

APOCRYPHA

A Complete Cleric's Spell List for MICROLITE 20

0-LEVEL CLERIC SPELLS (ORISONS)

1. **Create Water:** Creates 2 gallons/level of pure water.
2. **Cure Minor Wounds:** Cures 1 point of damage.
3. **Detect Magic:** Detects spells and magic items within 60 ft.
4. **Detect Poison:** Detects poison in one creature or object, whether poisonous or poisoned.
5. **Guidance:** +1 on one attack roll, saving throw, or skill check within 1 minute.
6. **Inflict Minor Wounds:** Touch attack, 1 point of damage.
7. **Light:** Object shines like a torch with a 20' radius for 10 minutes / level.
8. **Mending:** Makes minor repairs on an object.
9. **Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.
10. **Read Magic:** Read scrolls and spell books for 10 minutes / level.
11. **Resistance:** Subject gains +1 on saving throws for 1 minute.
12. **Virtue:** Subject gains 1 temporary hp for 1 minute.

1ST-LEVEL CLERIC SPELLS

1. **Bane:** All enemies within 50' take -1 on attack rolls and saves against fear for 1 minute / level.
2. **Bless:** All allies within 50' gain +1 on attack rolls and saves against fear for 1 minute / level.
3. **Bless Water :** Makes 1 pint of holy water.
4. **Cause Fear:** One creature of 5 HD or less flees for 1d4 rounds.
5. **Command:** One subject obeys selected command for 1 round.
6. **Comprehend Languages:** You understand all spoken and written languages for 10 minutes / level.
7. **Cure Light Wounds:** Cures 1d8 damage +1 / level (max +5).
8. **Curse Water :** Makes unholy water.
9. **Death-watch:** Reveals how near death subjects within 30 ft are for 10 minutes / level.
10. **Detect Un-dead:** Reveals undead within 60 ft for 1 minute / level.
11. **Divine Favour:** You gain +1 per three levels on attack and damage rolls for 1 minute.
12. **Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks, for 1 minute / level.
13. **Endure Elements:** Exist comfortably in hot or cold environments.
14. **Entropic Shield:** Ranged attacks against you have 20% miss chance for 1 minute / level.
15. **Hide from Undead:** Undead can't perceive one subject/level for 10 minutes / level. Any form of interaction negates this.
16. **Inflict Light Wounds:** Touch deals 1d8 damage +1/level (max +5).
17. **Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage, until they are used or for 30 minutes.
18. **Magic Weapon:** Weapon gains +1 bonus for 1 minute / level.
19. **Obscuring Mist:** a stationary fog surrounds you to a radius of 20' for 1 minute / level.
20. **Remove Fear:** Suppresses fear or gives +4 on saves against fear for one subject + one per four levels for 10 minutes.
21. **Sanctuary:** For 1 round / level, opponents can't attack you, and you can't attack them.
22. **Shield of Faith:** Aura grants +2 (+1 again per 6 levels) to AC for 1 minute / level.

23. **Summon Monster I:** Calls extraplanar creature to fight for you.

