



CANTRIPS

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This article presents optional rules for minor magical effects usable by arcane spell casters. These add fun flavour to wizardly classes, and can sometimes be used in creative ways when adventuring.

About Cantrips

Before beginning their adventuring career, arcane spell casters undergo years of arduous study, learning the theories of magic, the words and gestures to manipulate arcane energies, and finally the techniques for memorising spells. For a beginner, even lowly 1st level spells are too taxing, so apprentices first practice with simple spells of lesser power. These are known as *cantrips*.

Learning Cantrips

Dedicated arcane spell casters (e.g. illusionists, magic-users) know a number of cantrips depending on their level. The table below shows both the number of cantrips in the character's spell book and the number they can memorise. Cantrips are selected by the referee (who may allow the player to choose or roll).

Number of Cantrips

Level	Cantrips
1–2	2
3–4	3
5+	4

Adding cantrips: An arcane spell caster can add new cantrips to their spell book in the same way as other arcane spells. See *Spell Books* in *Old-School Essentials*.

1. Book Leaf

Duration: Concentration

Range: 10'

The caster can magically open a book and leaf through its pages without touching it.

2. Cleaning Brush

Duration: 1 turn

Range: Touch

A broom or mop takes on a life of its own and cleans an area designated by the caster (up to a 30' × 30' area in 1 turn).

3. Coloured Flame

Duration: 1 turn

Range: 20'

A flame within range is imbued with a hue of the caster's choosing.

4. Floating Trinket

Duration: Concentration

Range: 10'

The caster causes a small possession within range to levitate and float through the air at up to 1' per round.

Object weight limit: 10 coins or less.

Possessions: Only objects owned by the caster for at least a day can be affected.

Manipulation: The object cannot be manipulated with enough force or precision to enact its function as a tool.

5. Magic Quill

Duration: Concentration

Range: 10'

A quill floats and moves of its own accord, magically transcribing the caster's words onto a page.

6. Open / Close Portal

Duration: Instant

Range: 20'

An unlocked portal (e.g. door, window, chest lid) within range swings opens or shut as the caster desires.

7. Rune

Duration: 1 turn

Range: Touch

The caster traces a glowing sigil in the air or on a surface or object.

Personal sigil: Each caster's rune is unique and can be used to identify them.

8. Sense Magic

Duration: Concentration

Range: Touch

The caster attunes their mind to subtle arcane energies, attempting to detect magic on a creature or object touched.

Chance: Each turn the caster spends in concentration, they have a 2-in-6 chance of detecting magic on the subject. The referee should roll this chance, as the caster does not know if the roll failed or if there is no magic present.

9. Smoke Rings

Duration: Concentration

Range: The caster

While smoking a pipe, the caster gains the ability to blow impressive smoke rings of any colour desired.

Read Magic Cantrip (Optional Rule)

Traditionally, arcane casters can only use magic scrolls found in treasure hoards by means of the *read magic* spell. This makes scroll use a challenge, as many casters do not have access to *read magic*.

Groups wishing to make scrolls easier to use can demote *read magic* from a 1st level spell to a cantrip that is automatically known by all arcane casters, in addition to the normal number of cantrips known. This does not alter the number of cantrips a character can *memorise*, however.

10. Spark

Duration: Instant

Range: Touch

A tiny spark of flame flashes at the caster's fingertip.

Light: The spark sheds momentary light in a 5' radius.

Igniting: The spark can be used to ignite flammable material (e.g. oil, tinder).

11. Vanish

Duration: 1 round

Range: Touch

A small object touched by the caster becomes invisible for 1 round.

Object weight limit: 10 coins or less.

12. Wizard Flame

Duration: Concentration

Range: Touch

A wan flame wreathes the caster's hand, producing flickering, heatless light.

Radius of light: 5'.