

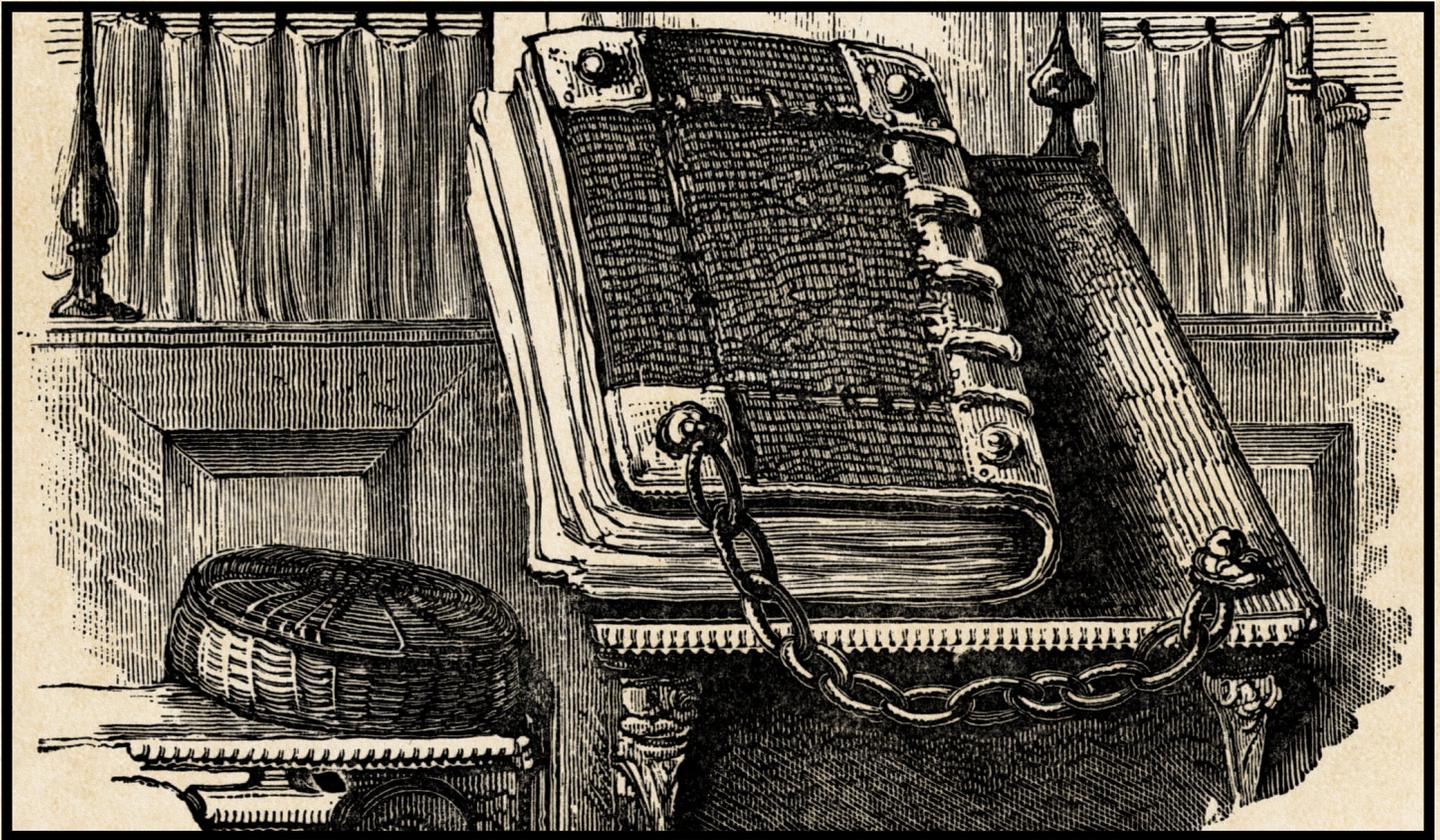
GOTHNOG'S MAGNIFICENT GANTRIPS

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WHAT ARE CANTRIPS?

Cantrips are lesser spells, often employed by spellcasters to train apprentices in the magical arts. This is because most cantrips are not particularly destructive, and so are generally easier for the apprentice to handle safely. That is not to suggest that cantrips aren't useful. Many powerful casters regularly employ cantrips, but often consider them to be unworthy of any serious research.

There are others however who have made cantrip research the heart of their craft, and it is these people to whom we owe a debt of gratitude for the rich variety of cantrips available today. Cantrips can be

found in all schools of magic, and their usefulness ranges from every day tasks to personal enhancements to basic combat abilities.

Many veteran spellcasters still look down on these lesser spells, but they are gaining popularity among sorcerers, arcane dabblers, and those who spend a great deal of time in urban environments like merchants, rogues, and bards.

This book contains some of the more obscure cantrips yet discovered, and although many may seem less than useful at first glance, the clever and resourceful caster can find uses for all of them in their daily routines and when off adventuring in the dark corners of the world.

BARD CANTRIPS

Analyze Materials
 Analyze Potion
 Analyze Quality
 Analyze Value
 Ambiance
 Ambient Light
 Blur Hands
 Braid
 Buoyancy
 Button/Tie (Reversible)
 Clean

Disable Merchant Alarm
 Discomfort
 Distort Time
 Engrave
 Fireproof
 First Aid
 Forge, Minor
 Forgetful
 Fools Gold
 Haggle
 History
 Hone
 Ledger

Locate Personal Item
 Maintain Tools
 Measure Amounts
 Merchant Alarm
 Modify Hair
 Promotion
 Prophylactic
 Rapid Fermentation
 Read Text
 Reflection of Life
 Resize
 Rest
 Scribe's Quill

Seduction
 Smoke Image
 Snatch
 Summarize
 Summon Personal Item
 Tidy
 Tint
 Trip
 Waterproof
 Weaken
 Weave

CLERIC CANTRIPS

Analyze Blood
Analyze Materials
Analyze Potion
Button/Tie (Reversible)
Chaos
Clean
Clean Flame
Clot
Detect Self
Distort Time
Divine Hygiene
Divine Visage
Ease Birth
Engrave
Fireproof
First Aid
Forge, Minor
Gentle Repose, Minor
History
Hone
Locate Personal Item
Maintain Tools
Modify Hair
Prophetic Dreams
Prophylactic
Protection from the Sun
Read Text
Reflection of Life
Repel Vermin
Resize
Rest
Scribe's Quill
Shrine
Smoke Image
Spectral Candles
Spell Parry
Summarize
Summon Divine Symbol
Summon Personal Item
Tidy
Waterproof

DRUID CANTRIPS

Bear Feet
Beast Whisperer
Braid
Buoyancy
Button/Tie (Reversible)
Clean Flame
Compost
Detect Self
Distort Time
Divine Hygiene
Divine Visage
Dowsing
Ease Birth
Enhance Tracking
Fireproof

First Aid
Flora
Foliage Garb
Forage
Gentle Repose, Minor
Hone
Locate Animal
Locate Fungi
Locate Herbs
Locate Personal Item
Maintain Tools
Modify Hair
Nature's Shelter
Preserve
Prophetic Dreams
Protection from the Sun
Rapid Fermentation
Repel Vermin
Resize
Rest
Ripen
Sand Glass
Scent Mask
Seduction
Shape Wood
Shrine
Smoke Image
Spectral Candles
Spell Parry
Summon Minor Animals
Summon Personal Item
Sympathetic Focus
Tint
Trip
Waterproof
Weaken
Weave
Woodland Trail
Woodworking

