

# Grave Masters

## A Basic Fantasy RPG Supplement

Basic Fantasy Website: [basicfantasy.org](http://basicfantasy.org)

### Release 1

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## INTRODUCTION

This supplement provides information for playing Grave Masters, a form “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

### Grave Master

Level	Exp. Points	Hit Dice	Spells					
			1	2	3	4	5	6
1	0	1d4	1	-	-	-	-	-
2	2,500	2d4	2	-	-	-	-	-
3	5,000	3d4	2	1	-	-	-	-
4	10,000	4d4	2	2	-	-	-	-
5	20,000	5d4	2	2	1	-	-	-
6	40,000	6d4	3	2	2	-	-	-
7	80,000	7d4	3	2	2	1	-	-
8	150,000	8d4	3	3	2	2	-	-
9	300,000	9d4	3	3	2	2	1	-
10	450,000	9d4+1	4	3	3	2	2	-
11	600,000	9d4+2	4	4	3	2	2	1
12	750,000	9d4+3	4	4	3	3	2	2
13	900,000	9d4+4	4	4	4	3	2	2
14	1,050,000	9d4+5	4	4	4	3	3	2
15	1,200,000	9d4+6	5	4	4	3	3	2
16	1,350,000	9d4+7	5	5	4	3	3	2
17	1,500,000	9d4+8	5	5	4	4	3	3
18	1,650,000	9d4+9	6	5	4	4	3	3
19	1,800,000	9d4+10	6	5	5	4	3	3
20	1,950,000	9d4+11	6	5	5	4	4	3

Grave Masters are necromantic Magic-Users, seeking expertise of the darker side of the arcane. Grave Masters are rare due to the unsavory nature of their profession, often living in proximity to graveyards, burial mounds, and other places associated with the dead. They are sometimes known by other terms such as Bokor, Witch-Doctors, or even simply Necromancers. Regardless of what they are called or the culture they come from, they share certain traits.

Grave Masters are poor fighters, with fighting ability equivalent to normal Magic-Users. Likewise they are no more hardy than standard Magic-Users (d4 hit die). They

may not wear any armor of any sort or use shields, but unlike other Magic-Users, they have expanded weapon choices. In addition to the dagger and walking staff, Grave Masters can use sickles, scythes, spades, and scimitars (see new weapons), and they can likewise use magical weapons of those types. Otherwise, Grave Masters can generally be treated as equivalent to Magic-Users for any situation not covered here.

The Prime Requisite for Grave Masters is Intelligence. In addition to requiring an Intelligence score of 15 or higher, a Grave Master also must have both Wisdom and Constitution scores of 13 in order to qualify for the rigors of the class. Although not a requirement, most Grave Masters do not score high in looks or Charisma. The class generally attracts those who are persecuted or otherwise disenfranchised with normal society.

Grave Masters produce magic much like other types of Magic-Users, but have different spell choices. They can learn spells from each other so long as the spells are available to both classes. Like other Magic-Users, a first level Grave Master begins play knowing read magic and one other spell of first level, recorded within a spellbook. The GM may roll for the spell, assign it as he or she sees fit, or allow the player to choose it, at his or her option. See the Grave Master Spells section for more details.



**NEW EQUIPMENT**

New Weapons	Cost	Size	Wt.	Dmg.
Sickle	2 gp	S	2	1d6
Spade	1 gp	M	2	1d4
Scimitar (longsword)	10 gp	M	4	1d8
Scythe (2 handed weapon)	7 gp	L	10	1d8

**SPELLS**

Below are listed spells available to the Grave Master subclass described above.

