

# Cantrips: Minor magics for would-be wizards

by Gary Gygax

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Elsewhere in this magazine is a new column. That, Gentle Reader, is where news of the WORLD OF GREYHAWK™ Fantasy Setting, as well as material for new adventures therein, will be aired. This separation is made to avoid any confusion. Herein will be found material for adventures in any ADVANCED D&D® campaign, and occasionally DUNGEONS & DRAGONS® material too. The new column will adhere strictly to the Greyhawk campaign and what goes on there. So if you are bent on immediate news from the Flanaess, please look elsewhere. What follows is strictly in the AD&D™ gaming realm.

This is not to say that no further word from me will be read in the columns pertaining to Greyhawk, for I am still laboring on the updating — as well as on (don't faint) T2 and a pair of other modules, "The Forgotten Temple of Tharizdun" (a scenario connected to S4) and "Wasp Nest — The City State of Stoink." More or less concurrently, I am attempting to plug away at two new volumes for AD&D™ gaming. The next book of monsters will be the one to be released last (1984 possibly).

With plenty of labor and even more luck there will be an ADVANCED DUNGEONS & DRAGONS® expansion volume next year. It will be for both players and DMs, with several new character classes, new weapons, scores of new spells, new magic items, etc. What will follow here in the next few issues is a sampling of the material slated for inclusion in the expansion.

I have often wondered why no player or DM has asked me about what apprentice magic-users actually do. The very thought always conjures up visions of Mickey Mouse having troubles with brooms marching endlessly with buckets of water — Walt Disney really outdid himself when he made Fantasia! That aside, I have always reasoned that apprentice dweomer-crafters had to fulfill the dual role of menial and student, performing chores all day and then studying late into the night. After a certain point, an apprentice would begin to acquire sufficient magical acumen to employ minor magics— mainly to lighten his burden of drudgery but also to create some amusement at times. The petty spells gained by an apprentice magic-user are *cantrips*.

Previously, the acquisition of first-level spell ability subsumed that lesser magics would be ignored by the fledgling

magic-user. The stuff of base servitude and inferior status would be cast aside for the heady power of actual spells! However, as I worked on the list of cantrips which might be possible to apprentices, I was struck by the real usefulness of many of them. Why not allow the magic-user the option of retaining cantrips? Would it unbalance play if a number of cantrips could be substituted for a single first-level spell? A few days of additional work detailing the powers of cantrips and determining their possible effects gave the answer: Not only did the addition not adversely affect the game, the inclusion of cantrips made the play of low-level magic-users very much more interesting and challenging! The following regarding cantrips is from my AD&D™ expansion manuscript.

## CANTRIPS

Cantrips are merely 0-level magic-user spells, the spells learned and used by apprentices during their long, rigorous, and tedious training for the craft of magic-use. Most *cantrips* are simple little spells of no great effect, so when the individual becomes a journeyman (1st-level) magic-user, the knowledge and information pertaining to these small magics are discarded in favor of the more powerful spells then available. However, a magic-user may opt to remember up to four cantrips in place of one 1st-level spell. This assumes that the magic-user has, in fact, retained his or her book of *cantrips* — a tome as large as a good-sized book of higher-level spells.

The number and types of *cantrips* known and recorded is determined by random use of the tables given below. The exception is the table of *useful cantrips* — those which were employed to make apprenticeship less wearisome. An apprentice will have one *useful cantrip* for each point of intelligence, and is allowed free choice from the list of 20 offered.

All *cantrips* are 0 level, have a 1" range, a generally small area of effect, require only soft, simple verbal and somatic components, and are cast in a very short (1/10th to 1/2 segment) time. Only those which involve living creatures afford any saving throw. The common *cantrips* are:

Useful		Reversed (2-8)		Legerdemain (2-5)	
No. Cantrips					
1	Chill	Curdle		Change	
2	Clean	Dirty		Distract	
3	Color	Dusty		Hide	
4	Dampen	Hairy		Mute	
5	Dry	Knot		Palm	
6	Dust	Ravel		Present	
7	Exterminate	Sour			
8	Flavor	Spill			
9	Freshen	Tangle			
10	Gather	Tarnish			
11	Polish	Untie			
12	Salt	Wilt			
13	Shine				
14	Spice				
15	Sprout				
16	Stitch				
17	Sweeten				
18	Tie				
19	Warm				
20	Wrap				
<b>No. Person (2-8)</b>		<b>Personal (2-8)</b>		<b>Haunting (2-5)</b>	
1	Belch	Bee		Creak	
2	Blink	Bluelight		Footfall	
3	Cough	Bug		Groan	
4	Giggle	Firefinger		Moan	
5	Nod	Gnats		Rattle	
6	Scratch	Mouse		Tap	
7	Sneeze	Smokepuff		Thump	
8	Twitch	Spider		Whistle	
9	Wink	Tweak			
10	Yawn	Unlock			

## CANTRIP EXPLANATIONS

## Useful Cantrips

**Chill (Evocation)**

A of E: 1' cube  
CT: ½ segment

A cantrip of this nature allows the caster to cause liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. If the subject is living matter, the cantrip will be only half as effective and will not lower temperature more than 10° below normal for that creature. Verbal component is a soft whistling, somatic is a downward-thrust thumb.

**Clean (Abjuration)**

A of E: 4 sq. yds.  
CT: ½ segment

This cantrip removes heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low outrush of air, somatic is a circular hand motion.

**Color (Evocation)**

A of E: 1 cubic yd.  
CT: ½ segment

This brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion.

**Dampen**

(Evocation)

A of E: 1 cubic yd.  
CT: ½ segment

When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

**Dry (Abjuration)**

A of E: 1 cubic yd.  
CT: ½ segment

The cantrip removes dampness and excess moisture from materials within the subject areas. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the *dampen* cantrip, and the somatic is a two-handed wringing motion.

**Dust (Abjuration)**

A of E: 10' r.  
CT: ½ segment

This removes all fine dust and tiny grit particles from exposed surfaces such as floors, shelves, walls, etc. Material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

**Exterminate**

(Abjuration)

A of E: One very small creature  
CT: 1/10 segment

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoors and outdoor applications. If the subject is very small, an



area of up to ½ cubic foot can be rid of pests. The somatic gesture is a pointed finger, while the caster verbalizes a low "zzzt" sound.

**Flavor**

(Enchantment)

A of E: 1 object  
CT: ½ segment

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, much can be made to taste as if it were lobster bisque, but the dweomer will not actually affect the quality or wholesomeness of the subject. Spoiled food remains spoiled; a poisoned drink would still be deadly. The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

**Freshen**

(Enchantment)

A of E: 1 object  
CT: ½ segment

By means of this cantrip the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. Verbal component is an "mmmmmm" sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

**Gather (Alteration)**

A of E: 1 sq. yd.  
CT: 1/6 segment

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would

bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

**Polish** (*Alteration*)  
A of E: 1 object  
CT: ½ segment

When this cantrip is employed, the caster, magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

**Salt** (*Evocation*)  
A of E: 1 object  
CT: 1/6 segment

This causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be a reasonable size — up to perhaps 4 square yards in area or about 30 gal. liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Verbal component is a labial smacking, while the hand makes a sprinkling motion.

**Shine** (*Alteration*)  
A of E: 1 object  
CT: ½ segment

Similar to the *polish* cantrip above, this magic allows the caster to remove tarnish, rust, corrosion, and like substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and even its gems better (+1 on die rolls). A single object up to about 1 cubic yard in volume can be treated by this cantrip. Verbal and somatic components are similar to *polish*.

**Spice** (*Evocation*)  
A of E: 1 object  
CT: ½ segment

Unlike the flavor cantrip, this magic actually brings a particular spice to the object food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs like bay leaf, garlic, parsley, etc. can likewise be evoked by this. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed while the hand makes a crumbling and sprinkling motion.

**Sprout** (*Alteration*)  
A of E: 1 cubic yd.  
CT: ½ segment

By means of this cantrip the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon casting, the cantrip will cause seeds to shoot forth tiny sprouts, buds to

flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

**Stitch** (*Alteration*)  
A of E: *Special*  
CT: ½ segment

This cantrip magically sews seams in cloth or leather. It will make new ones or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

**Sweeten**  
(*Evocation*)  
A of E: 1 object  
CT: ½ segment

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

**Tie** (*Alteration*)  
A of E: 1 object  
CT: ½ segment

By means of this cantrip the caster can magically cause the object — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever the caster desires. The caster verbalizes the knot name desired while holding up three fingers.

**Warm** (*Evocation*)  
A of E: 1' cube  
CT: ½ segment

This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an "aah" sound while the hands are rubbed briskly together.

**Wrap** (*Alteration*)  
A of E: 1 cubic yd.  
CT: ½ segment

When a wrap cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be opened normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

## Reversed Cantrips

**Curdle**  
(*Enchantment*)  
A of E: 1 object  
CT: 1/6 segment

This cantrip is broader in effect than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

**Dirty** (Evocation)  
A of E: 4 sq. yds.  
CT: 1/6 segment

The opposite of *clean* cantrip, this lets casters soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while shuffling and stamping the feet.

**Dusty** (Evocation)  
A of E: 10' r.  
CT: 1/6 segment

By means of this cantrip the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. Verbal component is a low humming, while the hands make shaking motions.

**Hairy** (Alteration)  
A of E: 1 object  
CT: 1/10 segment

While this cantrip is not actually one of the standard "useful" ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hair-like growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but as the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snicking sounds while making massaging motions for growth, or scissoring motions for removal.

**Knot** (Alteration)  
A of E: 1 object  
CT: 1/2 segment

This cantrip is a permutation of the *tie*. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot*, to undo. It works even on material already affected by a *tie* spell. The caster verbalizes a low "zizzing" sound while moving the arm forward with strong wrist motion.

**Ravel** (Alteration)  
A of E: *Special*  
CT: 1/10 segment

This cantrip is the reverse of a *stitch*. It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work, except in the case where the subject is otherwise magical, i.e. a *bag of holding*, a *cloak of protection*, *boots of elvenkind*, etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

**Sour** (Evocation)  
A of E: 1 object  
CT: 1/2 segment

When this cantrip is employed, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject.

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This can be an empty container in which such liquid is desired. The caster purses the lips and makes a whooshing sound while clenching the hand.

**Spill**  
(Alteration)  
A of E: 1 container  
CT: 1/6 segment

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and as it is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, providing the container is not securely closed or capped. The caster verbalizes an "oh-oh" sound while making an abrupt hand motion.

**Tangle** (Alteration)  
A of E: 1 object  
CT: 1/6 segment

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

**Tarnish**  
(Alteration)  
A of E: 1 object  
CT: 1/2 segment

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing.

**Untie** (Alteration)  
A of E: 1 object  
CT: 1/3 segment

The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. Somatic and verbal components vary according to desired result. In general, a popping sound is made while the hands are pulled apart — either as if a knot were being untied or a cord snapped.

**Wilt**  
(Enchantment)  
A of E: 1 object  
CT: 1/2 segment

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy) or a bunch of cut flowers sag and droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

Sorry, Gentle Readers, but that's all there is room for in this issue. Next month we will pick up where we left off and finish all of the explanations, as well as give a brief note on casting cantrips. Until then....

## 'Advanced Illusion and Philosopher's Stone

by Gary Gygax

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It seems that TSR gets the cart in advance of the horse fairly often. Thanks to the kind offices of DRAGON™ Magazine, we don't have to keep everyone in suspense for months because of premature actions. I refer specifically to the mention of an illusionist spell, *advanced illusion*, in the FIEND FOLIO™ Cyclopedia and to the mention of the magic item, *philosopher's stone*. Here is the information you need to handle both items. Just to keep our Gentle Readers well informed, they will eventually appear in a tome of material expanding ADVANCED DUNGEONS & DRAGONS™ games that should be ready in 1983.

**Advanced Illusion** (Illusion/Phantasm)

Level: 5  
Range: 6" +1"/level  
Duration: 1 round/level  
Area of Effect: 4 sq." +1 sq."/level  
Components: V, S, M  
Casting Time: 5 segments  
Saving Throw: *Special*

*Explanation/Description:* This spell is essentially a *spectra/forces* spell that operates through a program (similar to a *programmed illusion* spell) the caster determines. Thus, the illusionist must concentrate on the spell for longer than 5 segments after casting it, as the program has then been started and will continue. The illusion has visual, full aural, olfactory, and thermal components. If any viewer actively disbelieves the dweomer, he, she, or it gains a saving throw versus magic. If any viewer successfully disbelieves, and communicates this fact to other viewers able to comprehend the communication, each such viewer gains a saving throw versus magic with a +4 bonus. The material components for this spell are a bit of fleece and several grains of sand.

