

0-LEVEL ARCANESPELLS (CANTRIPS)
Arcane Mark: Inscribe 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 ARCANESPELLS
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 1 min./level.
Shocking Grasp: Touch delivers 1d6/level electricity damage (max 5d6).

2nd-LEVEL ARCANESPELLS
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 ARCANESPELLS
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.
Vampiric Touch: Touch deals 1d6/two levels damage; caster gains damage as hp which last for 1 hour.

4th-LEVEL ARCANESPELLS
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 ARCANESPELLS
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 ARCANESPELLS
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 ARCANESPELLS
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 ARCANESPELLS
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 ARCANESPELLS
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.

Microlite20
Arcane Spellbook

Player:

Character:

