

Microlite20 SPELLS

0-LEVEL ARCANIC SPELLS (CANTRIPS)

Arcane Mark: Inscribe a permanent personal rune (visible or invisible).
Detect Magic: Detect spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.
Ghost Sound: Flgment sounds for 1 round/level.
Light: Object shines like a torch for 10 min./level.
Mag Hand: 5-pound telekinesis. Lasts until concentration ends.
Prestidigitation: Performs minor tricks for 1 hour.
Read Magic: Read scrolls and spellbooks for 10 min./level.

1st-LEVEL ARCANIC SPELLS

Feather Fall: Objects or creatures fall slowly for 1 round/level or until landing.
Floating Disk: Creates 3-ft.-diameter horizontal disk that holds 100 lb./level. Lasts for 1 hour/level.
Mag Armor: Gives subject +4 armor bonus for 1 hour/level.
Mag Missile: 1d4+1 damage; +1 missile per two levels above 1st (max 5).
Sleep: Puts a HD of creatures into magical slumber for 1 min./level.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-LEVEL ARCANIC SPELLS

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. for 10 min./level.
Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.
Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.
Dissem Location: Reveals exact loc of creature or object.
Fire Storm: Deals 1d6/level fire damage.
Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for 1 round/level.

9th-LEVEL DIVINE SPELLS

Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
Gate: Connects two planes for travel or summoning.
Heal, Mass: As heal, but with several subjects.
Implosion: Kills one creature/round for 4 rounds or until concentration ends.
Soul Bind: Traps newly dead soul to prevent resurrection.

5th-LEVEL DIVINE SPELLS

Atonement: Removes burden of misdeeds from subject.
Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/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 for 1 min./level.

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. Lasts for 1 day/level or until discharged.

7th-LEVEL DIVINE SPELLS

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.
Destruction: Kills subject and destroys remains.

9th-LEVEL ARCANIC SPELLS

Astral Projection: Projects you and companions onto Astral Plane.
Etherealness: Travel to Ethereal Plane with companions for 1 min./level.
Gate: Connects two planes for travel or summoning. Open for 1 round/level.
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.

8th-LEVEL ARCANIC SPELLS

Clone: Duplicate awakens when original dies.
Horrid Wilting: Deals 1d6/level damage within 30 ft.
Incendiary Cloud: Cloud deals 4d6 fire damage/round for 1 round/level.
Irresistible Dance: Forces subject to dance for 1d4+1 rounds.
Power Word Stun: Stuns creature with 150 hp or less for 2d4 rounds.
Trap the Soul: Imprisons subject within gem.

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 for 1d4+1 minutes (permanent if creature has less than 50 hp).

Spell Turning: Reflect 1d4+6 spell levels back at caster for 10 min./level or until expended.

7th-LEVEL ARCANIC SPELLS

Delayed Blast Fireball: 1d6/level fire damage; you can postpone blast for 5 rounds.
Ethereal Jaunt: You become ethereal for 1 round/level.

6th-LEVEL ARCANIC SPELLS

Antimagic Field: Negates magic within 10 ft. for 10 min./level.
Chain Lightning: 1d6/level damage; 1 secondary bolt/level each deals half damage.
Contingency: Sets trigger condition for another spell. Lasts for 1 day/level or until discharged.
Disintegrate: Destroys one creature or object.
Geas: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.
True Seeing: Lets you see all things as they really are for 1 min./level.

Stoneskin: Ignore 10 points of damage per attack. Lasts for 10 min./level or until discharged.

5th-LEVEL ARCANIC SPELLS

Cloudkill: Kills 3 HD or less; 4-6 HD save or die, 6+ HD take STR damage. Lasts for 1 min./level.
Contact Other Plane: Lets you ask one question of extraplanar entity. Lasts until concentration ends.
Feeblemind: Subject's MIND score drops to 1.
Passwall: Creates passage through wood or stone wall for 1 hour/level.
Permanency: Makes certain spells permanent.

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

Gente Repose: Preserves one corpse.
Remove Paralysis: Frees one or more creatures from paralysis or slow effect.
Restoration, Lesser: Dispel 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 for 1 round/level.
Remove Disease: Cures all diseases affecting subject.
Scaring Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.
Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-LEVEL DIVINE SPELLS

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).
Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.
Freedom of Movement: Subject moves normally despite impediments for 10 min./level.
Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.
Restoration: Restores level and ability score drains.
Tongues: Speak any language for 10 min./level.

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. Lasts for 1 min. or until discharged.
Light: Object shines like a torch for 10 min./level.
Purify Food and Drink: Purifies 1 cu. ft./level of food or water.
Resistance: Subject gains +1 on saving throws for 1 minute.
Virtue: Subject gains 1 temporary hp for 1 minute.

1st-LEVEL DIVINE SPELLS

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.
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 for 1 minute.
Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.
Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

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