



# LITE 2.0

## FANTASY ROLE-PLAYING RULES PLAYER'S GUIDE

BASED UPON THE SYSTEM REFERENCE DOCUMENT

[HTTP://WWW.WIZARDS.COM/D20](http://www.wizards.com/d20)

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# Lite20

Welcome to Lite20! This is a trimmed-down version of the SRD rules that has been designed to be quick and easy to play. The goal was to create a simpler game, but one where all of the resources of the SRD (monsters, spells, adventures and equipment) could be used without conversion.

## Stats

There are 3 stats - Strength, Dexterity and Mind. These are abbreviated as STR, DEX and MIND.

Roll 4d6, drop lowest dice. Total remaining 3 dice and allocate to one of the stats. Repeat for remaining stats.

Stat bonus = (STAT-10)/2, round down.

## Races

**Humans:** +1 to all skill rolls. Move 30'/per round or 20'/round in heavy armor.

**Dwarves:** +2 STR. Move 20'/per round even in heavy armor. Have darkvision and stonemasonry (+2 racial bonus on Knowledge checks to notice unusual stonework).

**Halflings:** +2 DEX. Move 20'/per round or 15'/round in heavy armor. A halfling gains a +1 size bonus to Armor Class and a +4 size bonus on Subterfuge checks to hide in outdoor environments and +2 morale bonus to saves against fear effects.

**Elves:** +2 MIND. Move 30'/per round or 20'/round in heavy armor. Have darkvision and immunity to magic sleep effects and ghoul paralysis. Elves are entitled to a free search check if they pass within 5 feet of a secret or concealed door (rolled by the GM).

**Gnomes:** +2 STR. Move 20'/per round or 15'/round in heavy armor. A gnome gains a +1 size bonus to Armor Class, +2 bonus to saving throws against illusions and a +4 size bonus on Subterfuge checks to hide in underground environments. Once per day a gnome may speak with burrowing animals (duration 1 minute).

**Half-Elves:** +1 MIND. Move 30'/per round or 20'/round in heavy armor. Have immunity to magic sleep effects.

## Classes

The classes are Fighter, Rogue, Sorcerer, Cleric. All characters begin at Level 1 with an attack bonus of +1.

**Fighters** can wear any kind of armor and use shields. They have a +3 bonus to Physical skill checks. They use d10 for hit dice.

**Special Ability:** If you deal a creature enough damage to kill a creature in a single blow, you get an immediate, extra melee attack against another creature within reach. No movement is allowed.

**Rogues** can use light armor They have a +3 bonus to Subterfuge skill checks. They use d6 for hit dice.

**Special Ability:** May Find/Remove Traps, Move Silently, Hide in Shadows, and Pick Pockets with a successful Subterfuge check.

**Special Ability:** A rogue may make a sneak attack

for extra damage with a light weapon. The attack deals an extra 1d6 damage at 1st level, and increases by an additional 1d6 damage for every two rogue levels thereafter.

**Sorcerers** wear no armor. May only use Daggers. They can cast arcane spells, and gain a +3 bonus to Knowledge skill checks. They use d4 for hit dice. Sorcerers gain a +1 attack bonus (AB) every 6 levels.

**Special Ability:** Sorcerers can double the power of the spell they are casting. All variable, numeric effects of an empowered spell are doubled. The spell point cost of an empowered spell is triple.

**Clerics** can wear light or medium armor and use shields. They can cast divine spells. They gain +3 bonus to Communication skill checks. They use d8 for hit dice. Clerics gain 1d6 + Mind bonus spell points each level.

**Special Ability:** Clerics may turn away or destroy undead creatures. Turning is a Communication +MIND bonus check vs the Turn Undead DC.

Fighters and Rogues can use DEX bonus + Level as Melee attack bonus if wielding a light weapon. Fighters and Rogues can wield 2 light weapons and attack with both in a round if they take a -2 penalty on all attack rolls that round. Rapiers count as light weapons, but you can not wield two rapiers at the same time.

## Multi-class Characters

Characters may take a second class at first level. One class is primary the other secondary.

Primary class provides Base Attack bonus and +2 bonus to the primary skill for that class. Secondary Class provides +1 bonus for primary skill of that class.

## Common Aspects

**Hit Points** – hit points are determined by rolling HP for both classes, adding the numbers together, and dividing by 2.

**Weapons** – Use the less restrictive set of weapons between the two classes.

**Armor** – Use the more restrictive armor options between the two classes.

## Special abilities

Each special ability is modified in the following way:

**Fighter** – Extra attack is at half damage.

**Rogue** – Sneak attack damage increase is at ever 4 levels instead of every 2. Other rogue abilities are already penalized due to the primary skill bonus adjustment.

**Wizard** – Empowered spell effects remained unchanged due to the reduced spell points already reducing it's ability to be used.

**Cleric** – Turning already suffers a penalty due to skill level adjustments so they remain unchanged.

## Spells

**Spell Points** – The character's amount of spell points is equal to their hit points. When a character runs out of spell points for the day, they may opt to cast but take damage

equal to the number of spell points used to cast the spell. A character who uses all of their hit points to cast spells is forever dead and can not be raised as they have been consumed by the magic; leaving a dried husk for a corpse.

**Maximum spell level** – Maximum spell level is ¼ current level rounded up.

### Attack Bonus

The attack bonus is an bonus “to hit” derived from character class and level. Attack bonuses increase at different rates for different character classes. Fighters gain a additional attacks per round as experience is gained (See table below).

Character Base Attack Table							
Lv	Sor	CL /R	Fighter	Lv	Sor	CL /R	Fighter
1	+1	+1	+1	19	+4	+5	+7/+5/+3/+2
2	+1	+1	+1	20	+4	+5	+7/+5/+4/+2
3	+1	+1	+1	21	+5	+6	+7/+5/+4/+2
4	+1	+1	+2	22	+5	+6	+8/+6/+5/+3
5	+1	+2	+2	23	+5	+6	+8/+6/+5/+3
6	+2	+2	+2/+1	24	+5	+6	+8/+6/+5/+3
7	+2	+2	+3/+1	25	+5	+7	+9/+7/+6/+2
8	+2	+2	+3/+1	26	+6	+7	+9/+7/+6/+2
9	+2	+3	+3/+2	27	+6	+7	+9/+7/+6/+2
10	+2	+3	+4/+2	28	+6	+7	+10/+8/+7/+3
11	+3	+3	+4/+2/+1	29	+6	+8	+10/+8/+7/+3
12	+3	+3	+4/+3/+1	30	+6	+8	+10/+8/+7/+3
13	+3	+4	+5/+3/+1	31	+7	+8	+11/+9/+8/+4
14	+3	+4	+5/+3/+2	32	+7	+8	+11/+9/+8/+4
15	+3	+4	+5/+4/+2	33	+7	+9	+11/+9/+8/+4
16	+4	+4	+6/+4/+2/+1	34	+7	+9	+12/+10/+9/+5
17	+4	+5	+6/+4/+3/+1	35	+7	+9	+12/+10/+9/+5
18	+4	+5	+6/+5/+3/+1	36	+8	+9	+12/+10/+9/+5

### Hit Points

At 1st level all characters add their Strength score to their hit points. When a character's hit points reach zero or less, the character has died.