2ND-LEVEL CLERIC SPELLS

1. **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10) for 1 minute / level.
2. **Augury:** Learns whether a particular action will bring good or bad (or both!) results.
3. **Bear's Endurance:** subject gains +4 to physical rolls for 1 min./level.
4. **Bull's Strength:** Subject gains +4 to Str for 1 min./level.
5. **Calm Emotions:** Calms creatures, negating emotion effects and rids a target of bonuses from spells such as bless, good hope, and rage, for 1 round / level.
6. **Consecrate:** Fills area of 20' radius with positive energy, making undead weaker. They suffer a -1 to all rolls and the caster gains a +3 to turning rolls.
7. **Cure Moderate Wounds:** Cures 2d8 damage +1/level (max +10) with a touch.
8. **Darkness:** 20-ft. radius of supernatural shadow for 10 minutes / level.
9. **Death Knell:** Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 level for 10 minutes per HD of subject.
10. **Delay Poison:** Stops poison from harming subject for 1 hour/level.
11. **Desecrate:** Fills area equal to a 25' + 5'/ level with negative energy, making undead stronger. They gain +1 to all rolls for 2 hours per level.
12. **Eagle's Splendour:** Subject gains +4 to communication for 1 min./level.
13. **Enthral:** Captivates all within 100 ft. + 10 ft./level for 1 hour.
14. **Find Traps:** Notice traps as a rogue does (MIND + subterfuge) with a bonus equal to half your level (round down).
15. **Gentle Repose:** Preserves one corpse for 1 day / level.
16. **Hold Person:** Paralyzes one humanoid for 1 round/level. The held creature may attempt a STR + physical save every round.
17. **Inflict Moderate Wounds:** Touch attack, 2d8 damage +1/level (max +10).
18. **Make Whole:** Repairs an object.
19. **Owl's Wisdom:** the touched being gains +4 Mind for 1 minute / level.
20. **Remove Paralysis:** Frees up to 4 creatures within 25' + 5'/per level from paralysis or *slow* effect.
21. **Resist Energy:** touched target ignores 20 points of damage/attack from specified energy type after save roll (acid, cold, electricity, fire, or sonic) for 10 minutes / level.
22. **Restoration, Lesser:** Repairs 1d4 temporary ability damage.
23. **Shatter:** Sonic vibration damages objects or crystalline creatures within 25' + 5'/ level. Damage against crystalline creatures inflicts 1d6 damage per level (max 1d6, save halves damage).
24. **Shield Other :** You take half of chosen subject's damage. Subject must remain within 25' + 5'/ level to benefit and gains +1 to AC and all rolls.
25. **Silence:** Negates sound in 20-ft. radius for 1 minute / level.
26. **Sound Burst:** Deals 1d8 sonic damage to subjects at a range of 25' + 5'/ level and a 10' radius ; may stun them on a failed STR + physical roll.
27. **Spiritual Weapon:** Magic weapon attacks on its own within a range of 100' + 10' / level for 1d8 + 1 / level damage for 1 round / level. It attacks as if wielded by caster but the caster can always do something else while "thinking" it to attack.
28. **Status:** Monitors condition, position of touched allies (1 per 3 levels) for 1 hour per level
29. **Summon Monster II:** Calls extraplanar creature to fight for you.
30. **Zone of Truth:** Subjects within range (25' + 5'/ level) and radius (20') cannot lie.

3RD-LEVEL CLERIC SPELLS

1. **Animate Dead :** Creates a number of un-dead skeletons and/or zombies with a HD total equal to twice your caster level. They obey all commands until destroyed.
2. **Bestow Curse:** touched being suffers -6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance of losing each action.
3. **Blindness/Deafness:** Makes a touched subject blinded or deafened, permanently.
4. **Contagion:** Infects subject with a disease with no incubation period.

5. **Continual Flame** : Makes a permanent, heatless torch.
6. **Create Food and Water**: Feeds three humans (or one horse)/level.
7. **Cure Serious Wounds**: Cures 3d8 damage +1/level (max +15).
8. **Daylight**: 60-ft. radius of bright light for 10 minutes / level.
9. **Deeper Darkness**: Object sheds supernatural shadow in 60-ft. radius for 1 day / level.
10. **Glyph of Warding**: Inscription harms 1d8 damage / 2 levels to those who pass it without proper password.
11. **Helping Hand**: Ghostly hand leads subject if within 5 miles to you if it chooses.
12. **Inflict Serious Wounds**: Touch attack, 3d8 damage +1/level (max +15).
13. **Invisibility Purge**: Dispel invisibility within 5 ft./level.
14. **Locate Object**: Senses direction toward object (specific or type) within 400'+ 40' / level.
15. **Magic Circle against**: subject cannot be approached, attacked or touched within a 10-ft. radius and 10 min./level.
16. **Magic Vestment**: Armour or shield gains +1 enhancement per four levels four 1 hour / level.
17. **Meld into Stone**: You and your gear merge with stone for 10 minutes / level.
18. **Obscure Object**: Masks object against scrying for 8 hours.
19. **Prayer**: All Allies +1 bonus on most rolls, All enemies -1 penalty within 40'radius for 1 round / level.
20. **Protection from Energy**: Absorb 12 points/level of damage from one kind of energy (acid, cold, electricity, fire, or sonic) for 10 minutes / level or until all used up.
21. **Remove Blindness/Deafness**: Cures normal or magical conditions.
22. **Remove Curse**: Frees object or person from curse.
23. **Remove Disease**: Cures all diseases affecting subject.
24. **Searing Light**: Ray deals 1d8/two levels damage, 1d6 / level against undead, requires a magic attack against AC to hit.
25. **Speak with Dead**: Corpse answers one question/two levels.
26. **Stone Shape**: Sculpts stone into any shape (10 cubic feet + 1 / level).
27. **Summon Monster III**: Calls extra planar creature to fight for you.
28. **Water Breathing**: Subjects equal to caster level can breathe underwater for 2 hours / level.
29. **Water Walk**: Subject treads on water as if solid for 10 minutes / level.
30. **Wind Wall**: 10' x 5' x 2'wall of blowing wind deflects arrows, smaller creatures, and gases (50/50 chance) for 1 round / level.

