

Microlite20 ARCANES SPELLS

0-LEVEL ARCANES SPELLS (CANTRIPS)

Arcane Mark: Inscribes a personal rune (visible or invisible).

Detect Magic: Detects spells and magic items within 60 ft.

Ghost Sound: Figment sounds.

Light: Object shines like a torch.

Mage Hand: 5-pound telekinesis.

Prestidigitation: Performs minor tricks.

Read Magic: Read scrolls and spellbooks.

1st-LEVEL ARCANES SPELLS

Feather Fall: Objects or creatures fall slowly.

Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.

Mage Armor: Gives subject +4 armor bonus.

Magic Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).

Magic Weapon: Weapon gains +1 bonus.

Sleep: Puts 4 HD of creatures into magical slumber.

Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-LEVEL ARCANES SPELLS

Acid Arrow: Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.

Darkness: 20-ft. radius of supernatural shadow.

Flaming Sphere: Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

Invisibility: Subject is invisible for 1 min./level or until it attacks.

Knock: Opens locked or magically sealed door.

Levitate: Subject moves up and down at your direction.

Spider Climb: Grants ability to walk on walls and ceilings.

3rd-LEVEL ARCANES SPELLS

Clairaudience/Clairvoyance: Hear or see at a distance for 1 min./level.

Dispel Magic: Cancels magical spells and effects.

Fireball: 1d6 damage per level, 20-ft. radius.

Flame Arrow: Arrows deal +1d6 fire damage.

Fly: Subject flies at speed of 60 ft.

Lightning Bolt: Electricity deals 1d6/level damage.

Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp.

4th-LEVEL ARCANES SPELLS

Animate Dead: Creates level X2 HD of undead skeletons or zombies.

Arcane Eye: Invisible floating eye moves 30 ft./round.

Black Tentacles: Tentacles grapple all within 20 ft. spread.

Dimension Door: Teleports you short distance.

Invisibility, Greater: As *invisibility*, but subject can attack and stay invisible.

Polymorph: Gives one willing subject a new form.

Stoneskin: Ignore 10 points of damage per attack.

5th-LEVEL ARCANES SPELLS

Contact Other Plane: Lets you ask question of extraplanar entity.

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+

HD take STR damage.

Feeblemind: Subject's MIND score drops to 1.

Mage's Private Sanctum: Prevents anyone from viewing or scrying an area for 24 hours.

Passwall: Creates passage through wood or stone wall.

Permanency: Makes certain spells permanent.

Teleport: Instantly transports you as far as 100 miles/level.

6th-LEVEL ARCANES SPELLS

Antimagic Field: Negates magic within 10 ft.

Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.

Contingency: Sets trigger condition for another spell.

Disintegrate: Makes one creature or object vanish.

Geas: Commands any creature, binding it to a specific task.

Mislead: Turns you invisible and creates illusory double.

True Seeing: Lets you see all things as they really are.

7th-LEVEL ARCANES SPELLS

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.

Ethereal Jaunt: You become ethereal for 1 round/level.

Finger of Death: Kills one subject.

Plane Shift: As many as eight subjects travel to another plane.

Power Word Blind: Blinds creature with 200 hp or less.

Reverse Gravity: Objects and creatures fall upward.

Spell Turning: Reflect 1d4+6 spell levels back at caster.

8th-LEVEL ARCANES SPELLS

Clone: Duplicate awakens when original dies.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Horrid Wilting: Deals 1d6/level damage within 30 ft.

Incendiary Cloud: Cloud deals 4d6 fire damage/round.

Irresistible Dance: Forces subject to dance.

Power Word Stun: Stuns creature with 150 hp or less.

Trap the Soul: Imprisons subject within gem.

9th-LEVEL ARCANES SPELLS

Astral Projection: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions.

Gate: Connects two planes for travel or summoning.

Meteor Swarm: Four exploding spheres each deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less.

Soul Bind: Traps newly dead soul to prevent resurrection.

Wish: Alters reality.

Microlite20 DIVINE SPELLS

0-LEVEL DIVINE SPELLS (ORISONS)

Create Water: Creates 2 gallons/level of pure water.
Guidance: +1 on one attack roll, saving throw, or skill check.

Light: Object shines like a torch.

Purify Food and Drink: Purifies 1 cu. ft./level of food or water.

Resistance: Subject gains +1 on saving throws.

Virtue: Subject gains 1 temporary hp.

1st-LEVEL DIVINE SPELLS

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear.

Bless Water: Makes holy water.

Cure Light Wounds: Cures 1d8 damage +1/level (max +5).

Divine Favor: You gain +1 per three levels on attack and damage rolls.

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage.

Shield of Faith: Aura grants +2 or higher AC bonus.

2nd-LEVEL DIVINE SPELLS

Aid: +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

Cure Moderate Wounds: Cures 2d8 damage +1/level (max +10).

Delay Poison: Stops poison from harming subject for 1 hour/level.

Gentle Repose: Preserves one corpse.

Remove Paralysis: Frees one or more creatures from paralysis or slow effect.

Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

3rd-LEVEL DIVINE SPELLS

Create Food and Water: Feeds three humans (or one horse)/level.

Cure Serious Wounds: Cures 3d8 damage +1/level (max +15).

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead: Corpse answers one question/two levels.

4th-LEVEL DIVINE SPELLS

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

Discern Lies: Reveals deliberate falsehoods.

Freedom of Movement: Subject moves normally despite impediments.

Neutralize Poison: Immunizes subject against poison, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

Tongues: Speak any language.

5th-LEVEL DIVINE SPELLS

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question/level.

Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.

Flame Strike: Smite foes with divine fire (1d6/level damage).

Raise Dead: Restores life to subject who died as long as one day/level ago.

True Seeing: Lets you see all things as they really are.

6th-LEVEL DIVINE SPELLS

Banishment: Banishes 2 HD/level of extraplanar creatures.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Harm: Deals 10 points/level damage to target.

Heal: Cures 10 points/level of damage, all diseases and mental conditions.

Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours.

Quest: Commands any creature, binding it to a specific task.

7th-LEVEL DIVINE SPELLS

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction: Kills subject and destroys remains.

Ethereal Jaunt: You become ethereal for 1 round/level.

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater: As restoration, plus restores all levels and ability scores.

Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-LEVEL DIVINE SPELLS

Antimagic Field: Negates magic within 10 ft.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for one day/level.

Discern Location: Reveals exact location of creature or object.

Fire Storm: Deals 1d6/level fire damage.

Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells.

9th-LEVEL DIVINE SPELLS

Astral Projection: Projects you and companions onto Astral Plane.

Etherealness: Travel to Ethereal Plane with companions.

Gate: Connects two planes for travel or summoning.

Heal, Mass: As heal, but with several subjects.

Miracle: Requests a deity's intercession.

Soul Bind: Traps newly dead soul to prevent resurrection.

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