### Darkvision

Darkvision is the ability to see even in total darkness. It is black and white only but otherwise like normal sight but does not grant one the ability to see in magical darkness.

### Skills

There are 4 types skills - Physical, Subterfuge, Knowledge and Communication.

**Skill rank** = any bonus from your class description (e.g., Fighters have a +3 to all Physical skill checks).

**Skill roll** = d20 + skill rank + whatever stat bonus is most

applicable to the use + situation modifiers applied by the GM. The skill roll must be greater than or equal to the target number on the target number table.

For example, Climbing would use Physical + STR bonus. Dodging a falling rock is Physical + DEX bonus. Finding a trap is Subterfuge + MIND bonus. Disabling a trap is Subterfuge + DEX bonus.

### Example Skills

Skills are presented as Skill Name - (Skill Type) ability bonus.

**Appraise** - (COM) MIND bonus

**Balance** - (PHYS) DEX bonus

**Bluff** - (COM) MIND bonus

**Climb** - (PHYS) DEX bonus or STR bonus, whichever is more appropriate to the skill check.

**Decipher Script** - (KNOW) MIND bonus

**Diplomacy** - (COM) MIND bonus

**Disable Device** - (SUB) MIND bonus or DEX bonus

**Disguise** - (SUB) MIND bonus

**Escape Artist**- (SUB) DEX bonus or STR bonus, depending on how the character is held.

**Forgery** - (COM) MIND bonus

**Handle Animal** - (COM) MIND bonus or STR bonus if the animal is bigger than you.

**Heal** - (KNOW) MIND bonus

**Hide**- (SUB) DEX bonus

**Intimidate** - (PHYS) STR bonus, or (SUB) MIND bonus or (COM) STR bonus, whichever is more appropriate to the skill check.

**Jump**- (PHYS) STR bonus (long jump) or (PHYS) DEX bonus (high jump)

**Knowledge** - (KNOW) MIND bonus

**Listen**- (SUB) MIND bonus

**Move Silently** - (SUB) DEX bonus, may not be possible in armor heavier than leather

**Perform** - (COM) MIND bonus, though it could be DEX bonus if you're juggling, or STR bonus if you're a weightlifter

**Profession** - (COM) MIND bonus

**Ride** - (COM) DEX bonus

**Search** - (COM) MIND bonus

**Sense Motive** - (COM) MIND bonus

**Spellcraft** - (COM) MIND bonus

**Spot** - (SUB) MIND bonus

**Survival** - (PHYS) STR bonus to survive, or (SUB) DEX bonus or STR bonus to hunt or to track in the wilderness.

**Swim** - (PHYS) STR bonus

**Tumble** - (PHYS) DEX bonus

Target Number	
Level	Target
1-2	20
3-4	19
5-6	18
7-8	17
9-10	16
11-12	15
13-14	14
15-16	13
17-18	12
19-20	10

## Equipment

All characters start with 3d6x10 gp and may purchase equipment from the tables below.

## Weapons

Weapons	Cost	Dmg	Range**
Arrows (20)	1 gp	—	—
Axe, throwing*	8 gp	1d6	10 ft.
Battleaxe	10 gp	1d8	—
Bolts, crossbow (10)	1 gp	—	—
Bullets, sling (10)	1 sp	—	—
Club	—	1d6	10 ft.
Crossbow, heavy	50 gp	1d10	120 ft.
Crossbow, light	35 gp	1d8	80 ft.
Dagger*	2 gp	1d4	10 ft.
Dagger, punching	2 gp	1d4	—
Dart	5 sp	1d4	20 ft.
Falchion	75 gp	2d4	—
Flail	8 gp	1d8	—
Flail, heavy	15 gp	1d10	—
Gauntlet*	2 gp	1d3	—
Gauntlet, spiked*	5 gp	1d4	—
Glaive	8 gp	1d10	—
Greataxe	20 gp	1d12	—
Greatclub	5 gp	1d10	—
Greatsword	50 gp	1d12	—
Guisarme	9 gp	2d4	—
Halberd	10 gp	1d10	—
Hammer, light*	1 gp	1d4	20 ft.
Handaxe*	6 gp	1d6	—
Javelin	1 gp	1d6	30 ft.
Lance	10 gp	1d8	—
Longbow	75 gp	1d8	100 ft.
Longbow, composite	100 gp	1d8	110 ft.
Longspear	5 gp	1d8	—
Longsword	15 gp	1d8	—
Mace, heavy	12 gp	1d8	—
Mace, light*	5 gp	1d6	—
Morningstar	8 gp	1d8	—
Net	20 gp	—	10 ft.
Pick, heavy	8 gp	1d6	—
Pick, light*	4 gp	1d4	—
Ranseur	10 gp	2d4	—
Rapier*	20 gp	1d6	—
Scimitar	15 gp	1d6	—
Scythe	18 gp	2d4	—
Shield, heavy	special	1d4	—
Shield, light	special	1d3	—
Shortbow	30 gp	1d6	60 ft.
Shortbow, composite	75 gp	1d6	70 ft.

Shortspear	1 gp	1d6	20 ft.
Sickle*	6 gp	1d6	—
Sling	—	1d4	50 ft.
Spear	2 gp	1d8	20 ft.
Spiked armor	special	1d6	—
Spiked shield, heavy	special	1d6	—
Spiked shield, light	special	1d4	—
Staff	—	1d6	—
Sword, bastard	35 gp	1d10	—
Sword, short*	10 gp	1d6	—
Trident	15 gp	1d8	10 ft.
Unarmed strike*	—	1d3	—
Waraxe, dwarven	30 gp	1d10	—
Warhammer	12 gp	1d8	—
Whip	1 gp	1d3	—

\* Light Weapons

\*\* Maximum range increments for thrown weapons is 3 iterations of the range increment. Range increments for projectile weapons is 5 iterations of the range increment. Each iteration adds an additional -1 to the attack roll.

