

Microlite2020

Spell Lists 1.01

Spell Lists

While spellcasters can use any spell in the SRD the GM permits in the game, the following short lists are the suggested spells that mages and clerics automatically have access to. Other spells that the GM wishes to allow in the game can be found in spell books, scrolls, etc. and characters can attempt to learn them to add them to the spells they have access to. Learning a spell requires 1 week of study per level of the spell and a successful intelligence save vs a DC of 10 + (2 x spell level).

Arcane Spells

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 spell books 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 1 min./level.

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

2nd-Level Arcane Spells

Acid Arrow: Ranged 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.

Dispell 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 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 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.

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 1d2+1 WP (or 1d8+1/level (max +5) HP on entities without WP).

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 1d4+1 WP (or 2d8+1/level (max +10) HP on entities without WP).

Delay Poison: Stops poison from harming subject for 1.

Gentle Repose: Preserves one corpse.

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

Restoration, Lesser: Dispels 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 1d6+1 WP (or 3d8+1/level (max +15) HP on entities without WP).

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 1d8+1 WP (or 4d8+1/level (max +20) HP on entities without WP).

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 1d2+1 WP (or 1d8+1/level HP on entities without WP) 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 1d2 WP/level damage (10 HP/level on entities without WP) to target .

Heal: Cures 2 WP /level of damage 10 HP/level on entities without WP), 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 1d4+1 WP (or 2d8+1/level HP on entities without WP) 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 1d4+1/level WP (or 4d8 damage +1/level (max +35) HP on entities without WP)..

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 1d6+1/level WP (or 4d8 damage +1/level HP on entities without WP) 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.

For More Information on Microlite20-Based Games

Visit Microlite20 Nexus for more information and discussion of Microlite20-based games and dozens and dozens of downloads free Microlite20-based games and supplements.

Microlite20 Nexus
<https://microlite20.org/>

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free,

non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc. System Reference Document Copyright 2000-2003, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, Andy Collins, David Noonan, Rich Redman, Bruce R. Cordell, John D. Rateliff, Thomas Reid, James Wyatt, based on original material by E. Gary Gygax and Dave Arneson.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwab, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.

13th Age Archmage Engine. Copyright 2013-2016, Fire Opal Media. Author: Chad Dylan Long, based on material by Jonathan Tweet, Rob Heinsoo, Ryven Cedyrille, Kenneth Hite, Kevin Kulp, ASH LAW, Cal Moore, Steve Townshend, Rob Watkins, and Rob Wieland.

Microlite74 Extended 3.0 © 2011, Randall S. Stukey
Microlite74 Ultimate Edition © 2017, Randall S. Stukey
Microlite20 © 2006, Robin V. Stacey (robin@greywulf.net)
Mass Combat Made Easy © 2008, Robin V. Stacey
Microlite2020 Complete © 2020, Randall S. Stukey
Microlite2020 Spell Lists © 2020, Randall S. Stukey
[End of License]

This product is 100% Open Game Content except for Product Identity, as per the Open Game License above. Product Identity includes Microlite20, Microlite2020 and Randall S. Stukey.