knowledge of hit point magic secret.

Standard Magic System

The standard magic system requires the casters to think, and plan ahead during the game. This includes spell selection, spell research, resting, and spell preparation.

Spells normally do not backfire.

Preparing Spells

Spells must be prepared with the caster fully rested. This companion expansion assumes that one game turn (10 minutes) of preparation is required per spell level.

Preparation time = spell level x 10 minutes (1 turn)

E.g.: to prepare a 1st level spell the caster must be rested, and spend 10 minutes (1 game turn) to prepare the spell. A 2nd level spell would require him to prepare for 20 minutes (2 game turns). If he was to prepare two 1st level spells, and one 2nd level spell it would take 40 minutes, or 4 turns.

If the caster is interrupted, or distracted while preparing a spell, the effort is lost, and the spell must be prepared from the beginning.

If the caster is not fully rested, preparation time may simply be doubled.

*E.g. Frith, a 1st level elven magic-user/fighter, is in the middle of a dungeon along with the rest of the adventuring party. He wants to prepare a **detect magic** spell. After a fight with giant rats the party found a room suitable enough to lay low for some time, so Frith can prepare the spell, while the others keep guard. The preparation takes 2 turns (20 minutes) enough time for some wandering giant rats to come along. If they were detected, and Frith was attacked the spell would be lost, and had to be prepared again.*

Magical Research

The Basic Fantasy core rules for magical research apply.

Hit Point Magic

Hit point magic must be learned, just as the standard magic-system. So, spellcasters interested in aquiring access to hit point magic, must find a way to get initiated either by finding an appropriate master, or getting in contact with a deity, or demon (see below.)

Pain Magic

Spells can be cast by spending an amount of hit points, that are deducted as damage from the caster's hit points.

If the **&Pain** companion expansion is used, these damage hit points may be transferred to pain. And the pain may be ignored for a while with a successful saving throw vs. pain (=death/posion). Note that both constitution, and wisdom modifiers are used with that save.

Hit points are restored by normal means (rest, healing), or magic (healing spells, potions etc.)

Standard formula for hit point magic

Spell cost = 1 + spell level x 2

Thus a first level spell would cost 2 hp that are directly deducted from the caster's hit point total, and must be healed normally. A 9th level spell would cost 19 hp. A 0-level spell would cost only 1 hp.

Some spells may require the caster to spend hit point *permantently*. They are deducted from the caster's hit point total, and his hit dice are recorded appropriately. *E.g. A caster (magic-user level 3) loses 2 hit points permamenty. He reduces his hit point total by 2, and records his hit dice as 3d4-2.*

Using another creature's hit points

A caster may use another creature's hit points to cast a spell, or perform a ritual. In such cases the caster must cause damage to the creature (e.g. by using a ritual dagger.) The inflicted damage hit points can be used by the magic-user to cast the spell.

It is possible to use this kind of magic in combat. The attacking magic-user must successfully attack an opponent and cause damage. The scored damage hit points can be used to cast a spell in the following round. The GM may rule, that the energy is lost, if the caster takes damage before the spell is cast.

*E.g. a magic-user successfully attacks an opponent, and causes 3 points of damage with his staff. He harnesses the energy, and uses 2 generated hit points to cast a magic missile (1st level) spell (spell cost 2 hp), and the remaining hit point to add a +1 modifier to his AC against the next attack (see the **Tiny Magic Companion** for further details on using damage hit points for special maneuvers.)*

If the **&Pain** companion expansion creatures that suffer hit point loss may transfer the damage to pain, instead.

It is known that the agents of some magic schools 'outlawed' such practices, and hunt down anyone who performs these acts of magic.

Optional: Deities, and Demons

Quite a few entities gain their power by feeding on hit points (ecstasy, and/or pain) of living creatures. Since they normally cannot travel between planes, nor manifest deliberately, they sometimes seduce spell casters to bond with them, granting them some powers in return. The bond enables the entities to have some influence on the plane of the caster.

The deity/demon can initiate the caster into the school of hit point magic.

The deity/demon will help the caster during magical research (reduce research time, resources, better the chance of success.)

The deity/demon may grant special skills, and powers. Especially knowledge skills (secondary skills), languages, or for example saving throw modifiers.

Clerics have a similar bond with their deity, and gain spell casting abilities, as well as the power to turn undead.

Example: Bond with Deity/Demon

This bond, and the powers granted to the caster are meant to be an example, as different deities, and demons have various demands, and powers to grant.

The bond requires the caster to spend 1 hit point *permanently*. The bond can be undone only if the demon is destroyed, is given something in trade (e.g. another bond), or **dispel magic** (or another appropriate spell) by a powerful caster (9th level) is cast on the bonded character.

One half of the damage hit points caused against other beings are for the deity/demon, the other half is stored by the deity/demon for a period of time (usually 1 day, or 1 night) and can be used by the caster to cast spells.

The demon feeds on hit point loss in a radius of 10' around the caster.

The energy of hit points suffered by the caster is absorbed by the demon, as well. So, while the caster suffers pain, and loses hit points the demon feeds off the energy.

The demon helps the caster during magical research, and grants the ability to read, write, understand, and speak all languages.

Research in Pain Magic

Research in pain magic is cheaper, and more painful than standard magic. Halve all costs from standard research.

Casters researching, or studying a new spell must successfully save vs. death, and spend the necessary amount of hit points to cast the spell in order to learn it. If they fail the save, they may try again, if they have enough hit points left. Hit points spent in this process heal normally.

Optional: If the researcher is in bond with a demon, or other such being, research time may be reduced to a quarter of the standard time, and chance of success is doubled.

Ecstasy Magic

Spells may be cast by harnessing the energy created by experiencing ecstasy, and enormous pleasure. *E.g. a caster who created 2 hit points of pleasure may use it to cast a 1st level spell.*

Energy created by ecstasy is recorded as *the ecstasy status (xs).*

Of course, it is known that agents of some magic schools 'outlawed' these practices, as well...

Research in Ecstasy Magic

Research in pain magic is cheaper, and more pleasurable than standard magic. Halve all costs. Casters researching, or studying a new spell must spend the necessary amount of ecstasy hit points to cast the spell in order to learn it.

Optional: 0-Level Spells — Temporary Hit Point Loss

0-level spells cost only temporary hit points which are restored after a short period of time (usually 1 round).

True Magic

The safest and most powerful magic are true spells, or true rituals, that can be used by *anyone* who knows, and correctly pronounces, or performs the spell, or ritual respectively.

Research for true spells needs special resources of money, time, and expertise.

Even demons, and like spirits are forbidden to partake in the research of true magic.

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