## Armor

Armor	Cost	Bonus
Leather	10 gp	+2
Studded leather	25 gp	+3
Scale mail	50 gp	+4
Chain mail	150 gp	+5
Splint mail	200 gp	+6
Half-plate*	600 gp	+7
Full plate*	1,500 gp	+8
Shield, Buckler	15 gp	+1
Shield, light wooden	3 gp	+1
Shield, light steel	9 gp	+1
Shield, heavy wooden	7 gp	+2
Shield, heavy steel	20 gp	+2
Armor spikes	+50 gp	—
Shield spikes	+10 gp	—

\* Heavy Armor

## Adventuring Gear

Goods	Cost
Backpack (empty)	2 gp
Bedroll	1 sp
Blanket, winter	5 sp
Block and tackle	5 gp
Bottle, wine, glass	2 gp
Caltrops (covers 5 ft. sq.)	1 gp
Candle	1 cp
Canvas (sq. yd.)	1 sp
Case, map or scroll	1 gp

Chalk, 1 piece	1 cp
Chest (empty)	2 gp
Crowbar	2 gp
Fishhook	1 sp
Fishing net, 25 sq. ft.	4 gp
Flask (empty)	3 cp
Flint and steel	1 gp
Grappling hook	1 gp
Hammer	5 sp
Ink (1 oz. vial)	8 gp
Inkpen	1 sp
Lamp, common	1 sp
Lantern, bullseye	12 gp
Lantern, hooded	7 gp
Mirror, small steel	10 gp
Oil (1-pint flask)	1 sp
Paper (sheet)	4 sp
Parchment (sheet)	2 sp
Pick, miner's	3 gp
Piton	1 sp
Pole, 10-foot	2 sp
Pouch, belt (empty)	1 gp
Rations, trail (per day)	5 sp
Rope, hempen (50 ft.)	1 gp
Rope, silk (50 ft.)	10 gp
Sack (empty)	1 sp
Sealing wax	1 gp
Sewing needle	5 sp
Signal whistle	8 sp
Signet ring	5 gp
Spade or shovel	2 gp
Spyglass	1,000 gp
Tent	10 gp
Torch	1 cp
Vial, ink or potion	1 gp
Waterskin	1 gp

Warhorse, light	150 gp
Warpony	100 gp
Saddle, Military	20 gp
Saddle, Pack	5 gp
Saddle, Riding	10 gp
Saddlebags	4 gp

### Level Advancement

Each level adds additional Hit Points as per hit dice of the character class. Clerics and Sorcerers gain access to new spell levels at levels 3,5,7,9,etc.

All characters gain a level as per the Experience Table below:

Level	XP	Level	XP
1st	0	11th	480000
2nd	2000	12th	600000
3rd	4000	13th	720000
4th	8000	14th	840000
5th	16000	15th	960000
6th	32000	16th	1080000
7th	64000	17th	1200000
8th	128000	18th	1320000
9th	240000	19th	1440000
10th	360000	20th	1560000

### Spells

Sorcerers can cast any arcane (sorcerer) spell, and Clerics can cast any divine (clerical) spell, with a spell level equal or below 1/2 their class level, rounded up.

A spell is a formula for collecting and using magical energies. The caster controls these energies with a memorized set of words and hand motions: the spell. Only clerics and sorcerers can learn these formulas, and thus only they can cast spells.

Casting a spell of any kind costs Spell Points. The cost is 1 + the level of the spell being cast. Spell Points are recovered after 8 hours rest. There is no need to memorize spells in advance.

**Note:** Just because a character can cast any spell, doesn't mean that they should. Choose spells that suit the character, and select two 'signature' spells that they prefer to use over any others. The GM can opt to make these spells easier to cast due to familiarity, costing 1 less Spell Point to use. 0-level spells always cost 1 point regardless.

### Saving Throws

Generally, when a creature or player character is subject to an unusual or magical attack, they get a saving throw to avoid or reduce the effect. A saving throw is usually a d20 roll plus Will saving throw bonus. However, spells with a large area of effect use a d20 roll plus Reflex saving throw bonus instead to reduce the damage to one-half. To successfully save, the roll must be better than 10 + spell level + caster Mind bonus.

### Mounts and Related Gear

Mount	Cost
Barding	2x armor type
Bit and bridle	2 gp
Dog, guard	25 gp
Dog, riding	150 gp
Donkey or mule	8 gp
Feed (per day)	5 cp
Horse, heavy	200 gp
Horse, light	75 gp
Pony	30 gp
Warhorse, heavy	400 gp

## Spell Attributes

Damage, range, area of effect and duration of a given spell is handled by the following table when not in the spell description. The GM is the final arbiter of all spell effects.

Spell Attribute	Default	Each point allocated adds....
Damage	0	1d4* per spell point used
Range	Touch	30' per spell point used
Area of effect	0	10' radius per spell point used
Duration	Instant	1 round per spell point used

\*Damage dice can be incremented (e.g., from a d4 to a d6 or from a d6 to a d8, etc.) by spending an additional spell point per enhanced die to be rolled (e.g., a 6d6 fireball could be changed to a 6d8 fireball by using 6 additional spell points). If the player wishes to roll d10s, the spell point cost would be 2 points per die to be enhanced.

## Spell List

**Order of Presentation:** In the spell lists and the spell descriptions that follow them, the spells are presented in alphabetical order by name except for those belonging to certain spell chains.

When a spell's name begins with "lesser," "greater," or "mass," the spell description is alphabetized under the second word of the spell name instead.

**Hit Dice:** The term "Hit Dice" is used synonymously with "character levels" for effects that affect a number of Hit Dice of creatures. Creatures with Hit Dice only from their race, not from classes, have character levels equal to their Hit Dice.

**Caster Level:** A spell's power often depends on caster level, which is defined as the caster's class level for the purpose of casting a particular spell. A creature with no classes has a caster level equal to its Hit Dice unless otherwise specified. The word "level" in the spell lists that follow always refers to caster level.

**Reversible Spells:** Spells marked with a "\*" in the spell name can be cast to have the reverse effect as listed in the spell description. Casting a spell this way may be considered an evil act.