SORCERER CANTRIPS

Analyze Materials
Analyze Potion
Ambient Light
Braid
Buoyancy
Button/Tie (Reversible)
Chaos
Clean
Clean Flame
Detect Self
Discomfort
Distort Time
Engrave
Fireproof
Forge, Minor
Locate Personal Item
Mage Senses
Maintain Tools
Manipulate Air

Manipulate Earth
Manipulate Fire
Manipulate Water
Measure Amounts
Prophylactic
Protection from the Sun
Read Text
Reflection of Life
Repel Vermin
Resize
Rest
Sand Glass
Scribe's Quill
Smoke Image
Spell Parry
Summarize
Summon Personal Item
Tidy
Tint
Trip
Unseen Assistant
Waterproof
Weaken
Weave

WARLOCK CANTRIPS

Analyze Blood
Analyze Materials
Analyze Potion
Ambient Light
Blood Divination
Braid
Buoyancy
Button/Tie (Reversible)
Chaos
Clean
Clean Flame
Clot
Detect Self
Discomfort
Distort Time
Engrave
Fireproof
Forge, Minor
History
Locate Personal Item
Maintain Tools
Measure Amounts
Prophetic Dreams
Prophylactic
Read Text
Resize
Rest
Sand Glass
Scribe's Quill
Smoke Image
Spectral Candles
Spell Parry
Summarize
Summon Personal Item

Sympathetic Focus
Tidy
Tint
Trip
Unseen Assistant
Waterproof
Weaken
Weave

WIZARD CANTRIPS

Analyze Materials
Analyze Potion
Ambient Light
Braid
Buoyancy
Button/Tie (Reversible)
Clean
Clean Flame
Detect Self
Distort Time
Engrave
Fireproof
Forge, Minor
Forgetful
History
Locate Personal Item
Mage Senses
Maintain Tools
Manipulate Air
Manipulate Earth
Manipulate Fire
Manipulate Water
Measure Amounts
Modify Hair
Preserve
Prophetic Dreams
Prophylactic
Protection from the Sun
Read Text
Reflection of Life
Repel Vermin
Resize
Rest
Sand Glass
Scribe's Quill
Seduction
Smoke Image
Spectral Candles
Spell Parry
Summarize
Summon Personal Item
Tidy
Tint
Trip
Unseen Assistant
Waterproof
Weaken
Weave

ANALYZE BLOOD

Necromancy Cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, M (a sample of blood)

Duration: 1 hour

This cantrip can tell the caster something about a specific creature from some of its blood. When cast on a sample of fresh blood (less than 24 hours old), the caster gains knowledge about the nature and location of the donor. It can tell something about the creature's lifestyle, habits, its current state, and a general idea of its current direction and distance. This spell will not work if the creature is on another plane.

ANALYZE MATERIALS

Divination Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a piece of charcoal)

Duration: Instantaneous

This cantrip tells the caster what materials make up an object and their general origins. For example, the spell could indicate that a particular sword was made from steel mined in the Barrier Mountains to the west, and that the hilt was made from ghost wood harvested from the forests of the north. The spell may also give an approximate age of the item's construction (GM's discretion). This spell will work on magic items, but it will only give information about the materials used in their fabrication and not any magical properties.

ANALYZE POTION

Transmutation Cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Special

This spell instantly tells the caster the exact nature of a potion, including what it does, its duration, or any other pertinent information. It will not tell if the potion is cursed or if its true nature is magically concealed in some way.

Additionally, if the caster is proficient in alchemy, he is able to use the analysis to recreate the potion if he can gather the materials and start crafting it within 1 hour. Crafting the potion in this way requires a an alchemy check at DC 16 to succeed

If the crafting does not begin within the hour, the fine details required to craft the potion are lost from memory, the crafting fails, and all the components are ruined.

ANALYZE QUALITY

Divination Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a bit of quartz)

Duration: Instantaneous

This cantrip informs the caster of the overall quality of an item and highlights any defects. It will indicate if it is masterwork,

and if it is likely to impart any benefits based on its quality. It will work on magic items, but will not provide any information regarding its magical properties.

ANALYZE VALUE

Divination Cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a silver piece)

Duration: Instantaneous

This cantrip makes the caster aware of the current market value of any object. The value will be based on what people in the region are willing or able to pay and on the caster's personal experience. This spell does not guarantee that the object will sell, nor that the caster will get the fair market value if it does sell.

AMBIANCE

Transmutation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a white feather and some silver thread)

Duration: 8 hours

This spell is often used by merchants to create a comfortable atmosphere for shop patrons by providing subtle background music and lightly perfuming the air. The specific music and perfume manifested is determined by the caster's personality, experience, the goods or services being offered, and the patrons who are likely to enter the establishment. The caster can allow the spell to decide on the specific music and scent, or they can select a combination they prefer instead. This spell will not produce any music or scents that are obviously offensive in any way.

AMBIENT LIGHT

Transmutation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a pinch of copper dust)

Duration: 30 minutes

This spell increases the ambient light within a 30-foot area. It removes all deep shadows and makes it easy to examine objects. Anyone trying to hide within the spell boundaries will do so at a disadvantage.

BEAR FEET

Transmutation Cantrip

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 hour

The caster transforms their feet into large bear paws that allow them to travel over rough terrain more effectively, increasing the woodland movement by 10 feet for the duration of the spell. Additionally, the bear feet give them an advantage in climbing checks, and (if they are attempting to evade trackers) deception checks, since pursuers might mistake the paw prints for a real bear. Obviously, the latter would not apply in regions that do not have a native bear population.

BEAST WHISPERER

Enchantment Cantrip

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 6 hours.

This spell creates a weak psychic link with a domesticated animal known to the caster, usually a mount, pack animal or pet. It gives the caster an advantage to animal handling checks specific to that beast for the duration of the spell.

This connection can also allow the animal to warn the caster of danger, help the caster to calm them if spooked, or impart simple ideas such as “stay put” or “follow me.” This does not allow full communication of ideas or feelings, as with a familiar, nor will it work on wild animals.

BLOOD DIVINATION

Divination Cantrip

Casting Time: 1 hour

Range: Special

Components: V, S, M (a sample of blood)

Duration: Instantaneous

This spell allows the caster to glean information about a particular living thing using a drop of its blood. The caster can determine the target’s current direction, distance, mental state and their physical state.

The range is unlimited, but the target must be on the same plane of existence.

BLUR HANDS

Transmutation Cantrip

Casting Time: 1 reaction

Range: Personal

Components: S

Duration: 10 minutes

This cantrip increases the speed of the caster’s hands, giving them an advantage on any sleight of hand check.

Originally created by gamblers to cheat at games of chance, this cantrip has been adopted by thieves to aid in picking pockets.

BRAID

Transmutation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

This cantrip magically braids hair, rope, string, etc. It can braid up 10 feet of material no greater than 3 inches thick. The style of the braid can be any that is known to the caster. This does not confer any abilities onto the braided item, nor will it work on an unwilling target, and item held by an unwilling target, or any magical material.

BUOYANCY

Transmutation Cantrip

Casting Time: 1 reaction

Range: 30 feet

Components: V, S

Duration: 12 hours

This spell makes the target sufficiently buoyant to stay afloat in water for up to 12 hours, even if they are severely encumbered. Any objects removed from the target’s person will sink normally. This can only be used on willing targets.

BUTTON/TIE (REVERSIBLE)

Transmutation Cantrip

Casting Time: 1 action

Range: 10 feet

Components: V

Duration: Instantaneous

This spell allows the caster to magically cause an object to button, unbutton, tie, or untie itself. The spell can affect any single button or knot with a one cubic foot area. So the spell could untie an average rope knot, but not a ship’s mooring line. When tying a knot, the caster can choose which type of knot to tie as long as it is known to them. The item to be effected must be in sight of the caster or he must be touching it. This spell does not work on any magical material.

