

Divine Spells

0-Level Divine Spells: Orisons

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

Guidance: +1 on one attack roll, saving throw, or skill check. Lasts for 1 min. or until discharged.

Light: Object shines like a torch for 10 min./level.

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

Resistance: Subject gains +1 on saving throws for 1 minute.

Virtue: Subject gains 1 temporary hp for 1 minute.

1st-Level Divine Spells

Bless: Allies gain +1 on attack rolls and communication + MIND checks against fear for 1 min./level.

Bless Water: Makes holy water.

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

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

Magic Stone: Three stones gain +1 on attack, deal 1d6 +1 damage. Lasts for 30 minutes or until discharged.

Shield of Faith: Aura grants +2 or higher AC bonus for 1 min./level.

2nd-Level Divine Spells

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

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

Delay Poison: Stops poison from harming subject for 1.

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 3d8 damage +1/level (max +15).

Prayer: Allies get a +1 bonus on most rolls, enemies take a -1 penalty for 1 round/level.

Remove Disease: Cures all diseases affecting subject.

Searing Light: Ray deals 1d8/two levels damage, or 1d8/level against undead.

Speak with Dead: Corpse answers one question/two levels. Lasts for 1 min./level.

4th-Level Divine Spells

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

Discern Lies: Reveals deliberate falsehoods for 1 round/level or until concentration ends.

Freedom of Movement: Subject moves normally despite impediments for 10 min./level.

Neutralize Poison: Immunizes subject against poison for 10 min./level, detoxifies venom in or on subject.

Restoration: Restores level and ability score drains.

Tongues: Speak any language for 10 min./level.

5th-Level Divine Spells

Atonement: Removes burden of misdeeds from subject.

Commune: Deity answers one yes-or-no question/level. Lasts for 1 round/level

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

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

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

True Seeing: Lets you see all things as they really are for 1 min./level.

6th-Level Divine Spells

Banishment: Banishes 2 HD/level of extraplanar creatures.

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

Harm: Deals 10 points/level damage to target.

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

Heroes' Feast: Food for one creature/level cures disease and grants +1 combat bonus for 12 hours.
Lasts for 1 hour.

Quest: Commands any creature, binding it to a specific task. Lasts for 1 day/level or until discharged.

7th-Level Divine Spells

Cure Serious Wounds, Mass: Cures 3d8 damage +1/level for many creatures.

Destruction: Kills subject and destroys remains.

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

Regenerate: Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).

Restoration, Greater: As restoration, plus restores all levels and ability scores.

Resurrection: Fully restores a dead subject from a small portion of the corpse.

8th-Level Divine Spells

Antimagic Field: Negates magic within 10 ft. for 10 min./level.

Cure Critical Wounds, Mass: Cures 4d8 damage +1/level for many creatures.

Dimensional Lock: Teleportation and interplanar travel blocked for 1 day/level.

Discern Location: Reveals exact loc of creat 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.