

Cantrip

- [Cantrip](#)

Cantrip

Level: 1 Range: Varies

Duration: Varies

Casting time: 1 action

Save: Will vs. spell check as applicable

General As wizards learn their craft, they practice many minor incantations that produce simple visual or audi-

tory effects. This spell can be used to apply magical energy to many minor tasks. With the inherent risks

that come from spellcasting, few wizards are so bold as to frequently invoke cantrips, but their availability

is sometimes valuable. The cantrip spell can be used to enact any effect the caster pronounces at casting,

within the limits of the spell, as outlined on the spell check table below.

Manifestation Varies

Corruption N/A

Misfire Roll 1d4: (1) caster accidentally summons a large bee that proceeds to chase him; (2) caster generates a

patch of glue that attaches his boot to the floor until it is broken with a DC 15 Strength check; (3) caster's

hair changes color (at judge's discretion); (4) caster's eyes change color (at judge's discretion).

1 Lost, failure, and misfire.

2-11 Lost. Failure.

12-13 The caster creates a simple visual effect at a distance of up to 20' per caster level. For example, a flash of

light, dancing lights, a ray of moonlight, or a patch of darkness.

14-17 As above, or the caster can create a simple auditory effect at similar range. For example, a whispered

sentence, enhancing his voice to a booming shout, a fake dog bark, or basic ventriloquism.

18-19 As above, or the caster can create a simple kinetic effect at similar range. For example, shove a mug off a

table, tear the buttons off a dress, twist a knob, or cause a deck of cards to shuffle itself.

20+ As above, or the caster can generate a dangerous fluid or energy of some kind that does up to 1d3 dam-

age. For example, a dollop of acid or a freezing chill.