

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.

1<sup>st</sup>-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).

2<sup>nd</sup>-LEVEL ARCANIC SPELLS

3<sup>rd</sup>-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.  
**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.  
**Discom 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.

4<sup>th</sup>-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.  
**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.

5<sup>th</sup>-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.

6<sup>th</sup>-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.

5<sup>th</sup>-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.

6<sup>th</sup>-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.

7<sup>th</sup>-LEVEL DIVINE SPELLS

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

**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.

8<sup>th</sup>-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.

9<sup>th</sup>-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.

3<sup>rd</sup>-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.

4<sup>th</sup>-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.

1<sup>st</sup>-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.

2<sup>nd</sup>-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