**Grave Master Spells**

Legend for spell list below:

\* – reversible spell

# – modified for Grave Masters

(gm) – Grave Master spell

(ss) – Spell Supplement

**First Level Grave Master Spells**

1	
2	Chill (ss)
3	Corpse Servant (gm)
4	Decay Flesh* (gm)
5	Detect Magic
6	Light*
7	Protection from Undead* (gm)
8	Read Languages
9	Remove Fear*
10	Stench (gm)
11	Ventriloquism
12	Stoneskin (ss)

**Second Level Grave Master Spells**

1	Continual Light*
2	Detect Invisibility
3	Fireskull Familiar (gm)
4	Ghoulsh Hands (gm)
5	Invisibility
6	Knock
7	Locate Object
8	Maggot Spray (gm)
9	Minor Warding (ss)
10	Wizard Lock

**Third Level Grave Master Spells**

1	Darkvision
2	Dispel Magic
3	Drainblade (ss)
4	Fossilize (gm)
5	Protection from Undead, 10' Radius* (gm)
6	Speak with Dead
7	Spirit Wrack (gm)
8	Summon Spirit (gm)

**Fourth Level Grave Master Spells**

1	Animate Dead#
2	Dimension Door
3	Grave Sanctuary (gm)
4	Remove Curse*
5	Rot Flesh (gm)
6	Wall of Bones (gm)
7	Wizard Eye
8	

**Fifth Level Grave Master Spells**

1	Cloudkill
2	Magic Jar
3	Passwall
4	Wall of Stone
5	Word of Recall#
6	

**Sixth Level Grave Master Spells**

1	Anti-Magic Shell
2	Death Spell
3	Disintegrate
4	Projected Image
5	Undeath (gm)
6	Wall of Iron

**DESCRIPTION OF NEW SPELLS****Animate Dead**

Grave Master 4

Range: touch

Duration: special

Virtually identical to the Cleric or standard Magic-User version, this spell turns the bones or bodies of dead creatures into undead skeletons or zombies that follow the caster's spoken commands. They remain animated until they are destroyed. The Grave Master may animate a number of hit dice of undead equal to three times his or her caster level, and no more (other casters can only animate twice their level in hit dice). Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one

## GRAVE MASTERS

hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated. Normally, no character may normally control more hit dice of undead than 4 times his or her level, regardless of how many times this spell is cast, but for the Grave Master the limit is 6 times his or her level.

## Corpse Servant

Range: touch

Grave Master 1

Duration: one hour/level

This spell allows the caster temporarily animate skeletons or zombies. A number of hit dice equal to the caster's level may be animated for up to one hour per caster level. These non-permanent undead do not count towards the Animate Dead spell limitations, but they otherwise conform to the permanent undead created by that spell. Only one instance of this spell may be active at a time for any particular caster.

Animated skeletons have hit dice equal to the number the creature had in life; for skeletons of humans or demi-humans, this means one hit die, regardless of the character level of the deceased. Zombies have one more hit die than the creature had in life. An animated skeleton can be created only from a mostly intact skeleton; a zombie can be created only from a mostly intact corpse. The caster must touch the remains to be animated.

## Decay Flesh

Range: touch

Grave Master 1

Duration: instantaneous  
(one round/level)

This is an arcane version of the cause light wounds spell (the reverse of cure light wounds), dealing 1d6+1 hit points of damage to the creature affected by it. The caster must make a successful attack after smashing the material components onto his or her fingers (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or until a number of rounds equal to the caster's level have passed.

Unlike the clerical spell mentioned, this spell may not be reversed. However, this spell does work upon undead creatures in the opposite fashion; they are healed 1d6+1 hit points instead.

## A BASIC FANTASY SUPPLEMENT

## Ectoplasm

Range: touch

Grave Master 3

Duration: one turn/level

When cast upon a willing intelligent creature, this spell grants the being the ability to become semi-transparent and immaterial. While in the ectoplasmic state, magical weapons or weapons with certain special properties are necessary to strike the recipient. Any stealth checks such as Move Silently or Hide are made at +20%, and the character may move through materials up to 1 inch thick per level of the caster. Some materials may prevent passage such as lead, gold, or other materials with special properties (as determined by the GM). While able to move through materials and effectively weightless, the ectoplasmic being does not gain any other special movement modes like flying or levitation. Walking upon materials such as water is possible though.

