

The conjurer Astrobal spent many years researching how to summon and bind spirits with innate abilities that a wizard could utilize. Some of his first successes were in mastering minor spirits of magic from the astral realms. These spirits were actually formed, he theorized, by the stuff of magic and the imprints that thousands of spell castings had on the essence of astral space. This magical energy could be harnessed into a force capable of manifesting in our own world as an insubstantial spirit — appearing as a floating, subtle disturbance of the air, as if from a heat mirage, six inches long at most — that could be bound into places or objects, or to a caster.

The results of his summoning research were tiny formless entities — cantrip spirits — that could manifest magical power. The creatures have only rudimentary abilities and no true intellect or soul, but they are beings similar to elementals. Cantrip spirits have an affinity to arcane magic and seem to dissipate if not mystically bonded to a source of such magic, be it a place with permanent spells in place, a magical item, or an arcane spellcaster. Astrobal found that he could command his summoned spirits to manifest spell effects, as well. The first such spirits caused effects such as light and noise generation, and the manipulation of objects. Further research led to the creation of cantrip spirits that harnessed the powers of detecting magic and poisons. Once summoned, these spirits remain with the target they are bound to. Astrobal found, however, that he could command them to slowly move up to 30 feet from the point they were bound. In addition, command words can be woven into the binding so that possessors of items with bound spirits, or those dwelling in places so imbued, can utilize them.



## CANTRIP SPIRIT

	<b>Fine Outsider (Incorporeal)</b>
<b>Hit Dice:</b>	1/2d8–4 (1 hp)
<b>Initiative:</b>	+0 (–4 Dex, +4 Improved Initiative)
<b>Speed:</b>	Fly 5 ft. (poor)
<b>AC:</b>	14 (+8 size, –4 Dex)
<b>Attacks:</b>	None
<b>Damage:</b>	None
<b>Face/Reach:</b>	1/2 ft. x 1/2 ft./0 ft.
<b>Special Qualities:</b>	Bound, Cantrip Manifestation, Darkvision 60 ft., Immunities
<b>Saves:</b>	Fort –2, Ref –2, Will –2
<b>Abilities:</b>	Str —, Dex 3, Con 3, Int 3, Wis 3, Cha 3
<b>Skills:</b>	Hide +14
<b>Feats:</b>	Improved Initiative
<b>Climate/Terrain:</b>	The Astral Plane
<b>Organization:</b>	Solitary
<b>Challenge Rating:</b>	1/2
<b>Treasure:</b>	None
<b>Alignment:</b>	Always neutral
<b>Advancement:</b>	None



Bound cantrip spirits only exist on the Material Plane for 1 hour per level of the caster or less, depending on whether a magical source is present, or for a year and a day if its duration is magically extended; see the spells, below.

**Bound (Su):** A cantrip spirit must be bound to a place or object, or to a caster, otherwise it dissipates and returns to the Astral Plane from whence it came. Cantrip spirits cannot move more than 30 feet from the place, object, or person it is bound to, though they do move along with the person or object they are bound to.

**Cantrip Manifestation (Sp):** The various types of cantrip spirits can each manifest one minor magical effect as an at-will spell-like ability, that can also be triggered or stopped by a command word spoken by the person it is bound to or spoken by anyone within 30 feet of the spirit's binding location. The duration of this power is based on the concentration given it by the spirit. Cantrip spirits are known to have been created possessing following effects: *dancing lights*, *daze*, *detect magic*, *detect poison*, *disrupt undead*, *flare*, *ghost noise*, *light*, *mage hand*, and *ray of frost*. *Detect* spells cause the spirit to glow when it detects something. *Detect magic* spirits glow blue, while *detect poison* spirits glow green. Other cantrip spells may be possible at the GM's discretion.

