

Craft Zero Level Spells

Breeze (Evocation)

Level: 0
Range: 25' + 5/2 levels.
Components: V, S, M
Duration: 1 hour
Casting Time: 1 action
Area of Effect: One creature of object
Saving Throw: Will Negates (harmless)
Spell Resistance: Yes

You create a light wind that blows against the target, from a direction of your choice. The breeze grants the subject a +2 bonus on saves against very hot conditions, severe heat, breath weapons, and saves against cloud vapors and gases (such as cloudkill, stinking cloud, and inhaled poisons). This spell does not function without air or underwater.

You can only have one breeze active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled.

Dancing Lights (Illusion)

Level: 0
Range: 100' + 10'/level
Components: V, S
Duration: 1 minute
Casting Time: 1 action
Area of Effect: Up to four lights with a 10' area
Saving Throw: None
Spell Resistance: Yes

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.

You can only have one dancing lights spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent, it does not count against this limit.

Dancing lights can be made permanent with a *permanency* spell.

Darkness (Alteration)

Level: 0
Range: 240'
Components: V, S
Duration: 1 hr. + 1 turn/level
Casting Time: 1 Action
Area of Effect: 20-ft.-radius globe
Saving Throw: Special
Spell Resistance: No

This spell causes an object to radiate darkness out to a 20-foot radius. This darkness causes the illumination level in the area to drop to that of a darkened room. This spell has no effect in an area that is already dark. All creatures gain total concealment (50%

miss chance) in darkness. Creatures with darkvision can see in an area of dim light or darkness without penalty. Nonmagical sources of light, such as torches and lanterns, do not increase the light level in an area of darkness. Magical light sources only increase the light level in an area if they are of a higher spell level than darkness.

If darkness is cast on a small object that is then placed inside or under a lightproof covering, the spell's effect is blocked until the covering is removed.

This spell does not stack with itself. Darkness can be used to counter or dispel any light spell of equal or lower spell level.

Drench (Conjuration)

Level: 0
Range: 25' + 5/2 levels
Components: V, S
Duration: 1 round
Casting Time: 1 action
Area of Effect: One creature of object of size large or smaller.
Saving Throw: Reflex Negates
Spell Resistance: Yes

A sudden downpour soaks the target creature or object. The rain follows the subject up to the range of the spell, soaking the target with water. If the target is on fire, the flames are automatically extinguished. Fires smaller than campfires (such as lanterns and torches) are automatically extinguished by this spell.

Detect Magic (Divination)

Level: 0
Range: Personal
Components: V, S
Duration: 2 minutes/level
Casting Time: 1 action
Area of Effect: 10" path 60" long
Saving Throw: None
Spell Resistance: No

The practitioner detects magical radiations in a path 10 feet wide and 60 feet long, in the direction he is facing. The intensity of the magic can be determined (strong, mild, weak), and the nature of the magic (abjuration, alteration, etc.). In the case of strong magics the intent can be determined as well (expectant, malevolent, etc.). Individual objects in the open can be verified to be magical. The caster can turn scanning a 60° arc per round. Stone a foot thick, a yard of wood or earth, or an inch of metal will block the spell.

Detect Poison (Divination)

Level: 0
Range: 0
Components: V, S
Duration: 1 turn + 1 m/level
Casting Time: 1 Action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

This spell enables the Craft to determine if an object or creature has been poisoned or is poisonous. One object, or one 5-foot cubic mass, can be checked per round. The craft has a 5% chance per

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level of determining the exact type of poison. The spell will not reveal if a creature is poisonous or venomous, only that a toxin is present.

Light (Alteration)

Sphere: Sun
Level: 0
Range: 360'
Components: V, S
Duration: 1 hr. + 1 turn/level
Casting Time: 1 Action
Area of Effect: 20-ft.-radius globe
Saving Throw: Special
Spell Resistance: Yes

This spell causes a luminous glow within 20 feet of the spell's center. The area of light thus caused is equal in brightness to torchlight. Objects in darkness beyond this sphere can be seen, at best, as vague and shadowy shapes. The spell is centered on a point selected by the caster, and he must have a line of sight or unobstructed path to that point when the spell is cast. Light can spring from air, rock, metal, wood, or almost any similar substance. The effect is immobile unless it is specifically centered on a movable object or mobile creature. If this spell is cast upon a creature, any applicable magic resistance and saving throws (Reflex) must be rolled. Successful resistance negates the spell, while a successful saving throw indicates that the spell is centered immediately behind the creature, rather than upon the creature itself. A *light* spell centered on the visual organs of a creature blinds it, reducing its attack and saving throw rolls by 4 and worsening its Armor Class by 4. The caster can extinguish the light at any time by uttering a single word. *Light* spells are not cumulative, multiple castings do not provide a brighter light.

A *darkness* spell cast directly against a *light* spell cancels both, and vice versa.

