**Level 0 Spells**

**Acid Splash**

Conjuration (Creation) [Acid]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One missile of acid
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You fire a small orb of acid at the target. You must succeed on a ranged touch attack to hit your target. The orb deals 1d3 points of acid damage.

**Amanuensis**

Transmutation
Level: Cleric 0, sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Object or objects with writing
Duration: 10 minutes/level
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

You point at the writing and then move your hand as though holding a stylus or quill. As you intone the spell, the script appears on a sheet of paper close at hand.

You cause writing from one source (such as a book) to be copied into a book, paper, or parchment. This spell copies 250 words per minute and creates a perfect duplicate of the original. The spell copies only nonmagical text, not illustrations or magical writings (such as the text of a spellbook, a spell scroll, or a [sepia snake sigil](http://therafim.wikidot.com/sepia-snake-sigil)). If the target contains normal and magical writing (such as a letter with [explosive runes](http://therafim.wikidot.com/explosive-runes)), only the normal text is copied, leaving blank space in the copied text where the magical writing would be expected. Likewise, if the target contains text and illustration, only the text is copied.

The spell triggers (but does not copy) writing-based magic traps in the material being copied.

Blank paper, parchment, or a book must be provided for the spell to write upon. If the target has multiple pages, the spell automatically turns to the next blank page whenever necessary. If more pages in the target exist than blank pages are available, the spell copies the original until it runs out of blank pages. At any time during the spell’s duration you can redirect the magic to copy from another target, copy onto a different blank source, or resume a duplication that was interrupted by a shortfall of blank pages.

The spell does not translate the copied writing. If you do not understand the original, you have no additional ability to understand the copy.

(SpC, Page 9)

**Arcane Mark**

Universal
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 0 ft.
Effect: One personal rune or mark, all of which must fit within 1 sq. ft.
Duration: Permanent
Saving Throw: None
Spell Resistance: No

This spell allows you to inscribe your personal rune or mark, which can consist of no more than six characters. The writing can be visible or invisible. An arcane mark spell enables you to etch the rune upon any substance without harm to the material upon which it is placed. If an invisible mark is made, a [detect magic](http://therafim.wikidot.com/detect-magic) spell causes it to glow and be visible, though not necessarily understandable.

[See invisibility](http://therafim.wikidot.com/see-invisibility), [true seeing](http://therafim.wikidot.com/true-seeing), a gem of seeing, or a robe of eyes likewise allows the user to see an invisible arcane mark. A [read magic](http://therafim.wikidot.com/read-magic) spell reveals the words, if any. The mark cannot be dispelled, but it can be removed by the caster or by an erase spell.

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

Arcane mark must be cast on an object prior to casting instant summons on the same object (see that spell description for details).

**Caltrops**

Conjuration (Creation)
Level: Sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Area: See text
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

You speak the words and spread your palm open, as if you were throwing jacks. Coppery sparks spring from your palm, filling the corridor with small four-pronged spikes.

A caltrops spell covers one 5-foot-by-5-foot square with caltrops. Every time a creature moves into an area covered by caltrops or spends a round fighting while standing in such an area, it might step on one. The caltrops make one attack roll (+0 melee) against the creature. For this attack, the target’s shield and deflection bonuses do not count, nor does its armor bonus for armor worn. A target wearing shoes or other footwear gains a +2 armor bonus to Armor Class (which does count). If the caltrops succeed on the attack, the creature has stepped on one.

A successful attack by a caltrop deals 1 point of damage. If the target is Small, Medium, or Large, its land speed is reduced by one-half because of the injury. This movement penalty lasts for 24 hours, until the creature is successfully treated with a DC 15 Heal check, or until it receives at least 1 point of magical healing. A charging or running creature must immediately stop if it steps on a caltrop. Any creature moving at half speed or slower can pick its way through a bed of caltrops with no trouble.