The character in an ectoplasmic state may not make physical attacks but may cast spells that do not require physical contact. While the spell is active, the individual may choose to revert back and forth between corporeal and incorporeal forms on his or her turn, remaining in the chosen state until their next turn. The spell cannot be cast upon an unwilling individual and fails completely if attempted. Likewise, unintelligent or animal intelligence creatures do not possess understanding of changing their physical state, so the spell is wasted on them.

## Fireskull Familiar

Range: touch

Grave Master 2

Duration: one hour per level

This spell animates a single skull in to serve the Grave Master. Wrapped in cold magical flames and gifted with a form of levitation based flight, the flaming skull can fetch small items, convey messages, or other similar tasks for the Grave Master. When not tasked with a specific duty, the Fireskull Familiar generally hovers near his master providing light equal to torchlight. A Grave Master may have only one instance of this spell active at a time. Subsequent castings have no effect unless the first instance of the spell is dismissed or destroyed.

The Fireskull Familiar is not designed for combat, having hit points equal to 25% of the Grave Master's total hit points. It has an Armor Class of 7 and only a single attack for 1d2 points of damage, attacking with the same basic chance to hit as the Grave Master. The skull can be charged with spells that must be delivered by touch, with the spell effect being available to the skull on the following round. While a Fireskull Familiar is within 5 feet, the caster's chance of being surprised is reduced by 1.

Of interesting note, although each skull does not remember any details of its former life, it does retain many personality traits, making each skull distinct from the next. Practitioners of this spell often have favorite skulls that they use regularly, and skulls that they are loathe to animate. Any particular skull that is destroyed through damage may never again be used.

**Fossilize** Range: touch  
Grave Master 3 Duration: permanent

This spell permanently hardens the bones of one skeletal undead creature, making the bones denser and stronger. The fossilized skeleton permanently gets +2 on damage rolls, +4 on its AC, and its damage resistance is enhanced. A fossilized skeleton takes only  $\frac{1}{4}$  damage from edged weapons and  $\frac{1}{2}$  damage from any other weapons. The fossilized skeleton becomes immune to normal arrows, bolts, and bullets. Magical missile weapons do only their 'plus' in damage.

While this spell is permanent, there are drawbacks. The spell itself requires 100gp worth of powdered amber which is consumed in the casting of the spell. In addition, the newly fossilized skeleton may not be repaired or otherwise 'healed', as the organic materials that made up the bones has been completely replaced by minerals. Intelligent skeletal undead would not normally want this spell applied to themselves, but the spell would affect them normally otherwise.

**Ghoulish Hands** Range: touch or self  
Grave Master 2 Duration: one round/level

This spell causes the hands of one living creature to become like the horrible claws of ghouls. The bearer of these ghoulish hands may make two clawing attacks that cause 1d4 points of damage each. If the recipient of this spell already had better claw attacks, then they gain a +2 damage bonus to their damage rolls while this spell is in effect. In addition to the damage, those struck by the hands must Save vs. Paralysis or be paralyzed for 2d8 turns (elves immune), exactly like the attacks of a ghoul.

Recipients of this spell must be true living creatures; other creatures such as undead, constructs, elementals, and the like would only waste the spell and they would not receive the effects. There is a 1% non-cumulative chance that on any particular casting of this spell that the recipient is actually infected with Ghoul Fever (per the monster description), which if proper curative steps are not taken, may ultimately result in the recipient's death and rising as an actual ghoul.

**Grave Sanctuary** Range: Touch  
Grave Master 4 Duration: 1 turn/level

Similar to the tree sanctuary spell from the Druid Supplement, this spell enables the caster to create an invisible entry into a grave, mausoleum, sarcophagus, large tombstone, or similar item associated with the repose of the dead. The entry is visible to undead and other Grave Masters, but this does not grant any special access to the doorway. Once the spell is complete, the Grave Master may enter the space, effectively disappearing from sight. Only one grave may be effected by Grave Sanctuary at a time.

The Grave Master is completely aware of his surroundings while in the grave, gaining the bonus of 360-degree vision and hearing, as well as being able to detect changes in the immediate temperature surrounding the site. Another benefit of this spell is that each turn the Grave Master rests inside the grave counts as a full hour of sleep, so the Grave Master may meditate to memorize spells while within the magical sanctuary. Also, if the grave site is on unhallowed ground or an area otherwise associated with hauntings and the like, then the Grave Master heals 1d4 hp per turn spent inside the grave.