**Incorporeal Subtype:** Incorporeal creatures can only be harmed by other incorporeal

creatures, by +1 or better weapons, or by spells, spell-like effects, or supernatural effects. They are immune to all non-magical attack forms, and cannot be tripped or grappled by corporeal creatures. They cannot fall or suffer falling damage. An incorporeal creature has a 50% chance to ignore any damage from a corporeal source. The physical attacks of incorporeal creatures ignore material armor. Incorporeal creatures are not burned by normal fires, affected by natural cold, or harmed by mundane acids. They do not leave footprints, have no scent, make no noise, and can pass through solid objects at will.

**Outsider:** Outsiders have Darkvision with a range of 60 feet. They are proficient with all simple weapons and those mentioned in their entries. A slain outsider cannot be *raised* or *resurrected*, although a *wish* or *miracle* spell can restore it to life.

**Skills:** Cantrip spirits have a +16 size bonus to Hide checks. This is already worked into the stat block above.

### NEW SPELL: ASTROBAL'S SUMMON CANTRIP SPIRIT

Conjuration (Summoning)

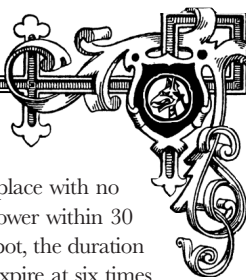
**Level:** Sor/Wiz 3

**Components:** V, S, F, M

**Casting Time:** 1 full round



## CANTRIP SPIRIT



**Range:** Close (25 ft. + 5 ft./2 levels)  
**Effect:** One summoned cantrip spirit  
**Duration:** 1 hour/level or less (see text) (D)  
**Saving Throw:** None  
**Spell Resistance:** No

This spell summons a cantrip spirit to serve the caster. The caster can bind the spirit to the point it was summoned, to an object, or to himself or another person. If bound to a spot, the spirit can be commanded to move no more than 30 feet from that spot. If bound to a person or to an object, the spirit will move with the person or object and can change its position relative to him or it, but can not move beyond 30 feet away. As a free action, the person a cantrip spirit is bound to can command the spirit to manifest or stop manifesting its one power. If a cantrip spirit is bound to a place or object, the caster designates a command word that anyone can use to require the spirit to manifest or cease manifesting its power as long as they speak the word within 30 feet of the spirit's binding location.

The caster is limited to binding his Wisdom modifier (or a minimum of one if he has no positive Wisdom modifier) in cantrip spirits at any one time. If the

spirit is bound to a place with no source of magical power within 30 feet of the binding spot, the duration of its presence will expire at six times the normal rate, and it will dissipate the round after it's summoned if it's not immediately bound to this plane. Magical sources include permanent or ongoing spells, magic items within the area, arcane spellcasters in the area, and other magical effects.

**Focus:** A summoning circle.

**Material Component:** Candles must be placed on specific sigils in the circle and be burned during the casting of the summoning.

