

New Zero-Level Spells

Key: [Type (School): C=components. T=casting time. R=range. E=effect. D=duration. S=save. SR=spell resistance]

Schools: A=Abjuration, C=Conjuration, D=Divination, E=Enchantment, I=Illusion, N=Necromancy, T=Transmutation, V=Evocation.

Dampen [Arcane/Divine (C): C-V,S. T=standard action. R=close. E=1 object. D=instantaneous. S=none. SR=no]

This cantrip can add moisture to any inanimate object, roughly equivalent to being left in a light rain for one minute. Unlike prestidigitation, this cantrip can affect objects up to the size of a medium creature. This cantrip will not fill a container, but simply make the container wet.

Exterminate [Arcane/Divine (N): C-V,S. T=standard action. R=close. E=1 tiny creature. D=instantaneous. S=none. SR=no]

This cantrip can kill any animal or insect of tiny size or smaller up to ½ hit dice. This spell cannot kill magical or dire creatures, including magically summoned animal companions and familiars.

Flavor [Arcane/Divine (C): C-V,S. T=standard action. R=touch. E=5 ft³. D=instantaneous. S=none. SR=no]

This cantrip will add flavor to up to five cubic feet of food. Conjured flavors can imitate spices, sauces, or meats. This cantrip will not remove existing flavor (or in the case of spoiled food, its bad taste) but a well-chosen flavoring may mask an existing flavor. Unlike prestidigitation, this cantrip's effects are permanent.

Groom [Arcane (I): C-V,S,F. T=standard action. R=touch. E=1 creature. D=1 hour per level (D). S=will negates (harmless). SR=yes (harmless)]

This cantrip will tidy the appearance of one individual for the duration of the spell. Clothes appear clean and pressed, hair combed, and blemishes hidden. This cantrip cannot disguise an individual. The focus for this cantrip is any shiny surface in which a reflection can be seen, such as a small mirror, a piece of shined metal, or a pond of water.

Guess-timate [Arcane/Divine (D): C-V,S. T=standard action. R=personal. E=you. D=instantaneous. S=none. SR=no]

This cantrip assists the spell caster in quickly estimating a quantity. The caster could count the number of troops in a charging army, count the number of gold pieces in a treasure chest, or count the number of people in a crowded room with surprising accuracy. Guess-timates are not exact, but are reliable to one significant figure. The caster must be able to "size up" the situation sufficiently, so a caster could not estimate how many ores are coming around a corner until all are in view, and a caster would likely wrongly estimate the treasure in a chest with a false bottom.

Itch [Arcane (I): C-S,F. T=standard action. R=close. E=1 creature. D=1 round. S=none. SR=yes]

This cantrip creates a minor irritation in the target that feels like a small itch. If placed on the throat of the target, the irritation creates a desire to clear the throat or cough. This is not powerful enough to distract spell casters or attackers, but a creature in no perceived danger will stop to scratch an itch if it is not too much trouble. A fighter would not remove armor to reach an itch on his back, but might remove a helmet to scratch his scalp. The focus for this cantrip is a small feather.

Sneeze [Arcane (V): C-S,M. T=standard action. R=close. E=1 creature. D=instantaneous. S=fortitude negates. SR=yes]

This cantrip evokes a sudden need for the target creature to sneeze. A fortitude save is required to quell the sneeze, but even a creature who fails this save can suppress the sneeze for up to d6 rounds, allowing the creature to finish an action requiring concentration, like opening a lock or casting a spell. The sneeze itself is a free action. If the creature is involved in an activity requiring prolonged concentration (such as a spell requiring ongoing concentration), the sneeze will ruin the activity unless the target can succeed on a concentration check (DC 15+caster's ability modifier). The material component for this cantrip is a pinch of pepper blown toward the target.

Spark [Arcane/Divine (V): C-V,S. T=standard action. R=zero. E=1 inch spark. D=instantaneous. S=none. SR=yes]

This cantrip creates a tiny spark which is capable of setting fire to an object vulnerable to flame, like a torch, kindling wood, or piece of paper. On a successful touch attack, you can spark an individual. This causes no damage, but can startle an unsuspecting individual, requiring a concentration check to maintain an activity, such as opening a lock or casting a spell (DC 10+caster's ability modifier).

Summon Nature's Companion [Divine (C): C-V,S,DF. T=1 round. R=close. E=1 summoned animal. D=1 round per level (D). S=none. SR=no]

This cantrip functions like *Summon Nature's Ally I*, except only a single tiny or diminutive animal can be summoned. If the animal has no attack, or if the animal is summoned into a non-combat setting, the animal will act naturally unless the caster has some method of communicating to it. A character able to spontaneously cast *Summon Nature's Ally* spells may cast this spell in place of any prepared zero-level spell.

Tall Tale [Arcane (D): C-V. T=swift action. R=personal. E=you. D=1 minute. S=none. SR=no]

This cantrip will help the spell caster create details in a story which make the story more believable (whether the story is actually true or not is irrelevant, as the caster may have had some outlandish event actually happen). The caster gains +2 circumstance bonus to any checks associated with the story's influence. This is a language-dependent effect.

Tie/Untie [Arcane/Divine (I): C-V,S. T=standard action. R=close. E=1 knot. D=instantaneous. S=none. SR=no]

This cantrip can tie or untie a simple knot on rope or twine up to two inches thick. One end of the rope must be available as the knot does not appear or disappear; the rope actually ties or unties itself. To untie a knot, the caster must be able to see how to untie the knot. Similarly, this cantrip can only tie knots with which the caster is familiar.

Umbrella [Arcane/Divine (A): C-V,S. T=standard action. R=touch. E=1 creature or object. D=1 minute per level (D). S=will negates (harmless). SR=yes (harmless)]

This cantrip creates an invisible hemisphere of force above the touched object or creature. The hemisphere may have a radius of up to three feet and will repel rain, sleet, or sand, but will be dispelled by anything with a stronger force, such as a hail stone, gale-force wind, or an attack.

Yawn [Arcane (E): C-V,S. T=standard action. R=close. E=1 creature. D=instantaneous. S=will negates. SR=yes]

This cantrip will create an impulse to yawn in the targeted creature. This is not sufficient to distract spell casters or attackers, but could prove embarrassing for the target in certain situations. This is a compulsion (mind-affecting) effect, and creatures immune to magical sleep are immune to this cantrip.

Spells by class: (all arcane spells listed are added to the Sorcerer and Wizard level zero spell lists)

Adept (level 0): Exterminate, Guess-timate, Spark

Assassin (level 1): Exterminate, Sneeze, Tall Tale

Bard (level 0): Dampen, Groom, Guess-timate,

Tall Tale, Tie/Untie, Umbrella, Yawn

Blackguard (level 1): Exterminate

Cleric (level 0): Exterminate, Flavor, Guess-timate, Spark, Umbrella

Druid (level 0): Dampen, Exterminate, Guess-timate, Spark,

Summon Nature's Companion, Umbrella

Paladin (level 1): Guess-timate, Tie/Untie, Umbrella

Ranger (level 1): Spark, Umbrella