**Philosopher's Stone:** This rare and magical object appears to be an ordinary, rather blackish and sooty piece of rock. It radiates a faint dweomer. If broken open, a geode-like cavity will be discovered. The interior of this cav-

ity is lined with a quicksilver that enables the transmutation of the base metals iron and lead into silver and gold. Either an alchemist or a magician will be required to effect such transmutation, however. From 50 to 500 pounds of iron can be made into silver, or from 10 to 100 pounds of lead can be turned into gold from a single *philosopher's stone*. Better still, two additional substances are possible within such a stone. The first is a greenish, crystalline salt which will allow the manufacture of from 1 to 4 *potions of longevity* and has a 75% probability of occurring within the stone. The second is a pure white powder which, when mixed with a *portion of longevity*, can actually restore life to a dead human (or even a demihuman) if administered internally within one week of his or her demise. (Cf. *raise dead* spell.) There is a 25% chance the white powder is present.

X.P. Value: 1,000

G.P. Sale Value: 10,000 (payable only for an unopened stone)

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Because there are many explanations needed to complete the section on cantrips for magic-users, the Good Reader will be pleased to discover that this introduction is short! For those of you who failed to acquire last month's issue, I suggest you drop this one and get busy finding a copy of the initial part of this series—you've already missed a crucial portion of a whole new dimension of fun for magic-users, the O-level spell, or *cantrip*. Moving right along, here are the details of the balance of the cantrips listed last time:

#### LEGERDEMAIN CANTRIPS

##### **Change** (*Alteration*)

A of E: 1 object

CT: 1/10 segment

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., a dead to live object is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. Saving throw does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

##### **Distract**

(*Enchantment*)

A of E: *Special*

CT: 1/3 segment

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a place a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1+1 hit dice *and* an intelligence of greater than low rating. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

##### **Hide** (*Illusion*)

A of E: 1 object

CT: 1/10 segment

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly dis-

# More cantrips: Mini-spells for apprentice magic-users

appear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The *dweomer* will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in size. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, duration is 1 round. At over 20 cubic yards of volume, duration is reduced to a number of segments equal to -1 per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily seem to disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

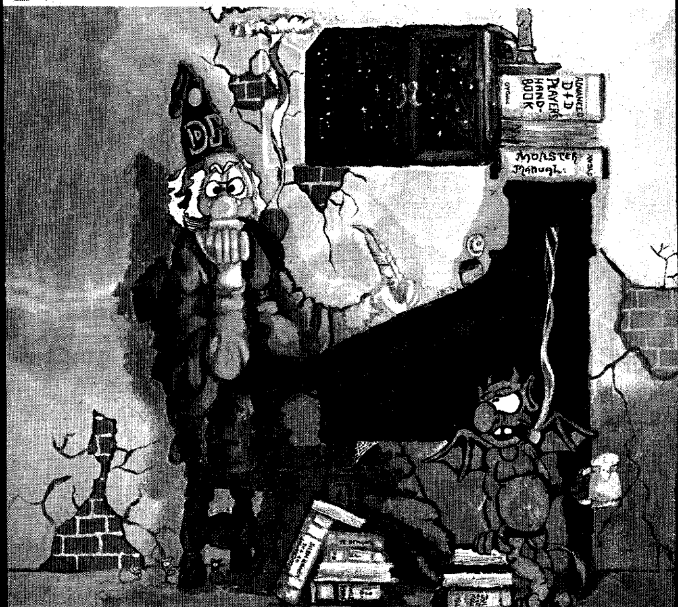
##### **Mute** (*Alteration*)

A of E: 1 object

CT: 1/10 segment

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. It applies to glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere; etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. The duration of the *mute* is but 1 round. If another

# From the



## Sorcerer's Scroll

individual actually touches the object affected, the dweomer of the cantrip might be affected: The individual touching it makes a saving throw versus magic, and if it succeeds the cantrip is dispelled. Verbal and somatic components are similar to a *change* cantrip.

### **Palm** (*Illusion*)

A of E: 1 small object  
CT: 1/10 segment

This cantrip enables the caster to secrete a small object in his or her hand without seeming to do so. The dweomer creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

### **Present** (*Alteration*)

A of E: 1 small object  
CT: 1/6 segment

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know

the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus magic applies to the individual, unless the object or objects are in plain sight.

### **PERSON-AFFECTING CANTRIPS**

#### **Belch** (*Evocation*)

A of E: 1 person  
CT: 1/10 segment

When this cantrip is cast the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping sound is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. Verbal component is an almost inaudible belch while the caster's hand presses his or her diaphragm.

#### **Blink** (*Evocation*)

A of E: 1 person  
CT: 1/10 segment

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken word (such as "*hatcha-cha*") while the fingers snap.

#### **Cough** (*Evocation*)

A of E: 1 person  
CT: 1/3 segment

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failure indicates a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

#### **Giggle** (*Charm*)

A of E: 1 person  
CT: 1/3 segment

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") while one finger is moved back and forth rapidly.

#### **Nod** (*Evocation*)

A of E: 1 person  
CT: 1/10 segment

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

#### **Scratch** (*Evocation*)

A of E: 1 creature  
CT: 1/6 segment

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.) while the area of the itch is pointed to.

**Sneeze (Evocation)**  
A of E: 1 creature  
CT: 1/2 segment

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus magic, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

**Twitch (Evocation)**  
A of E: 1 creature  
CT: 1/3 segment

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

**Wink (Enchantment)**  
A of E: 1 person  
CT: 1/10 segment

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as "23 skidoo") while making an imperceptible winking of his or her eye.

**Yawn (Evocation)**  
A of E: 1 creature  
CT: 1/6 segment

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus magic succeeds, the subject creature is totally unaffected by the dweomer of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to asleep spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the succeeding round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4+1 to 4+4 hit dice are involved, there is then a chance that 2 will actually be affected by

*sleep*. Even a creature of up to 5+2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is diced for as if the creature had 4+1 to 4+4 hit dice; i.e., there is a 50% chance it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.

#### PERSONAL CANTRIPS OF THE APPRENTICE

**Bee (Summoning)**  
A of E: 1 bee  
CT: 1/2 segment

When this cantrip is employed, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1" distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound while the caster's forefinger moves through flight-like passes.

**Bluelight (Conjuration)**  
A of E: 1/4'  
CT: 1/2 segment

This cantrip enables the caster to conjure a small sphere of glowing blue, radiance. The light has an eerie effect when seen from a distance, but it only illuminates an area in a 5' radius. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words "blue" and "light" in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

**Bug (Summoning)**  
A of E: 1 bug  
CT: 1/2 segment

A variation of the *bee* cantrip; the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the

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caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1" distant from him or her).

**Firefinger** (*Alteration*)  
A of E: ½'  
CT: 1/3 segment

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. The caster speaks a word of power over elemental fire (*ronson*, *zip-po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a downward or sideways motion with the thumb.

**Gnats** (*Summoning*)  
A of E: 1 cubic foot  
CT: ½ segment

A cantrip of this nature is similar to the bee and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature, and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound while the caster points a digit at the area in which the gnat cloud is to appear.

**Mouse** (*Summoning*)  
A of E: 1 mouse  
CT: 1/2 segment

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1" from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food item desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

**Smokepuff**  
(*Evocation*)  
A of E: 1' diam. cloud  
CT: 1/3 segment

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1" distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

**Spider** (*Summoning*)  
A of E: 1 small spider  
CT: ½ segment

This cantrip, much as does a bee or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1" distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (blackwidow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate biting attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates only 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word "arachnid" while spreading his or her fingers and wiggling them.

**Tweak** (*Conjuration*)  
A of E: 1 creature  
CT: 1/3 segment

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1" radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus magic (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence rolled on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as "kitchy-kitchy-coo") while making a pinching and pulling motion with thumb and forefinger.

**Unlock** (*Conjuration*)  
A of E: 1 lock  
CT: ½ segment

This cantrip enables the caster to conjure an invisible, key-like force appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to

# Next issue: Cantrips for illusionists

this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (tic-tack-doublelock, yah-el, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

#### HAUNTING-SOUND CANTRIPS

**Creak** (*Evocation*)  
A of E: *Special*  
CT: *1/6 segment*

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for 1/3 segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

**Footfall** (*Illusion*)  
A of E: *Special*  
CT: *1/6 segment*

When this cantrip is employed, the caster creates the auidial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may

**Groan** (*Illusion*)  
A of E: *Special*  
CT: *1/6 segment*

approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus magic, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. Note that a container or door will not hamper the range of the cantrip, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

**Moan** (*Illusion*)  
A of E: *Special*  
CT: *1/10 segment*

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. Verbalization of the desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

**Rattle** (*Illusion*)  
A of E: *Special*  
CT: *1/10 segment*

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance are the same as for a *groan* cantrip. The sound will last for up

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to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus magic to determine if they hear the illusionary sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

**Tap** (*Evocation*)  
A of E: 1 sq. foot  
CT: 1/6 segment

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice according to the number of fingers extended by the caster. It is an actual sound, and creatures within 1" of the noise will certainly hear it if their sensory organs permit. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

**Thump** (*Illusion*)  
A of E: *Special*  
CT: 1/10 segment

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or two. A successful saving throw versus magic nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swal-

lows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

**Whistle** (*Evocation*)  
A of E: *Special*  
CT: 1/6 segment

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner generally similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

#### THE CASTING OF CANTRIPS

Cantrips are basically cast the same way that spells are cast. Note that despite their simple components and short casting times, only *two* cantrips can be cast during any round by a single magic-user or apprentice. Furthermore, the segment of the round in which the cantrip is cast is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the magic-user must roll a four-sided die to determine how many segments later he or she will be able to cast the second cantrip (if so desired). It is not possible for a magic-user to cast both a spell and a cantrip during the same round, no matter how short the casting times.

And now that you have finished with cantrips for magic-users, get ready for next month, when cantrips for illusionists will be featured. Until then....

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Now you  
see them:

# Cantrips for the aspiring illusionist

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by Gary Gygax

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By this time I assume that most of you Gentle Readers who were devoted to AD&D™ gaming sufficiently to labor through the last two columns will have begun employing cantrips in your respective campaigns. If the results are like that experienced in my own Greyhawk campaign, there will have been considerable zest added, for low-level magic-users are now more than one-shot lurkers in the nethermost regions of the party, and an initial attack spell roll with questionable punch no longer need spell trouble for the Prestidigitator, since four of the best cantrips can be substituted for the first-level bummer! It is also "pure" AD&D gaming, too, for the cantrips and rules for their employment will become part of the system much as they appeared here within a year or two. Meanwhile, Faithful Reader, you now have the edge on all those imprudent enough not to acquire DRAGON™ Magazine on a regular basis.

With magic-users seen to, it is time to take up the cause of their more specialized cousins, illusionists. This sub-class is not too popular in most campaigns, but that will change somewhat when the game system expansion is published. That volume will have many new and highly useful spells for illusionists. Meanwhile, you will find that adding cantrips to their repertoire now makes the playing of illusionist characters immediately more desirable. The cantrips for the sub-class are basically the same as those for magic-users of the standard sort. The main differences are that illusionists generally have fewer of them, and they have an entire additional type of cantrip not known to magic-users.

Illusionists learn many of the same cantrips as do apprentice magic-users, as indicated on the table below. They have, in addition, certain of their own petty magics which they might have learned. These special cantrips are likewise enumerated below. Otherwise, all properties pertaining to magic-user cantrips apply to those employed by illusionists.

Useful Cantrips: As *magic-users*, -3

Reversed: 2-5

Legerdemain: 3-6 (*d4 +2*)

Person: 2-5

Personal: 2-5

Haunting: 5-8

No.	Minor Illusion (5-8)	Special illusionist cantrips
1	Colored Light	
2	Dim	
3	Haze	
4	Mask	
5	Mirage	
6	Noise	
7	Rainbow	
8	Two-D'lusion	

## Explanations and descriptions

### Colored Lights

(*Alteration*)

A of E: *Special*

CT: ½ *segment*

When this cantrip is employed, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of radiance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates upon the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1" range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

### Dim (*Alteration*)

A of E: *Special*

CT: ½ *segment*

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, about 6 torches, a medium-sized fire, (such as in a fireplace or a campfire), 72 candles, or even a *light* or *continual light* spell can be affected.

