

0 Level Spells

A Basic Fantasy RPG Supplement

Release 4

Copyright © 2009, 2020 Sidney Parham, Nazim Karaca, R. Kevin Smoot, ckutalik, steveman, Svankensen, Mike West, and Chris Gonnerman
All Rights Reserved
Distributed under the terms of the Open Game License version 1.0a

Basic Fantasy Website: basicfantasy.org

INTRODUCTION

This supplement to the Basic Fantasy Role-Playing Game rule system provides additional, very low level spells for Clerics, Magic-Users, and other spell casters. If you do not already have a copy of the Basic Fantasy RPG rules, please visit the website and download a copy.

Have you ever thought that your magic-user should be able to sweep a floor without resorting to a fifth-level spell? Or that your cleric should always be able to pray for something, even at first level? This supplement gives you your chance!

Introduction

0 level spells are called **cantrips** when used by Magic-Users and related classes, and **orisons** when used by Clerics and related classes. A spell caster may cast a number of 0 level spells per day equal to his or her level plus ability bonus (Intelligence bonus for Magic-Users and related classes; Wisdom for Clerics and related classes). Since these spells take such a short amount of time to cast (due to their abbreviated verbal and somatic components), a character may cast one and take another action in the round at the same time. 0 level spells do not have to be prepared in advance, unlike more powerful magics.

At the GM's option, a non-spellcaster character might be allowed to use cantrips, typically one plus his or her Intelligence modifier per day. Alternately, the number might be zero plus Intelligence modifier, making such characters more rare. Likewise, orisons may be allowed to non-Clerics who are very devout, with similar restrictions (using the Wisdom bonus rather than Intelligence). Such characters must take a whole round to cast one of these spells.

This supplement includes information relevant to supplement (additional) classes found on the Basic Fantasy RPG website; specifically, Druids, Illusionists, Necromancers, and Spellcrafters. Note that these supplements are available only with your GM's agreement, even if he or she has chosen to include this supplement.

Learning 0 Level Spells

A spellcaster learns a number of 0 level spells equal to 1d4 plus his or her relevant ability bonus while in training, and can learn additional cantrips any time a trainer is available. Non-spellcasters may only learn 0 level spells from a trainer.

Using 0 Level Spells

Cantrips typically have a range of 10 feet and a duration of instantaneous. As with standard spells, some 0 level spells may be reversible, signified by an asterisk following the name.

NEW SPELLS

Clerical Orisons

Call to Worship: This orison mentally notifies patrons of the cleric's church (within one mile per level) that services are beginning. The orison does not provide an actual compulsion to come.

Cure Minor Wounds: Heals one hit point.

Guidance*: The cleric grants +1 to any subject's next attack roll. Reversed, this becomes Misguide, which gives the subject -1 to his next attack roll.

Meal Blessing: The cleric says this short prayer before a meal to give the diners a blessing. Anyone who eats the meal within twenty minutes heals 1 hit point. The meal must be normally prepared and obtained in a way that the deity permits.

Mend: Mends breaks, dents, and holes in small objects.

Predict Weather: The cleric may predict the weather up to 24 hours in advance.

Virtue: A subject gains one temporary hit point.

Ward*: Grants +1 to the subject's next saving throw. Reversed, this becomes Curse, which gives the opposite effect.

Water to Wine: The cleric may turn one flask or mug of water to wine.

Druidic Orisons

Druids use the same list of orisons as do Clerics.

Magic-User Cantrips

Animate Tool: A single, small tool (such as a quill pen, spoon, sewing needle, or small hammer) is animated by this cantrip. It will perform a single, repetitive task (such as writing dictated words, stirring a pot of soup, sewing the hem of a dress, or nailing boards into a house) for as long as a turn. The magic user must be able to perform the repeated action by hand himself. Weapons may not be animated by this cantrip, and objects animated may not be used as weapons.

Clean*: A mage making use of this cantrip may clean, shine, dust, or polish a small object or surface of up to 1 square foot. Reversed, this becomes Dirty, which can make the same area dirty, tarnished, scuffed, or dusty.

Flare: A flash of light, a very small ball of fire, or a puff of colored smoke can be created by this cantrip. They will not typically last longer than a second.

Flavor*: This cantrip may either make one dish taste any way the caster wants it to (which is an illusion), or add salt, spice, sweetener, or another flavoring agent (which is real). Reversed, it becomes Putrefy, which makes the food or drink either go bad (which is real) or taste as if it had been prepared wrongly (which is an illusion).