4TH-LEVEL CLERIC SPELLS

1. **Air Walk**: Subject treads on air as if solid (climb at 45-degree angle) for 10 minute / level.
2. **Control Water**: Raises or lowers bodies of water by a volume of 10 x 10 to a maximum height of depth of 1'/ level, for 10 minutes / level.
3. **Cure Critical Wounds**: Cures 4d8 damage +1/level (max +20).
4. **Death Ward**: Grants immunity to death spells and negative energy effects to touched subject for 1 minute / level.
5. **Dimensional Anchor**: Bars extradimensional movement of a being within 100' + 10'/ level, for 1 minute / level. Requires a magic attack to hit AC to effect subject.
6. **Discern Lies**: Reveals deliberate falsehoods in 1 creature / level, at a range of 25'+ 5'/ level for 1 minute / level.
7. **Dismissal**: Forces a creature to return to native plane.
8. **Divination**: Provides one piece of useful advice for specific proposed actions.
9. **Divine Power**: You gain attack bonus, +6 to Str, and 1 hp/level for 1 round / level.
10. **Freedom of Movement**: Subject moves normally despite impediments for 10 minutes / level.
11. **Giant Vermin**: Turns centipedes, scorpions, or spiders into giant vermin.
12. **Imbue with Spell Ability**: Transfer 1 spell to subject, which can be cast at any time, once.
13. **Inflict Critical Wounds**: Touch attack, 4d8 damage +1/level (max +20).
14. **Magic Weapon, Greater**: +1 bonus/four levels (max +5) for 1 minute / level.
15. **Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.
16. **Planar Ally, Lesser**: Exchange services with a 6 HD extraplanar creature.

17. **Poison:** Touch deals 1d10 STR damage, repeats in 1 min.
18. **Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.
19. **Restoration:** Restores 1 level and all ability score drains.
20. **Sending:** Delivers short message (25 words or less) anywhere, instantly.
21. **Spell Immunity:** Subject is immune to one spell per four levels for 10 minutes / level.
22. **Summon Monster IV:** Calls extraplanar creature to fight for you.
23. **Tongues:** Speak any language for 10 minutes / level.

5TH-LEVEL CLERIC SPELLS

1. **Break Enchantment:** Frees subjects (1 per caster level within 30') from enchantments, alterations, curses, and petrification. Requires a magic attack roll.
2. **Command, Greater:** As *command*, but affects one subject/level.
3. **Commune:** Deity answers one yes-or-no question/level.
4. **Cure Light Wounds, Mass:** Cures 1d8 damage +1/level for many creatures.
5. **Disrupting Weapon:** Melee weapon destroys undead of equal or lower HD provided they fail a save. 1 round / level.
6. **Flame Strike:** Smite foes with divine fire (1d6/level damage) within 100'+ 10' with an area of 10' radius. Save reduces damage by one quarter.
7. **Hallow:** Designates location of 40'radius as holy for a year. All attempts to turn undead gain a +4 bonus, undead cannot be raised in the area and the area acts as a magic circle against undead, demons, devils etc.
8. **Inflict Light Wounds, Mass:** Deals 1d8 damage +1/level to 1 creature / level at a range of 25'+5'/ level.
9. **Insect Plague:** Locust swarms attack creatures (1 swarm / 3 levels).
10. **Mark of Justice:** Designates action that will trigger *bestow curse* on subject.
11. **Plane Shift:** As many as eight subjects travel to another plane.
12. **Raise Dead:** Restores life to subject who died as long as one day/level ago.
13. **Righteous Might:** Your size increases, and you gain combat bonuses (+8 STR, +4 AC, Damage inflicted goes up to next die, 1d6>1d8 etc) for 1 round / level.
14. **Scrying:** Spies on subject from a distance for 1 minute / level.
15. **Slay Living:** Touch attack kills subject.
16. **Spell Resistance:** Subject gains SR 12 + level.
17. **Summon Monster V:** Calls extraplanar creature to fight for you.
18. **Symbol of Pain:** Triggered rune wracks nearby creatures with pain (60'radius, -4 on all rolls for 1 hour).
19. **Symbol of Sleep:** Triggered rune puts nearby creatures under 10 HD into catatonic slumber for 3d6x10 minutes.
20. **True Seeing:** Lets you see all things as they really are including in darkness, invisible, polymorphed etc. but not mundane events like being physically hidden, in disguise etc.
21. **Unhallow:** Designates location as unholy for a year. Turning undead attempts suffer a -4 penalty and the area (40'radius) acts as a magic circle against good.
22. **Wall of Stone:** Creates a stone wall that can be shaped (5' square and 2 inches thick per level).