## Cleric Spells

### 0-Level Cleric Spells

**Create Water:** Creates 2 gallons/level of pure water.

**Cure Minor Wounds\*:** Cures 1 point of damage.

**Detect Magic:** Detects spells and magic items within 60 ft.

**Detect Poison:** Detects poison in one creature or object.

**Guidance:** +1 on one attack roll, saving throw, or skill check.

**Light\*:** Object shines like a torch for one hour per level.

**Mending:** Makes minor repairs on an object.

**Purify Food and Drink:** Purifies 1 cu. ft./level of food or water.

**Read Magic:** Read scrolls and spellbooks.

**Resistance\*:** Subject gains +1 on saving throws.

**Virtue:** Subject gains 1 temporary hp.

### 1st-Level Cleric Spells

**Bless\*:** Allies gain +1 on attack rolls and saves against fear.

**Bless Water\*:** Makes holy water.

**Command:** One subject obeys selected command for 1 round.

**Comprehend Languages\*:** You understand all spoken and written languages.

**Cure Light Wounds\*:** Cures 1d8 damage +1/level (max +5).

**Deathwatch:** Reveals how near death subjects within 30 ft. are.

**Detect Evil\*:** Reveals creatures, spells, or objects of evil alignment.

**Detect Undead:** Reveals undead within 60 ft.

**Divine Favor:** You gain +1 per three levels on attack and damage rolls.

**Doom:** One subject takes -2 on attack rolls, damage rolls, saves, and checks.

**Endure Elements:** Exist comfortably in hot or cold environments for one hour per level.

**Entropic Shield:** Ranged attacks against you have 20% miss chance.

**Hide from Undead:** Undead can't perceive one subject/level.

**Magic Stone:** Three stones gain +1 on attack, deal 1d6 +1 damage.

**Magic Weapon:** Weapon gains +1 bonus.

**Obscuring Mist:** Fog surrounds you.

**Protection from Evil\*:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

**Remove Fear\*:** Suppresses fear or gives +4 on saves against fear for one subject + one subject per four levels.

**Sanctuary:** Opponents can't attack you, and you can't attack.

**Shield of Faith:** Aura grants +2 or higher deflection bonus.

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

### 2nd-Level Cleric Spells

**Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).

**Augury:** Learns whether an action will be good or bad.

**Bull's Strength:** Subject gains +4 to Str for 1 min./level.

**Calm Emotions:** Calms creatures, negating emotion effects.

**Consecrate\*:** Fills area with positive energy, making undead weaker.

**Cure Moderate Wounds\*:** Cures 2d8 damage +1/level (max +10).

**Delay Poison:** Stops poison from harming subject for 1 hour/level.

**Enthrall:** Captivates all within 100 ft. + 10 ft./level.

**Find Traps:** Notice traps as a rogue does.

**Gentle Repose:** Preserves one corpse for 1 day per level.

**Hold Person:** Paralyzes one humanoid.

**Make Whole:** Permanently repairs an object.

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

**Resist Energy:** Ignores 10 (or more) points of damage/attack from specified energy type (acid, cold, electricity, fire, or sonic).

**Restoration, Lesser:** Dispels magical ability penalty or repairs 1d4 ability damage.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Shield Other:** You take half of subject's damage.

**Silence:** Negates sound in 20-ft. radius.

**Sound Burst:** Deals 1d8 sonic damage to subjects; may stun them.

**Spiritual Weapon:** Magic weapon attacks on its own.

**Status:** Monitors condition, position of allies.

**Summon Monster II:** Calls creature to fight for you.

**Zone of Truth:** Subjects within range can not lie.

### 3rd-Level Cleric Spells

**Animate Dead:** Creates undead skeletons and zombies.

**Continual Light:** Makes a permanent, heatless torch.

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

**Cure Serious Wounds:** Cures 3d8 damage +1/level (max +15).

**Daylight\*:** 60-ft. radius of bright light. shadow in 60-ft. radius.

**Dispel Magic:** Cancels spells and magical effects.

**Glyph of Warding:** Inscription harms those who pass it.

**Helping Hand:** Ghostly hand leads subject to you.

**Invisibility Purge:** Dispels invisibility within 5 ft./level.

**Locate Object:** Senses direction toward object.

**Magic Circle against Evil\*:** As *protection* spells, but 10-ft. radius and 10 min./level.

**Magic Vestment:** Armor or shield gains +1 enhancement per four levels.

**Meld into Stone:** You and your gear merge with stone.

**Prayer:** Allies +1 bonus on most rolls, enemies -1 penalty.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Remove Blindness/Deafness\*:** Cures normal or magical conditions.

**Remove Curse\*:** Frees object or person from curse.

**Remove Disease\*:** Cures all diseases affecting subject.

**Searing Light:** Ray deals 1d8/two levels damage, 2x damage against undead.

**Speak with Dead:** Corpse answers one question/two levels.

**Stone Shape:** Sculpts stone into any shape.

**Summon Monster III:** Calls creature to fight for you.

**Water Breathing:** Subjects can breathe underwater.

**Water Walk:** Subject treads on water as if solid.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### 4th-Level Cleric Spells

**Air Walk:** Subject treads on air as if solid (climb at 45-degree angle).

**Control Water:** Raises or lowers bodies of water.

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

**Death Ward:** Grants immunity to death spells and negative energy effects.

**Discern Lies:** Reveals deliberate falsehoods.

**Divination:** Provides useful advice for specific proposed actions.

**Divine Power:** You gain attack bonus, +6 to Str, and 1 hp/level.

**Giant Vermin:** Turns centipedes, scorpions, or spiders into giant vermin.

**Imbue with Spell Ability:** Transfer spells to subject.

**Magic Weapon, Greater:** +1 bonus/four levels (max +5).

**Neutralize Poison\*:** Immunizes subject against poison, detoxifies venom in or on subject.

**Repel Vermin:** Insects, spiders, and other vermin stay 10 ft. away.

**Restoration:** Restores level and ability score drains.

**Sending:** Delivers short message anywhere, instantly.

**Spell Immunity:** Subject is immune to one spell per four levels.

**Summon Monster IV:** Calls creature to fight for you.

**Tongues:** Speak any language.

### 5th-Level Cleric Spells

**Atonement:** Removes burden of misdeeds from subject.

**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.

**Command, Greater:** As *command*, but affects one subject/level.

**Commune:** Deity answers one yes-or-no question/level.

**Cure Light Wounds, Mass\*:** Cures 1d8 damage +1/level for many creatures.

**Dispel Evil\*:** +4 bonus against attacks.

**Disrupting Weapon:** Melee weapon destroys undead upon hit.

**Flame Strike:** Smite foes with divine fire (1d6/level damage).

**Hallow\*:** Designates location as holy.

**Insect Plague:** Locust swarms attack creatures.

**Mark of Justice:** Designates action that will trigger *curse* on subject.

**Plane Shift:** As many as eight subjects travel to another plane.

**Raise Dead\*:** Restores life to subject who died as long as one day/level ago.

**Scrying:** Spies on subject from a distance.

**Summon Monster V:** Calls creature to fight for you.

**Symbol of Pain:** Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep:** Triggered rune puts nearby creatures into catatonic slumber.