While inside the grave, the Grave Master does lose any sense of taste, smell, or touch, and may not speak or otherwise cast spells while inside the grave's protection. If the grave itself is unearthed or broken into in some way, then the Grave Master takes 2d10 damage and is cast out into the nearest available space. This kind of undertaking should be roughly equivalent to actually digging a grave up, and not simply an attack against the earth.

**Maggot Spray** Range: 10'  
Grave Master 2 Duration: 1 round/level, and 2d6 rounds for sickened effect

From the casters mouth sprays a stream of filth containing live flesh eating maggots affecting all within a 10 foot section immediately adjacent to and chosen by the caster. Those struck by the spray must save or be sickened for 2d6 rounds (like the stench spell, causing a penalty of -2 to their attacks) . Additionally, the maggots eat into the flesh causing 1d4 damage immediately and on subsequent rounds an additional 1d4 damage per round for a number of rounds equal to the caster's level. Individuals may stop the damage by using an entire round to brush off the maggots (no movement, attacks, and loss of any dexterity or shield bonuses during this round). Those taking the time to brush off the maggots take normal damage that round. Removing the maggots does not remove the sickening effect of those who failed that save.

**Protection from Undead\***

Grave Master 1                      Range: touch  
    Duration: 1 turn/level

This spell works almost identically to the protection from evil spell by warding a creature from attacks by undead creatures, from mental control, and from summoned creatures regardless of any moral or ethical leanings. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 bonus to AC and a +2 bonus on saves. Both these bonuses apply against attacks made or effects created by undead creatures or beings that the GM decides have a strong connection with death or undead.

Second, the barrier blocks any attempt to possess the warded creature (by a magic jar attack, for example) or to exercise mental control over the creature (including charm spells or effects). The protection does not prevent such effects from targeting the protected creature, but it suppresses the effect for the duration of the protection from evil effect. If the protection from undead effect ends before the effect granting control does, the would-be controller would then be able to command the controlled creature. Likewise, the barrier keeps out a possessing life force but does not expel one if it is in place before the spell is cast.

Third, the spell prevents bodily contact by summoned creatures (regardless of whether they are undead or not). This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature.

Reversed, this spell becomes quite potent as protection from living. It functions in all ways as described above, save that "living" creatures are kept away, rather than dead or "undead" creatures. Grave Masters often use both versions of the spell having to protect themselves from threats by both the living population as well as powerful undead that may try to command the Grave Master such as ghosts or vampires.

**Protection from Undead 10' Radius\***

Grave Master 3                      Range: touch  
    Duration: 1 turn/level

This spell functions exactly as protection from undead, but with a 10' radius rather than a 1' radius. All within the radius receive the protection; those who leave and then re-enter, or who enter after the spell is cast, receive the protection as well.

Reversed, this spell becomes protection from living 10' radius, and functions exactly as the reversed form of protection from undead, except that it covers a 10' radius around the target rather than the normal 1' radius.

**Rot Flesh**

Grave Master 4                      Range: touch  
    Duration: instantaneous  
    (one round/level)

This spell works exactly like decay flesh spell, save that it deals 2d6 points of damage plus 1 point per caster level to the creature affected by it. The caster must make a successful attack after smashing the material components upon his or her hands (typically a maggot, flesh eating worm, or similar creature). A missed attack roll does not dispel the effect, as it can be active until used or a number of rounds equal to the caster's level have passed.

Just like the lower level decay flesh spell, this spell may not be reversed, and similarly, this spell works upon undead creatures in the opposite fashion; they are healed 2d6 + caster level points worth of damage instead of being damaged.