6TH-LEVEL CLERIC SPELLS

1. **Animate Objects:** Objects (1 per level within 100'+ 10'/ level) attack your foes for 1 round per level.
2. **Antilife Shell:** 10-ft. field hedges out living creatures for 10 minutes / level.
3. **Banishment:** Banishes 2 HD/level of extraplanar creatures within 25'+ 5'/ level back to their home plane.
4. **Bear's Endurance, Mass:** As *bear's endurance*, affects one subject/ level for 1 minute / level within 25'+ 5'/per 2 levels.
5. **Blade Barrier:** Wall of blades (20'long per level and 20'high) deals 1d6/level damage for 1 minute per level. A DEX + subterfuge roll halves the damage if passed.
6. **Bull's Strength, Mass:** As *bull's strength*, affects one subject/level within 25'+ 5'/ 2 levels, for 1 minute / level.

7. **Create Undead:** Create ghosts (levels 12 to 14), mummies (15-17), or mohrgs (18+) from a touched corpse.
8. **Cure Moderate Wounds, Mass:** Cures 2d8 damage +1/level for 1 creature / level.
9. **Eagle's Splendour, Mass:** As *eagle's splendour*, affects one subject/level.
10. **Find the Path:** Shows most direct way to a location.
11. **Forbiddance :** Blocks planar travel within a 60'cube within 100'+ 10'per level.
12. **Geas/Quest:** As *lesser geas*, plus it affects any creature of any HD and suffers 3d6 damage each day it does not attempt to fulfil quest.
13. **Glyph of Warding, Greater:** As *glyph of warding*, but up to 1d8 damage / level.
14. **Harm:** Deals 10-points/level damage to a touched target. A save halves this damage.
15. **Heal:** Cures 10 points/level of damage, all diseases and mental conditions on touched subject.
16. **Heroes' Feast:** Food for one creature/level. This cures all diseases, makes you immune to poison, adds 1 temporary HP / level and grants a +1 to all rolls. This lasts for 12 hours..
17. **Inflict Moderate Wounds, Mass:** Deals 2d8 damage +1/level to 1 creature / level within 25'+ 5'per 2 levels.
18. **Owl's Wisdom, Mass:** As *owl's wisdom*, affects one subject/level within 25'+ 5' / level for 1 minute / level.
19. **Planar Ally :** As *lesser planar ally*, but up to 12 HD.
20. **Summon Monster VI:** Calls extraplanar creature to fight for you.
21. **Symbol of Fear :** Triggered rune panics nearby creatures (1 per level, 60' radius) for 1 round per level.
22. **Symbol of Persuasion :** Triggered rune charms nearby creatures (1 per level,60' radius) for 1 hour per level.
23. **Undeath to Death :** Destroys 1d4 HD/level of undead within 40'radius (max 20d4).
24. **Wind Walk:** You and your allies (1 per 3 levels) turn vaporous and travel fast (60 mph for 1 hour per level).
25. **Word of Recall:** Teleports you back to designated place with any willing touched or touching others.

7TH-LEVEL CLERIC SPELLS

1. **Blasphemy:** Kills (if subject is 10 HD lower than caster) , paralyses (for 1d10 minutes if 5HD lower) , weakens (-2d6 STR for 2d4 rounds if 1 HD lower) or dazes (misses next round of actions) to all creatures within a 40 range and radius.
2. **Control Weather:** Changes weather in local area.
3. **Cure Serious Wounds, Mass:** Cures 3d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
4. **Destruction :** Kills subject and destroys remains instantly although a successful STR + physical roll reduces it to 10d6 damage.
5. **Dictum:** as Blasphemy except deafens instead of weakens.
6. **Ethereal Jaunt:** You become ethereal for 1 round/level.
7. **Holy Word:** as Blasphemy except it blinds instead of weakens.
8. **Inflict Serious Wounds, Mass:** Deals 3d8 damage +1/level to 1 creature / level within 25'+ 5'/ level.
9. **Refuge :** Alters item to transport its possessor to you upon speaking a command word and breaking item.
10. **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
11. **Repulsion:** Creatures can't approach you within a range of 10'per level for 1 round per level.
12. **Restoration, Greater :** As *restoration*, plus restores all levels and ability scores.
13. **Resurrection :** Fully restore dead subject who cannot have been dead more than 10 years / level, cannot died of old age and loses a level or 1d4 STR if 1st level.
14. **Scrying, Greater:** As *scrying*, but 1 hour per level.
15. **Summon Monster VII:** Calls extraplanar creature to fight for you.
16. **Symbol of Stunning :** Triggered rune stuns nearby creatures within 60'radius for 1d6 rounds.
17. **Symbol of Weakness :** Triggered rune weakens nearby creatures by 3d6 STR (all