CHAOS

Transmutation Cantrip

Casting Time: 1 reaction

Range: Personal

Components: V, S

Duration: Instantaneous

This spell releases a sudden, violent telekinetic burst, affecting a 30 feet area centered on the caster. The burst creates a flash of bright blue light, and hurls up to 25 pounds of loose material away from the caster. Anyone in the area must make a Dexterity save (DC 10) or take 1d4 hit points of damage from flying debris. Additionally, everyone within the area is dazed for 1 round. This is a relatively harmless spell, but it looks very impressive and can be used as an effective distraction or display of power.

CLEAN

Transmutation Cantrip

Casting Time: 10 minutes

Range: 30 feet

Components: V, S

Duration: Instantaneous

Although prestidigitation is commonly used for simple cleaning jobs, this spell allows the caster to clean a larger area (including any creatures therein) and with greater effect. When cast in an area of no larger than 30 feet, this spell removes all unwanted filth, muck, dirt, moisture, mildew, debris, and so on from the area. Additionally, any small rips, tears, scratches, and so on are repaired if they are not too severe. Afterwards, everything

effected will look as if it has been polished, scrubbed, buffed, exfoliated, combed, and generally cleaned as appropriate for the creature, object or area.

The skin of any creature is softened as if washed by the finest soap and spiced perfumes. The hair is set to a current fashionable style as envisioned by the caster. These effects normally last until nature takes its toll upon the recipient.

There will be a faint scent of musk and wildflowers in the spell's wake, which will remain for the next several hours.

All of the removed material ends up in a small, compact ball near the caster, somewhere within the spell's range at a location of his choosing. This spell will not organize clutter or put things away that have been left out, nor can it be used on an unwilling target. Any unwilling creature in the area remains untouched, dirty and smelly.

CLEAN FLAME

Transmutation Cantrip

Casting Time: 1 reaction

Range: 10 feet

Components: V, S

Duration: 8 hours

This spell causes a small fire (such as a modest campfire) to burn clean, without producing soot, smoke or excess fumes, for up to eight hours. Such fires have unusually hot, dim, blue, flames and are slightly more fuel efficient than normal fires.

CLOT

Conjuration cantrip

Casting Time: 1 reaction

Range: Touch

Components: V, S

Duration: Instantaneous

This spell allows the caster to stop a wound from bleeding.

COMPOST

Transmutation cantrip

Casting Time: 1 reaction

Range: 10 feet

Components: V, S

Duration: Instantaneous

This spell accelerates the composting of dead organic matter, producing rich soil in a matter of minutes. This could be used to help with gardening or to deal with bodily waste while traveling.

DISABLE MERCHANT ALARM

Abjuration cantrip

Casting Time: 1 reaction

Range: Touch

Components: S

Duration: Instantaneous

This spell was developed to counter the Merchant Alarm spell. The caster simply picks up a protected item and moves his finger over the wax seal with the appropriate motion. The caster must make a successful Wisdom save (DC 12) to disarm the alarm, otherwise it is triggered immediately.

DETECT SELF

Divination cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (one shiny copper piece)

Duration: 1 minute

This spell bestows upon the caster a certain knowledge of their whereabouts in relation to the rest of the world, and particularly places well known to them. This works even if he is blinded, shrouded in a darkness spell, or otherwise unsure of his location. This spell doesn't allow the caster to discern any information about his surroundings, nor can it counteract the effects of a higher-level spell intended to hide his location from him.

DISCOMFORT

Charm cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a bit of rat dung)

Duration: 30 minutes

This is a mild, area effect charm that causes people to feel uneasy in a particular area. This is often used to drive patrons away from a specific tavern or shop, or to keep potential witnesses away from the scene of a crime. Those within the area are automatically affected, and will leave immediately, unless they have a very specific reason to be there (i.e. they are meeting someone, they work there, they are looking for a particular item, etc.).

The spell can be cast on a small item like a stone, and then casually left at the desired location.

DISTORT TIME

Enchantment cantrip

Casting Time: 1 reaction

Range: Personal

Components: V

Duration: See description.

This spell changes the caster's perception of time, allowing him to either stretch a few seconds into subjective minutes or compressing hours to make them seem like moments.

Stretching subjective time makes the world, and even the casters own body, seem to be moving in slow motion for 1 round (6 seconds). This gives the caster several subjective minutes to observe and consider a situation while only a few moments have passed in real time. This means that the caster gains a +1 bonus to armor class, attacks and Dexterity save for that round. There could of course be other benefits to this extended perception depending on the situation (GM's discretion).

Compressing time makes it seem to pass ten times the normal rate. This lasts until something of significance happens or the caster decides to return to their normal perception of time. Compressing time can last for up to 8 hours.

DIVINE HYGIENE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

The caster uses this spell to make themselves presentable. This spell cleans and styles their hair (if any), washes and moisturizes the skin, manicures the nails, polishes the teeth, removes all foreign matter from their clothes, and even makes small repairs to fabric.

This spell will not repair magic items, nor will it repair major damage to clothing or armor.

DIVINE VISAGE

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, F

Duration: Instantaneous

This spell will cause an image of the caster's deity (or their symbol) to appear on any reasonably smooth, non-magical surface. The spell works by discoloring the surface slightly, creating a very good likeness of the god, goddess or symbol in question. The discoloration is naturally appropriate to the material, so a metal surface might tarnish or rust. The image remains until removed by normal means.

DOWSING

Divination cantrip

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 1 hour

This spell allows the caster to locate water underground. It will let them know generally how much water is there and how deep it is. The water must be within range of the caster, so she may have to walk around a bit to find it.

EASE BIRTH

Conjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a cup of soothing tea)

Duration: Special

The caster uses this spell to help make childbirth easier and safer for both mother and child. It has the effect of relaxing the mother, dulling pain, and generally easing all the bodily functions involved in the process. The spell will also allow the child to gently rotate if it is breached, keep the birth cord from around the neck, prevent tearing, and prevent after birth complications like hemorrhaging.

The spell lasts as long as the caster is touching the mother and concentrating on her.

ENGRAVE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Removes up to one cubic inch of material from a surface according to the pattern envisioned by the user. This is commonly used to engrave lines or simple pictures on an item, or to finish a surface by removing irregularities. This does not work on magical items, though it could be used on an object prior to enchanting.

ENHANCE TRACKING

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 4 hours

This spell enhances the target's tracking ability by sharpening the senses to specifically notice subtle differences in the terrain. This gives the tracker an advantage to their survival check when tracking. If cast on someone without tracking ability, it will allow them to track with a disadvantage for the duration of the spell.

FIREPROOF

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a bit of wood ash)

Duration: 8 hours

Renders any single object weighing up to 10 pounds immune to natural fire, and resistant to magical fire.

FIRST AID

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This spell will clean, disinfect and seal one wound. It will not repair the wound (restore hit points), but it will stabilize someone who is critically wounded, stop bleeding, disinfect a wound, and even set a bone. The spell seals the wound with a sticky web-like substance that holds the wound closed and keeps the area sterile. This process causes little discomfort to the target, except for setting a bone which is still quite painful.

If the wound is complex (such as a broken bone that punctures the skin) it would require First Aid to be used twice, or it could be used in conjunction with mundane medical skills. In other words, one could set the bone by hand, and then use the First Aid spell to seal the wound.