The DM judges the effectiveness of caltrops against unusual opponents or opponents outside the size range given above. A giant centipede, for example, can scramble among the caltrops with no chance of hurting itself, and a fire giant wearing thick, massive boots might be immune to their attacks.

For every two caster levels beyond 1st, you can affect an additional 5-foot-by-5-foot square, and the caltrops’ attack bonus increases by 1. Thus, you affect two squares at 3rd level (+1 melee), three at 5th level (+2 melee), four at 7th level (+3 melee), and a maximum of five at 9th
level or higher (+4 melee maximum).

Multiple caltrops spells (or mundane caltrops) occupying the same space have no additional effect.

(SpC, Page 42-43)

**Dancing Lights**

Evocation [Light]
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Up to four lights, all within a 10-ft.-radius area
Duration: 1 minute (D)
Saving Throw: None
Spell Resistance: No

Depending on the version selected, you create up to four lights that resemble lanterns or torches (and cast that amount of light), or up to four glowing spheres of light (which look like will-o’-wisps), or one faintly glowing, vaguely humanoid shape. The dancing lights must stay within a 10-foot-radius area in relation to each other but otherwise move as you desire (no concentration required): forward or back, up or down, straight or turning corners, or the like. The lights can move up to 100 feet per round. A light winks out if the distance between you and it exceeds the spell’s range.

Dancing lights can be made permanent with a [permanency](http://therafim.wikidot.com/permanency) spell.

**Daze**

Enchantment (Compulsion) [Mind-Affecting]
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One humanoid creature of 4 HD or less
Duration: 1 round
Saving Throw: Will negates
Spell Resistance: Yes

This enchantment clouds the mind of a humanoid creature with 4 or fewer Hit Dice so that it takes no actions. Humanoids of 5 or more HD are not affected. A dazed subject is not stunned, so attackers get no special advantage against it.
Material Component

A pinch of wool or similar substance.

**Detect Magic**

Divination
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 60 ft.
Area: Cone-shaped emanation
Duration: Concentration, up to 1 min./level (D)
Saving Throw: None
Spell Resistance: No

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.
1st Round

Presence or absence of magical auras.
2nd Round

Number of different magical auras and the power of the most potent aura.
3rd Round

The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Spellcraft skill checks to determine the school of magic involved in each. (Make one check per aura; DC 15 + spell level, or 15 + half caster level for a nonspell effect.)

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.
Aura Strength

An aura’s power depends on a spell’s functioning spell level or an item’s caster level. If an aura falls into more than one category, detect magic indicates the stronger of the two.

|  |
| --- |
| **Aura Power** |
| **Spell or Object** | **Faint** | **Moderate** | **Strong** | **Overwhelming** |
| **Functioning spell (spell level)** | 3rd or lower | 4th-6th | 7th-9th | 10th+ (deity-level) |
| **Magic item (caster level)** | 5th or lower | 6th-11th | 12th-20th | 21st+ (artifact) |

Lingering Aura

A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

|  |  |
| --- | --- |
| **Original Strength** | **Duration of Lingering Aura** |
| Faint | 1d6 rounds |
| Moderate | 1d6 minutes |
| Strong | 1d6x10 minutes |
| Overwhelming | 1d6 days |

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers.

Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a [permanency](http://therafim.wikidot.com/permanency) spell.

**Disrupt Undead**

Necromancy
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You direct a ray of positive energy. You must make a ranged touch attack to hit, and if the ray hits an undead creature, it deals 1d6 points of damage to it.

**Electric Jolt**

Evocation [Electricity]
Level: Sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A white-hot electric spark dances on your fingertip and then bolts toward your target.

You release a small stroke of electrical energy. You must succeed on a ranged touch attack with the ray to strike a target. The spell deals 1d3 points of electricity damage.

(SpC, Page 78)

**Flare**

Evocation [Light]
Level: Brd 0, Drd 0, Sor/Wiz 0
Components: V
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Burst of light
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

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

**Ghost Sound**

Illusion (Figment)
Level: Brd 0, Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Illusory sounds
Duration: 1 round/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates when casting it and cannot thereafter change the sound’s basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum twenty humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from sixteen humans, while a roaring dire tiger is equal to the noise from twenty humans.

