0-LEVEL ARCANE SPELLS (CANTRIPS)

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

Detect Magic: Detects spells and magic items within 60 ft. for up to 1 min./level or until concentration ends.

Ghost Sound: Figment sounds for 1 round/level. Light: Object shines like a torch for 10 min./level. Mage 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 ARCANE 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.

Mage Armor: Gives subject +4 armor bonus for 1 hour/level.

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

Sleep: Puts 4 HD of creatures into magical slumber for

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

2nd-LEVEL ARCANE SPELLS

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

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 for 1 min./level.

Spider Climb: Grants ability to walk on walls and ceilings for 10 min./level.

3rd-LEVEL ARCANE 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. Fly: Subject flies at speed of 60 ft. for 1 min./level. Lightning Bolt: Electricity deals 1d6/level damage. Vampric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-LEVEL ARCANE SPELLS

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

Arcane Eye: Invisible floating eye moves 30 ft./round for 1 min./level.

Black Tentacles: Tentacles grapple all within 20 ft.

spread for 1 round/level.

Dimension Door: Teleports you short distance.
Polymorph: Gives one willing subject a new form for 1 min./level.

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

5th-LEVEL ARCANE 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.

6th-LEVEL ARCANE 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.

7th-LEVEL ARCANE 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 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.

8th-LEVEL ARCANE 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 sub to dance for 1d4+1 rds Power Word Stun: Stuns creature with 150 hp or less

for 2d4 rounds.

Trap the Soul: Imprisons subject within gem.

9th-LEVEL ARCANE 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 spheres deal 6d6 fire damage.

Power Word Kill: Kills one creature with 100 hp or less. Soul Bind: Traps newly dead soul to prevent

resurrection.

Character:

Player:

Microlite20 Arcane Spellbook

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