creatures without STR are reduced by 1d6 HD) for 10 minutes per level.

18. **Word of Chaos:** as Blasphemy except stuns (unable to take any action against another for 2d4 rounds) instead of weakens.

8TH-LEVEL CLERIC SPELLS

1. **Antimagic Field:** Negates all magic within 10 ft.
2. **Cloak of Chaos:** +4 to AC, +4 resistance, and SR 25 against spells from lawful creatures.
3. **Create Greater Undead:** Create shadows, wraiths, spectres, or devourers.
4. **Cure Critical Wounds, Mass:** Cures 4d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
5. **Dimensional Lock:** Teleportation and interplanar travel blocked for one day/level.
6. **Discern Location:** Reveals exact location of creature or object.
7. **Earthquake:** Intense tremor shakes 80-ft.-radius.
8. **Fire Storm:** Deals 1d6/level fire damage at a range of 100'+ 10'/ level with 2 10'cubes per level.
9. **Holy Aura:** as Cloak of Chaos except against evil creatures .
10. **Planar Ally, Greater :** As *lesser planar ally*, but up to 18 HD.
11. **Inflict Critical Wounds, Mass:** Deals 4d8 damage +1/level for 1 creature / level within 25'+ 5'/ level.
12. **Shield of Law:** as Cloak of Chaos except against chaotic creatures.
13. **Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.
14. **Summon Monster VIII:** Calls extraplanar creature to fight for you.
15. **Symbol of Death:** Triggered rune slays nearby creatures (60'radius).
16. **Symbol of Insanity:** Triggered rune renders nearby creatures insane (60'radius).
17. **Unholy Aura:** as Cloak of Chaos except against good creatures.

9TH-LEVEL CLERIC SPELLS

1. **Astral Projection:** Projects you and companions onto Astral Plane.
2. **Energy Drain:** Subject gains 2d4 negative levels for 24 hours.
3. **Etherealness:** Travel to Ethereal Plane with companions.
4. **Gate:** Connects two planes for travel or summoning.
5. **Heal, Mass:** As *heal*, but ALL afflictions from 1 creature / level within 25'+ 5'/ level.
6. **Implosion:** Kills one creature/round for 1 round / level with 25'+ 5'/ 2 levels.
7. **Miracle:** Requests a deity's intercession (see game master).
8. **Soul Bind:** Traps newly dead soul to prevent *resurrection*, *true resurrection*, *miracle*, *wish* etc. within 1 round / level of creature dying and within 25'+ 5' / 2 levels.
9. **Storm of Vengeance:** Storm rains acid (1d6 damage), lightning (6 bolts, 10d6 damage, different targets), and hail (5d6 damage), deafens all within 360'radius and 400'+ 40' / level range.
10. **Summon Monster IX:** Calls extraplanar creature to fight for you.
11. **True Resurrection:** As *resurrection* but within 10 years per level of the creatures death and you must be able to identify exactly who the creature was. Remains are not needed.

And finally, a note about All **SUMMON MONSTER** spells.

- The summoning of a monster out of nothing to do your will lasts for 1 round / level.
- The monster has a number of HD equal the cater level that is required to cast the spell.
- The monster's AC equals 10 + (monster's HD / 2, round up)
- The monster inflicts damage equal to 1d8 plus half it's number of HD (round down)
- Each spell allows the caster to summon, instead of 1 monster from that spell, 1d3 monsters from the previous spell level or 1d4+1 monsters from the level below that.
- The monster always looks like a creature that reflects the caster's philosophies, beliefs and associations. I.E. an evil caster's monsters may look like demons, a naturalist caster's as a glowing animal and a pious caster's monsters appear as glowing balls of light.