The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles, candles will but glow dimly, a fire will become torch-like in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *Bee Row Nout* or *Rhee-Oh Stat*) and make a downward motion with one hand to effectuate the cantrip.

**Haze** (Alteration)  
A of E: 1" cube  
CT: ½ segment

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze*. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

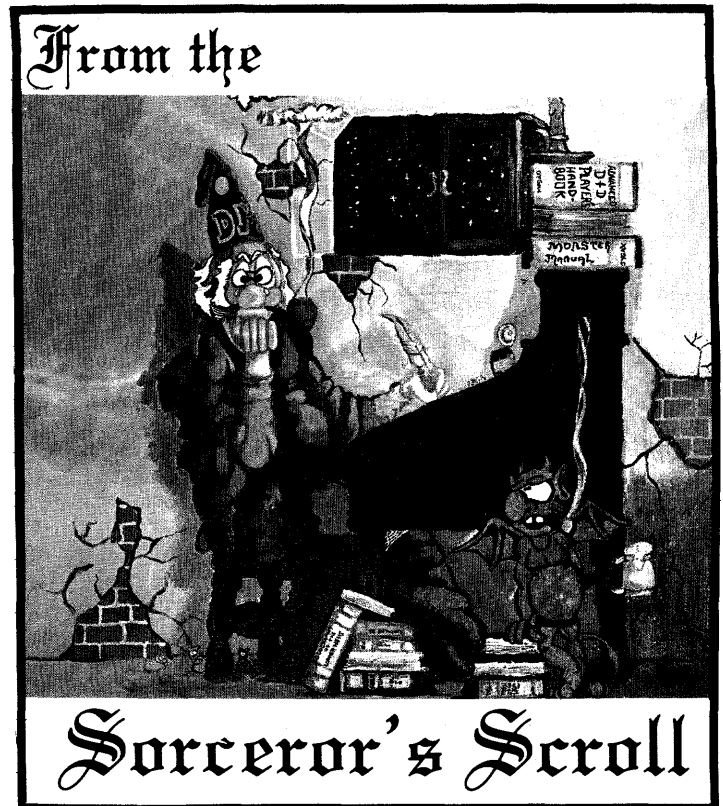
**Mask** (Illusion)  
A of E: 1 person  
CT: 1/6 segment

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

**Mirage** (Illusion)  
A of E: 2 sq."  
CT: ½ segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusory scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld.

A saving throw vs. magic is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.



**Noise** (Illusion)  
A of E: 1"  
CT: 1/6 segment

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each is entitled to a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

**Rainbow** (Alteration)  
A of E: Special  
CT: 1/3 segment

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and

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turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save vs. magic will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*garland*, *pegee-lee*, etc.) while the fingers of both hands form a pyramid shape.

**Two-D'lusion**  
(*illusion*)

A of E: 4 sq."  
CT: 1/6 segment

This cantrip is virtually the same as a *phantasmal forces* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer observes it from an angle of more than about 45° from its horizontal or vertical viewing axis, the nature of the illusion will become immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). The illusion is invisible from the side or the rear. It lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

**Other cantrips**

It is possible that an apprentice will have developed other

cantrips over the course of his or her apprenticeship. The Dungeon Master must carefully review any proposed cantrip to determine if it is of suitable nature and power when compared to existing cantrips herein. In no event is it possible for any apprentice to have developed more than three new cantrips.

**Reading and recording cantrips**

Since cantrips are magical, they must be read as would a spell. Likewise, to record one in a spell book or on a scroll, the same procedure is followed as in recording a spell.

Well, Good Folk, that completes the whole of known information on the subject of cantrips. (During the course of the next year or so, more could be added, or some minor changes might occur, because the AD&D® game system is vital, but any alterations will be immaterial to your use of cantrips in campaigns in the interim.)

This brings us to the subject of the next few issues.

It seems as if I have ignored clerics, and druids too, but this is obviously not the case. Neither profession can have cantrips, of course, but they *can* have new spells! Len Lakofka has been kind enough to contribute his offices on the matter of new spells for both clerics and druids. Len sent me a thick sheaf of manuscript some months past, asking that I pass upon them, amend or otherwise revise where necessary, and then submit them for publication if I approved. Having myself undertaken to expand the list of available spells for these classes, Len's contribution was most welcome. With his permission, I have done the alteration and revision necessary. (*Editor's note: The first group of those contributions to be seen by readers was the new cleric spells presented in issue #58 of DRAGON Magazine.*)

Soon will begin a long series of columns under this heading which will detail the current list of additions to the spell lists for clerics, druids, magic-users, and illusionists. If this sort of material is meat and drink to you, I urge that you be certain not to miss any of the next several issues of DRAGON Magazine, for there are over 100 spells coming! Until then....



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# Cantrips for clerics

## 0-level magic for deities to dish out

by Arthur Collins

By now, everyone ought to be familiar with cantrips, the 0-level spells cast by apprentice magic-users and illusionists. This article details a similar sort of 0-level spell particularly for clerics and druids, called the orison.

These 0-level clerics and druids are sometimes called postulants, thurifers, servers, or inquirers. They are also called *gofers* by some, as their place in the religious hierarchy is such that they are always being told to "go fer this" and "go fer that." (The druidical cult spells it *gopher*, but that is an inside joke.) At any rate, they are apprentices, so to speak, receiving their basic education before taking their initial vows.

While undergoing their basic religious indoctrination, they learn certain standard prayers and responses, the more powerful of which are called orisons. These are minor spells of limited effect. After the postulants go on to enter their callings, these orisons are usually left behind for more powerful spells. However, any cleric or druid may choose to memorize and employ two orisons in place of a 1st-level spell. Each 0-level cleric or druid learns 7-10 of these minor spells during one's time of basic instruction.

In parties that are chronically short of clerical or druidical help, the DM may opt to allow characters of other classes (rangers or paladins) to use these orisons. A PC with a religious education might remember 2-3 of these orisons from one's training. One would still have to pray every morning for them, just as a cleric or druid would, however. This should be done *only* with the DM's permission. Orisons should be assigned randomly to such characters, while a cleric or druid can (in fact, must) pray for specific ones.

Most orisons work for either clerics or druids, though a few are class-specific. Below is a listing of orisons by class, with explanations and descriptions to follow.

Clerical orisons	Druidical orisons
1 <i>Aspiration</i>	<i>Aspiration</i>
2 <i>Benediction</i>	<i>Benediction</i>
3 <i>Candle</i>	<i>Canticle</i>
4 <i>Canticle</i>	<i>Cure Minor Wnds.</i>
5 <i>Ceremony: Oath</i>	<i>Find a Stray</i>
6 <i>Cure Minor Wnds.</i>	<i>Malediction</i>
7 <i>Malediction</i>	<i>Meditation</i>
8 <i>Meditation</i>	<i>Petition</i>
9 <i>Petition</i>	<i>Ripen</i>
10 <i>Warding</i>	<i>Warding</i>

Note: In the information below, certain abbreviations have been used. R = range,

D = duration, AE = area of effect, C = components, CT = casting time, and ST = saving throw.

### Aspiration (Invocation)

R: 0

D: 6 turns

AE: Caster

C: V,S

CT: 1 segment

ST: None

An *aspiration* is a quick prayer on the order of, "Give me strength!" or "Don't let me goof up!" In game terms, it permits a nervous player to pre-roll a dice roll. The player-caster rolls a d20 out of the player's own sight for the DM, who records it. At any time during the next game hour, the caster may appeal to have a bad die roll replaced by the hidden roll. The d20 can be applied as a "to hit" roll, a saving throw, or, by multiplying it by live, a percentile dice roll. Upon the caster's request, whatever was rolled in casting the orison is revealed, and becomes the official dice roll. There is no guarantee that the previous roll will be better, but it will be a second chance. The somatic component is the caster's ritual sign.

### Benediction (Conjuration/Summoning)

Reversible

R: 1"

D: 2 melee rounds

AE: 1" x 1" square

C: V,S

CT: 2 segments

ST: None

A *benediction* is a minor form of *bless*, raising morale of friendly creatures by +1, and their hit probability by +1. It will not affect those already engaged in combat. It requires no material component.

### Candle (Alteration; clerical only)

R: Touch

D: 2 turns

AE: 1 candle

C: V,S,M

CT: 1 segment

ST: None

When casting this orison, the caster causes the candle held in his hand to light. Throughout the orison's duration, the candle cannot be put out as long as the caster continues to hold it. The candle will be consumed normally, but drafts, *gusts of wind*, and so on cannot extinguish the flame. Drowning or smothering the flame will extinguish it, however.

### Canticle (Alteration)

R: 0

D: Special

AE: Caster

C: V

CT: Special

ST: None

A *canticle* is a minor form of *sanctuary*, and casting it requires the chanting of portions of the cleric's sacred literature. As long as the chanting continues, opponents must make a saving throw at +2 in order to strike or otherwise attack the caster. The caster cannot engage in any other activity than slow movement (6" rate) during this time. For other effects, see the description of the *sanctuary* spell.

### Ceremony: Oath (Conj./Summoning; clerical only)

R: Touch

D: Special

AE: 1 person of the caster's religion

C: V,S,M

CT: 3 segments

ST: None

A person taking an *oath* in the presence of a cleric pledges his honor to do some minor task. The cleric proffers his holy symbol for both parties involved in the *oath* to touch, and ratifies the *oath* with his ritual sign and some formula such as "so be it." The *oath* stands until the pledge is fulfilled or broken. If broken, the oathbreaker (whether the cleric himself or some other person of the cleric's religion) will lose — 5% on his loyalty base until satisfactory reparations are made (if ever). Note that a third party of the caster's religion can pledge his honor for the *oath* of a non-believer. In this case, both join in touching the cleric's holy symbol while the orison is cast. The cleric can pledge his own honor for a non-believer, but this is an extremely rare circumstance. The penalty to loyalty base simulates the loss of honor to the oathbreaker.

### Cure Minor Wounds (Necromantic)

R: Touch

D: Permanent

AE: Character touched

C: V,S (plus M for druids)

CT: 2 segments

ST: None

A minor *cure*, similar to all other *cure* spells, this orison will heal 1-4 hit points of damage. Note that this spell is not reversible. See the *cure light wounds* description for more information.

### Find a Stray (Divination; druidical only)

R: 2 miles  
D: Special  
AE: 1 domestic animal and the caster  
C: V,S,M  
CT: 3 segments  
ST: None

This orison enables the caster to locate any missing domestic animal within two miles. The animal could be a cow, sheep, dog, horse, cat, or any other such "normal" beast. The caster stands in a place well-known to the animal (a barnyard, pasture, etc.), spits on the ground, makes a sign, and calls the animal by name (Rover, But-tercup, Porky, Old Tom, etc.). If the animal is within two miles of the caster, the caster's tongue will tingle slightly, and give him direction by the manner of its tingling as to where and about how far off the animal is. The effects will last until the animal is found, the caster gives up, or the animal moves beyond a two-mile distance from the caster.

### Malediction (Conjuration/Summoning)

R: 1"  
D: 2 melee rounds  
AE: 1" x 1" square  
C: V,S  
CT: 2 segments  
ST: None

The reverse of *benediction*, *malediction* will lower the morale of opponents by a -1 penalty and lower their "to hit" scores by -1. It does not affect those already engaged in combat. No material components are required.

### Meditation (Conjuration/Summoning)

R: Touch  
D: 1 turn  
AE: Caster  
C: V,S  
CT: 3 segments  
ST: None

A minor (and non-reversible) form of *remove fear*, a *meditation* is an orison of personal encouragement that gives the caster (and only the caster) a +2 on all saving throws vs. the various sorts of magi- cal *fear* attacks for 1 turn.

### Petition (Conjuration/Summoning)

R: Special  
D: 1 day  
AE: Caster's patron  
C: V,S  
CT: 1 segment  
ST: Neg.

