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:

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