FLORA

Transmutation cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 24 hours

This spell causes beautiful flowering plants to sprout and grow within a 20-foot area. These flowers must be native to the region, and will continue to grow normally if the conditions are right. This spell cannot produce magical plants, but it could produce useful herbs if the caster is knowledgeable about such things, and the herbs are native to the region.

FOLIATE GARB

Transmutation cantrip

Casting Time: 1 action

Range: Personal

Components: V, S, M

Duration: 4 hours

This spell uses surrounding vegetation to camouflage the caster. Any plant matter in the area is drawn to the caster, clinging to them like a suit, covering every part of them except for the eyes. The foliate suit is quite comfortable, allowing them to move and breathe normally.

When hiding in vegetation similar to that used for the suit, the caster gains an advantage to the stealth check.

The foliate garb can provide some minor protection against the elements (wind, sun, hot, cold, insects, etc.), but does not provide any real armor protection. In fact, depending on the type of foliage, it could make the caster vulnerable to fire and certain vermin (GMs discretion).

FORAGE

Divination cantrip

Casting Time: 1 action

Range: 500 feet

Components: V, S

Duration: 1 hour

The caster of this spell knows the location of the nearest wild food source (edible plants, tubers, fungus, insects and any normal wild game) and drinkable water within range of the spell. The spell lasts for up to an hour, allowing the caster to find food, even in sparsely vegetated areas.

It will only detect natural, non-sapient animals.

FORGE, MINOR

Transmutation cantrip

Casting Time: 1 action

Range: Personal

Components: V, S, M (a small chunk or charcoal)

Duration: 1 hour

This spell can be used to slowly reshape any piece of normal metal up to 1 cubic foot and up to 10 pounds. When cast on

the selected material, it slowly morphs into the desired shape while the caster concentrates on the desired result. The final shape can have a bit complexity, but it cannot create moving parts, nor can it create detailed surface textures like fine writing or designs. One could however make a functional tool, container, or a crude weapon. The time involved depends on the complexity the work (GM's discretion).

If the caster has any background in metalworking, he is capable of adding more detail to his work, including moderately more complex designs and some writing.

Any weapon made using this spell functions at a -1 unless it is somehow refined through other means.

FORGETFUL

Illusion cantrip

Casting Time: 1 action

Range: Personal

Components: V, S, M (a bit of gray cloth)

Duration: 1 hour

This cantrip makes the caster less noticeable, allowing them to blend in with a crowd or the background. It only works however if the caster is not particularly unique or noticeable. For example, a man with a bright red hat might not blend in well, nor would a centaur be able to go unnoticed in a halfling village. The caster can increase the chances of their spell functioning by dressing unobtrusively and disguising any particularly noticeable features (GM's discretion).

This spell gives the caster an advantage to any stealth check to be unnoticed, especially in a crowd. If someone is actively searching for the caster, they must make a Wisdom save to avoid the effects of the spell.

FOOL'S GOLD

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

This spell can make silver or copper coins appear to be gold. The victim gets a Wisdom save to notice the deception, with a disadvantage if they are not paying close attention or if the coins are mixed in with some real gold coins.

GENTLE REPOSE, MINOR

Necromancy cantrip

Casting Time: 1 action

Range: 500 feet

Components: V, S, M (a few drops of scented oil)

Duration: 24 hours

This spell prepares a body for burial. It does not preserve the body like Gentle Repose, but it cleans them up, masks any offensive odors, and gives them the appearance of simply being asleep. The effects only last 24 hours before the natural effects of death become apparent.

HAGGLE

Enchantment cantrip

Casting Time: 1 action

Range: 5 feet

Components: V

Duration: 10 minutes

This is a weak charm spell that causes the target to be much more likely to sell an item to, or purchase an item from the caster. This gives the caster an advantage to any rolls related to buying or selling a particular item, as well as modifying the price by 20% in the caster's favor. For example, if the caster is selling an item, they will get 20% more for it, and if they are buying, they will pay 20% less.

If the spell fails, the target becomes uneasy and will generally refuse to do any business with the caster for at least a week.

HISTORY

Divination cantrip

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

This spell allows the caster to read the psychic impressions left on an object or place. It can give the caster information about its general history, and maybe even a few secrets associated with that particular item or location (GMs discretion).

The spell will not identify a magic item specifically, but it might show the item performing a particular spell. This spell can only be used once per object or location. Although the casting time is long, it is unobtrusive, and only a single touch is required to make the spell work. It can therefore be cast covertly with a successful deception or slight of hand check.

HONE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small lodestone — reusable)

Duration: See description.

This spell puts a keen edge on any non-magical, bladed weapon. This means that the weapon will critical on a 19 or 20 on the first attack after using this spell, provided that it occurs within the next 24 hours. This spell can affect 1 medium or smaller bladed weapon (such as a sword, ax or dagger).

LEDGER

Transmutation cantrip

Casting Time: 1 action

Range: 100 feet

Components: V, S, M (a high quality ledger and fine ink)

Duration: 8 hours

This cantrip allows the caster to automatically update a specially prepared sales ledger. The shop owner need only speak the transaction aloud while within range, and the ledger will make all necessary additions, subtractions and even simple calculations.

The ledge takes about an hour to initially prepare, and must be held when the spell is cast at the beginning of the day. The average

ledger will last for approximately one month if used daily. Once the ledger is completed, the magic dissipates, and the ledger becomes a normal shop ledger, its contents fixed as if they had been written down normally. The handwriting in the ledger will precisely match that of the caster.

LOCATE ANIMAL

Divination cantrip

Casting Time: 1 action

Range: 1 mile

Components: V, S

Duration: 1 hour

This spell allows the caster to detect a specific kind of normal, non-magical animal within range.

LOCATE FUNGI

Divination cantrip

Casting Time: 1 action

Range: 1000 feet

Components: V, S

Duration: 1 hour

This spell allows the caster to find specific fungi (mushrooms, toadstools, yeasts, molds, etc.) within the spell's range. If the caster is not knowledgeable about fungi, they can simply keep in mind the desired properties, and the spell will locate the nearest fungi that would be appropriate, though of course it will not impart the understanding of how specifically to use the fungi. If there are no appropriate fungi within range, the spell will make the caster aware of that fact as well.

Note that this spell can locate food items made with some fungi including bread, beer and cheese. Some ingenious and thirsty adventurers have used this spell as a kind of "tavern detector."

LOCATE HERBS

Divination cantrip

Casting Time: 1 action

Range: 1000 feet

Components: V, S

Duration: 1 hour

This spell allows the caster to find specific culinary and healing herbs within the spell's range. If the caster is not knowledgeable about herbs, they can simply keep in mind the desired properties, and the spell will locate the nearest herb that would be appropriate, though of course it will not impart the understanding of how specifically to use the herb. If there are no appropriate herbs within range, the spell will make the caster aware of that fact as well.

LOCATE PERSONAL ITEM

Divination cantrip

Casting Time: 1 action

Range: 300 feet

Components: V, S

Duration: 1 hour

This spell allows the caster to find an object owned by them within range. It can be something as significant as a spell book or as mundane as their favorite pair of slippers.

MAGE SENSES

Transmutation cantrip

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 minute

This cantrip allows the caster to enhance one of their senses (hearing, sight, smell, taste, or touch) for the duration of the spell. This imparts an advantage for any checks involving that particular sense.

MAINTAIN TOOLS

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

This cantrip helps the artisan to maintain the tools of their trade by polishing, cleaning, sharpening, oiling, or whatever simple process is necessary for the general care of their basic tool set. This not only keeps the tools in fine working order, but imparts an advantage to the next roll when using the tools in the way that they were intended.