*Petitions* are a staple of all prayers, in all religions. Most favors asked of one's deity are answered in terms of lucky dice rolls and other game mechanics. This orison constitutes a direct appeal of a very limited nature to the caster's deity or other patron. If the deity or patron fails his or her saving throw (2 for gods and demigods, 3 for heroes in the *Legends & Lore* book), the request will be heard, and if it's not too much trouble, some minion or servant of

the deity might act upon it. Examples of such minor petitions are to find something minor, meet someone, remember something forgotten, make a favorable impression, and so on. A *petition* is only good for one day. If it is not granted that day, or if no opportunity for its granting comes up, it is wasted, and another *petition* must be made the next day.

Any attempt to abuse this orison with powerful requests ("Oh, please let me find a *ring of three wishes!*") will be met with divine punishment if it is heard. Punishment may consist of a loss of spell-casting power, hit points, or other power or ability, as desired by the DM. However, punishments are rarely severe or last long — unless the caster is guilty of multiple abuses.

### Ripen (Alteration; druidical only)

R: Touch  
D: Permanent  
AE: 1 lb. of fruit  
C: V,S,M  
CT: 2 segments  
ST: None

By casting this orison, the user causes unripe fruit to ripen. The material component is the druid's mistletoe, oak leaves, or holly berries.

### Warding (Abjuration)

R: Touch  
D: 2 rounds  
AE: Creature touched  
C: V,S,M  
CT: 2 segments  
ST: None

This orison is a very minor form of *protection from evil*. For two rounds, it will prevent enchanted, conjured, or summoned creatures from making bodily contact with the recipient, by encircling him or her with magical protection at a distance of one foot. However, it gives no penalty to any attacks that do not involve such contact, and adds no bonuses to one's saving throws. To complete the spell, the caster sprinkles holy water on the recipient. ¶

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Leave Your World Behind



# Cantrips for Druids — Naturally

*New zero-level spells  
for the woods folk*

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by Rick Reid

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In DRAGON® issue #108, an article entitled "Cantrips for Clerics" dealt with the possibility of zero-level spells called "orisons" for fledgling clerics and druids. These were described as more powerful prayers and responses, mostly with a religious base. However, since the fledgling druid (or Tenderfoot) will spend most of his initial training in the forest or wilderness, it seems likely that he would be taught prayers and chants that would be

of more benefit to him in this environment, before he learned the higher-level "orisons."

With this in mind, the following list of 12 druidic cantrips or zero-level prayers are presented. These may be used in the same manner as magic-user cantrips; when the druid reaches 1st level, he may substitute four cantrips for one first-level spell. While the most common use of each spell is given in the description, crafty players will surely find other ways to employ them. As always, the final say in using these spells lies with the DM.

---

## **Bird call** (Evocation)

Area of Effect: Special  
Casting Time: ½ segment

By means of this cantrip, the druid is able to imitate the call of any of a number of common, feathered creatures. The druid must have already heard the sound of the bird to be imitated sometime in his career, and may only imitate one type of bird with each casting. The spell lasts only 2-5 segments, and the area of effect depends upon the caster's ability to project sound. The somatic gesture consists of clasping both hands around the mouth while the lips are puckered to create a whistling noise when breath is exhaled.

---

## **Drywood** (Abjuration)

Area of Effect: 1 cubic foot of wood  
Casting Time: 1/5 segment

This cantrip enables the caster to dry pieces of wood that may be either too green or too damp to be ignited. Once treated, the wood may be burned as if it had been dried for several months. The somatic gesture consists of performing a sawing motion with the material component; a small torch or flame must also be placed over the wood to be affected.

---

## **Test soil** (Divination)

Area of Effect: 1 square yard of soil  
Casting Time: 1/3 segment

This type of cantrip allows the druid to

determine if a particular section of ground contains the right minerals and components to support healthy plant growth. The balance of acidity to alkalinity may be divined, as well as the amount of fertilizer the soil contains. A small pinch of the dirt to be tested is placed between the caster's lip and gums, and the jaw is worked up and down in a somatic gesture.

---

## **Heal rash** (Alteration)

Area of Effect: One person  
Casting Time: ½ segment

By casting this cantrip, the druid may heal any rash caused by exposure to an irritating plant (such as poison ivy, poison oak, and poison sumac). In order for the spell to work, the rash may not be spread over more than 20% of the total body area of the recipient. The material component, a drop of milkweed fluid, is applied to the affected area while the caster gives a deep sigh.

---

## **Cause rash** (Alteration)

Area of Effect: One person  
Casting Time: ½ segment

The reverse of a *heal rash* cantrip, this spell causes a red, itchy rash to appear on one of the extremities of the victim. The rash is, for all practical purposes, the same as that caused by exposure to a rash-causing plant and must be treated in the same manner. A leaf of poison ivy, oak, or sumac is hidden on the subject's person; the druid then makes a scratching motion across his own arm while naming the arm or leg to be infected.

---

## **Mark path** (Enchantment)

Area of Effect: One object  
Casting Time: 1/3 segment

This cantrip allows the caster to place a small mark on an object, such as a rock or tree, for the purpose of marking a path. The mark is completely harmless and remains invisible until the caster or another druid passes within 10' of the spot. At this time, the mark appears briefly as a glowing arrow, pointing in the direction the caster has chosen. Once the mark has revealed itself, the spell is concluded. The somatic gesture consists of the caster lightly drawing a small arrow with his fingertip on the object to be marked, while whistling a jaunty traveling song.

---

## **Disinfect** (Alteration)

Area of Effect: One person  
Casting Time: 1/10 segment

When cast on a minor wound, this cantrip does nothing to heal the injury; it does, however, prevent the wound from becoming infected. At this point, the wound will heal at the normal rate even though it is not bandaged or kept clean. Somatic gestures consist of the caster

sucking on the index finger of one hand while pointing to the wound with the other.

### Quench (Enchantment)

Area of Effect: One person

Casting Time: 1/3 segment

This cantrip is used to soothe someone who suffers from the effects of water deprivation. While no water is actually created, cracked lips are softened, and one's dry mouth and throat are moistened, giving the illusion of having partaken of liquid refreshment. The caster verbalizes a "glug, glug" sound in the back of his throat, while pretending to pour something into his or someone else's mouth.

### Parch (Enchantment)

Area of Effect: One person

Casting Time: 1/3 segment

The opposite of the quench spell, this cantrip causes the unlucky subject to experience an intense thirst — no matter how recently he has drunk something. Lips crack, and the mouth and throat become dry until such time as a quantity of liquid is again consumed. The somatic

gesture consists of the caster gripping his throat while verbalizing a raspy, choking sound.

### Disguise scent (Alteration)

Area of Effect: Caster

Casting Time: 1/10 segment

By employing this cantrip, the druid is able to neutralize his particular body odor for a period of one round. Animals that normally rely on the sense of smell to detect the presence of strangers will not be aware of the druid, and any creature or object the druid encounters while the spell is in effect will not absorb his aroma. The caster goes through the motions of pouring an imaginary liquid into his cupped hand and splashing it on his body, while humming a short ditty.

### Edible plant (Divination)

Area of Effect: One plant

Casting Time: 1/2 segment

When cast on a plant, this cantrip allows the druid to determine whether or not consuming that type of vegetation would endanger his health. Note that even if only certain parts of the plant (such as the

berries or leaves) were to be dangerous, the entire plant would register as inedible. Also, such things as grass or maple leaves, while normally not eaten, would still be revealed as edible, since their consumption would cause no actual harm. The somatic gestures consist of pointing to the plant to be identified while making a chewing motion with the mouth.


### Repel insect (Alteration)

Area of Effect: Caster

Casting Time: 1/4 segment

This cantrip causes the caster's bodily secretions (sweat, saliva, etc.) to act as a natural repellent to certain types of insects. The effect lasts for one hour, affecting only common insects (flies, mosquitoes, bees, wasps, ants, etc.), and only one type of insect at a time. While the spell is in effect, the insects may still swarm around the caster, but they will not bite or even light on his person. The insect to be repelled must be named in a verbal command, while the caster twirls his index finger around his head in a circle. The material component is the wing or body part of any common insect. □

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**Sunray** (Evocation - Alteration)

Level: 7  
 Range: 1"/level  
 Duration: 1 round  
 Area of Effect: 1" diameter sphere (plus special)

Components: V, S, M  
 Casting Time: 3 segments  
 Saving Throw: Special

Explanation/Description: When a *sunray* spell is cast, the druid evokes a burning beam of light which is similar to a ray of actual sunlight in all important aspects. It inflicts blindness for 1-3 rounds upon all creatures within its area of effect unless a successful saving throw versus spell is made. Creatures using ultravision at the time may be blinded for 2-8 rounds, while those to whom sunlight is harmful or unnatural will suffer permanent blindness unless the save is made, in which case the blindness lasts for 2-12 rounds. Those within its area of effect, as well as creatures within 2" of its perimeter, will have no infravision capabilities for 2-5 rounds.

Undead (including vampires) caught within its main area of effect must save versus spell, taking 8-48 points of damage or half damage if a save is made. Those within the secondary area of effect (up to 2" from the perimeter) take 3-18 points of damage or no damage if save is made. The ultraviolet light generated by the spell will inflict damage on fungoid creatures and subterranean fungi just as if they were undead, but no saving throw is possible. The material components are an aster seed and a piece of aventurine feldspar (sunstone).

**MAGIC-USER SPELLS****CANTRIPS**

Cantrips are the magic spells learned and used by apprentice magic-users and illusionists during their long, rigorous, and tedious training for the craft of magic-use. An aspiring magic-user or illusionist may use 1 cantrip per day as a 0-level *neophyte* (-2000 x.p. to -1001 x.p.), 2 cantrips per day as a 0-level *initiate* (-1000 to -501), and 3 cantrips per day as a 0-level *apprentice* (-500 to -1). Cantrips must be memorized just as higher-level spells are.

Most cantrips are simple little spells of no great effect, so when the individual becomes a 1st-level magic-user, the knowledge and information pertaining to these small magics are discarded in favor of the more powerful spells then available. However, a magic-user may opt to retain up to four cantrips in place of one 1st-level spell. This assumes that the magic-user has, in fact, retained his or her book of cantrips — a tome as large as a good-sized book of higher-level spells.

All cantrips are 0 level, have a 1" range, have a generally small area of effect, require only soft, simple verbal and somatic components, and are cast in a very short time (1/10; to 1/2 segment). Only those which involve living creatures afford any saving throw. Individuals in a state of extreme concentration (such as when casting a spell) do not have that concentration broken by *person-affecting* cantrips. The effects of cantrips, and the people and items affected by them, radiate a very faint magical aura.

**The Casting of Cantrips:**

Cantrips are basically cast the same way that spells are cast. Note that despite their simple components and short casting times, only two cantrips can be cast during any round by a single magic-user or apprentice. Furthermore, the segment of the round in which the cantrip is cast is dependent on the usual factors: surprise, initiative, and so on. After the first of the two cantrips is cast, the magic-user must roll a four-sided die

to determine how many segments later he or she will be able to cast the second cantrip (if so desired). It is not possible for a magic-user to cast both a spell and a cantrip during the same round, no matter how short the casting times are. Cantrips are grouped according to general effect or purpose into six categories — *useful*, *reversed*, *legerdemain*, *person-affecting*, *personal*, and *haunting-sound* — plus a seventh available only to illusionists, *minor illusion* cantrips. Any magic-user or illusionist has the potential to know cantrips in all of the categories.

**Useful Cantrips:****Chill** (Evocation)

Area of Effect: 1' cube  
 Casting Time: 1/2 segment

A cantrip of this nature allows the caster to cause non-living liquid or solid material to become about 40° F. cooler than it was, subject to a minimum temperature of freezing. The chilling effect lasts for but an instant, after which the subject warms slowly back to normal temperature. Verbal component is a soft whistling, somatic is a downward-thrust thumb.

**Clean** (Abjuration)

Area of Effect: 4 sq. yds.  
 Casting Time: 1/2 segment

This cantrip enables the caster to remove heavy soil, dirt, and like foreign objects from floors, walls, dishes, windows, etc. The subject surfaces are then spotless, but care must be taken in removal of pigments and the like, so usually only one type of material will be treated in a single application. Verbal component is a low outrush of air, somatic is a circular hand motion.

**Color** (Evocation)

Area of Effect: 1 cubic yd.  
 Casting Time: 1/2 segment

By use of this cantrip, the caster brings color to an object. It can be used to restore faded hues or to tinge those already colored with a different hue. Thus, dull or faded fabric can be brightened, pigments restored, or even hair or skin changed to another color. The effect must be renewed every 30 days. Verbal component is a humming, somatic is a back-and-forth or wringing hand motion.