Inscribe: This cantrip engraves up to 1 square foot of writing or drawing on almost any nonliving surface.

Irritate: This cantrip forces another person to involuntarily blink, nod, itch, giggle, or some other small body motion.

Knot*: This spell may tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie himself. Reversed, the Unknot spell may undo any knot the caster could unknot himself.

Mage Hand: A spectral hand is conjured, which may either move one pound of materials at a speed of 10 feet per round for ten rounds (at a maximum range of 40 feet), or give an object a powerful push about equal to the caster's strength at a range of 10 feet.

Open/Close: A normal, unlocked door, window, or other portal may be opened by this cantrip.

Summon Vermin*: This cantrip summons one small, totally ordinary insect (such as a beetle, fly, or spider), a small rodent (such as a field mouse), or a cloud of gnats into a certain area. If targeted intelligently, the spell may be able to disrupt spellcasting, but will never deal any actual damage (including poison) to the target. Reversed, this cantrip becomes Exterminate, which may kill any one creature of similar size as the ones described in the spell.

Transfigure: This cantrip may change a small object (up to 27 cubic inches) into another shape, size, color, or texture. Radical changes (such as creating small living things) are not apt to last more than one turn, but minor changes (such as coloring a head of hair bright pink) may stay as long as a month. "Related" changes, such as creating a baby hedgehog from a pincushion) may last longer than non-related ones (such as changing a book into a lizard).

Illusionist Cantrips

Illusionists use the same list of cantrips as do Magic-Users.

Necromancer Cantrips

Necromancers use the same list of cantrips as do Magic-Users. They also get three additional cantrips for their own use.

Bolster*: Undead within 10 feet of caster are harder to turn or command, being one point harder to affect (on Turning Table). The effect lasts one hour or until a Turning (or Command) attempt is made. Reversed, the cantrip makes undead one point easier for the same period.

Embalm: Specially prepares one corpse for burial (or further use). When cast upon recently dead in preparation for **re-animation** type spells, the newly risen Zombie will have +1 on hit point rolls for each hit die (up to maximum hit points for each hit die).

Negate Stench*: Removes stench from one creature (or corpse), including ghouls or ghosts (save vs. Spells to resist effect). Lasts 1 round per level. Reversed, the relevant stench is made more potent, giving all victims of the stench a penalty of -2 on any relevant saving throw.

Spellcrafter Cantrips

Spellcrafters use the same list of cantrips as Magic-Users.

Open Game License

INTRODUCTION

0 Level Spells: A Basic Fantasy Supplement (hereinafter "the Supplement") is based on the System Reference Document v3.5 ("SRD"), which is Open Game Content. The text of the Open Game License itself is not Open Game Content. Instructions on using the License are provided within the License itself.

Designation of Open Game Content: The entire text of the Supplement (except the Open Game License, as noted above) is Open Game Content, released under the Open Game License, Version 1.0a (reproduced below) as described in Section 1(d) of the License. Artwork incorporated in this document is not Open Game Content, and remains the property of the copyright holder.

Designation of Product Identity: Product identity is not Open Game Content. The following is designated as product identity pursuant to OGL v1.0a(1)(e) and (7): (A) product and product line names, including Basic Fantasy Role-Playing Game, Basic Fantasy RPG, and BFRPG, as well as the phrase "make mine Basic"; (B) all artwork, logos, symbols, graphic designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual representations, including the "eye" logo, which is the personal mark of Chris Gonnerman for his various products, and which is Copyright © 2002 Chris Gonnerman, and the "Scribbled Dragon," which is Copyright © 2005 Erik Wilson; (C) logos and trademarks, including any trademark or registered trademark clearly identified as product identity by the owner of the product identity, and which specifically excludes the open game content.

More information on the Open Game License can be found at:

<http://www.wizards.com/d20>

OPEN GAME LICENSE VERSION 1.0A

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

Basic Fantasy Role-Playing Game Copyright © 2006 Chris Gonnerman.

0 Level Spells: A Basic Fantasy Supplement Copyright © 2009, 2020 Sidney Parham, Nazim Karaca, R. Kevin Smoot, ckutalik, steveman, Svankensen, Mike West, and Chris Gonnerman.

END OF LICENSE