

0 Level Spells

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 their 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 their 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 they has chosen to include this supplement.

Learning 0 Level Spells

A spellcaster learns a number of 0 level spells equal to 1d4 plus their 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 their 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 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 themselves. 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. It 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 will tightly knot or tangle a rope, string, or similar object in any knot the caster would be able to tie. Reversed, **unknot** will undo any knot the caster could unknot.

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 Magic-Users.

Necromancer Cantrips

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

Bolster*: Undead within 10 feet of the 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 the 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.

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