Ghost sound can enhance the effectiveness of a [silent image](http://therafim.wikidot.com/silent-image) spell.

Ghost sound can be made permanent with a [permanency](http://therafim.wikidot.com/permanency) spell.
Material Component

A bit of wool or a small lump of wax.

**Launch Bolt**

Transmutation
Level: Sorcerer/wizard 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: One crossbow bolt in your possession
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

The crossbow bolt in your hand glows a bright red, then flies off at your foe.

You cast this spell on a crossbow bolt, causing it to fly at a target of your choice as if you had fired it from a light crossbow, using a ranged
attack roll. The bolt has a range increment of 80 feet. Any properties of the crossbow bolt (such as magical abilities, masterwork quality, and so on) or feats you possess (such as Point Blank Shot, Weapon Focus [light crossbow], and so on) apply. Drawing a bolt for this spell is a free action.

Material Component: The crossbow bolt to be fired (1 sp).

(SpC, Page 130)

**Launch Item**

Transmutation
Level: Sorcerer/wizard 0
Components: S
Casting Time: 1 standard action
Range: Touch
Target: One Fine item in your possession, weighing up to 10 lb.
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You hold the item and windmill your arm in an underhanded toss. When it leaves your hand, it is bathed in an orange glow and flies farther than you could throw any item.

You cause a Fine item in your possession to fly at great speed to a target or location you specify, out to medium range (100 ft. + 10 ft./level).

This spell is normally used to launch dangerous items (flasks of acid, thunderstones, and so on) farther than you could normally throw them. You can use this spell to make an attack with a splash weapon. If you choose to do so, you must make an attack roll as normal, but you suffer no penalties for range.

(SpC, Page 130-131)

**Light**

Evocation [Light]
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Object touched
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell causes an object to glow like a torch, shedding bright light in a 20-foot radius (and dim light for an additional 20 feet) from the point you touch. The effect is immobile, but it can be cast on a movable object. Light taken into an area of magical darkness does not function.

A light spell (one with the light descriptor) counters and dispels a darkness spell (one with the darkness descriptor) of an equal or lower level.
Arcane Material Component

A firefly or a piece of phosphorescent moss.

**Mage Hand**

Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One nonmagical, unattended object weighing up to 5 lb.
Duration: Concentration
Saving Throw: None
Spell Resistance: No

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

**Mending**

Transmutation
Level: Brd 0, Clr 0, Drd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target: One object of up to 1 lb.
Duration: Instantaneous
Saving Throw: Will negates (harmless, object)
Spell Resistance: Yes (harmless, object)

Mending repairs small breaks or tears in objects (but not warps, such as might be caused by a warp wood spell). It will weld broken metallic objects such as a ring, a chain link, a medallion, or a slender dagger, providing but one break exists.

Ceramic or wooden objects with multiple breaks can be invisibly rejoined to be as strong as new. A hole in a leather sack or a wineskin is completely healed over by mending. The spell can repair a magic item, but the item’s magical abilities are not restored. The spell cannot mend broken magic rods, staffs, or wands, nor does it affect creatures (including constructs).

**Message**

Transmutation [Language-Dependent]
Level: Brd 0, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Targets: One creature/level
Duration: 10 min./level
Saving Throw: None
Spell Resistance: No

You can whisper messages and receive whispered replies with little chance of being overheard. You point your finger at each creature you want to receive the message. When you whisper, the whispered message is audible to all targeted creatures within range. Magical silence, 1 foot of stone, 1 inch of common metal (or a thin sheet of lead), or 3 feet of wood or dirt blocks the spell. The message does not have to travel in a straight line. It can circumvent a barrier if there is an open path between you and the subject, and the path’s entire length lies within the spell’s range. The creatures that receive the message can whisper a reply that you hear. The spell transmits sound, not meaning. It doesn’t transcend language barriers.