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

**Wall of Stone:** Creates a stone wall that can be shaped.

### 6th-Level Cleric Spells

**Animate Objects:** Objects attack your foes.

**Antilife Shell:** 10-ft. field hedges out living creatures.

**Blade Barrier:** Wall of blades deals 1d6/level damage.

**Bull's Strength, Mass:** As *bull's strength*, affects one subject/level.

**Create Undead:** Create ghouls, ghosts, wights or mummies.

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

**Dispel Magic, Greater:** As *dispel magic*, but up to +20 (+1 per additional spell point used) on check.

**Find the Path:** Shows most direct way to a location.

**Geas/Quest:** As *lesser geas*, plus it affects any creature.

**Glyph of Warding, Greater:** As *glyph of warding*, but up to 10d8 damage or 6th-level spell.

**Heal\*:** Cures 10 points/level of damage, all diseases and mental conditions.

**Heroes' Feast:** Food for one creature/level, cures and grants combat bonuses (+1 per additional spell point used).

**Planar Ally:** As *lesser planar ally*, but up to 12 HD.

**Summon Monster VI:** Calls creature to fight for you.

**Symbol of Fear:** Triggered rune panics nearby creatures.

**Symbol of Persuasion:** Triggered rune charms nearby creatures.

**Undeath to Death:** Destroys 1d4 HD/level undead (max 20d4).

**Wind Walk:** You and your allies turn vaporous and travel 1 mile per level very quickly.

**Word of Recall:** Teleports you back to designated place.

### 7th-Level Cleric Spells

**Control Weather:** Changes weather in local area.

**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.

**Holy Word\*:** Kills, paralyzes, blinds, or deafens evil subjects.

**Refuge:** Alters item to transport its possessor to you.  
**Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).  
**Repulsion:** Creatures can't approach you.  
**Restoration, Greater:** As *restoration*, plus restores all levels and ability scores.  
**Resurrection:** Fully restore dead subject.  
**Scrying, Greater:** As *scrying*, but 1 hour per level.  
**Summon Monster VII:** Calls creature to fight for you.  
**Symbol of Stunning:** Triggered rune stuns nearby creatures.  
**Symbol of Weakness:** Triggered rune weakens nearby creatures.

### 8th-Level Cleric Spells

**Antimagic Field:** Negates magic within 10 ft.  
**Create Greater Undead:** Create shadows, wraiths or spectres.  
**Cure Critical Wounds, Mass\*:** Cures 4d8 damage +1/level for many creatures.  
**Dimensional Lock:** Teleportation blocked for one day/level.  
**Discern Location:** Reveals exact location of creature or object.  
**Earthquake:** Intense tremor shakes 80-ft. radius.  
**Fire Storm:** Deals 1d6/level fire damage.  
**Holy Aura\*:** +4 to AC, +4 resistance, against evil spells.  
**Spell Immunity, Greater:** As *spell immunity*, but up to 8th-level spells.  
**Summon Monster VIII:** Calls creature to fight for you.  
**Symbol of Death:** Triggered rune slays nearby creatures.  
**Symbol of Insanity:** Triggered rune renders nearby creatures insane.

### 9th-Level Cleric Spells

**Energy Drain:** Subject gains 2d4 negative levels.  
**Heal, Mass\*:** As *heal*, but with several subjects.  
**Implosion:** Kills one creature/round.  
**Miracle:** Requests a deity's intercession.  
**Soul Bind:** Traps newly dead soul to prevent *resurrection*.  
**Storm of Vengeance:** Storm rains acid, lightning, and hail.  
**Summon Monster IX:** Calls creature to fight for you.  
**True Resurrection:** As *resurrection*, plus remains aren't needed.

### 0-Level Sorcerer Spells

**Acid Splash:** Orb deals 1d3 acid damage.  
**Arcane Mark:** Inscribe a personal rune (visible or invisible).  
**Dancing Lights:** Creates dancing torches or other lights.  
**Daze:** Humanoid creature of 4 HD or less loses next action.  
**Detect Magic:** Detects spells and magic items within 60 ft.  
**Detect Poison:** Detects poison in one creature or object.  
**Disrupt Undead:** Deals 1d6 damage to one undead.  
**Flare:** Dazzles one creature (-1 on attack rolls).  
**Ghost Sound:** Figment sounds.  
**Light\*:** Object shines like a torch for 1 minute per level.  
**Mage Hand:** 5-pound telekinesis.  
**Mending:** Makes minor repairs on an object.  
**Message:** Whispered conversation at distance.  
**Open/Close:** Opens or closes small or light things.  
**Prestidigitation:** Performs minor tricks.  
**Ray of Frost:** Ray deals 1d3 cold damage.  
**Read Magic:** Read scrolls and spellbooks.  
**Resistance:** Subject gains +1 on saving throws.  
**Touch of Fatigue:** Touch attack fatigues target.

### 1st-Level Sorcerer Spells

**Alarm:** Wards an area for 2 hours/level.  
**Animate Rope:** Makes a rope move at your command.  
**Burning Hands:** 1d4/level fire damage (max 5d4).  
**Charm Person:** Makes one person your friend.  
**Chill Touch:** One touch/level deals 1d6 damage and possibly 1 point of Str damage.  
**Color Spray:** Knocks unconscious (1HD), blinds (2HD), and/or stuns (3HD) weak creatures.  
**Comprehend Languages:** You understand all spoken and written languages.  
**Detect Secret Doors:** Reveals hidden doors within 60 ft.  
**Detect Undead:** Reveals undead within 60 ft.  
**Disguise Self:** Changes your appearance.  
**Endure Elements:** Exist comfortably in hot or cold environments for 24 hours.  
**Enlarge Person\*:** Humanoid creature doubles in size.  
**Erase:** Mundane or magical writing vanishes.  
**Expeditious Retreat:** Your speed increases by 30 ft.  
**Feather Fall:** Caster falls slowly.  
**Floating Disk:** Creates 3-ft.-diameter horizontal disk that holds 100 lb./level.  
**Grease:** Makes 10-ft. square or one object slippery.  
**Hold Portal:** Holds door shut for 1 round/level.  
**Hypnotism:** Fascinates 2d4 HD of creatures.  
**Identify:** Determines properties of magic item.  
**Jump:** Subject gets +5 bonus on Jump checks.  
**Mage Armor:** Gives subject +4 armor bonus.  
**Magic Aura:** Alters object's magic aura.  
**Magic Missile:** 1d4+1 damage; +1 missile per two levels above 1st (max 5).  
**Magic Weapon:** Weapon gains +1 bonus for 1 round/level.  
**Mount:** Summons riding horse for 2 hours/level.  
**Obscuring Mist:** Fog surrounds you for 1 round/level.  
**Protection from Evil\*:** +2 to AC and saves, counter mind control, hedge out elementals and outsiders.  
**Ray of Enfeeblement:** Ray deals 1d6 +1/two levels Str damage.  
**Shield:** Invisible disc gives +4 to AC, blocks magic missiles.  
**Shocking Grasp:** Touch delivers 1d6/level electricity damage (max 5d6).  
**Silent Image:** Creates minor illusion of your design.  
**Sleep:** Puts 4 HD of creatures into magical slumber.  
**Summon Monster I:** Calls creature to fight for you.  
**True Strike:** +20 on your next attack roll.  
**Unseen Servant:** Invisible force obeys your commands.  
**Ventriloquism:** Throws voice for 1 min./level.