MANIPULATE AIR

Transmutation cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 10 minutes

This spell can slightly manipulate the air within range. This can create a nice breeze, or hinder air movement to make it still. It cannot create more than a 10 mph wind, so it would not affect any creature larger than a small insect.

This spell can also be used to create a 10-foot diameter bubble of air centered on the caster that moves with him. It grants no physical protection, but stops all smoke and gases from entering the area.

Up to 3 additional medium sized creatures can be protected inside the bubble, but they must be touching the caster to gain its benefits, and their movement is slowed by half.

MANIPULATE EARTH

Transmutation cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 minute

This spell can slightly manipulate all natural earth within range, which includes dirt, rocks, and other minerals, but not refined metal. The earth can be made to rise, move about and even be formed into simple loose shapes as visualized by the caster. The earth cannot be used as a weapon or to defend the caster, but it could be used to hide them from view or perhaps blind those within range.

The spell can also be used to increase or decrease the weight of an unattended, non-magical stone object of no greater than 100 lbs. The weight can be increased or decreased by up to 50%. This spell does not effect air resistance, so an object would still drop normally, though if an object were dropped on someone, any additional weight could make a difference (GM's discretion).

MANIPULATE FIRE

Transmutation cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 minute

This spell can be used to manipulate fire within the area of effect. Although it can't create or extinguish a fire, it can make use of any existing fire to reshape and move it around within range. For example, a fire could be shaped into a small bird that flies around, it could move fire away from a particular area, or it could be used to clear a path through a burning room.

The fire reacts normally with flammable materials, and any additional fires that ignite as a result of the spell can spread outside its range.

MANIPULATE WATER

Transmutation cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 1 minute

This spell can be used to manipulate up to 10 gallons of water within range. The caster can shape the water, move it about, cool it to freezing, heat it to boiling, or make it the perfect temperature for washing up at the end of a long day. More than one effect can be used at a time, so the caster could shape the water and then freeze it into that desired shape.

Once the duration has ended, the water is once again subject to natural laws, so frozen water will begin to melt if it's warm, and boiling water will begin to cool normally.

This spell can not be used directly against a living target, though one could use it indirectly by creating a cup of boiling water to toss into an enemy's face, or creating a snowball to surprise a rude city official.

MEASURE AMOUNTS

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: Instantaneous

This cantrip automatically sorts ingredients by kind, volume, and weight, based on the caster's needs. This is particularly useful for alchemists, bakers, or any other craftsman who works with many different ingredients. This spell will speed up any related crafting process by 50%.

MERCHANT ALARM

Abjuration cantrip

Casting Time: 10 minutes

Range: 30 feet

Components: V, S, M (fine sealing wax and a seller's mark)

Duration: 8 hours

This spell allows the merchant to protect their shop against thieves. Before casting the spell, the merchant simply marks each item for sale in their shop with a unique seller's mark, which is a small wax seal pressed onto the surface of the object in some unobtrusive location. When the spell is active, the marked items cannot cross the threshold of the shop without setting off a loud alarm that alerts the merchant to the theft. When a sale is made, the merchant simply touches the wax seal to dispel it, allowing the item to leave the shop without setting off the alarm.

MODIFY HAIR

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous and 24 hours

This spell enables you to selectively grow, shorten, or remove hair anywhere on the body of a median sized creature or smaller, and prevent its regrowth. The style and length of the hair is up to the caster, though the hair cannot be made longer than the target's height. The color can be altered as well. Many use this to concealing graying or adjust the shade slightly, though a wide variety of natural colors is achievable. The coloring and growth prevention lasts for 24 hours.

The spell cannot be performed on an unwilling target.

NATURE'S SHELTER

Transmutation cantrip

Casting Time: 1 action

Range: 100 feet

Components: V, S

Duration: Instantaneous

This spell collects whatever raw natural materials are at hand (wood, plants, stone, dirt, moss, bone, etc.) and weaves them into a reasonably comfortable debris shelter up to 5 feet high and 10 feet in diameter. The shelter provides basic protection against wind, rain and sun, though it will not protect against extreme weather or physical attacks.

The caster has some minor control over the design, such as where to place any openings, general shape, and specific materials if there are several options available. If properly made, it can provide a bit of camouflage at a distance, giving the casual observer a disadvantage to spot it.

The shelter will remain intact until it is destroyed or naturally degrades over time.

PRESERVE

Transmutation cantrip

Casting Time: 10 minutes

Range: 10 feet

Components: V, S, M (see description for materials)

Duration: 24 hours

This spell allows the caster to preserve recently collected organic material, which could include fruits, vegetables, meat, nuts, animal hides, and so on. The manner of preservation depends on the substance to be preserved and the caster's taste. The organic material can be: *pickled, salted, dried, cured, fermented, tanned, smoked, or canned (canning requires the caster to have a suitable container).*

Only one kind of organic material can be preserved at a time, but one could use more than one preservation technique. For example, one could smoke and salt a quantity of meat, but they could not salt some meat and then dry some fruit.

Any preservation technique that requires special or expensive ingredients must have those ingredients on hand.

This spell cannot be cast on a living creature, or any unharvested plant material.

PROMOTION

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a prepared notice to be posted)

Duration: 24 hours

This spell allows the caster to create a written notice on a surface like a wall, door, or notice board. The caster starts by making a physical notice through normal means, which can include any colors, writing or illustrations they like. They can then touch any relatively smooth surface to create a duplicate of the notice (up to 9-inch x 12-inch) as if it had been painted there. The caster must be looking at the notice when they touch the surface.

The notice fades after 24 hours, or it can be removed with a simple washing.

PROPHETIC DREAMS

Divination cantrip

Casting Time: 1 action

Range: Personal

Components: V, S, M (a pinch of grave dust)

Duration: 8 hours

This spell opens the caster's mind to prophetic, clairvoyant, or meaningful dreams while she sleeps. It can only be used once per situation since repeated use is likely to either repeat the same dream, or provide confused information.

This spell has the unfortunate side effect of leaving the user open to psychic disturbances, sometimes producing terrifying nightmares instead of meaningful dreams, particularly if used in an area carrying strong psychic impressions. The results of this spell are entirely at the discretion of the GM.

PROPHYLACTIC

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, M (a knotted piece of string placed nearby)

Duration: One bout of sexual activity.

This spell protects one creature against becoming impregnated (if female) or from contracting any sexually transmitted disease (either gender).

PROTECTION FROM THE SUN

Abjuration cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small amount of oil)

Duration: 4 hours

This spell protects the target from suffering sunburn even under very adverse conditions. It also provides a resistance to sun stroke, snow blindness, heat exhaustion, dehydration, or other sun related problems.

This will not protect against any sunlight-based magic, nor will it protect any creatures (such as certain undead) from the adverse effects of natural sunlight.

RAPID FERMENTATION

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a prepared notice to be posted)

Duration: Instantaneous

By putting the appropriate ingredients into a container, the caster can use this spell to speed up the fermentation process, creating an appropriate alcoholic beverage based on the ingredients and the caster's intentions. The quality of the drink will only be of fair quality, unless the caster has any background in brewing or distilling, in which case they can make an Intelligence check (DC 10) to create a good quality drink, or perhaps even an excellent drink (DC 18).

READ TEXT

Illusion cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

You designate a voice that is familiar to your, possibly your own, which then begins to read your chosen book or scroll aloud. The spell will read the text in a normal pace and exactly as the words are written. You can pause the spell any time during the reading, without dismissing it entirely.

The spell cannot be used on magical writing.

