**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 hour/level.
*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 subj.
*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.

# Microlite20 Divine Spellbook

**Player:**

**Character:**