**Dampen** (Evocation)

Area of Effect: 1 cubic yd.  
 Casting Time: 1/2 segment

When a cantrip of this sort is cast, the subject area is permeated by a fog-like dampness which leaves all material within it damp to the touch. It is useful for many sorts of things. It is hard on parchment, and it similarly makes it and like substances hard to set aflame. Those within the area of effect of the *dampen* cantrip will be enwrapped in a light fog, and objects in this fog, while still visible, will lose their detail. Verbal component is a low hooting or a hummed ditty, somatic is a hand gesture upwards with writhing fingers.

**Dry** (Abjuration)

Area of Effect: 1 cubic yd.  
 Casting Time: 1/2 segment

This cantrip removes dampness and excess moisture from materials within the area of effect. It is useful for cloth, herbs, and cleaning chores. Verbal component is similar to that of the *dampen* cantrip, and the somatic is a two-handed wringing motion.

**Dust** (Abjuration)

Area of Effect: 10' radius  
 Casting Time: 1/2 segment

A cantrip of this sort removes all fine dust and tiny grit particles from

## MAGIC-USER SPELLS (CANTRIPS)

exposed surfaces such as floors, shelves, walls, etc. The material so removed is transported elsewhere, but new dust can accumulate, of course. Verbal component is a continuous in-drawing of breath, somatic is a back-and-forth hand motion.

### Exterminate (Abjuration)

Area of Effect: *1 small creature* Casting Time: *1/10 segment*

When this cantrip is used, the caster may kill a small pest such as a fly, mouse, rat, beetle, or the like. It is useful for indoor and outdoor applications. If the subject is very small, an area of up to 1/2 cubic foot can be rid of pests. This cantrip is effective against magical creations and normal-sized creatures magically shrunk to insect-size, but has no effect on polymorphed creatures and similarly enchanted beings. The somatic gesture is a pointed finger, while the caster verbalizes a low *zzzt* sound.

### Flavor (Enchantment)

Area of Effect: *One object* Casting Time: *1/2 segment*

This cantrip enables the caster to give the subject a superior or better or different flavor. Thus, mush can be made to taste as if it were lobster bisque, but the dweomer will not actually affect quality or wholesomeness. Spoiled food remains spoiled; a poisoned drink would still be deadly (though any tell-tale taste of the poison may be masked in this fashion). The verbal component is a muttered lip-smacking sound; the somatic gesture is a shaking motion.

### Freshen (Enchantment)

Area of Effect: *One object* Casting Time: *1/2 segment*

By means of this cantrip, the caster brings new life or freshness to the object desired. The magic applies to food and drink items such as milk, beer, meat, and raw vegetables. It also works with cut vegetables, flowers, herbs, etc. Although it will remove a slight taint of spoilage, restore drooping flowers, and so on, it is not as effective as a *purify food & drink* spell, and it lasts for but an hour. The subject must be of relatively small size, i.e. a small cask of liquid, a sheep, a bushel of vegetables, etc. If used on a creature that is harmed by magics such as *purify food & drink*, the cantrip inflicts 1-4 points of damage. The verbal component is an *mmmmmm* sound, while the hand makes a mystic symbol with thumb and forefinger forming a circle and the other fingers upright and apart.

### Gather (Alteration)

Area of Effect: *1 sq. yd.* Casting Time: *1/6 segment*

This cantrip enables the caster to neatly gather numerous small objects into a stack or pile. For instance, if nails, nuts, coins, papers, or like objects were spilled, the magic would bring them together. It can be used selectively, for instance to separate one type of material from another, but only the selected type would be gathered neatly. The caster verbalizes the type of material to be gathered while making a gathering motion.

### Polish (Alteration)

Area of Effect: *One object* Casting Time: *1/2 segment*

When this cantrip is used, the caster magically smooths and brings a luster to materials such as wood, metal, stone, leather, or ceramic. Naturally, the desired object must be relatively clean in order for the cantrip to be effective. The object affected must be of reasonable size — a floor of up to 1,000 square feet, an armoire, etc. It works better on smaller objects, of course, such as boots, mirrors, crystal containers, etc. The caster hums a ditty while making a buffing motion.

### Salt (Evocation)

Area of Effect: *One object* Casting Time: *1/6 segment*

This cantrip causes a sprinkling of fine salt to magically appear and descend upon the desired object — a stew, some troublesome weed patch, or a barrel full of stock fish to be preserved. The object must be of a reasonable size — up to perhaps 4 square yards in area or about 30 gallons liquid volume. Care must be taken to avoid over-salting if the object involved is smaller, and if the object is larger, it will not receive much salt. Creatures adversely affected by salt (such as a giant slug) take 1-4 points of damage from this cantrip. The verbal component is a labial smacking, performed while the hand makes a sprinkling motion.

### Shine (Alteration)

Area of Effect: *One object* Casting Time: *1/2 segment*

Similar to the *polish* cantrip, this magic allows the caster to remove tarnish, rust, corrosion, and similar substances from the desired object. This cantrip brings about a mirror-bright shine to objects capable of such, causing their surfaces to be smooth and unmarred. A piece of jewelry, for instance, would be made more attractive, and the gems (only) of such a piece might be actually made more valuable: If base value of the gem(s) in a piece of jewelry was originally decreased, and a *shine* cantrip is used upon the object, then the owner may (if desired) find out whether the value of the gem(s) has been changed. (The DM should roll again on the "Increase or Decrease of Worth Beyond Base Value" table on page 26 of the DMG, with a -1 modifier to the die roll.) No gem can be "re-valued" in this manner more than once.

A single object up to about 1 cubic yard in volume can be treated by this cantrip. Its components are similar to those of *polish*.

### Spice (Evocation)

Area of Effect: *One object* Casting Time: *1/2 segment*

Unlike the *flavor* cantrip, this magic actually brings a particular spice to the object of food or drink. Thus, ginger, pepper, and like spices can be brought to add zest (or disguise). Herbs such as bay leaf, garlic, parsley, and so forth can likewise be evoked by this cantrip. The quantity is sufficient to spice food or drink for about a dozen people. The spice (or herb) appears over the object vessel as a fine powder or flake, falls upon it, and adds its substance to the dish or drink. A ditty is hummed by the verbal component, while the hand makes a crumbling and sprinkling motion.

### Sprout (Alteration)

Area of Effect: *1 cubic yd.* Casting Time: *1/2 segment*

By means of this cantrip, the caster causes acceleration in the growth of plants, particularly with respect to the germination of plant seeds. Upon its casting, the cantrip will cause seeds to shoot forth tiny sprouts, newly sprouted plants to grow an inch or so, buds to flower, etc. Fruits and vegetables can be caused to ripen (or actually go past ripening to spoilage) by this cantrip. A susurrant sound is verbalized while the caster's hand makes hoeing motions.

### Stitch (Alteration)

Area of Effect: *Special* Casting Time: *1/2 segment*

This cantrip magically sews seams in cloth or leather. It will make new ones, or repair old work. About 20 yards of cloth can be thus stitched, but only about 2 yards of leather. The seam thus created is neither stronger nor weaker than a seam done without magic. Usually a brief rhyme is recited as the hand makes a sewing motion.

**Sweeten** (Evocation)

Area of Effect: *One object* Casting Time: *½ segment*

This cantrip is the same as a *spice* cantrip, except that the result is the evocation of a sweetener — sugar, honey, or even a syrup. Components are a buzzing sound and a stirring motion.

**Tie** (Alteration)

Area of Effect: *One object* Casting Time: *½ segment*

By means of this cantrip, the caster can magically cause the object of the magic — thread, string, cord, rope, or even cable — to tightly knot itself to either its other end or an end of a similar object within 1' of it. The resulting knot will be a normal one such as a square knot, half-hitch, running bowline, or whatever other sort is desired. The caster verbalizes the name of the knot while holding up three fingers.

**Warm** (Evocation)

Area of Effect: *1' cube* Casting Time: *½ segment*

This cantrip is the same as *chill*, except that the magic brings a warming of the liquid or solid. The temperature will rise at most about 40° F. The cantrip will never cause living creatures to become warmer than their normal body temperature. Components are an *ahh* sound vocalized while the hands are rubbed briskly together.

**Wrap** (Alteration)

Area of Effect: *1 cubic yd.* Casting Time: *½ segment*

When a *wrap* cantrip is employed, the caster creates a strong and sturdy wrapping around the subject desired — a bit of herbs, a heap of flour, a bundle of cloth, etc. The material of the cantrip is of a suitable type and thickness for the item(s) to be wrapped. Thus, a few ounces of fine powder will be contained in a waxy tissue, gem stones in a felt-like envelope, meal in cloth, and so forth. The wrapping can be undone normally, but the caster can just as easily order it to open, so the cantrip is often used to enfold the material components of a spell. The caster verbalizes a general class of wrapping desired while making folding motions with his hands.

**Reversed Cantrips:****Curdle** (Enchantment)

Area of Effect: *One object* Casting Time: *1/6 segment*

This cantrip is broader than its name, for it affects many food and drink items. The magic curdles milk and hastens spoilage or wilting, but does not *putrefy food & drink* as per that spell. It has a permanent effect on the object. It is otherwise similar to *freshen*. The caster verbalizes a retching sound while pointing the thumb downward.

**Dirty** (Evocation)

Area of Effect: *4 sq. yds.* Casting Time: *1/6 segment*

The opposite of a *clean* cantrip, this enables the caster to soil, spot, and sully walls, floors, dishes, garments, etc. Verbal component is a spitting sound, made while the feet are shuffled and stamped.

**Dusty** (Evocation)

Area of Effect: *10' radius* Casting Time: *1/6 segment*

By means of this cantrip, the caster causes a film of dust and grime to settle upon all exposed surfaces within the cantrip area of effect. The

verbal component is a low humming sound, made while the hands move in shaking motions.

**Hairy** (Alteration)

Area of Effect: *One object* Casting Time: *1/10 segment*

While this cantrip is not actually one of the standard *useful* ones which apprentices reverse for mischievousness, it is one which is generally used for no good purpose. It causes hair, fur, or hairlike growth to thicken and lengthen. Thus, a head of hair, a peach, a beard, a cat, or whatever could be affected. The growth will cause the subject material to increase from 2-12 inches in length. The subject material must be trimmed or cut to remove the cantrip's effect. This cantrip can be reversed to shorten growth or effectively shave, but since the effect on short material (growth under 1 inch in length) is complete absence of growth for 2-12 days, it is not often used. The caster verbalizes snickering sounds while making massaging motions for growth, or scissoring motions for removal.

**Knot** (Alteration)

Area of Effect: *One object* Casting Time: *½ segment*

This cantrip is a permutation of the *tie* cantrip. It causes the thread, string, cord, or rope to knot itself in such a manner as to be very difficult to untie, and from 2-8 rounds, minus dexterity bonus for reaction of the individual untying the *knot*, to undo. It works even on material already affected by a *tie* cantrip, but not on magical ropes, ropes being held onto by a character or creature, or taut lines such as a bowstring. The caster verbalizes a low zzzz sound while moving the arm forward with a strong wrist motion.

**Ravel** (Alteration)

Area of Effect: *Special* Casting Time: *1/10 segment*

This cantrip is the reverse of a *stitch*. It will work only if there is a loose or broken thread in the seam or fabric to be affected, except for material magically stitched by the appropriate cantrip. When the latter sort of seam or material is involved, the *ravel* cantrip will always work except in a case where the subject is otherwise magical, i.e. a *bag of holding*, a *cloak of protection*, *boots of elvenkind*, etc. The name of the cantrip is verbalized while the fingers make a plucking motion.

**Sour** (Evocation)

Area of Effect: *One object* Casting Time: *½ segment*

When this cantrip is used, the caster causes the subject food or drink to take on a sour taste, not unlike vinegar of the appropriate sort. While it is typically used to spoil wine, beer, or some pastry, the *sour* cantrip can be used to useful purpose. The magic actually causes about a pint (maximum) of vinegar to appear over the subject. This can be an empty container in which such liquid is desired. The caster purses the lips and makes a *whoosh* sound while clenching the hand.