REFLECTION OF LIFE

Transmutation cantrip

Casting Time: 1 action

Range: Special

Components: V, S, M (a blank canvas and a bit of the desired medium)

Duration: Instantaneous

This spell allows the caster to create a painting just by looking at a scene. The caster must be holding a canvas no larger than 40 inches square (which can be flat or rolled) when the spell is cast. He then stares at a particular scene in front of him for a minimum of 10 minutes, after which the scene begins to appear on the canvas, rendered in the medium of his choice (oil paint,

watercolors, charcoal, etc.). The average rendering will take about an hour to achieve the maximum detail.

Most renderings are quite good, though someone with artistic talent to begin with might be able to create a much better work of art.

This artwork does not reveal anything the caster's eyes cannot see, though it could allow him to review a scene later to notice something that he didn't notice at the time. If something in the scene before him is an illusion, it will appear in the artwork as the caster observed it.

The caster must be relatively undisturbed during the process, and must have adequate vision. If the caster has darkvision, the rendering will depict the scene exactly as they perceived it.

The art is permanent unless ruined by normal means.

REPEL VERMIN

Abjuration cantrip

Casting Time: 1 action

Range: 30'

Components: V, S

Duration: 4 hours

This spell creates a vermin-free area around a single point designated by the caster. All insects, small reptiles, and rodents will be driven outside the area of effect, and kept out for the duration of the spell. The creatures are not harmed by this spell.

It will not work against magical or summoned vermin.

RESIZE

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Resize alters one piece of non-magical clothing or non-metal armor to fit a differently sized creature as if personally tailored for them. The garment can be enlarged or reduced by one size category, and no greater than large.

REST

Enchantment cantrip

Casting Time: 1 action

Range: 30 feet

Components: V

Duration: Special

This spell can put one willing creature to sleep (no save necessary) or influence an unwilling creature to remain asleep (Wisdom save). Any willing creature under the influence of this spell will sleep for 8 hours if not awakened, and it will allow them to sleep under less than ideal conditions, which could include loud noises, cold, uncomfortable sleeping surface, pain, etc. Unwilling creatures will sleep for at least 4 more hours unless awakened. Any attempt to wake someone under the influence of this spell will have a slightly harder time doing so.

This spell will not work on an unwilling creature who is awake and/or aware of the caster's presence.

RIPEN

Transmutation cantrip

Casting Time: 1 action

Range: 30'

Components: V, S

Duration: 4 hours

This spell causes up to 10 normal fruits or vegetables (in any stage of development) to become ripe and edible. This spell does not change the basic properties of the fruit or vegetable, and will not make something edible that is not normally so.

SAND GLASS

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S, F (a small crystal lens)

Duration: Instantaneous

This simple spell allows the caster to create small glass objects (up to 1 cubic foot and no greater than 1 pound) out of sand. The caster can shape the glass in any way he wants, but trying to duplicate an existing object or creating something complex or valuable will require the proper artistic background. The caster can produce transparent, translucent or even colored glass. Common products of this spell are cups, bowls, vials, small windows, glass bullets, cutting shards, and so on. It takes at least 1 minute to prepare the glass, plus a variable time for the shaping, depending on the object's complexity (GM's discretion).

Any complex or precise objects (such as a lens) requires an Intelligence check (DC 12) to be successful.

SCENT MASK

Transmutation cantrip

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 1 hour

This spell alters or eliminates the scent of the caster for the duration. This can be useful when hunting or to prevent a predator from tracking them. If the caster is going to alter their scent,, it must be a scent with which they are familiar. So if they had a sample of someone else's scent, they could alter their own to mimic it.

SCRIBE'S QUILL

Conjuration cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S

Duration: 1 hour

This cantrip creates a magical quill with an endless supply of ink which will precisely write down everything the caster says. This spell cannot scribe magical writings and cannot create any illustrations. An appropriate surface to write on is required, whether that is parchment, paper, book or any surface where a normal pen could conceivably write.

SEDUCTION

Enchantment cantrip

Casting Time: 1 action

Range: 30'

Components: V, S

Duration: Concentration, up to 30 minutes.

You use suggestive comments and body language to produce an effect similar to the Friends cantrip, except that it lasts as long as you are seducing the target. Of course you must be able to see one another, and the target's sexual preference must allow for it. There must also be no major distractions, nor can the target perceive you as an obvious enemy prior to this.

For the duration, you have an advantage on all Charisma checks that relate to the target, and the target suffers a disadvantage to all Wisdom checks while under the effects of this cantrip. Unfortunately, this seduction requires your full concentration, and so you suffer a disadvantage to all perception checks for the duration.

Once you cease your seduction and walk away or the duration ends, the target begins to lose interest, but still suffers the Wisdom disadvantage for 1 minute. They may realize that they have been duped (GMs discretion), but will simply feel as if they have been a fool.

If you or your allies should attack them during the seduction however, you gain an advantage on the first attack, but they gain an advantage on every attack thereafter for up to 10 rounds.

SHAPE WOOD

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

Using this spell, the caster can shape a single piece of wood of no larger than 1 cubic foot. The wood cannot be held by another living creature, nor can it be part of a living tree. The level of detail imparted into the final design depends on the caster. She can make an Intelligence check (DC 12) to shape the wood as close to her specific vision as possible. If the concentration check fails, the object is still shaped, but it will obviously be of poor quality. If they succeed, the quality is quite good, and might even fetch a few silver in a market.

This spell can be used to make sculptures, simple containers, and even weapons such as clubs or cudgels.

SHRINE

Transmutation cantrip

Casting Time: 1 action

Range: 10 feet

Components: V, S, M (a gold piece)

Duration: Instantaneous

This spell is similar to Nature's Shelter, except that it creates a small religious shrine using materials from the surrounding area. The shrine will be large enough for one or two people to meditate, read or perform minor rituals. When inside the shrine, the caster gains an advantage to any check involving some sort of meditation of intense concentration.

The gold piece used during the casting ends up on the small altar in the shrine. If it is removed, and magic within the shrine is interrupted or dispelled immediately.

SMOKE IMAGE

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Concentration, up to 1 hour.

This spell shapes existing smoke into any shape, creature, or object the spellcaster can visualize. The image is composed entirely of smoke and, if disturbed by any force or action, dissipates back into smoke.

SNATCH

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell makes an object smaller than 3 inches and no greater than a few ounces to vanish from its location and then reappear in the caster's hand. If the object is not within sight, then the caster must know the exact location and nature of the object to be snatched. A thief who has seen his victim pocket a valuable ruby, for example, will know where it is located and so be able to use this spell. This spell cannot affect magic items.

If the item is possessed by an unwilling or unaware target, they get a Wisdom save. Success means that they retain the object, and become aware that the caster tried to do something to them, though they may not know what specifically.

SPECTRAL CANDLES

Illusion cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: 1 hour

This spell creates 4 floating illusory candles within the spell's range. Since the candles are illusions, they do not interfere with movement, nor do they produce any heat. They are simply for light and setting a mood. The candles are under the control of the caster for the duration of the spell, and can be positioned or moved about as the caster likes. The caster can even walk with the candles following him, as long as they stay within 30 feet.

Each candle only illuminates a 5-foot diameter area, but if they are spread out, they can dimly light a fairly large area.

SPELL PARRY

Abjuration cantrip

Casting Time: 1 reaction

Range: Personal

Components: S

Duration: Instantaneous

Using this cantrip, the caster can attempt to instantly deflect an incoming magical ranged attack. It creates a barrier around the caster's hand that she uses to try and deflect the attack, as if parrying a physical blow, giving them an additional +2 to their Armor Class against that attack.