### 2nd-Level Sorcerer Spells

**Acid Arrow:** Ranged touch attack; 2d4 damage for 1 round +1 round/three levels.  
**Alter Self:** Assume form of a similar creature.  
**Arcane Lock:** Magically locks a portal or chest. Permanent until dispelled.  
**Blur:** Attacks miss subject 20% of the time.  
**Bull's Strength:** Subject gains +4 to Str for 1 min./level.  
**Cat's Grace:** Subject gains +4 to Dex for 1 min./level.  
**Command Undead:** Undead creature obeys your commands.  
**Continual Light\*:** Makes a permanent, heatless torch.  
**Darkvision:** See 60 ft. in total darkness.  
**Daze Monster:** Living creature of 6 HD or less loses next action.  
**Detect Thoughts:** Allows "listening" to surface thoughts.  
**False Life:** Gain 1d10 temporary hp +1/level (max +10).

**Flaming Sphere:** Creates rolling ball of fire, 2d6 damage, lasts 1 round/level.

**Fog Cloud:** Fog obscures vision.

**Fox's Cunning:** Subject gains +4 Mind for 1 min./level.

**Ghoul Touch:** Paralyzes one subject, which exudes stench

**Glitterdust:** Blinds creatures, outlines invisible creatures.

**Gust of Wind:** Blows away or knocks down smaller creatures.

**Hideous Laughter:** Subject loses actions for 1 round/level.

**Hypnotic Pattern:** Fascinates (2d4 + level) HD of creatures.

**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.

**Locate Object\*:** Senses direction toward object (specific or type).

**Magic Mouth:** Speaks once when triggered.

**Minor Image:** As silent image, plus some sound.

**Mirror Image:** Creates decoy duplicates of you (1d4 +1 per three levels, max 8).

**Misdirection:** Misleads divinations for one creature or object.

**Obscure Object:** Masks object against scrying.

**Phantom Trap:** Makes item seem trapped.

**Protection from Arrows:** Subject immune to most normal non-magical ranged attacks.

**Pyrotechnics:** Turns fire into blinding light or choking smoke.

**Resist Energy:** Ignores first 10 (or more) points of damage/attack from specified energy type (acid, cold, electricity, fire, or sonic).