**Spill** (Alteration)

Area of Effect: *One container* Casting Time: *1/6 segment*

The opposite of a *gather* cantrip, this enables the caster to cause the contents of a container to spill out. The object container is actually tipped by the cantrip, and since the magic is not powerful, containers of more than about gallon size, or magical ones, will not be affected by the cantrip. Solids and/or liquids within the object container will spill out, if the container is not securely closed or capped. To bring about the magic, the caster verbalizes an *uh-oh* sound while making an abrupt hand motion.

## MAGIC-USER SPELLS (CANTRIPS)

### Tangle (Alteration)

Area of Effect: *One object* Casting Time:  $\frac{1}{6}$  segment

A permutation of the *tie* cantrip, this magic allows the caster to cause fine material such as thread, hair, small grass, and the like to become twisted and entwined in a tangle. It will not work on heavy material such as rope. Untangling subject material will take 3-12 rounds, unless it is roughly done — and the material is broken and snapped in the process, torn loose, etc. The cantrip will tangle mixed materials such as grass and string, hair and threads, and so forth. A buzzing is verbalized while the finger makes a stirring motion.

### Tarnish (Alteration)

Area of Effect: *One object* Casting Time:  $\frac{1}{2}$  segment

The reverse of a *shine* cantrip, this causes a covering of rust, corrosion, verdigris, or the like to cover an object normally subject to such tarnishing. The object must be of about 1 cubic yard or less in volume. Verbal component is a spitting sound, while the hand makes a sprinkling motion.

### Untie (Alteration)

Area of Effect: *One object* Casting time:  $\frac{1}{3}$  segment

This permutation of a *tie* cantrip is simply the reverse of the magic. The caster selects an object — thread, string, cord, etc. — which is knotted or tied. The cantrip removes the *knot* or tying. Note that the *untie* cantrip will cause a *tangle* to be nullified. The cantrip will not remove both a *knot* and a normal tying (normal knot or one caused by a *tie* cantrip), but it will cause the former to disappear so that only a normal tying remains. This cantrip has no effect on magical objects. Somatic and verbal components vary according to the desired result. In general, a popping sound is made while the hands are moved apart — either as if a knot were being untied or a cord snapped.

### Wilt (Enchantment)

Area of Effect: *One object* Casting Time:  $\frac{1}{2}$  segment

A reverse of the *freshen* cantrip which affects only vegetable material — whether growing or picked. Thus, a plant can be made to wilt (or possibly wither if it is not very healthy), or a bunch of cut flowers sag or droop. Verbal component is a descending hum, while the forefinger is slowly curled from an upright position.

### Legerdemain Cantrips:

#### Change (Alteration)

Area of Effect: *One object* Casting Time:  $\frac{1}{10}$  segment

By means of a *change* cantrip, the caster alters one small object to another, although the change must be within the same kingdom, and only animal and vegetable objects are affected. Thus, a piece of parchment can be changed to a brightly colored cloth square, then the cloth can be changed to a rose by another use of the cantrip. Likewise, a bird can be changed into a bat, the bat to a flying squirrel by another use of the same type of cantrip, and so forth. Each change requires a *change* cantrip. The cantrip will not cause more than a 50% increase or decrease in size/volume, and the effect will last for a base time of 1 turn. If the *change* is radical, then the time will be reduced accordingly; i.e., changing a dead object to a live one is a radical change and will last only 1 round. On the other hand, a very slight alteration such as color change or the like will last for 1 or more days. A saving throw against this magic does not apply as long as small, animal-intelligence, non-magical creatures of normal sort are concerned. Typically, a magic word is verbalized while the hand makes a pass over the object to be affected.

### Distract (Enchantment)

Area of Effect: *Special* Casting Time:  $\frac{1}{3}$  segment

By means of this cantrip, the caster causes all who are watching to look at an area of the caster's choice. The area must be to the right or left of the caster, and the distraction must be within 10 feet of the caster. Thus, the caster can cause viewers to watch his or her right hand and a location a few feet distant where the caster's finger is pointing, while the caster's left hand does something unnoticed. Saving throws apply only to individuals above 0 level, or with at least 1 + 1 hit dice and an intelligence rating of greater than *low*. The *distract* cantrip has a duration of only 1 segment. The caster speaks an attention-getting word or phrase and gestures to the left or right to effectuate the cantrip.

### Hide (Illusion)

Area of Effect: *One object* Casting Time:  $\frac{1}{10}$  segment

This cantrip allows the caster to magically *hide* an object of virtually any size for a short period of time. The cantrip casts a *dweomer* over the desired object so that it becomes invisible to all who are in front of the caster. Note that the magic does not affect sound, so that if a crowing rooster were made to seemingly disappear, the noise of its cry would still be heard. Likewise, if an elephant were hidden by the cantrip, the sound of its tread, trumpeting, or even breathing might be heard. The *dweomer* will not work if viewers are beside or behind the caster. The cantrip lasts for 1 turn on an object of 2 cubic yards or less in volume. The duration is reduced by 1 round for every additional 2 cubic yards of volume made to seemingly disappear, until at 20 cubic yards of volume, the duration is 1 round. At over 20 cubic yards of volume, duration is reduced by 1 segment per 2 additional cubic yards; i.e., the *hide* cantrip will have a duration of 9 segments if cast on an object of 22 cubic yards volume; 8 segments for 24 cubic yards, 7 segments for 26, 6 for 28, 5 for 30, 4 for 32, 3 for 34, 2 for 36, and 1 segment for 38 cubic yards. Anything over 38 cubic yards in volume will at best momentarily disappear and then reappear again. Verbal component is an activating word such as *abracadabra* while the hand makes a pass across the forepart of the object. The caster can dispel the cantrip simply by speaking the activating word.

### Mute (Alteration)

Area of Effect: *One object* Casting Time:  $\frac{1}{10}$  segment

The *mute* cantrip allows the caster to alter the shape of small objects of a mineral nature. The magic is effective against glass, metal, stone, etc. A plane can be altered to a rod, a torus to a sphere, etc. Thus, a coin could be changed to be a ring. Similarly, glass could be changed to crystal, lead to silver, copper to gold, etc. However, the *dweomers* of magical items are too strong for this cantrip to affect them. The duration of the *mute* is but 1 round. If another individual actually touches the object affected, the *dweomer* of the cantrip might be affected: The individual touching it makes a saving throw versus spell, and if it succeeds the cantrip is dispelled. The components for the *mute* cantrip are similar to those of a *change* cantrip.

### Palm (Illusion)

Area of Effect: *One small item* Casting Time:  $\frac{1}{10}$  segment

This cantrip enables the caster to secret a small object in his hand without seeming to do so. The *dweomer* creates an illusory duplicate of the object to be palmed, so that the other can be taken while under a form of *hide* cantrip (which actually works regardless of viewer position). The illusory duplicate of the palmed object lasts but 1 segment, so it must be covered or screened from view, or else any onlookers will see it wink out of existence. A special word is spoken while a digit points at the object to be palmed. The caster may then pick up the now-invisible actual object while seemingly only touching or handling the illusory duplicate.

**Present** (Alteration)

Area of Effect: *One small item* Casting Time:  $\frac{1}{6}$  segment

A *present* cantrip enables the caster to bring any small object or series of objects from within a 2-foot radius of his or her person to his or her hand. The object or objects will appear magically in the caster's hand as he or she puts the hand upward or outward with a flourish and speaks the key word to begin the dweomer. If an object as large as a tankard is thus presented, the cantrip will be exhausted, but as many as a dozen coins could be brought to the hand before the dweomer failed. The caster must know the exact nature and location of the object or objects to be presented. If they are on the person of another individual, a saving throw versus spell applies to the individual, unless the object or objects are in plain sight.

**Person-Affecting Cantrips:****Belch** (Evocation)

Area of Effect: *One person* Casting Time:  $\frac{1}{10}$  segment

When this cantrip is cast, the subject will involuntarily belch. A saving throw is applicable only to see how loud or muffled the burping is, failure indicating a very loud belch, success meaning that the sound is relatively low and muffled. The verbal component is an almost inaudible belch, done at the same time that the caster's hand presses his or her diaphragm.

**Blink** (Evocation)

Area of Effect: *One person* Casting Time:  $\frac{1}{10}$  segment

By means of this cantrip, the caster causes the subject person (or creature) to blink his, her, or its eye or eyes. The blinking reaction is only momentary, of course, lasting no more than half a second. A successful saving throw indicates only a single eye wink, or no effect for one-eyed creatures. The verbal component is a softly spoken magical word (such as *hat-cha-cha*), voiced while the caster snaps his fingers.

**Cough** (Evocation)

Area of Effect: *One person* Casting Time:  $\frac{1}{3}$  segment

This cantrip enables the caster to make the subject individual cough spasmodically. If a saving throw is made, the cough is only a brief hacking which will not usually disturb other activities. Failing the saving throw indicates the victim is affected by a loud and active series of coughs lasting from 1 to 3 seconds. The somatic component is a gagging gesture while a gasp is verbalized.

**Giggle** (Charm)

Area of Effect: *One person* Casting Time:  $\frac{1}{3}$  segment

By means of this cantrip, the caster causes the subject individual to involuntarily giggle. The loudness and length of this reaction depend on the saving throw. If the subject fails to save, the result will be a chuckle or giggle lasting about 2 or 3 seconds. If the save succeeds, only a brief chuckle will be caused. The verbal component is a single word or phrase (known in magical circles as a "punch line") to be spoken while one finger is moved back and forth rapidly.

**Nod** (Evocation)

Area of Effect: *One person* Casting Time:  $\frac{1}{10}$  segment

This cantrip causes the subject to give an involuntary nod of the head due to muscle contraction. The effect is as if the subject were nodding in agreement or as a greeting. A successful saving throw negates the effect. The caster gives a slight nod of the head while pointing his or her small finger at the subject.

**Scratch** (Evocation)

Area of Effect: *One creature* Casting Time:  $\frac{1}{6}$  segment

A *scratch* cantrip causes the subject creature to experience an annoying itch on some portion of the body. Unless a saving throw is successful, the subject will involuntarily scratch at this itch. This scratching will take but a second, and will immediately cause the itch to cease. Verbal component is the name of some body pest (flea, louse, etc.), uttered while the area of the itch is pointed to.

**Sneeze** (Evocation)

Area of Effect: *One creature* Casting Time:  $\frac{1}{2}$  segment

A cantrip of this nature causes an irritation in the nasal passages of the subject. Unless the subject makes a successful saving throw versus spell, a sneeze will occur. This single sneeze will relieve the irritation. The caster verbalizes the name of an irritant substance while touching his or her nose.

**Twitch** (Evocation)

Area of Effect: *One creature* Casting Time:  $\frac{1}{3}$  segment

By means of this cantrip, the caster causes a muscle contraction in some portion of the subject creature's appendages — head, neck, hand, arm, foot, leg, etc. The twitch will be noticeable, but will not cause the subject great discomfort or loss of control or concentration. The cantrip is negated by a successful saving throw. Verbal component is the name of the area to be affected while the caster gazes at the area and makes a twitching motion with the hand.

**Wink** (Enchantment)

Area of Effect: *One person* Casting Time:  $\frac{1}{10}$  segment

This cantrip enables the caster to cause the subject individual to wink one eye. A saving throw indicates that the winking is rapid and not greatly noticeable, while failure to save indicates a greatly exaggerated, prolonged winking. The caster speaks a magical phrase (such as *twenty-three skidoo*) while making an imperceptible winking of his or her eye.

**Yawn** (Evocation)

Area of Effect: *One creature* Casting Time:  $\frac{1}{6}$  segment

A *yawn* cantrip makes the subject creature feel a brief wave of drowsiness which in turn evokes a yawn reaction. If a saving throw versus spell succeeds, the subject creature is totally unaffected by the dweomer of the cantrip. Failure, however, not only forces a yawn to immediately occur, but the subject is then more susceptible to a *sleep* spell. During the balance of the round in which the *yawn* cantrip was cast, and during the whole of the following round, the subject will automatically fall into comatose slumber from a *sleep* spell cast upon it, so 1 additional creature will be vulnerable to the spell if more than 1 creature of 4 or fewer hit dice are subjected to the spell. Further, if creatures of 4 + 1 to 4 + 4 hit dice are involved, there is then a chance that two such creatures will actually be affected by *sleep*. Even a creature of up to 5 + 2 hit dice can be affected by *sleep* if previously victimized by a *yawn* cantrip, but the effect of the *sleep* spell is rolled for as if the creature had 4 + 1 to 4 + 4 hit dice; i.e., there is a 50% chance that it will not be affected. The caster hums a lullaby for the verbal component while making a rocking motion with cupped hands.



