

## Microlite20 ARCANES SPELLS

### 0-LEVEL ARCANES SPELLS (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 ARCANES 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 1 min./level.
- Shocking Grasp:* Touch delivers 1d6/level electricity damage (max 5d6).

### 2nd-LEVEL ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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 ARCANES 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.

## Microlite20 DIVINE SPELLS

### 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 hour/level.

**Gentle Repose:** Preserves one corpse.

**Remove Paralysis:** Frees one or more creatures from paralysis or slow effect.

**Restoration, Lesser:** Disperses 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.

**Searing 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.

### 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. Lasts for 1 hour.

**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.

**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.

**Discern Location:** Reveals exact location 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. Open for 1 round/level.

**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.

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