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. Vampiric 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 guestion 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 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.

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 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.

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.

Purity Food and Drink: Purifies 1 cu. ft./level of food or

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

Sug-LEVEL ARCANE SPELLS

damage (max 5d6).

I min,/level. Shocking Grasp: Touch delivers 1d6/level electricity

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

Sleep: Puts 4 HD of creatures into magical slumber for

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

Feather Fall: Objects or creatures fall slowly for I

1st-LEVEL ARCANE SPELLS

min./ievei.

Concentration ends.

Prestidigitation: Performs minor tricks for I hour.
Read Magic: Read scrolls and spellbooks for IO

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

(visible or invisible).

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

0-FEAEF ARCANE SPELLS (CANTRIPS)

Nrcane Mark: Inscripes a permanent personal rune

Microlite20 SPELLS

resurrection.

until concentration ends. Soul Bind: Traps newly dead soul to prevent

Heal, Mass: As heal, but with several subjects. Implosion: Kills one creature/round for 4 rounds or

companions for 1 min./level. Gate: Connects two planes for travel or summoning. Open for 1 round/level.

Astral Plane. Ethereal Plane with Etherealness: Travel to Etherealness:

Astral Projection: Projects you and companions onto

91-LEVEL DIVINE SPELLS

Holy Aura: +4 to AC, +4 resistance, and SR 25 against evil spells for I round/level.

blocked for 1 day/level.

Discem Location: Reveals exact loc of creat or object.

Fire Storm: Deals 1d6/level fire damage.

+1/level for many creatures.

+1/level for many creatures.

min./level. Cure Critical Wounds, Mass: Cures 4d8 damage

8m-LEVEL DIVINE SPELLS
Antimagic Field: Negates magic within 10 ft. for 10

small portion of the corpse.

levels and ability scores.

Resurrection: Fully restores a dead subject from a

448 damage +1/level (max +35). Restoration, Greater: As restoration, plus restores all

Ethereal Jaunt: You become ethereal for 1 round/level. Regenerate: Subject's severed limbs grow back, cures

+1/level for many creatures.

Destruction: Kills subject and destroys remains.

Cure Serious Wounds, Mass: Cures 3d8 damage

The LEVEL DIVINE SPELLS

Lasts for L hour. Quest: Commands any creature, binding it to a specific task. Lasts for L day/level or until discharged.

Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours.

Harm: Deals 10 points/level damage, all diseases and mental conditions.

Cure Moderate Wounds, Mass: Cures 2d8 damage +1/level for many creatures.

Banishment: Banishes 2 HD/level of extraplanar creatures.

Creatures.

STITE OININE SEEFTS

for 1 min./level.

as one day/lever ago.

True Seeing: Lets you see all things as they really are

damage). Restores life to subject who died as long

for many creatures. Smite foes with divine fire (1d6/level

Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level Cure Light Wounds, Mass: Cures 1d8 damage +1/level

Atonement: Removes burden of misdeeds from subject.

S11-14 DIVINE SPELLS

Freedom of Movement: Subject moves normally despite in proper in Information in Meutralize Poison: Immunizes subject against poison for ID min,/level, detoxifies venom in or on subject. Restores level and ability score drains. Tongues: Speak any language for IO min,/level.

Discern Lies: Reveals deliberate falsehoods for I round/level or until concentration ends.

Cure Critical Wounds: Cures 4d8 damage +1/level (max +20).

4.P-LEVEL DIVINE SPELLS

1d8/level against undead.

Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

take a – L penalty for L round/level.

Remove Disease: Cures all diseases affecting subject.
Searing Light: Ray deals 1d8/two levels damage, or

(max +15). Prayer: Allies get a +1 bonus on most rolls, enemies

Cure Serious Wounds: Cures 3d8 damage +1/level

Create Food and Water: Feeds three humans (or one horse)/level.

310-LEVEL DIVINE SPELLS

paralysis or slow effect. Restoration, Lesser: Dispels magical ability penalty or repairs 1d4 ability damage.

Gentle Repose: Preserves one corpse. Remove Paralysis: Frees one or more creatures from

hour/level.

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