## MAGIC-USER SPELLS (CANTRIPS)

### Personal Cantrips:

#### Bee (Summoning)

Area of Effect: *One bee*                      Casting Time: *½ segment*

When this cantrip is used, the caster summons a honey bee from someplace — where is of no importance, for the creature appears in seconds. The bee will appear in whatever spot the caster is gazing at, up to 1" distance from him or her. The bee is, of course, annoyed, and it is 90% likely to sting any living creature it finds itself upon. (This will certainly cause the subject to react violently if it would otherwise be so affected by a bee sting.) The verbal component is a low buzzing sound, made while the caster moves a forefinger through flight-like passes.

#### Bluelight (Conjuration)

Area of Effect: *¼' diam. sphere*                      Casting Time: *½ segment*

This cantrip enables the caster to conjure a small sphere of glowing blue radiance. The light has an eerie effect when seen from a distance, but the 3-inch sphere only illuminates an area of 5' around itself. Furthermore, the *bluelight* does not cast reflections beyond this radius. The light does not affect either infravision or ultravision. When the caster says a rhyme using the words *blue* and *light* in any combination, the *bluelight* appears in his or her open palm and remains aglow until the caster ceases to concentrate on it.

#### Bug (Summoning)

Area of Effect: *One bug*                      Casting Time: *½ segment*

A variation of the *bee* cantrip, the *bug* cantrip enables the caster to summon some form of crawling insect. The beetle or bug appears in the same manner as the bee summoned by the cantrip of that name. It will likewise be irritated and will pinch, bite, or otherwise attack the creature it might find itself upon, with appropriate results. Verbal component is the name of the insect desired while the caster's forefinger makes a sliding and pointing motion at the desired area of the bug's appearance (up to 1" distant).

#### Firefinger (Alteration)

Area of Effect: *½' line*                      Casting Time: *⅓ segment*

The *firefinger* cantrip enables the caster to cause a jet of flame up to one-half foot in length to shoot forth from his or her finger. The flame is very hot and will ignite combustible materials such as parchment, twigs, kindling, and the like without difficulty, providing the materials are relatively dry. The flame persists for up to 1 segment. To bring about the magic of this cantrip, the caster speaks a word of power over elemental fire (such as *ron-son*, *zip-po*, or the much revered word, *dun-hill*), extends the forefinger, and makes a sideways motion with the thumb.

#### Gnats (Summoning)

Area of Effect: *1 cubic foot*                      Casting Time: *½ segment*

A cantrip of this nature is similar to the *bee* and *bug* cantrips described above, except that when it is used a cloud of gnats is summoned. The swarm will immediately proceed to fly around the head of the nearest living creature (which must be no more than 1" from the caster), and unless this creature makes a successful saving throw versus poison, the cloud of gnats will distract the creature for from 1-4 segments before the gnats fly elsewhere. The verbal component is a high-pitched buzzing sound made with the tongue and upper palate while the caster points a digit at the area in which the gnat cloud is to appear.

#### Mouse (Summoning)

Area of Effect: *One mouse*                      Casting Time: *½ segment*

Similar to the cantrip which summons a bee or a bug, the *mouse* cantrip enables the caster to bring forth a mouse up to 1" from his or her position. The animal will be a typical field mouse or as similar a species as possible. When it arrives, the caster will have no control over the mouse, and the animal will behave as would any mouse in the given situation. The caster speaks a summoning word (typically the name of a food desirable by mice) while holding his or her hands in such a way as to resemble mouse ears.

#### Smokepuff (Evocation)

Area of Effect: *1' diam. cloud*                      Casting Time: *⅓ segment*

When this cantrip is employed, a puff of actual smoke appears in the desired location, up to 1" distant from the caster, and will ascend as would a normal cloud of smoke, or be dissipated, depending on the prevailing conditions. The caster can cause the smoke to be either white, gray, black, brown, yellow, or green. The caster names the color of smoke desired while moving a hand from an extended horizontal position to a vertical one, meanwhile breathing forth a puff of air.

#### Spider (Summoning)

Area of Effect: *One spider*                      Casting Time: *½ segment*

This cantrip, much as does a *bee* or *bug* or *mouse* or *gnats* cantrip, summons a small, ordinary spider from elsewhere to the location desired by the caster, up to 1" distant from his or her person. The arachnid so summoned will usually be a common garden spider or the like, no larger than an inch or two in diameter, and basically harmless. There is a 5% chance that the creature will turn out to be one with powerful poison (black widow, brown recluse, etc.). Since the spider summoned will be annoyed, the creature upon which it finds itself, if such is the case, will be subject to an immediate bite attack. This will have only a momentary effect, distracting the victim for 1 segment, for a normal spider. If the spider is of the very poisonous sort, the victim must also make a saving throw versus poison at +4. Success indicates 1 point of damage is inflicted. Failure indicates 2 points of damage are inflicted, and the victim will feel sick and be unable to act normally for 1-4 days unless a *neutralize poison* spell is cast to remove the toxin. (A *slow poison* will defer the sickness for 1 day.) To cast the cantrip, the caster speaks the word *arachnid* while spreading his or her fingers and wiggling them.

#### Tweak (Conjuration)

Area of Effect: *One creature*                      Casting Time: *⅓ segment*

By means of this cantrip, the caster causes an unseen thumb and forefinger to harmlessly, but annoyingly, tweak some portion of a chosen subject within a 1" radius of the caster. Portions subject to the *tweak* cantrip are: cheek, nose, ear, beard, moustache, whiskers, or tail. The cantrip's effects do not disturb spell casting, although the tweaking might distract any creature by causing it to turn to discover the source of the annoyance. A failure to save versus spell (with respect to creatures with an intelligence under 7), or failure to roll a score greater than intelligence on 3d6 (with respect to creatures with intelligence of 7 or greater), indicates a 1-segment distraction. The caster speaks a magic phrase (such as *kitchy-kitchy-coo*) while making a pinching and pulling motion with thumb and forefinger.

#### Unlock (Conjuration)

Area of Effect: *One lock*                      Casting Time: *½ segment*

This cantrip enables the caster to conjure an invisible, key-like force

appropriate to the locking mechanism to be opened (or closed). The *unlock* cantrip will affect only simple locks of the most basic sort — typically those which have closing pressure prongs or bolt and pins, or bolt and spring closures. Locks with tumblers or levers, as well as secret-combination locks, are not subject to this cantrip. Note that simple locks with complex wards to prevent skeleton-key triggering will be subject to an *unlock* cantrip. While the caster speaks a word or phrase associated with locks (*tick-tock-doublelock* or *yah-el*, etc.) he or she makes a twisting motion with fingers held as if to grasp a key.

### Haunting-Sound Cantrips:

#### Creak (Evocation)

Area of Effect: *Special* Casting Time:  $\frac{1}{6}$  segment

By means of this cantrip, the caster evokes a noise similar to that of a door with corroded hinges slowly opening, or else a sound as if someone or something were walking across squeaking floorboards. The former sound lasts for  $\frac{1}{3}$  segment; the latter noise will last half a segment and seem to traverse up to 10 feet distance. The caster makes a low creaking sound in his or her throat while using a hand to make an opening motion or fingers to make a walking motion.

#### Footfall (Illusion)

Area of Effect: *Special* Casting Time:  $\frac{1}{6}$  segment

When this cantrip is used, the caster creates the audial illusion of footsteps. The sound is as if a human or humanoid was walking. The footfalls can be soft or fairly noisy. They can approach, move away from, follow, or otherwise seem to parallel a person or party. They must begin within 1" of the caster, but they may thereafter move away from him or her up to a 2" distance, or may approach closer than 1". The caster must softly vocalize sounds similar to footsteps while pointing in the area they are to occur initially and subsequently.

#### Groan (Illusion)

Area of Effect: *Special* Casting Time:  $\frac{1}{6}$  segment

A *groan* cantrip creates the audible illusion of a wracking cry coming from some location no more than 1" from the caster. Naturally, those creatures within hearing distance are allowed a saving throw versus spell, and if it succeeds, the individual will hear no such noise. The caster makes a soft groaning sound in his or her throat while pointing to the area from which the sound is to appear to come. A container or door will not hamper the range, so that a groaning sound can be made to seem to come from behind a door, in a chest, etc.

#### Moan (Illusion)

Area of Effect: *Special* Casting Time:  $\frac{1}{10}$  segment

This cantrip is the same as a *groan* cantrip, except that the sound involved is either a pitiful moaning or else an eerie one. The desired sound is either a low-pitched one for the haunting effect or a high-pitched one for the pitiful effect.

#### Rattle (Illusion)

Area of Effect: *Special* Casting Time:  $\frac{1}{10}$  segment

By means of this cantrip, the caster causes the audible illusion of a rattling sound associated with chains. Its direction and distance is the same as for a *groan* cantrip. The sound will last for up to 2 seconds. All creatures within 1" of the sound are entitled to a saving throw versus spell to determine whether they hear the illusionary sound. The spell caster names the rattling device which he or she desires to create the illusion of while shaking one hand vigorously.

#### Tap (Evocation)

Area of Effect: 1 sq. ft. Casting Time:  $\frac{1}{6}$  segment

By means of this cantrip, the caster is able to evoke an invisible force which will tap or rap against some solid object — a door, lid, floor, table, wall, pane, or whatever. The sound will occur once, twice, or thrice, according to the number of fingers extended by the caster. It is an actual sound; creatures within 1" of the noise will certainly hear it if they are able. Verbal component is a hollow sound created by the tongue against the palate, or a key phrase spoken softly, while the finger makes a tapping motion.

#### Thump (Illusion)

Area of Effect: *Special* Casting Time:  $\frac{1}{10}$  segment

An audible illusion, the *thump* cantrip causes all creatures within a 1" radius of the area of effect to hear a loud but muffled thumping sound, as if something large just fell from a height of a foot or so. A successful saving throw versus spell nullifies the cantrip's effect. The caster can cause the sound to seemingly come from any location within a 1" radius of his or her person. The caster swallows loudly while pointing toward the area where the cantrip is to come from, while thinking of the thumping sound.

#### Whistle (Evocation)

Area of Effect: *Special* Casting Time:  $\frac{1}{6}$  segment

When this cantrip is cast, the dweomer causes a faint or loud whistling sound. A faint whistling can be heard within 10', a loud one within 30'. The sound can be sharp and normal-seeming or echoing, hollow, and eerie. The caster must whistle softly in a manner similar to the desired sound while he or she looks at the area from which the sound is to come and holds two fingers near his or her mouth.

### First Level Spells:

#### Alarm (Evocation)

Level: 1 Components: V, S, M  
Range: 1" Casting Time: 1 round  
Duration: 2-8 turns + 1 turn/level Saving Throw: None  
Area of Effect: Up to 20 sq. ft./level

Explanation/Description: When an *alarm* spell is cast, the magic-user causes a selected area to react to the presence of any living creature larger than a normal rat, i.e. anything larger than about one-half cubic foot in volume or more than about 3 pounds in weight. The area of effect can be a portal, a section of floor, stairs, etc. As soon as any living creature sets foot upon the area, touches it, or otherwise contacts it, the *alarm* spell will evoke a loud ringing which will be clearly heard within a 60' radius. (Reduce the radius by 10' for interposing doors, by 20' for substantial interposing walls.) The sound will last for 1 segment and then cease. While undead creatures will *not* cause the spell to function, invisible creatures, as well as those from other planes who are otherwise alive, will do so. Ethereal or astrally projected creatures will not trigger an *alarm*, but flying and levitating creatures will. The material components of this spell are a tiny bell and a piece of very fine silver wire.

#### Armor (Conjuration)

Level: 1 Components: V, S, M  
Range: Touch Casting Time: 1 round  
Duration: *Special* Saving Throw: None  
Area of Effect: One creature

Explanation/Description: By means of this spell, the caster creates

**Ninth Level Spells:****Crystalbrittle** (Alteration)

Level: 9  
 Range: *Touch*  
 Duration: *Permanent*  
 Area of Effect: *2 cu. ft. per level of caster*

Components: *V, S*  
 Casting Time: *9 segments*  
 Saving Throw: *Special*

Explanation/Description: The dweomer of this spell causes metal, whether as soft as gold or as hard as adamantite, to turn to a crystalline substance as brittle and fragile as crystal. Thus a sword, metal shield, metal armor, or even an iron golem can be changed to a delicate, glass-like material easily shattered by any forceful blow. Furthermore, this change is unalterable short of by means of a *wish* spell; i.e., *dispel magic* will not reverse the spell.

