

Spell List – Cleric

Name	Lvl	Description	Duration
Detect Magic	0	Detects spells and magic items within 60 ft.	Concentration, up to 1 min./level
Light	0	Object shines like a torch.	10 min./level
Purify Food and Drink	0	Purifies 1 cu. ft./level of food or water.	Instantaneous
Bless	1	Allies gain +1 on attack rolls and +1 on saves against fear.	1 min./level
Cure Light Wounds	1	Cures 1d8 damage +1/level (max +5).	Instantaneous
Detect Evil	1	Reveals creatures, spells, or objects of selected alignment.	Concentration, up to 10 min./level
Doom	1	One subject takes -2 on attack rolls, damage rolls, saves, and checks.	1 min./level
Endure Elements	1	Exist comfortably in hot or cold environments.	24 hours
Inflict Light Wounds	1	Touch attack, 1d8 damage +1/level (max +5).	Instantaneous
Magic Weapon	1	Weapon gains +1 bonus.	1 min./level
Protection from Evil	1	+2 to AC and saves, counter mind control, hedge out	1 min./level

		elementals and outsiders.	
Aid	2	+1 on attack rolls, +1 against fear, 1d8 temporary hp +1/level (max +10).	1 min./level
Augury	2	Learns whether an action will be good or bad.	Instantaneous
Cure Moderate Wounds	2	Cures 2d8 damage +1/level (max +10).	Instantaneous
Enthrall	2	Captivates all within 100 ft. + 10 ft./level.	1 hour or less
Remove Paralysis	2	Frees one or more creatures from paralysis or slow effect.	Instantaneous
Resist Energy	2	Ignores first 10 (or more) points of damage/attack from specified energy type.	10 min./level
Shield Other	2	You take half of subject's damage.	1 hour/level
Silence	2	Negates sound in 20-ft. radius.	1 min./level
Summon Monster II	2	Calls extraplanar creature to fight for you.	1 round/level
Zone of Truth	2	Subjects within range cannot lie.	1 min./level

Animate Dead	3	Creates undead skeletons and zombies.	Instantaneous
Continual Flame	3	Makes a permanent, heatless torch.	Permanent
Create Food and Water	3	Feeds three humans (or one horse)/level.	24 hours
Cure Serious Wounds	3	Cures 3d8 damage +1/level (max +15).	Instantaneous
Daylight	3	60-ft. radius of bright light.	10 min./level
Dispel Magic	3	Cancels magical spells and effects.	Instantaneous
Locate Object	3	Senses direction toward object (specific or type).	1 min./level
Magic Circle Against Evil	3	As protection spell, but 10-ft. radius and 10 min./level.	10 min./level
Magic Vestment	3	Armor or shield gains +1 enhancement per four levels.	1 hour/level
Prayer	3	Allies +1 bonus on most rolls, enemies -1 penalty.	1 round/level
Remove Blindness/Deafness	3	Cures normal or magical conditions.	Instantaneous
Remove Curse	3	Frees object or person from curse.	Instantaneous

Remove Disease	3	Cures all diseases affecting subject.	Instantaneous
Searing Light	3	Ray deals 1d8/two levels, more against undead.	Instantaneous
Speak with Dead	3	Corpse answers one question/two levels.	1 min./level
Summon Monster III	3	Calls extraplanar creature to fight for you.	1 round/level

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Dispel	3	Cancels magical spells and effects.	Instantaneous
Fireball	3	1d6 damage per level, 20-ft. radius.	Instantaneous
Fly	3	Subject flies at speed of 60 ft.	1 min./level
Gaseous Form	3	Subject becomes insubstantial and can fly slowly.	2 min./level
Haste	3	One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.	1 round/level
Hold Person	3	Paralyzes one humanoid for 1 round/level.	1 round/level
Lightning Bolt	3	Electricity deals 1d6/level damage.	Instantaneous
Magic Circle	3	As protection spell, but 10-ft. radius and 10 min./level.	10 min./level
Protection Against Evil	3	Absorb 12 points/level of damage from one kind of energy.	10 min./level
Stinking Cloud	3	Nauseating vapors, 1 round/level.	1 round/level
Summon Monster III	3	Calls extraplanar creature to fight for you.	1 round/level
Tiny Hut	3	Creates shelter for ten	2 hours/level

Acid Arrow	2	Ranged touch attack; 2d4 damage for 1 round per three levels.	1 round + 1
Alter Self	2	Assume form of a similar creature.	10 min./level
Blur	2	Attacks miss subject 20% of the time.	1 min./level
Bull's Strength	2	Subject gains +4 to Str for 1 min./level.	1 min./level
Cat's Grace	2	Subject gains +4 to Dex for 1 min./level.	1 min./level
Continual Flame	2	Makes a permanent, heatless torch.	Permanent
Flaming Sphere	2	Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.	1 round/level
Invisibility	2	Subject is invisible for 1 round/level.	1 min./level
Knock	2	Opens locked or magically sealed door.	Instantaneous
Protection from Arrows	2	Subject immune to most ranged attacks.	1 hour/level or until discharged
Scorching Ray	2	Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).	Instantaneous
Spider Climb	2	Grants ability to walk on walls and ceilings.	10 min./level
Summon Monster II	2	Calls extraplanar creature to fight for you.	1 round/level
Deep Slumber	3	Puts 10 HD of creatures to sleep.	1 min./level

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Detect Magic	0	Detects spells and magic items within 60 ft.	up to 1 min./level
Light	0	Object shines like a torch.	10 min./level
Prestidigitat ion	0	Performs minor tricks.	1 hour
Read Magic	0	Read scrolls and spellbooks.	10 min./level
Charm Person	1	Makes one person your friend.	1 hour/level
Color Spray	1	Knocks unconscious, blinds, and/or stuns weak creatures.	Instantaneous
Mage Armour	1	Gives subject +4 armor bonus.	1 hour/level
Magic Missile	1	1d4+1 damage, +1 missile per two levels above 1st (max 5).	Instantaneous
Magic Weapon	1	Weapon gains +1 +2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level
Protection from Evil	1	+2 to AC and saves, counter mind control, hedge out elementals and outsiders.	1 min./level
Shield	1	Invisible disc gives +4 to AC, blocks magic missiles.	1 min./level
Sleep	1	Puts 4 HD of creatures into magical slumber.	1 min./level
Summon Monster I	1	Calls extraplanar creature to fight for you.	1 round/level