SUMMARIZE

Divination cantrip

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Instantaneous

When cast upon a non-magical book held by the caster, the caster immediately becomes aware of the general contents of that book, but not specific details. If it is a magical tome, the spell will simply give them the impression of gibberish.

The book need not be opened for this spell to work. The caster must be able to speak the language in which the book is written.

SUMMON HOLY/UNHOLY SYMBOL

Conjuration cantrip

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: 10 minutes

This spell summons an appropriate holy or unholy symbol into the hand of the caster. The symbol will be fashioned of any appropriate material, and will glow faintly with the light of the summoner's deity. Apart from the glow, it has no inherent power of its own, but can be used as a normal holy symbol in the hands of a cleric or paladin.

Only one symbol can be summoned at a time, and only the caster can use it. If it leaves the caster's possession for more than a few seconds, it vanishes.

SUMMON MINOR ANIMALS

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This spell summons a single, normal animal of medium size or smaller. The animal must be native to the area, and cannot be intelligent, magical or greater than 2 hit dice. The animal shows up naturally, and so may take up to 30 minutes to arrive. Once it has arrived, it will behave normally for that species, with the caster having no particular influence over them.

SUMMON PERSONAL ITEM

Conjuration cantrip

Casting Time: 1 action

Range: Personal

Components: V, S

Duration: Instantaneous

This spell summons to the caster any small object (5 pounds or less) upon which he has inscribed his personal mark. The object

remains with the caster until the spell is dismissed, at which time, the objects return to its original location. There is no limit on the spell's range, but the item cannot be held by another intelligent creature, or summoned from a different plane of existence.

The item summoned can contain other items, as long as it doesn't exceed the 5-pound limit. For example, he could summon a small pouch with many coins inside, or a small box with various spices. If the summoned object does contain items, the items must be returned to the container to be sent back, otherwise they remain with the caster.

The caster can inscribe up to 5 items at any one time, so if he wants a different item inscribed, one of his items must be disenchanting.

SYMPATHETIC FOCUS

Necromancy cantrip

Casting Time: 1 action

Range: Personal

Components: V, S, M (a sample from the target creature)

Duration: 24 hours

This cantrip transforms a sample from any living creature (such as a bit of skin, blood, hair, saliva, or anything else that was once part of that creature's body) into a focus that can be used to target other spells.

By using this focus when casting another spell against that specific creature, it decreases their saving throw by 5. This will have no effect on area spells, nor will it work if the creature is on another plane of existence.

The focus only remains potent for 24 hours, and is consumed when used, so it can only be used once.

The caster who uses the sympathetic focus need not be the one who created it.

TIDY

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of pure white cloth)

Duration: Instantaneous

By utilizing this cantrip, one can straighten up and dust the a single room. All objects within the area of effect are moved slightly (as necessary) to make them appealing to the eye, while removing light dust and debris. This spell will not move objects heavier than 5 pounds, nor will it do any serious cleaning if the objects are very dirty. This spell is often used by merchants to make their shop more presentable. In a case like that, it will give the merchant an advantage to selling their wares for the first hour of business.

TINT

Abjuration cantrip

Casting Time: 1 action

Range: Personal

Components: V, S, M (a fragment of colored glass)

Duration: 4 hours

This spell causes the surface of the caster's eyes to darken, reducing the amount of light affecting them. This allows the caster to see more effectively in bright conditions. The cantrip also offers some protection against light-based spell attacks, providing an additional +1 to any related save (GMs discretion).

TRIP

Transmutation cantrip

Casting Time: 1 reaction

Range: 30 feet

Components: V

Duration: Instantaneous

This spell can be used to cause a single victim to stumble slightly as if they caught their foot on a heavy object. The victim gets a Wisdom save, and if they fail, they trip. If used in combat, the victim suffers a -1 to his attack and defense for that round. If used outside of combat, stumbling could distract the victim, causing them to miss something important, like their pocket being picked. It could cause someone to trip at an inopportune moment such as at the top of a flight of stairs, walking along a narrow bridge, or carrying a delicate object. Then again, it could simply be used as a prank to make someone look silly.

If the victim rolls a 1 on their save, they fall prone, taking 1d4 hit points and are stunned for 1 round.

UNSEEN ASSISTANT

Conjuration cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a piece of string and a bit of wood)

Duration: 4 hours

Similar to Unseen Servant, this spell is limited to retrieving items from a specific area — usually a merchant's shop or craftsman's workshop. The assistant can bring out items from a stockroom, hand tools or materials to the caster, or even pump a bellows for a blacksmith. They cannot do anything that requires a specific craft skill, nor can they do anything to harm another creature.

It dissipates if it takes any damage or if the caster attempts to send it beyond the spell's range (centered on the caster).

WATERPROOF

Transmutation cantrip

Casting Time: 1 action

Range: Touch

Components: V, S, M (a small bit of wax)

Duration: Instantaneous

This cantrip renders any single item (up to ten pounds) resistant to water as if it had been thoroughly oiled or waxed. On a solid surface (such as wood), the effect will persist until the surface is seriously damaged, but on porous surfaces (such as cloth) it will fade within a few months of normal wear.

WEAKEN

Transmutation cantrip

Casting Time: 1 action

Range: 30 feet

Components: V, S

Duration: Instantaneous

This weakens a few ounces of material, such as a section of rope, a bowstring, a link of chain, the center of a staff, the bolt of a lock, or the base of a dagger. Once it is weakened, if the item is stressed in any way, it has a 50% chance of failure. This will not work on magical objects.

It can have minor effects on very large objects, though it may result in only a small scratch or chip.

WEAVE

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: Instantaneous

The caster can use this spell to weave any flexible material into almost any desired shape. The material must be ready and available (not attached to anything or held by anyone), and cannot be magical. This spell can be used to make things like baskets or very simple fabrics like burlap. It will work on just about any flexible material, such as hair, bark, grass, leather, and other fibers.

WOODLAND TRAIL

Divination cantrip

Casting Time: 1 action

Range: 50 feet

Components: V, S

Duration: 6 hours

This spell allows the caster to clearly see the most subtle of trails in a natural setting. The trail will appear to glow slightly to the caster, though no one else will be able to see it. This can be used to follow game trails and even lightly used paths through the wilderness. It cannot be used to track an individual, or detect a brand new trail that has only been used once or twice.

This spell can also be used to follow a more obvious trail that has been obscured by fog, plant matter, darkness, or snow.

WOODWORKING

Transmutation cantrip

Casting Time: 1 action

Range: 5 feet

Components: V, S

Duration: 1 hour

This spell softens up to a cubic foot of non-magical wood, allowing the user to do the equivalent of three hours of work in only one. This could be used for carving, collecting firewood, or even hacking through a stubborn door.



NEW FEATS

As was mentioned earlier, there is a growing number of spellcasters who not only understand the value of cantrips, but have devoted their lives to mastering them as an art in their own right. Not only have these masters of the lesser arcane arts developed new and varied cantrips, but they have also perfected specialized techniques designed to make the most of this largely untapped magical resource.

Included here are a number of new feats that specifically relate to cantrips.

CANTRIP FOCUS

Prerequisites: The ability to cast cantrips.

You have become a master of the lesser arcane arts and can cast cantrips much more quickly and effectively.

- When you prepare your cantrips, you can select one to cast as a bonus action, one time after a short or long rest.
- You no longer require any verbal components for your cantrips.
- You can exchange one prepared cantrip for another known cantrip during a short rest if you take at least 30 minutes to do so.
- All of your cantrips that have a range greater than touch, have their range doubled.
- All of your cantrips that have a duration greater than instantaneous, have their durations doubled.

