

Cantrips for 3rd Edition

Name	Range	Duration	Area of Effect	Casting time	Saving Throw
Bee	10'	Permanent	One bee	1 action	None
Belch	10'	Instantaneous	One person	1 action	Special
Blink	10'	1/2 second	One person	1 action	Special
Bluelight	10'	As long as concentrated	3" sphere gives 5' illuminatn	1 action	None
Bug	10'	Permanent	One bug	1 action	None
Change	10'	Special	One object	1 action	None
Chill	10'	Instantaneous	1' cube	1 action	None
Clean	10'	Permanent	4 square yards	1 action	None
Colour	10'	30 days	1 cubic yard	1 action	None
Cough	10'	Brief or 1-3 seconds	One person	1 action	Special
Creak	10'	1/3 or 1/2 segment	Special	1 action	None
Curdle	10'	Permanent	One object	1 action	None
Dampen	10'	Special	1 cubic yard	1 action	None
Dirty	10'	Permanent	4 square yards	1 action	None
Distract	10'	1 segment	Special	1 action	None
Dry	10'	Permanent	1 cubic yard	1 action	None
Dust	10'	Permanent	10' radius	1 action	None
Dusty	10'	Permanent	10' radius	1 action	None
Exterminate	10'	Permanent	One small creature	1 action	None
Firefinger	10'	Up to 1 segment	1/2' line	1 action	None
Flavour	10'	Permanent	One object	1 action	None
Footfall	10'	1 segment	Special	1 action	None
Freshen	10'	Special	One object	1 action	None
Gather	10'	Permanent	1 square yard	1 action	None
Giggle	10'	Brief or 2-3 seconds	One person	1 action	Special
Gnats	10'	Permanent	1 cubic foot	1 action	None
Groan	10'	Special	Special	1 action	None
Hairy	10'	Permanent	One object	1 action	None
Hide	10'	Special	One object	1 action	None
Knot	10'	Permanent	One object	1 action	None
Moan	10'	Special	Special	1 action	None
Mouse	10'	Permanent	One mouse	1 action	None
Mute	10'	1 round	One object	1 action	None
Nod	10'	Instantaneous	One person	1 action	Neg
Palm	10'	1 segment (Special)	One small item	1 action	None
Polish	10'	Permanent	One object	1 action	None
Present	10'	Special	One small item (more smaller)	1 action	None
Rattle	10'	Special	Special	1 action	None
Ravel	10'	Permanent	Special	1 action	None
Salt	10'	Permanent	One object	1 action	None
Scratch	10'	One second	One person	1 action	Neg
Shine	10'	Permanent	One object	1 action	None
Smokepuff	10'	Depending on conditions	1' diameter cloud	1 action	None
Sneeze	10'	Instantaneous	One person	1 action	Neg
Sour	10'	Permanent	One object	1 action	None
Spice	10'	Permanent	One object	1 action	None
Spider	10'	Permanent	One spider	1 action	None
Spill	10'	Permanent	One container	1 action	None
Sprout	10'	Permanent	One cubic yard	1 action	None
Stitch	10'	Permanent	Special	1 action	None
Sweeten	10'	Permanent	One object	1 action	None
Tangle	10'	Permanent	One object	1 action	None
Tap	10'	One two or three taps	1 square foot	1 action	None
Tarnish	10'	Permanent	One object	1 action	None
Thump	10'	Instantaneous	Special	1 action	Neg

Tie	10'	Permanent	One object	1 action	None
Tweak	10'	Special	One person	1 action	Neg
Twitch	10'	Instantaneous	One person	1 action	Neg
Unlock	10'	Permanent	One lock	1 action	None
Untie	10'	Permanent	One object	1 action	None
Warm	10'	Instantaneous	1' cube	1 action	None
Whistle	10'	1 segment	Special	1 action	None
Wilt	10'	Permanent	One object	1 action	None
Wink	10'	Special	One person	1 action	1/2
Wrap	10'	Permanent	1 cubic yard	1 action	None
Yawn	10'	Special	One person	1 action	Neg