

Magician Cantrips

Arcane Mark (Alteration)

Level: 0
Range: 0
Components: V, S
Duration: Permanent
Casting Time: 1 Action
Area of Effect: 10-ft. radius
Saving Throw: None
Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters and must fit into a one square foot area. The writing can be visible or invisible. An *arcane mark* spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a *detect magic* spell causes it to glow and be visible, though not necessarily understandable.

See *invisibility*, *true seeing*, a **gem of seeing**, or a **robe of eyes** likewise allows the user to see an invisible *arcane mark*. A *read magic* spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an *erase* spell.

If an *arcane mark* is placed on a living being, normal wear gradually causes the effect to fade in about a month.

Breeze (Evocation)

Level: 0
Range: 25' + 5/2 levels.
Components: V, S, M
Duration: 1 hour
Casting Time: 1 action
Area of Effect: One creature of object
Saving Throw: Will Negates (harmless)
Spell Resistance: Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Dancing Lights (Illusion)

Level: 0
Range: 100' + 10'/level
Components: V, S
Duration: 1 minute
Casting Time: 1 action
Area of Effect: Up to four lights with a 10' area
Saving Throw: None
Spell Resistance: Yes

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o'-wisp), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners,

or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell's range.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a *permanency* spell.

Drench (Conjuration)

Level: 0
Range: 25' + 5/2 levels
Components: V, S
Duration: 1 round
Casting Time: 1 action
Area of Effect: One creature of object of size large or smaller.
Saving Throw: Reflex Negates
Spell Resistance: Yes

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Flare (Evocation)

Level: 0
Range: 25 ft. + 5 ft./2 levels
Components: V
Duration: Instantaneous
Casting Time: 1 Action
Area of Effect: 10-ft. radius
Saving Throw: Fortitude negates
Spell Resistance: No

This cantrip creates a burst of light. If you cause the light to burst directly in front of a single creature, that creature is dazzled for 1 round unless it makes a successful Fortitude save. Sightless creatures, as well as creatures already dazzled, are not affected by *flare*.

Mage Hand (Alteration)

Level: 0
Range: 25 ft. + 5 ft./2 levels)
Components: V, S
Duration: Concentration
Casting Time: 1 action
Area of Effect: One unattended object weighing up to 5 lb.
Saving Throw: None
Spell Resistance: No

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magician Zero Level

Mending (Alteration)

Level: 0
Range: 30 yrd.
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 object
Saving Throw: None
Spell Resistance: No

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or slender dagger, providing but one break exists. Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or wineskin is completely healed over by a mending spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

Message (Alteration)

Level: 0
Range: 0
Components: V, S
Duration: 5 rounds/level
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The magician can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the magician secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per level can be included. When the magician whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

Open/Close (Alteration)

Level: 0
Range: 25 ft. + 5 ft./2 levels
Components: V, S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: Special
Saving Throw: Will negates
Spell Resistance: No

You can open or close (your choice) a door, chest, box, window, bag, pouch, bottle, barrel, or other container. If anything resists this activity (such as a bar on a door or a lock on a chest), the spell fails. In addition, the spell can only open and close things weighing 30 pounds or less. Thus, doors, chests, and similar objects sized for enormous creatures are beyond this spell's ability.

Read Magic (Divination)

Level: 0
Range: 0
Components: V, S
Duration: 2 rds./level
Casting Time: 1rd.
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The magician is able to read magical inscriptions on objects; books, scrolls, weapons, and the like, that would otherwise be totally unintelligible. (The personal books of the magician, and works already magically read, are intelligible.) This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and the magician has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the read magic spell. The duration of the spell is two minutes per level of experience of the spellcaster; the magician can read one page or its equivalent per minute.

Prestidigitation (Alteration)

Level: 0
Range: 10 ft.
Components: V, S
Duration: 1 hour
Casting Time: 1 action
Saving Throw: See text
Spell Resistance: Yes

Prestidigitations are minor tricks that novice spellcasters use for practice. Once cast, a *prestidigitation* spell enables you to perform simple magical effects for 1 hour. The effects are minor and have severe limitations. A prestidigitation can slowly lift 1 pound of material. It can color, clean, or soil items in a 1-foot cube each round. It can chill, warm, or flavor 1 pound of nonliving material. It cannot deal damage or affect the concentration of spellcasters. *Prestidigitation* can create small objects, but they look crude and artificial. The materials created by a *prestidigitation* spell are extremely fragile, and they cannot be used as tools, weapons, or spell components. Finally, a *prestidigitation* lacks the power to duplicate any other spell effects. Any actual change to an object (beyond just moving, cleaning, or soiling it) persists only 1 hour.

Produce Flame (Evocation)

Level: 0
Range: 0
Components: V, S
Duration: 1 round
Casting Time: 1 standard action
Area of Effect: Caster
Saving Throw: None
Spell Resistance: No

Produce flame creates a point of fire on the tip of the caster's finger that lasts for one round. Candles, tapers, lamps, or any other readily combustible material can be lit as with any like flame. The flame is not affected by wind or rain.. Its use is a +1

circumstance bonus in making a fire in difficult conditions.

The flame will not harm the caster, subsequent fires lit with it will.

Resistance (Abjuration)

Level: 0

Range: Touch

Components: V, S

Duration: 1 minute

Casting Time: 1 standard action

Area of Effect: One creature

Saving Throw: Will negates

Spell Resistance: Yes

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saving throws.

Scoop (Evocation)

Level: 0

Range: 25' + 5/2 levels

Components: V, S

Duration: Concentration

Casting Time: 1 action

Area of Effect: One creature

Saving Throw: None

Spell Resistance: Yes

Spell Resistance: No

You will a small vessel of force into existence. As a move action, you can direct the container up to 15 feet per round in any direction, though the spell ends if the distance between you and the container ever exceeds the spell's range. You can dip the container to pick up or drop a liquid as a move action. The vessel holds up to 1 pint of liquid or small objects, weighing up to 5 pounds. You can also gather up a pint of liquid or small objects spread cross a surface with 1 minute of careful concentration.

Ventriloquism (Illusion/Phantasm)

Level: 1

Range: 10 yds./level, max. 90 yds.

Components: V, M

Duration: 4 rds. + 1 rd./level

Casting Time: 1 action

Area of Effect: 1 creature or object

Saving Throw: Neg.

Spell Resistance: No

This spell enables the magician to make his voice, or someone else's voice, or a similar sound seem to issue from someplace else, such as from another creature, a statue, from behind a door, down a passage, etc. The spellcaster can speak in any language that he knows, or make any sound that he can normally make. With respect to such voices and sounds, anyone rolling a successful saving throw vs. spell with a -2 penalty detects the ruse. If cast in conjunction with other illusions, the DM may rule greater penalties or disallow an independent saving throw against this spell in consideration of its contribution to the total effect of the combined illusion.



Magician Zero Level

