

CANTRIPS

Cantrips represent a wizard's effortless command of magic, producing minor but versatile effects. Wizards can cast a number of *cantrips* equal to their Intelligence modifier each battle (or every five minutes outside combat). Casting a cantrip takes a standard action as a ranged spell.


LEVEL STANDARD DURATION

1st–4th 10 to 60 minutes (1d6×10), plus 10 min per level.

5th–7th 2 to 7 hours (1d6+1).

8th–10th 5 to 12 hours (1d8+4).

Alarm: Summons a minor watch-sprite that screams when an area is entered or an object touched.

Arcane Mark: Creates a magical sigil on a person or object. It's normally visible, but invisible ones can be created and require a difficult perception or magic check to notice.

Ghost Sound: Creates illusory sounds and noises emanating from somewhere nearby.

Knock: Summons a tiny magical servitor to open locked doors or objects. Requires an Intelligence check against the environment's DC. It doesn't detect or avoid traps.

Light: Produces a 30-foot diameter field of soft light.

Mage Hand: Creates a brief, weak telekinetic force, at best half as strong as the wizard's own hand.

Mending: Summons tiny sprites to repair small broken items over 1d6 rounds. More complex repairs may need an Intelligence check or require *cantrip mastery*.

Prestidigitation: Creates minor magical effects and stage tricks. It's entertaining but lacks real-world force.

Spark: Creates a tiny flame to ignite nearby flammable objects within sight. Ineffective on living beings or resistant materials.

Cantrip Mastery Feat: This feat grows stronger as you advance through tiers, without spending extra feats.

Adventurer Tier: Cast cantrips at-will as a quick action. You can learn new cantrips beyond the core list, roll a normal save (11+) to see if it works.

Champion Tier: You can improvise cantrip-style versions of any spell you've memorized (even if already expended). These versions are non-combat and non-damaging.

Epic Tier: You may replace one of your normal spells with a once-per-arc spell inspired by a cantrip. This spell has greater effect, on par with other spells of that level.

LEVEL 1 — DISGUISE SELF — 1/ARC

Close-quarters spell. This spell creates a magical disguise lasting about 10 minutes. It improves your check to avoid unmasking by one step (easy instead of normal, normal instead of hard, hard instead of extreme). The effect only alters general appearance, not size, and can mask your features with those of a generic person or kin. Attempting to mimic a specific creature makes the disguise less effective (GM may apply a -2 to -5 penalty).

LEVEL EFFECT

1st–2nd Spell lasts 10 minutes.

3rd–4th Spell lasts 1 hour.

5th–6th Smells are replicated; +2 bonus.

7th–8th Vocal patterns and mannerisms; +4 bonus.

9th–10th You can target an ally, and use on up to 2 creatures at once.

LEVEL 1 — FEATHER FALL — 1/ARC

Close-quarters spell. Free action to cast. Cast to arrest a fall and drift down at a safe, steady pace over a round or two. If falling a great distance, wait to cast until you're close to the ground or you risk the spell ending at the wrong moment.

LEVEL EFFECT

1st–2nd Spell affects only you.

3rd–4th You can target a nearby ally.

5th–6th You can target up to two nearby creatures.

7th–8th You can target up to five nearby creatures.

9th–10th You can guide where a target lands.

LEVEL 1 — HOLD PORTAL — 1/ARC

Ranged spell. For ten minutes, adventurer-tier creatures can't get through the door, not even by chopping it into splinters with an axe or blasting it with a fireball.

Champion-tier creatures can batter it down; each attempt requires a DC 20 Intelligence skill check (including an applicable background) by the caster to resist the battering and keep the spell going (even if they are not present).

Epic-tier creatures can walk right through.

LEVEL EFFECT

1st–2nd Spell lasts 10 minutes.

3rd–4th Spell lasts 1 hour. Champion-tier creatures batter down the door after caster fails INT check three times. Epic-tier creatures notice such a busted door had magic on it.

5th–6th Champion-tier creatures take a few minutes to force the door open. Epic-tier creatures are impeded until caster fails DC 25 check.

7th–8th Champion-tier creatures take 1 hour to cross. Epic-tier creatures require caster failing DC 25 check three times.