**Rope Trick:** As many as eight creatures hide in extra-dimensional space.

**Scare:** Panics creatures of less than 6 HD.

**Scorching Ray:** Ranged touch attack deals 4d6 fire damage, +1 ray/four levels (max 3).

**See Invisibility:** Reveals invisible creatures or objects.

**Shatter:** Sonic vibration damages objects or crystalline creatures.

**Spectral Hand:** Creates disembodied glowing hand to deliver touch attacks.

**Spider Climb:** Grants ability to walk on walls and ceilings.

**Summon Monster II:** Calls creature to fight for you.

**Summon Swarm:** Summons swarm of bats, rats, or spiders.

**Touch of Idiocy:** Subject takes 1d6 points of Mind damage for 10 min./level.

**Web:** Fills 20-ft.-radius spread with sticky spiderwebs.

### **3rd-Level Sorcerer Spells**

**Arcane Sight:** Magical auras become visible to you.

**Clairaudience/Clairvoyance:** Hear or see at a distance for 1 min./level.

**Daylight\*:** 60-ft. radius of bright light.

**Deep Slumber:** Puts 10 HD of creatures to sleep.

**Dispel Magic:** Cancels magical spells and effects.

**Displacement:** Attacks miss subject 50%.

**Explosive Runes:** Deals 6d6 fire damage when read.

**Fireball:** 1d6 fire damage per level, 20-ft. radius.

**Flame Arrow:** Arrows deal +1d6 fire damage.

**Fly:** Subject flies at speed of 60 ft.

**Gaseous Form:** Subject becomes insubstantial and can fly 10 ft/round.

**Gentle Repose:** Preserves one corpse.

**Halt Undead:** Immobilizes undead for 1 round/level.

**Haste\*:** One creature/level moves faster, +1 on attack rolls, AC, and Reflex saves.

**Heroism:** Gives +2 bonus on attack rolls, saves, skill checks.

**Hold Person:** Paralyzes one humanoid for 1 round/level.

**Illusory Script:** Only intended reader can decipher.

**Invisibility Sphere:** Makes everyone within 10 ft. invisible.

**Keen Edge:** Doubles normal weapon's threat range.

**Lightning Bolt:** Electricity deals 1d6/level damage.

**Magic Circle against Evil\*:** As protection spells, but 10-ft. radius and 10 min./level.

**Magic Weapon, Greater:** +1/four levels (max +5).

**Major Image:** As silent image, plus sound, smell and thermal effects.

**Non-detection:** Hides subject from divination and scrying.

**Phantom Steed:** Magic horse appears for 1 hour/level.

**Protection from Energy:** Absorb 12 points/level of damage from one kind of energy.

**Rage:** Subjects gains +2 to Str and Con, +1 on Will saves, -2 to AC.

**Secret Page:** Changes one page to hide its real content.

**Sepia Snake Sigil:** Creates text symbol that immobilizes reader.

**Shrink Item:** Object shrinks to one-sixteenth size.

**Sleet Storm:** Hampers vision and movement with weather conditions.

**Stinking Cloud:** Nauseating vapors, 1 round/level.

**Suggestion:** Compels subject to follow stated course of action.

**Summon Monster III:** Calls creature to fight for you.

**Tiny Hut:** Creates shelter for ten creatures for 1 day/level.

**Tongues:** Speak any language.

**Vampiric Touch:** Touch deals 1d6/two levels damage; caster gains damage as hp.

**Water Breathing:** Subjects can breathe underwater.

**Wind Wall:** Deflects arrows, smaller creatures, and gases.

### **4th-Level Sorcerer Spells**

**Animate Dead:** Creates undead skeletons and zombies.

**Arcane Eye:** Invisible floating eye moves 30 ft./round.

**Black Tentacles:** Tentacles grapple all within 20 ft. spread.

**Charm Monster:** Makes a monster believe it is your ally.

**Confusion:** Subjects behave oddly (1d4: 1 – attack, 2 – attack friend, 3 – do nothing, 4 – Flee) for 1 round/level.

**Contagion:** Infects subject with a disease.

**Crushing Despair:** Subjects take -2 on attack rolls, damage rolls, saves, and checks.

**Detect Scrying:** Alerts you of magical eavesdropping.

**Dimension Door:** Teleports you short distance (max 360 ft.).

**Dimensional Anchor:** Bars extra-dimensional movement.

**Enervation:** Subject gains 1d4 negative levels.

**Enlarge Person, Mass\*:** Enlarges several creatures.

**Fear:** Subjects within cone flee for 1 round/level.

**Fire Shield:** Creatures attacking you take fire damage; you're protected from heat or cold.

**Fire Trap:** Opened object deals 1d4 damage +1/level.

**Geas, Lesser:** Commands (one word command) subject of 7 HD or less.

**Globe of Invulnerability, Lesser:** Stops 1st- through 3rd-level spell effects.

**Hallucinatory Terrain:** Makes one type of terrain appear like another (field into forest, or the like).

**Ice Storm:** Hail deals 5d6 damage in cylinder 40 ft. across.

**Illusory Wall:** Wall, floor, or ceiling looks real, but anything can pass through.

**Invisibility, Greater:** As invisibility, but subject can attack and stay invisible.

**Locate Creature:** Indicates direction to familiar creature (360 ft. range).

**Minor Creation:** Creates one cloth or wood object.  
**Phantasmal Killer:** Fearsome illusion kills subject (will save or die) or deals 3d6 damage. Does not affect > 10 HD.  
**Polymorph:** Gives one willing subject a new form.  
**Rainbow Pattern:** Lights fascinate 24 HD of creatures.  
**Remove Curse\*:** Frees object or person from curse.  
**Resilient Sphere:** Force globe protects but traps one subject.  
**Scrying:** Spies on subject from a distance for 1 min./level.  
**Secure Shelter:** Creates sturdy cottage for 2 hours/level.  
**Shout:** Deafens all within cone and deals 5d6 sonic damage.  
**Solid Fog:** Blocks vision and slows movement by 50%.  
**Stone Shape:** Sculpts stone into any shape.  
**Stoneskin:** Ignore 10 points of damage per attack.  
**Summon Monster IV:** Calls creature to fight for you.  
**Wall of Fire:** Deals 2d4 fire damage out to 10 ft. and 1d4 out to 20 ft. Passing through wall deals 2d6 damage +1/level.  
**Wall of Ice:** Creates wall of ice, or hemisphere that can trap creatures inside.  
**Whispering Wind:** Sends a short message 1 mile/level.

### **5th-Level Sorcerer Spells**

**Animal Growth:** One animal/two levels doubles in size.  
**Baleful Polymorph:** Transforms subject into harmless animal.  
**Blight:** Withers one plant or deals 1d6/level damage to plant creature.  
**Break Enchantment:** Frees subjects from enchantments, alterations, curses, and petrification.  
**Cloudkill:** Kills 3 HD or less; 4–6 HD save or die, 6+ HD take 1d6 Str damage.  
**Cone of Cold:** 1d6/level cold damage.  
**Contact Other Plane:** Lets you ask questions of extra-planar entity.  
**Dominate Person:** Controls humanoid telepathically.  
**Dream:** Sends message to anyone sleeping.  
**Fabricate:** Transforms raw materials into finished items.  
**False Vision:** Fools scrying with an illusion.  
**Feeblemind:** Subject's Mind score permanently drops to 1.  
**Hold Monster:** As hold person, but any creature.  
**Interposing Hand:** Hand provides cover against one opponent.  
**Mage's Faithful Hound:** Phantom dog can guard, attack.  
**Mage's Private Sanctum:** Prevents anyone from viewing or scrying an area for 24 hours.  
**Magic Jar:** Enables possession of another creature via soul storing gem.  
**Major Creation:** As minor creation, plus stone and metal.  
**Mind Fog:** Subjects in fog has -10 to Mind and Will checks.  
**Mirage Arcana:** As hallucinatory terrain, plus structures.  
**Nightmare:** Sends vision dealing 1d10 damage, fatigue.  
**Overland Flight:** You fly at a speed of 40 ft.  
**Passwall:** Creates passage through wood or stone wall.  
**Permanency:** Makes certain spells permanent.  
**Persistent Image:** As major image, but no concentration required.  
**Prying Eyes:** 1d4+1/level floating eyes scout for you.  
**Secret Chest:** Hides expensive chest on Ethereal Plane; you retrieve it at will.  
**Seeming:** Changes appearance of one person per two levels.  
**Sending:** Delivers short message anywhere, instantly.  
**Summon Monster V:** Calls creature to fight for you.  
**Symbol of Pain:** Triggered rune wracks nearby creatures with pain.

**Symbol of Sleep:** Triggered rune puts nearby creatures into catatonic slumber.  
**Telekinesis:** Moves object, attacks creature, or hurls object or creature.  
**Telepathic Bond:** Link lets allies communicate.  
**Teleport:** Instantly transports you and up to 4 others as far as 100 miles/level.  
**Transmute Rock to Mud\*:** Transforms two 10-ft. cubes per level.  
**Wall of Force:** Wall is immune to damage.  
**Wall of Stone:** Creates a stone wall that can be shaped.  
**Waves of Fatigue:** Several targets become fatigued (can neither run nor charge and takes a -2 penalty to Strength and Dexterity).

### **6th-Level Sorcerer Spells**

**Acid Fog:** Fog deals 2d6/creature acid damage.  
**Analyze Dweomer:** Reveals all magical aspects of subject.  
**Antimagic Field:** Negates magic within 10 ft.  
**Bull's Strength, Mass:** As bull's strength, affects one subject/level.  
**Cat's Grace, Mass:** As cat's grace, affects one subject/level.  
**Chain Lightning:** 1d6/level damage; 1 secondary bolt/level each deals half damage of previous bolt.  
**Circle of Death:** Kills 1d4/level HD of creatures.  
**Contingency:** Sets trigger condition for another spell.  
**Control Water:** Raises or lowers bodies of water 10 ft./level.  
**Create Undead:** Creates ghouls, ghosts, wights, or mummies.  
**Disintegrate:** Destroys one creature or object.  
**Dispell Magic, Greater:** As dispell magic, but +20 on check.  
**Eyebite:** Target becomes panicked, sickened, and comatose.  
**Flesh to Stone\*:** Turns subject creature into statue.  
**Forceful Hand:** Hand pushes creatures away.  
**Fox's Cunning, Mass:** As fox's cunning, affects one subject/level.  
**Freezing Sphere:** Freezes water or deals 1d6/level cold damage.  
**Geas/Quest:** Places a magical command on a creature that must be completed.  
**Globe of Invulnerability:** As lesser globe of invulnerability, plus 4th-level spell effects.  
**Guards and Wards:** Array of magic effects protect area.  
**Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp equal to caster level.  
**Legend Lore:** Lets you learn tales about a person, place, or thing.  
**Mislead:** Turns you invisible and creates illusory double.  
**Move Earth:** Digs trenches and builds hills.  
**Permanent Image:** Includes sight, sound, and smell.  
**Programmed Image:** As major image, plus triggered by event.  
**Repulsion:** Creatures can't approach you.  
**Shadow Walk:** Step into shadow to travel rapidly.  
**Suggestion, Mass:** As suggestion, plus one subject/level.  
**Summon Monster VI:** Calls creature to fight for you.  
**Symbol of Fear:** Triggered rune panics nearby creatures.  
**Symbol of Persuasion:** Triggered rune charms nearby creatures.  
**Transformation:** You gain combat bonuses (+4 to Strength, Dexterity, AC, saves and proficient with all simple and martial weapons. base attack bonus equals your character level).  
**True Seeing:** Lets you see all things as they really are.  
**Undeath to Death:** Destroys 1d4/level HD of undead (max