The caster must physically touch the target item — equal to a hit in combat if the item is being worn or wielded, or is a monster. Any single metal item can be affected by the spell. Thus, a suit of armor being worn by the subject can be changed to crystal, but the subject's shield would not be affected, or vice versa. All items gain a saving throw equal to their magical bonus value or protection. A +1/+3 sword would get a 10% (average of the two plusses) chance to save; +5 magic armor a 25% chance to be unaffected; an iron golem a 15% chance to save (for it is hit only by magic weapons of +3 or better quality). Artifacts and relics of metal have a 95% chance to be unaffected by the spell. Affected items not immediately protected will be shattered and permanently destroyed if struck by a normal blow from a metal tool or any weighty weapon, including a staff.

**Energy Drain** (Evocation)

Level: 9  
 Range: *Touch*  
 Duration: *Permanent*  
 Area of Effect: *One creature*

Components: *V, S, M*  
 Casting Time: *3 segments*  
 Saving Throw: *None*

Explanation/Description: By casting this spell, the magic-user opens a channel between the plane he or she is on and the Negative Material Plane, the caster becoming the conductor between the two planes. As soon as he or she touches (equal to a hit if melee is involved) any living creature, the victim loses two energy levels (as if struck by a spectre). A monster loses two hit dice permanently, both for hit points and attack ability. A character loses levels, hit dice and hit points, and abilities permanently (until regained through adventuring, if applicable). The material component of this spell is essence of spectre or vampire dust. Preparation requires three segments, the material component is then cast forth, and upon touching the victim the magic-user speaks the triggering word, causing the dweomer to take effect instantly. There is always a 5% (1 in 20) chance that the caster will also be affected by the *energy drain* and lose one energy level at the same time the victim is drained of two. Humans or humanoids brought to zero energy level by this spell become juju zombies.

**Mordenkainen's Disjunction** (Alteration - Enchantment)

Level: 9  
 Range: *0*  
 Duration: *Permanent*  
 Area of Effect: *3' radius*

Components: *V*  
 Casting Time: *9 segments*  
 Saving Throw: *Special*

Explanation/Description: When this spell is cast, all magic and/or magic items within the radius of the spell, except those on the person of or being touched by the spell caster, are *disjoined*. That is, spells being cast are separated into their individual components (usually spoiling the effect as does a *dispel magic*), and *permanent* and magicked items must likewise save (versus spell if actually cast on a creature, or versus a *dispel magic* otherwise) or be turned into normal items. Even artifacts and relics are subject to *Mordenkainen's Disjunction*, although there is only a 1%

chance per level of the spell caster of actually affecting such powerful items. Thus, all potions, scrolls, rings, rods *et al*, miscellaneous magic items, artifacts and relics, arms and armor, swords and miscellaneous weapons within 3' of the spell caster can possibly lose all their magical properties when *Mordenkainen's Disjunction* is cast.

Note: Destroying artifacts is a dangerous business, and 95% likely to attract the attention of some powerful being who has an interest or connection with the device. Additionally, if an artifact is destroyed, the casting magic-user must save versus spell at -4 or permanently lose all spell casting abilities.

**Succor** (Alteration - Enchantment)

Level: 9  
 Range: *Touch*  
 Duration: *Special*  
 Area of Effect: *One individual*

Components: *V, S, M*  
 Casting Time: *1 to 4 days*  
 Saving Throw: *None*

Explanation/Description: This spell is essentially the same as the 7th-level cleric spell of the same name. A *succor* spell cast by a magic-user will *teleport without error* the individual breaking the object and speaking the command word. If the reverse is used, the archmage is likewise brought to the presence of the individual. Unlike the cleric spell of the same name (qv), the summoned archmage has no choice than to answer the summons, making this version of the spell rare indeed. Intervening planes have only a 1% chance each, cumulative, of causing irrevocable loss of the individual or spell caster involved in the *succor*. The material component used must be gem material of not less than 5,000 gp value; whether it is a faceted gem or not is immaterial. The components can only be enchanted once per month (usually on the night of a clear, full moon). At that time, the object is "set" for the type of *succor* and its final destination (either the location of the spell casting or an area well known to the mage).

**ILLUSIONIST SPELLS****CANTRIPS**

For general information on cantrips and how they are cast by illusionists, see the text under the heading of magic-user cantrips beginning on page 45. Everything given therein applies to illusionists and aspiring illusionists as well, including the ability to use those minor spells defined as magic-user cantrips. Below and on the following page are described the special *minor illusion* cantrips available only to those of the illusionist sub-class.

**Minor Illusion Cantrips:****Colored Lights** (Alteration)

Area of Effect: *Special*      Casting Time: *½ segment*

When this cantrip is used, the caster creates one or more globes of pastel light (cf. magic-users' *bluelight* cantrip). A single globe of illumination 1 foot in diameter can be brought forth, or a pair of 6-inch-diameter globes, three 4-inch globes, or four 3-inch globes. The caster can cause these globes of light to be of any pastel color. Each will illuminate a radius around it equal to five diameters; i.e., a 1-foot globe sheds a 5-foot radius of brilliance, while a 3-inch sphere of light illuminates only a radius of 15 inches. As long as the caster concentrates on the *colored lights*, the cantrip will remain active, and the globe or globes will float near or rest upon the caster, as he or she desires, within the 1' range. Globes can be moved back and forth, up and down, to and fro as desired. The illumination from any one of them will not cast reflections beyond 1", and the light shed cannot be detected beyond 3". Infravision and ultravision are not affected if light is colored pale blue or pink, but other hues will disturb these visual capabilities. Verbal and somatic components are these: The caster must speak the color and number of globes desired, then speak a magic word (*noma*, *mazda*, etc.), while directing the globes with one or more fingers.

## ILLUSIONIST SPELLS (CANTRIPS)

### Dim (Alteration)

Area of Effect: *Special* Casting Time:  $\frac{1}{2}$  segment

By means of a *dim* cantrip, the illusionist causes a light source to become weaker or the very air to become less permeated by light rays. If light sources are to be affected, then about 6 torches, a medium-sized fire (such as in a fireplace or campfire), 72 candles, or even a *light* or *continual light* spell can be affected. The *dim* cantrip will cause any of the above light sources to at best shed only half their normal radiance for one full round. Torches will burn only as brightly as candles; candles will but glow dimly; a fire will become torchlike in illumination, and all *light* spells dim to half their normal brightness. Affected light must be within 1" of the caster. He or she must speak a magical phrase (such as *bee-row-nout* or *rhee-oh-stat*) and make a downward motion with one hand to effectuate the cantrip.

### Haze (Alteration)

Area of Effect:  $1''$  cube Casting Time:  $\frac{1}{2}$  segment

When a *haze* cantrip is cast, the atmosphere in the desired area of effect becomes cloudy, as if layered by smoke or filled with floating dust. Any creature attempting to discharge missiles or cast spells at a target screened by such a haze will be affected. The target is 5% harder to hit, so missile discharge is at -1 "to hit" and saving throws are at +1 (or one is given when otherwise none is allowed, although it is only a 5% chance to save in the latter case). Hiding in shadows is 5% more effective when screened by a *haze* cantrip. The hazy effect lasts but a single round. It must be cast over an area within 1" of the caster. Atmospheric conditions will destroy the haze if applicable — a good breeze, rain, etc. A *gust of wind* spell will immediately disperse the *haze*. The caster hums a melody while the hands make passes before the body to effectuate this cantrip.

### Mask (Illusion)

Area of Effect: *One person* Casting Time:  $\frac{1}{6}$  segment

A *mask* cantrip enables the caster to alter his or her visage, or the visage of whatever subject individual (human, demi-human, or humanoid) he or she chooses, by means of an illusion. Ears, hair, head shape, facial features, and all such aspects of appearance are affected. The *mask* will only be detectable if a viewer peers closely or can *detect illusion* and does so. The effect lasts for 3-6 rounds. The caster touches his or her face, thinks of the desired features, and then speaks a word descriptive of the visage desired.

### Mirage (Illusion)

Area of Effect:  $2$  sq. ~ Casting Time:  $\frac{1}{2}$  segment

This cantrip lets the caster cause an area to appear to be something other than it is. The *mirage* cantrip brings an illusory scene to cover the area. The area must be relatively flat and featureless, and the *mirage* must be an actual place, in existence at the time, which the caster has actually beheld. A saving throw versus spell is applicable. The cantrip lasts for as long as the caster concentrates, although each round there is a 5% cumulative chance that it will waver and reveal its true nature. Touching a mirage will instantly dispel the cantrip, as will *dispel illusion* or *dispel magic*. The caster must speak a word or two descriptive of the *mirage* and then make a single pass to cause the magic to begin. It is maintained by concentration alone thereafter.

### Noise (Illusion)

Area of Effect:  $1''$  radius Casting Time:  $\frac{1}{6}$  segment

The caster of a *noise* cantrip causes illusory sound of whatever nature he or she desires, although it is indistinct and confusing. Thus, he or she can cause a murmuring sound as if many voices were speaking behind a thick door or at a great distance, a rushing sound similar to wings and

wind combined, shuffling and scraping as if many people were moving things or walking slowly but at some distant place, etc. All creatures within the area of effect will be subject to the cantrip, but each gets a saving throw. Success negates the *noise* with respect to the individual. Range is 1" for the cantrip's radius of sound. The caster points a digit at the desired area and then softly makes sounds imitative of the noises desired.

### Rainbow (Alteration)

Area of Effect: *Special* Casting Time:  $\frac{1}{3}$  segment

By means of this cantrip, the caster brings into being a plane of pastel colors which exactly duplicates a rainbow. He or she can cause this 30-foot-long, 1-foot-wide band of color to arch into a bowed shape, remain a ribbon, twist and turn, etc. In any event, one end of the *rainbow* must be within 1" of the caster when the cantrip is cast. The colors will glow softly and be visible even in total (normal) darkness. If no motion is desired, the caster may leave the vicinity of the *rainbow*. If motion is desired, the caster must control it by hand gesture and remain within 1" of it. The *rainbow* will last for 1 round and then fade away. All creatures failing to save versus spell will gaze at the *rainbow* for 1-4 segments, 2-5 if the caster keeps it in motion. Verbal component is a name of power (*garland*, *pegee-lee*, etc.), which is spoken while the fingers of both hands form a pyramid.

### Two-D'illusion (Illusion)

Area of Effect:  $4$  sq. ~ Casting Time:  $\frac{1}{6}$  segment

This cantrip is virtually the same as a *phantasmal force* spell in most respects. The caster creates a two-dimensional illusion of whatever he or she desires. If any viewer sees it from an angle of more than 45° from its horizontal or vertical viewing axis, the nature of the illusion will be immediately apparent. It is dispelled by touch or magic (*dispel illusion* or *dispel magic*). It is invisible from the side or the rear, and lasts as long as the caster concentrates upon it. To effectuate the cantrip, the caster must speak a phrase descriptive of the illusion while making a circular motion with his closed hand.

### First Level Spells:

#### Chromatic Orb (Alteration - Evocation)

Level: 1	Components: V, S, M
Range: 0	Casting Time: 1 segment
Duration: <i>Special</i>	Saving Throw: <i>Special</i>
Area of Effect: <i>One creature</i>	

Explanation/Description: The *chromatic orb* spell enables the illusionist to create a small globe of varying hue in his or her hand and hurl it at any opponent he or she desires, providing there are no barriers between the illusionist and the target creature, and that the target creature is within 3" (the longest distance the chromatic orb can be hurled). It is magical, and even creatures normally struck only by +5, +4, etc. magic weapons will be affected by the *chromatic orb* if it strikes. Magic resistance withstands this spell, of course. At 1" or closer, there is a +3 chance "to hit," at over 1" to 2" there is a +2 chance to strike the target, and from over 2" to the maximum 3" range the chance "to hit" is only +1. If a *chromatic orb* misses a target, it dissipates without further effect. The color of the globe determines its effect when a subject is struck. Low-level illusionists are restricted as to what color orb they can bring into existence by means of this spell, although the hues below their level are always available