Mage Hand (Alteration)

Level: 0
Range: 25 ft. + 5 ft./2 levels
Components: V, S
Duration: Concentration
Casting Time: 1 action
Area of Effect: One unattended object weighing up to 5 lb.
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 (Alteration)

Level: 0
Range: 30 yrd.
Components: V, S
Duration: Permanent
Casting Time: 1 rd.
Area of Effect: 1 object
Saving Throw: None
Spell Resistance: No

This spell repairs small breaks or tears in objects. It will weld a broken ring, chain link, medallion, or 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 wineskin is completely healed over by a mending spell. This spell does not, by itself, repair magical items of any type. One turn after the spell is cast, the magic of the joining fades, and the effect cannot be magically dispelled. The maximum volume of material the caster can mend is 1 cubic foot per level.

Message (Alteration)

Level: 0
Range: 0
Components: V, S
Duration: 5 rounds/level
Casting Time: 1 action
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The craft can whisper messages and receive replies with little chance of being overheard. When the spell is cast, the craft secretly or openly points his finger at each creature to be included in the spell effect. Up to one creature per level can be included. When the craft whispers, the whispered message travels in a straight line and is audible to all of the involved creatures within 30 feet, plus 10 feet per level of the caster. The creatures who receive the message can whisper a reply that is heard by the spellcaster. Note that there must be an unobstructed path between the spellcaster and the recipients of the spell. The message must be in a language the caster speaks; this spell does not by itself confer understanding upon the recipients. This spell is most often used to conduct quick and private conferences when the caster does not wish to be overheard.

Open/Close (Alteration)

Level: 0
Range: 25 ft. + 5 ft./2 levels
Components: V, S
Duration: Instantaneous
Casting Time: 1 action
Area of Effect: Special
Saving Throw: Will negates
Spell Resistance: No

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 are beyond this spell's ability.

Purify Food & Drink (Alteration)

Level: 1
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cu. ft./level,
Saving Throw: None in 10 sq. ft.

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level of the caster can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage.

Purify Food & Drink (Alteration)

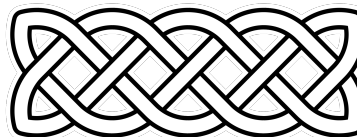
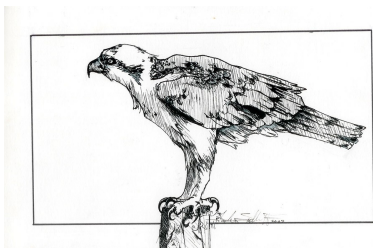
Sphere: All
Level: 1
Range: 30 yds.
Components: V, S
Duration: Permanent
Casting Time: 1 round
Area of Effect: 1 cu. ft./level,
Saving Throw: None in 10 sq. ft.

When cast, this spell makes spoiled, rotten, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. Up to 1 cubic foot of food and drink per level of the caster can be thus made suitable for consumption. This spell does not prevent subsequent natural decay or spoilage.

Read Magic (Divination)

Level: 0
Range: 0
Components: V, S
Duration: 2 rds./level
Casting Time: 1rd.
Area of Effect: Special
Saving Throw: None
Spell Resistance: No

The craft is able to read magical inscriptions on objects; books, scrolls, weapons, and the like, that would otherwise be totally unintelligible. (The personal books of the craft, and works already magically read, are intelligible.) 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 the craft has read the magical inscription, he is thereafter able to read that particular writing without recourse to the use of the read magic spell. The duration of the spell is two minutes per level of experience of the spellcaster; the magician can read one page or its equivalent per minute.



Prestidigitation (Alteration)

Level: 0
Range: 10 ft.
Components: V, S
Duration: 1 hour
Casting Time: 1 action
Saving Throw: See text
Spell Resistance: Yes

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.

Produce Flame (Evocation)

Level: 0
Range: 0
Components: V, S
Duration: 1 round
Casting Time: 1 standard action
Area of Effect: Caster
Saving Throw: None
Spell Resistance: No

Produce flame creates a point of fire on the tip of the caster's finger that lasts for one round. Candles, tapers, lamps, or any other readily combustible material can be lit as with any like flame. The flame is not affected by wind or rain. Its use is a +1 circumstance bonus in making a fire in difficult conditions.

The flame will not harm the caster, subsequent fires lit with it will.

Resistance (Abjuration)

Level: 0
Range: Touch
Components: V, S
Duration: 1 minute
Casting Time: 1 standard action
Area of Effect: One creature
Saving Throw: Will negates
Spell Resistance: Yes

You imbue the subject with magical energy that protects it from harm, granting it a +1 resistance bonus on saving throws.

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Scoop (Evocation)

Level: 0

Range: 25' + 5/2 levels

Components: V, S

Duration: Concentration

Casting Time: 1 action

Area of Effect: One creature

Saving Throw: None

Spell Resistance: Yes

Spell Resistance: No

You will a small vessel of force into existence. As a move action, you can direct the container up to 15 feet per round in any direction, though the spell ends if the distance between you and the container ever exceeds the spell's range. You can dip the container to pick up or drop a liquid as a move action. The vessel holds up to 1 pint of liquid or small objects, weighing up to 5 pounds. You can also gather up a pint of liquid or small objects spread cross a surface with 1 minute of careful concentration.