9th–10th Epic-tier creatures need 1 hour to force the door.

LEVEL 3 — LEVITATE — 1/ARC

Ranged spell. Until the end of the battle, you can use a move action to rise straight up into the air or descend straight down at about half your normal speed. The spell won't move you horizontally. While levitating you suffer a -2 penalty to your attacks, and you are *vulnerable* to attacks against you.

LEVEL EFFECT

3rd–4th Spell affects only you.

5th–6th You can target a nearby willing ally instead.

7th–8th Cast as a quick action, and affect 2 targets.

9th–10th You can affect up to 5 targets.

LEVEL 3 — MESSAGE — 1/ARC

Close-quarters spell. Quick action to cast. You send a one-to-two sentence message to a person you know and have touched within the past week. If you can see them, the message succeeds; if not, make an Intelligence check against the highest-tier environment either of you is in (e.g., DC 25 in a normal epic environment, higher with magical interference). The spell's maximum range is:

LEVEL EFFECT

3rd–4th Half a city.

5th–6th An entire city and a bit into the countryside.

7th–8th Partway across the Midland Sea, or between any of the cities near each other.

9th–10th Across the full Midland Sea, from any city to any other city, maybe across the Empire.

LEVEL 3 — SPEAK WITH ITEM — 1/ARC

Close-quarters spell. Quick action to cast. Briefly speak mind-to-mind with a magic item you are touching that belongs to you or one of your allies. If the conversation goes well, the item's owner gets a free recharge roll for an expended power.

LEVEL EFFECT

3rd–4th You need to be touching the item.

5th–6th Item can be nearby instead of within touch.

7th–8th The recharge roll gains a +2 bonus.

9th–10th Do not spend spell if recharge roll fails. Can't use on same item until next full heal-up.

LEVEL 5 — PIERCE RESISTANCE — 1/ARC

Ranged spell. Quick action to cast. Until the end of the battle, 1d3 creatures, including yourself and/or nearby allies, ignore the resistance of any creature they target with an attack.

LEVEL EFFECT

5th 1d3 targets.

6th 1d3+1 targets.

7th–8th 1d4+1 targets..

9th–10th 1d6+1 targets.

LEVEL 5 — WATER BREATHING — 1/ARC

Close-quarters spell. Quick action to cast. You can breathe underwater for the rest of the battle (or about five minutes). You become aware a couple of rounds ahead of when the spell's magic is about to end.

LEVEL EFFECT

5th–6th Spell affects only you.

7th–8th You and up to 6 nearby allies are affected.

9th–10th The spell lasts 4d6 hours.

LEVEL 7 — SCRYING — 1/ARC

Ranged spell. You can use this spell to get information you shouldn't be able to get, peering in on other people's lives for a short period of time, usually no more than ten minutes at a time. It's not infallible and there are areas that may be warded at the GM's discretion. You must have touched the person you wish to spy on within the last month.

If you use a single standard action to cast the spell, you won't get much. Scrying works best as a sort of fast ritual; concentrating on the spell for a while with props like a scrying pool or a crystal ball works better.

To protect yourself from scrying use this spell as a ritual; some GMs let you notice scrying attempts with a hard skill check (16+).

LEVEL EFFECT

7th You must have touched the target within the last month.

8th You must have touched the target within the last three months.

9th Within the last year.

10th Within the last 5 years.

LEVEL 7 — INVISIBILITY PURGE — 1/ARC

Ranged spell. **Targets:** Any nearby enemies who are invisible, whether you know they are there or not. **Attack:** Intelligence + Level vs. MD, rolled by the GM. This spell attacks invisible targets as if they were visible; there's no 50% miss chance for invisible targets. **Hit:** The target turns visible and cannot become invisible again this battle. **Miss:** If there are invisible creatures nearby, you become aware of their presence. Not where they are or who they are, but that there are invisible creatures present.

LEVEL EFFECT

7th The spell affects nearby enemies.

8th The spell also affects far-away targets you would normally see.

9th On a miss, you also know the number of invisible creatures.

10th On a miss, you also know the types of invisible creatures.