### NEW SPELL. ASTROBAL'S PERSONAL CANTRIP SPIRIT BINDING

Transmutation

**Level:** Sor/Wiz 4

**Components:** V, S, F, M

**Casting Time:** 1 full round

**Range:** Close (25 ft. + 5 ft./2 levels)

**Target:** One summoned cantrip spirit

**Duration:** 1 year and 1 day (D)

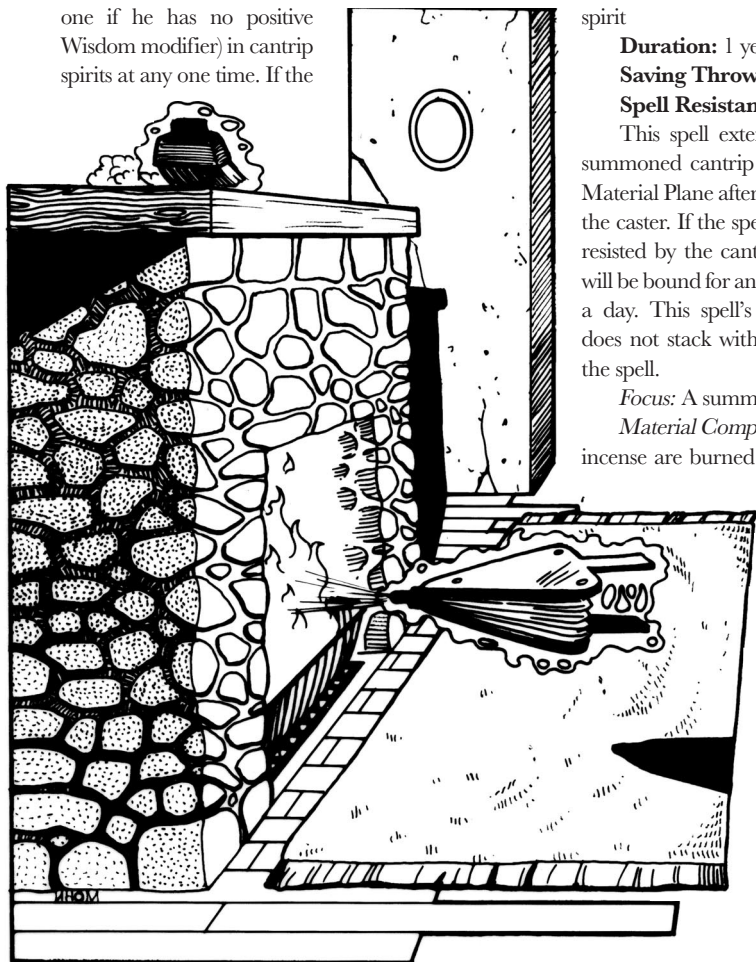
**Saving Throw:** Will negates

**Spell Resistance:** Yes

This spell extends the duration a summoned cantrip spirit exists on the Material Plane after it is bound there by the caster. If the spell is not successfully resisted by the cantrip spirit, the spirit will be bound for an additional year and a day. This spell's extended duration does not stack with further castings of the spell.

**Focus:** A summoning circle.

**Material Component:** Candles and incense are burned during the casting; the incense must include at least 200 gp worth of myrrh.

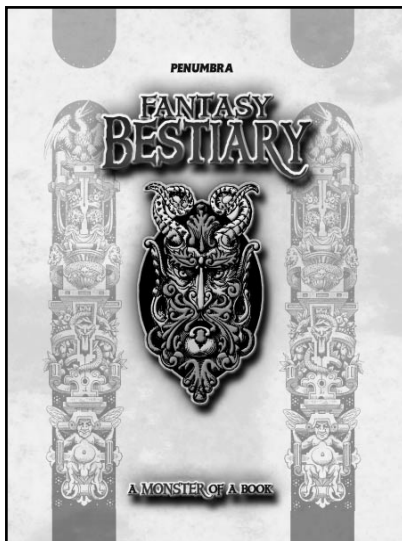


upon death or the expiration of their summoning, cantrip spirits dissipate, releasing their magical energy back to the astral plane.

## ADVENTURE SEEDS

1 — Upon subduing a small band of goblin raiders, the party finds their captives easily intimidated confessing their recent activities. The goblins had heard of a hermit who lived alone in a cave but was known for speaking with spirits and for his oracular powers. They went in search of his advice on tribal politics, but when they found he was sick their leader decided they should kill him and take his treasure. Some in the band were uneasy about this, worrying about curses and wizardly might. The leader's poisoned dagger, however, laid open the wizard's side and the band retreated, waiting for him to die.

The poison was not quick, and the hermit managed to put some of them to sleep, cause great goutts of flame to erupt from his hands, and finally shout out reptilian roars that they feared were his dying curse. Once the hermit was dead, the band timidly investigated. As the goblins entered deeper into the inner caves, they kept seeing things out of the corners of their eyes. When a green glow burst from the leader's dagger, he dropped the murder weapon and they all fled. Some claimed they could see the hermit's face in the glow, and they all agreed it was not worth risking a ghost's malevolence to search for magic items they most likely could not use anyway. While the captured goblins could lead the party to the cave, they most definitely do not wish to enter it themselves.



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