CANTRIP SCHOLAR

Prerequisites: 12 Intelligence or higher for arcane cantrips; or 12 Wisdom or higher for divine cantrips.

You are a scholar in the lesser arcane or divine arts. Through hard work and study, you have developed the ability to prepare and cast cantrips.

If you have no spell casting ability, choose a class: bard, cleric, druid, sorcerer, warlock, or wizard. You learn four cantrips of your choice from that class's spell list. They will function as if you are 1st level.

If you already have spell casting ability, this feat will give you 4 additional cantrips appropriate to your class.

This feat can be taken more than once, though you need not choose the same class spell list each time.

NEW BARDIC COLLEGE

COLLEGE OF THE ROAD

Bards who embrace life on the road are drifters and wanderers who are driven by an insatiable need to seek out new experiences, meet a variety of people, and try new things.

This has given them the keen the ability to adapt to various cultures, social groups and situations with uncanny ease.

Those bards who are drawn to the road are most often ones that have had a rough start in life, and tend to be outcasts of

some kind. Many had to live on their own at a very young age, and so they had to become self sufficient very quickly. They had to pick up any odd job they could find (whether or not they had any skill or experience in that job), often bluffing their way into the position.

These bardic wanderers are usually quite intelligent, but their unfortunate beginnings makes it difficult for them to settle down to a single profession or location. They simply drift from place to place, rarely developing close personal relationships, except perhaps with other outcasts. If they do commit to a person or group, their loyalty will be unwavering, but if they are betrayed by those they trust, nothing will prevent them from exacting their revenge.

They are very adaptable, picking up most skills quite easily — even ones that require specialized training. They are particularly good at “faking it” if necessary to move things along. They can eventually adapt so well to a profession, that it is difficult to realize the fact that they took a shortcut to get there.

As one might imagine, a bardic drifter can wear out their welcome if they are discovered to be deceiving the locals, and so must relocate — assuming they are not arrested or killed.

Their thrill-seeking and wanderlust makes them crave adventuring, because it keeps them stimulated with new and exciting experiences, and puts plenty of gold in their pocket.

BONUS PROFICIENCIES

When you join the College of the Road at 3rd level, you gain proficiency with Deception, the Forgery Kit and the Disguise Kit.

IMITATE

Also at 3rd level, you have learned to be an excellent mimic, and can perform many tasks after only observing them only once or twice. This means that after watching someone perform an observable skill for five minutes, you can attempt to perform the skill yourself using half of your proficiency bonus. If you observe them closely for one hour or more, you can use your full proficiency bonus. The ability to mimic a particular skill fades quickly, so you must make your attempt within one hour after completing your observations.

You can also imitate knowledge skills, but for this you must spend time either listening to experts discussing the subject or skimming a book about it.

This ability does not stack with skills in which you are already proficient.

DODGY MAGIC

By 6th level, magic has become one of your primary survival tools, and you have learned that you need not be a great and powerful wizard to convince people that you are one.

- You are a master of cantrips, and can use them with great effect, gaining the Cantrip Scholar feat.
- You can make your spells appear much more impressive by altering their appearance, and so make yourself seem more powerful. This will give you an advantage to intimidation checks when using you magic to threaten, impress or coerce

others. Another spell caster gets an Insight check to see through the deception (DC 10 + your deception bonus).

MASTER PRETENDER

By the time you have reached 14th level, you have mastered the art of blending in almost anywhere.

- You have developed the ability to fabricate a new life in a new place with incredible ease. This gives you an advantage to deceive or persuade others for the first week when attempting to settle in to a new community where you are a stranger.
- When attempting to convince someone about who you are or what you can do, you can expend one use of Bardic Inspiration to do so. Roll a Bardic Inspiration die and add the number rolled to your deception or persuasion check. You can choose to do so after you roll the die for the ability check, but before the GM tells you whether you succeed or fail.

THE ROAD NOT TAKEN

by Robert Frost

*Two roads diverged in a yellow wood,
And sorry I could not travel both
And be one traveler, long I stood
And looked down one as far as I could
To where it bent in the undergrowth;*

*Then took the other, as just as fair,
And having perhaps the better claim
Because it was grassy and wanted wear,
Though as for that the passing there
Had worn them really about the same,*

*And both that morning equally lay
In leaves no step had trodden black.
Oh, I kept the first for another day!
Yet knowing how way leads on to way
I doubted if I should ever come back.*

*I shall be telling this with a sigh
Somewhere ages and ages hence:
Two roads diverged in a wood, and I,
I took the one less traveled by,
And that has made all the difference.*

VARIANT RULES

Every GM has his or her own style they bring to the table, and so it's important to remember that all content should be modified to suit that style. With that in mind, here are some suggested variant rules to suit your unique setting.

LIMITING CANTRIPS

If you feel that the ability to use unlimited cantrips is too powerful for your setting, then you can consider limiting them in one the following ways:

Drain. Although not nearly as taxing as other spells, cantrips can still take their toll. The caster can use a number of cantrips, after a short or long rest, up to their relevant ability score modifier x4. For example, a wizard with an Intelligence of 18 would have an ability modifier of 4, and so could use up to 16 cantrips after a short or long rest.

Slots. The caster has a number of special cantrip spell slots equal to their relevant ability score modifier x5. These slots automatically replenish after a long rest, or after at least 2 hours of uninterrupted meditation during a short rest.

Strain. Unlike the more powerful spells, cantrips do not require spell slots to use. This makes them more flexible, but they can still cause strain if they are used too much. If the caster uses more than 3 cantrips within 18 seconds (3 consecutive rounds), they must wait at least one round before casting another or become fatigued. Once fatigued, they are at a disadvantage to all actions until they take short rest.

Weakened. One simple solution to reduce the power of the “combat cantrips” is to simply reduce the damage dice category by one. For example, if the spell currently uses a d10 for damage, then it would instead use a d8.



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THE STORY OF GOTHNOG

GOTHNOG WAS A MERCHANT FROM THE BORDERLANDS OF THE GREAT CURSED DESERT. HE WAS BORN TO THE UNLIKELY PAIRING OF AN ORC MOTHER AND A VENGOL FATHER, AND WAS SHUNNED BY BOTH RACES. THAT SUITED HIM WELL, SINCE HE HAD LITTLE IN COMMON WITH EITHER CULTURE.

HE APPRENTICED WITH A WIDELY RESPECTED MERCHANT NAMED SALIL WHO TAUGHT GOTHNOG THE WAYS OF THE TRAVELING MERCHANT. TOGETHER THEY DEVELOPED A REPUTATION FOR BEING WISE TRAVELERS, SELLERS OF FINE FABRICS, AND EXTENSIVE DABBLERS IN THE LESSER MAGICAL ARTS, OR AS THEY ARE MORE WIDELY KNOWN, CANTRIPS.

HE LATER MARRIED THE WERE-ELF SAMARA WITH WHOM HE ADVENTURED WIDELY ACROSS MANY LANDS, AND THEIR ADVENTURES ARE CHRONICLED IN THE TALES OF GOTHNOG AND SAMARA.

TODAY, HE CAPTAINS THE AZURE DRAKE – ONE OF THE FEW AIRBORNE MERCHANT SHIPS ALLOWED WITHIN THE BORDERS OF TAL'ANSÜL.

THIS COLLECTION OF CANTRIPS HAS BEEN GATHERED FROM THE FOUR CORNERS OF ARDA, AND REPRESENTS NEARLY HALF A CENTURY OF RESEARCH.