20d4).

**Veil:** Changes appearance of group of creatures for 1 hour/level.

**Wall of Iron:** 30 hp/four levels; can be toppled onto foes.

### **7th-Level Sorcerer Spells**

**Control Undead:** Undead don't attack you while under your command.

**Control Weather:** Changes weather in local area of up to 10 miles for 1 hour per level.

**Delayed Blast Fireball:** 1d6/level fire damage; you can postpone blast for up to 5 rounds.

**Ethereal Jaunt:** You become ethereal for 1 round/level.

**Finger of Death:** Kills one subject (save vs Fortitude if successful, 3d6 damage).

**Forcecage:** Cube or cage of force imprisons all inside.

**Grasping Hand:** Hand provides cover, pushes, or grapples.

**Hold Person, Mass:** As hold person, but all within 30 ft.

**Insanity:** Subject suffers continuous confusion.

**Instant Summons:** Previously prepared object appears in your hand.

**Invisibility, Mass:** As invisibility, but affects all in range.

**Mage's Magnificent Mansion:** Door leads to extra-dimensional mansion. Lasts for 2 hours/level.

**Mage's Sword:** Floating magic blade (+5 "to hit", 4d6+5 damage) strikes opponents.

**Phase Door:** Creates an invisible passage through wood or stone.

**Power Word Blind:** Blinds creature with 200 hp or less.

**Project Image:** Illusory double can talk and cast spells.

**Reverse Gravity:** Objects and creatures fall upward.

**Scrying, Greater:** As scrying, but 1 hour/level.

**Sequester:** Subject is invisible to sight and scrying; renders creature comatose.

**Spell Turning:** Reflect 1d4+6 spells back at caster that target only you.

**Statue:** Subject can become a statue at will.

**Summon Monster VII:** Calls creature to fight for you.

**Symbol of Stunning:** Triggered rune stuns nearby creatures.

**Symbol of Weakness:** Triggered rune weakens nearby creatures.

**Teleport Object:** As teleport, but affects a touched object.

**Teleport, Greater:** As teleport, but no range limit and up to 8 others.

**Vision:** As legend lore, but quicker and strenuous.

**Waves of Exhaustion:** Several targets become exhausted.

### **8th-Level Sorcerer Spells**

**Antipathy:** Object or location affected by spell repels specific kind of intelligent creature.

**Charm Monster, Mass:** As charm monster, but all within 30 ft.

**Clenched Fist:** Large hand provides cover, pushes, or attacks your foes.

**Clone:** Duplicate awakens when original dies.

**Create Greater Undead:** Create shadows, wraiths, spectres, or vampires.

**Demand:** As sending, plus you can send suggestion.

**Dimensional Lock:** Teleportation blocked for one day/level.

**Discern Location:** Reveals exact location of creature or object.

**Horrid Wilting:** Deals 1d6/level damage within 30 ft.

**Incendiary Cloud:** Cloud deals 4d6 fire damage/round.

**Iron Body:** Your body becomes living iron.

**Irresistible Dance:** Forces subject to dance for 1d4+1 rounds.

**Maze:** Traps subject in extradimensional maze. Subject may save each round to escape the maze.

**Mind Blank:** Subject is immune to mental/emotional magic and scrying.

**Moment of Prescience:** You gain insight bonus on single attack roll, check, or save.

**Polar Ray:** Ranged touch attack deals 1d6/level cold damage.

**Polymorph Any Object:** Changes any subject into anything else.

**Power Word Stun:** Stuns creature with 150 hp or less.

**Protection from Spells:** Confers +8 resistance bonus.

**Prying Eyes, Greater:** As prying eyes, but eyes have true seeing.

**Screen:** Illusion hides area from vision, scrying.

**Shout, Greater:** Devastating yell deals 10d6 sonic damage; stuns creatures, damages objects.

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

**Sunburst:** Blinds all within 10 ft., deals 6d6 damage.

**Symbol of Death:** Triggered rune slays nearby creatures.

**Symbol of Insanity:** Triggered rune renders nearby creatures insane.

**Sympathy:** Object or location attracts certain creatures.

**Telekinetic Sphere:** As resilient sphere, but you move sphere telekinetically.

**Temporal Stasis:** Permanently puts subject into suspended animation (save vs. Fortitude negates).

**Trap the Soul:** Permanently imprisons subject within gem.

### **9th-Level Sorcerer Spells**

**Crushing Hand:** Large hand provides cover, pushes, or crushes (2d6+12 damage) your foes.

**Dominate Monster:** As dominate person, but any creature.

**Energy Drain:** Subject takes 2d4 ability damage to Str, Dex and Mind.

**Foresight:** Sixth sense warns of impending danger.

**Freedom:** Releases creature from imprisonment spell.

**Hold Monster, Mass:** As hold monster, but all within 30 ft.

**Imprisonment:** Entombs subject beneath the earth.

**Mage's Disjunction:** Dispels magic, disenchant magic items.

**Meteor Swarm:** Four exploding spheres each deal 6d6 fire damage.

**Power Word Kill:** Kills one creature with 100 hp or less.

**Refuge:** Alters item to transport its possessor to you.

**Shapechange:** Transforms you into any creature, and change forms once per round.

**Soul Bind:** Traps newly dead soul to prevent resurrection in a black sapphire gem.

**Summon Monster IX:** Calls creature to fight for you.

**Teleportation Circle:** Circle teleports any creature inside to designated spot.

**Time Stop:** You act freely for 1d4+1 rounds.

**Wail of the Banshee:** Kills one creature/level within a 40-ft.-radius (Fortitude negates).

**Weird:** As phantasmal killer, but affects all within 30 ft.

**Wish:** Alters reality within spell limits. GM is final arbiter.

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