**Stench**

Grave Master 1                      Range: self  
    Duration: 1 turn/level

This spell creates a sickly stinking smell of rot and decay that emanates from the caster's body. The stench duplicates the sickening effect of ghastrs (see entry in Monsters Supplement). The smell of death and corruption surrounding the caster is so overwhelming that living creatures within 10 feet must succeed on a save vs. Poison or be sickened for 2d6 rounds (-2 to attack rolls). For every three levels the caster has, a penalty of -1 on the save is applied to those affected (at 3rd save is at -1, at 6th level the save is at -2, at 9th level the save is at -3, etc). A creature that successfully saves cannot be affected again by this spell or a ghastr's stench for 24 hours. A neutralize poison spell removes the effect from a sickened creature.

**Spirit Wrack**                      Range: special  
Grave Master 3                      Duration: instantaneous

This spell deals 1d8 points of damage per caster level to any one particular incorporeal undead being such as Wraiths, Spectres, Ghosts, or similar entities within sight of the caster. Alternatively the caster may choose to cause a burst of 1d4 points of damage per level to any such beings within 20' of the caster, whether visible or not. Minor spiritual beings such as poltergeists haunting an area are usually destroyed outright by this spell. Any affected being is allowed a save for half damage. Some persistent types of undead may reform after the passage of some time (typically days later), and may require certain rituals or other requirements be fulfilled before being permanently destroyed. This spell only affects true incorporeal undead and does nothing against other types of beings, even if they happen to be insubstantial at the time. Even vampires that happen to be in gaseous form are immune to this spell's effect.

**Summon Spirit**                      Range: 10' per level  
Grave Master 3                      Duration: 1 turn/level

Upon casting this spell, a malevolent spirit in the form of a Wraith is called to serve the caster for 1 turn per level. If the caster is 10th level, the caster may choose between 1d4 Wraiths or one Spectre. At 15th level the caster may opt to summon 2d4 Wraiths, 1d3 Spectres, or one Ghost (see Monster Supplement). The summoned spirits will serve according to its ability, usually by combating the caster's foes, generally disappearing at the end of the spell's duration.

Occasionally the spirit does not depart at the end of the spell duration, but simply becomes free of the compulsion to serve and will usually attack the caster. The chance is 5% for any particular wraith, 10% for spectres, and 20% for a Ghost. When this occurs, the spirit will remain in the area for a number of rounds equal to the caster's level before departing. A spirit with less than half its hit points will not stay regardless. The caster would be wise to have protections or other contingencies against the rogue spirits.

**Undeath**                                  Range: touch  
Grave Master 6                      Duration: instantaneous

As a vile necromantic alternative to the reincarnation spell, this spell can be used to bring back individuals to the world of the living. Upon casting this spell, the caster brings back a dead character (or creature) in an undead state, whether as some sort of reanimated body or as spiritual or ghostlike form. Wicked, cruel, murderous, or

so called evil beings will often want to continue their predations in undeath, but for most beings the subject's soul is not willing to return in such a state. Most normal individuals roll a saving throw vs. magic to avoid coming back (rolled as if they were still alive and well), and if successful the spell fails completely as the soul cannot be compelled to return.

Roll on the following table to determine what sort of undead creature the character becomes. Entries marked with (ms) indicate creatures from the Monster Supplement. If that supplement is not available or another result seems more appropriate then the GM may alter the result accordingly.

d%	Undead Form
01-25	Ghoul
26-40	Ghast (ms)
41-50	Mummy
51-55	Spectre
56-60	Vampire
61-75	Wight
81-90	Wraith
85-90	Ghost (ms)
91-00	Other (GM's choice)

Since the dead character is returning in a state of undeath, all physical ills and afflictions are generally irrelevant. The condition of the remains is not really a factor so long as the body is largely intact. The magic of the spell repairs or otherwise accommodates any changes necessary to conform to the new undead state, the process taking one hour to complete. When the spell is finished, the new undead being becomes aware and active. The caster has absolutely no special control over the newly 'risen' being. Of course, subsequent spells may be cast, having completely normal effects upon the new undead.

