

ELEMENTAL MAGIC

by Darth Cestual

Elemental spellcasters can cast any elemental spell, but choose 1 favored element; Air (A), Earth (E), Fire (F), or Water (W) as their domain. Domain spells are treated as Signature Spells as in Microlite20. Some spells fall under more than 1 domain. Non-designated spells are treated normally as spells of that level from M20. All Elemental spellcasters have Endure Elements: Exist comfortably in hot or cold environments, no protection from fire or cold damage as a free ability. These are not all the spells available, but have been limited to these selections in keeping with Microlite20. Duration based spells are assumed to last to the end of the scene, or 10 minutes per level, unless otherwise noted.

0 level Spells

Create Water: (W) creates 2 gallons/level of pure water (or ½ gallon in the Dark Sun setting)

Flare: (F) Dazzles on target (-1 on attack rolls)

Message: (A) whispered conversation at distance, 100ft+10ft/level

Resistance: (E) Subject gains +1 on saving throws

1st level Spells

Burning Hands: (F) 1d4/level fire damage (max 5d4)

Feather Fall: (A) Targets fall slowly, until landing or 1 round/level

Jump: (A) Subject gets bonus on Jump checks (+1/level)

Magic Stone: (E) Three stones gain +1 on attack, deal 1d6+1 damage

Obscuring Mist: (W) Fog surrounds you, 20ft height & radius

Produce Flame: (F) 1d6 damage +1/level, touch or thrown

2nd level Spells

Flame Blade: (F) Touch attack deals 1d8+1/two levels damage

Fog Cloud: (W) Fog obscures vision, 20ft high x 20ft radius, concealment, 20% miss over 5ft

Gust of Wind: (A) Blows away (1d6x5ft) and/or knocks down, 1d4 nonlethal/10ft

Pyrotechnics: (F) Turns fire into blinding light or choking smoke, -4 on rolls for 1d4 rounds

Soften Earth & Stone: (E) Turns stone to clay or dirt to sand or mud, 10cu ft/level

Sound Burst: (A) Deals 1d8/level sonic damage to subjects, may stun them, 50% chance

3rd level Spells

Fireball: (F) 1d6 damage/level, 20 ft radius

Fly: (A) Subject flies at speed of 60ft

Gaseous Form: (A) Subject becomes insubstantial and can fly slowly, 2mins/level

Meld into Stone: (E) You and your gear merge with stone

Stone Shape: (E) Sculpts stone into any shape, 10cu ft+1/level

Water Breathing: (W) Subjects can breathe underwater

4th level Spells

Fire Shield: (F) Creatures attacking you take 1d6/level fire damage, you're protected from heat or cold

Ice Storm: (W) Hail deals 5d6 damage 40ft area

Stoneskin: (E) Ignore 10 points of damage per attack

Wall of Fire: (F) Passing through wall deals 2d6 damage/level

Wall of Ice: (W) has 15 hp/level

Zone of Silence: (A) Keeps eavesdroppers from overhearing conversations

5th level Spells

Cloudkill: (A) Kills 3HD or less; 4-6 HD save or die, 6+ HD take Str damage
Cone of Cold: (W) 1d6/level cold damage
Control Winds: (A) Change wind direction and speed, 40ft x 40ft
Summon Monster V: Calls extraplanar creature (elemental only) to fight for you, 1HD/level
Transmute Mud to Rock: (E) transforms two 10ft cubes per level; reversible
Wall of Stone: (E) Creates a stone wall that can be shaped, 5sq ft/level, 15hp/level

6th level Spells

Find the Path: (E) Shows most direct way to a location
Shout, Greater: (A) Devastating yell deals 10d6 sonic damage, stuns creatures, damages objects
Freezing Sphere: (W) freezes water or deals cold damage
Flesh to Stone: (E) Turns subject into statue; reversible
Move Earth: (E) Digs trenches and builds hills, 10x10 cu ft/minute
Stone Tell: (E) Talk to natural or worked stone

7th level Spells

Acid Fog: (A or W) Fog deals acid damage, 20ft high x 20ft radius, 2d6 acid damage
Earthquake: (E) Intense tremor shakes 80ft radius
Control Weather: (A) Changes weather in local area, 2mi radius, 4d12 hours
Delayed Blast Fireball: (F) 1d6/level fire damage; you can postpone blast for 5 rounds
Fire Storm: (F) Deals 1d6/level fire damage, 20cu ft/level
Wind Walk: (A) You and you allies turn vaporous, 600ft/round, self+1 every 3 levels, 1hr/level

8th level Spells

Horrid Wilting: (W) Deals 1d6/level damage within 30ft, from dehydration
Incendiary Cloud: (F) Cloud deals 1d6/level fire damage, 20ft high x 20ft radius
Iron Body: (E) Your body become living iron, 1min/level, +6 Str, -6 Dex, +15 AC
Polar Ray: (W) 1d6/level cold damage
Shout, Greater: (A) 10d6 sonic damage, stuns creatures & damages objects
Whirlwind: (A) Cyclone deals damage and can pick up creatures, 10ft wide x 30 high, 3d6 damage

9th level spells

Elemental Swarm: Summons multiple elementals (cast as domain element only) 2d4 elementals