Note: To speak a message, you must mouth the words and whisper, possibly allowing observers the opportunity to read your lips.
Focus

A short piece of copper wire.

**Open Close**

Transmutation
Level: Brd 0, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Object weighing up to 30 lb. or portal that can be opened or closed
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

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

A brass key.

**Prestidigitation**

Universal
Level: Brd 0, Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: 10 ft.
Target, Effect, or Area: See text
Duration: 1 hour
Saving Throw: See text
Spell Resistance: No

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

**Ray Of Frost**

Evocation [Cold]
Level: Sor/Wiz 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: Ray
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

A ray of freezing air and ice projects from your pointing finger. You must succeed on a ranged touch attack with the ray to deal damage to a target. The ray deals 1d3 points of cold damage.

**Read Magic**

Divination
Level: Brd 0, Clr 0, Drd 0, Pal 1, Rgr 1, Sor/Wiz 0
Components: V, S, F
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 10 min./level

By means of read magic, you can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a [glyph of warding](http://therafim.wikidot.com/glyph-of-warding) with a DC 13 Spellcraft check, a [greater glyph of warding](http://therafim.wikidot.com/greater-glyph-of-warding) with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a [permanency](http://therafim.wikidot.com/permanency) spell.
Focus

A clear crystal or mineral prism.

**Repair Minor Damage**

Transmutation
Level: Sorcerer/wizard 0

As if with the eye of an expert craftsman, your touch draws out a minor dent in the construct’s surface.

This spell functions like [repair light damage](http://therafim.wikidot.com/repair-light-damage), except that you repair 1 point of damage to a construct.

**Silent Portal**

Illusion (Glamer)
Level: Assassin 1, sorcerer/wizard 0
Components: S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One portal
Duration: 1 minute/level (D)
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

The door squeaks slightly as you force it. You pause and wave your finger in a pattern along the opening and it silences.

This simple cantrip negates the sound of opening and closing a single portal (door, window, gate, drawer, chest lid, or the like). Even the squeakiest door opens without a sound when under the effect of this spell. Silent portal covers only the normal means of opening and closing the targeted portal. Breaking a window or kicking in a door still makes noise, but opening a door that is loosely hanging by its hinges does not (since
this is the normal way a door would be opened). Portals composed of magical energy are not affected by this spell.

In the case of magic or even intelligent portals, spell resistance and a Will save (DC 10 + caster’s ability modifier + other modifiers as appropriate) apply.

(SpC, Page 190)

**Sonic Snap**

Evocation [Sonic]
Level: Sorcerer/wizard 0
Components: V, S
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature or object
Duration: Instantaneous
Saving Throw: Will partial
Spell Resistance: Yes

You bark the last word of the spell, and that word takes life, streaking toward your target and exploding in a shout.

You create a brief but loud noise adjacent to the target. The subject takes 1 point of sonic damage and must succeed on a Will saving throw or be deafened for 1 round. This spell has no effect if cast into the area of a silence spell.

(SpC, Page 195)

**Stick**

Transmutation
Level: Bard 0, sorcerer/wizard 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Nonmagical, unattended object weighing up to 5 lb.
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Lacking someone to hold the item where you need it, you mutter and wave your hand in a simple gesture before sticking the item in place.

Stick afﬁxes one object weighing up to 5 pounds to another object. The two items can be separated with even a small amount of force, such as a wind stronger than 10 mph, a mage hand or unseen servant spell, or a move action by any corporeal creature (which provokes attacks of opportunity).

Material Component: A bit of dried glue.

(Spell Compendium, Page 206)

**Touch Of Fatigue**

Necromancy
Level: Sor/Wiz 0
Components: V, S, M
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 round/level
Saving Throw: Fortitude negates
Spell Resistance: Yes

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target.

The subject is immediately fatigued for the spell’s duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell’s duration expires.

Material Component
A drop of sweat.