The newly undead character recalls the majority of its former life and form. Its class is unchanged, as are the character's Intelligence, Wisdom, and Charisma (but see below). The physical abilities of Strength, Dexterity, and Constitution should be rerolled or determined by the parameters of the new form. The subject's level (or Hit Dice) is reduced by 1; this is a real reduction, not a negative level, and is not subject to magical restoration. The subject of this spell takes on all the abilities, hindrances, and disadvantages of the new undead state, having either the undead creature's normal hit dice or will have hit points according to the character's reduced level, whichever is higher. In either case, the character's class abilities are available to the newly risen form excepting any obviously contradicting situations. For instance,

climbing is probably of little importance to a ghost-like form. The spell can thus create generally superior undead beings who often go on to lead others of their kind. The undead creature gains all abilities associated with its new form, including forms of movement and speeds, natural armor, natural attacks, extraordinary abilities, and the like, but also must confront any special tendencies of the new state. For instance, a newly risen ghoulishly voraciously for fetid flesh, and a new vampire thirsts for blood. The compulsions of the undead is very strong, and the behaviors will soon overcome any previous relationships with living beings, although it may experience remorse over killing its former friends. For undead such as ghouls, ghosts, wights, and similar beings, the urges to kill and feed are so strong that they can become effectively mindless (-6 to Intelligence and Wisdom scores) until the urges are temporarily satisfied. Vampires have a bit more conscious control over their hunger and they do not have this penalty. For other types of undead not listed here the GM may assign relevant behaviors that must be followed.

Constructs, elementals, and similar creatures cannot become undead. The creature must have originally been a living corporeal being with some semblance of intelligence. The GM has the final say whether a being rises from the use of this spell. Likewise the GM decides any special situations or special manifestations that may occur from the use of this spell. Generally, any character who becomes an undead immediately becomes an npc under the control of the GM unless he has made special accommodations to allow for undead player characters.

Note: this spell is intended only for Grave Masters, as the other spell casting classes have access to similar types of spell (reincarnation and raise dead).

**Wall of Bones**                      Range: 10' per level  
Grave Master 4                      Duration: 1 round/level

An immobile wall of writhing interlocking bone and bone fragments rises from the earth. The wall is composed of up to one 10'x10' square section, 1' thick, per caster level. Unlike the similar spell, wall of stone, the caster may not double the wall's area by halving its thickness, as the structure is already very porous and would lose its structural integrity, but of course the wall can be made thicker. For instance, a 10th level caster could conjure a section to fill in a 10' cube (10'x1', 10 sections thick). The wall cannot be conjured so that it occupies the same

space as a creature or another object. The wall does not require concentration to maintain, but falls to pieces at the end of the spell duration.

The spell also differs from the wall of stone spell in that the semi-animated wall attacks those within close proximity to its structure (10') for 2d4 piercing and slashing damage from the bones. The structure is not completely solid, so high strength individuals may attempt to break through with a strength check, but they take an additional 2d6+1/level damage while making the attempt for each 1' of thickness that they attempt to move through.. A separate strength check is necessary for each 1' thickness of the wall section in order to break through. The bone wall does not attack the caster or any undead creatures. The wall of bones may be fashioned into simple structures such as ramps or bridges to span a rift, but these uses reduce the size by half so that supporting arches or buttresses can be included.

**Word of Recall**                      Range: self (special)  
Grave Master 5                      Duration: instantaneous

Word of recall teleports the caster instantly back to his or her sanctuary when a single word is uttered. The caster must designate the sanctuary when he or she prepares the spell, and it must be a very familiar place. For the Grave Master, this area must be associated with the dead like a crypt, tomb, graveyard, burial catacomb, or a similar site. The actual point of arrival is a designated area no larger than 10 feet by 10 feet. The caster can be transported any distance within a plane but cannot travel between planes. The caster can bring along objects or creatures, not to exceed 300 pounds plus 100 pounds per level above 10th. The caster must be in contact with all objects and/or creatures to be transported (although creatures to be transported may be in contact with one another, with at least one of those creatures in contact with the caster).

An unwilling creature cannot be teleported by word of recall. Likewise, a creature's save vs. Spells prevents items in its possession from being teleported.



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### INTRODUCTION

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