



## A FREE PREVIEW

### CREDITS

**Design and Development:** John Alger

**Editing:** Chris Cant

**Cover Art:** William McAusland and John Alger

**Interior Art:** William McAusland (<http://www.artmotive.com/mcausland.html>)

**Special Thanks:** Thomas Hardin, Brian Davisson, and Andrew Burton.

Bloodstone Press  
P.O. box 332703  
Murfreesboro TN, 37133  
[www.bloodstone-press.com](http://www.bloodstone-press.com)

The “d20 System” and the “d20 System” logo are Trademarks owned by Wizards of the Coast and are used according to the terms of the d20 System License version 1.0. A copy of the License can be found at [www.wizards.com/d20](http://www.wizards.com/d20). Dungeons & Dragons®, Dungeon Master®, and Wizards of the Coast® are Registered Trademarks of Wizards of the Coast, and are used with permission.

“Bloodstone Press,” and the Bloodstone Press logo are trademarks owned by Bloodstone Press. Some portions of this book which are Open Game Content originate from the System Reference Document and are ©1999–2003 Wizards of the Coast, Inc. The remainder of this material is protected under the copyright laws of the United States of America (copyright 2003). Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Bloodstone Press.

This product is a work of fiction. Any similarity to actual people, places, organizations or events is purely coincidental.





# GOD SPELLS

## INTRODUCTION

Welcome to the free preview of God Spells, a collection of 50 divine spells from Bloodstone Press. This preview includes three new spells from the God Spells supplement. It also features the table of contents from the God Spells, proving a brief list of every spell within it. If you like what you see here, you can get a copy of the God Spells [right here](#) for only \$4.00!

God Spells includes nearly every divine spell that Bloodstone Press has published from 2001 to 2005. It also includes 20 new spells. All of the reprinted spells have been updated to the 3.5 version of the rules and feature dozens of corrections and clarifications.

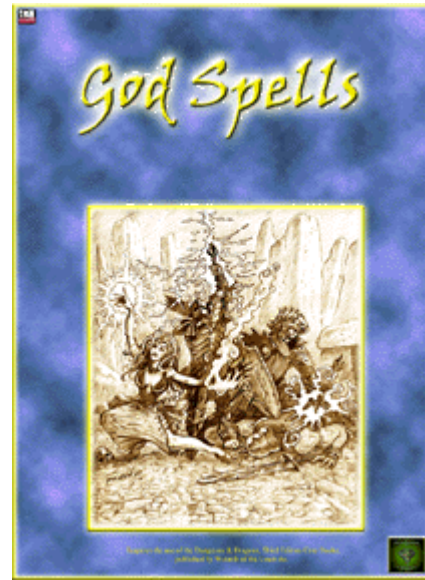
## CLARIFICATIONS

Despite the long hours spent developing and honing this material, clarifications may still be in order. If you have any questions or need clarification concerning these rules do not hesitate to contact us at [questions@bloodstone-press.com](mailto:questions@bloodstone-press.com). We will do our best to get you an answer and we'll try to make suitable adjustments to future releases of this material.

## OGC

All text related directly to the spells, including their names, description and statistics are classified as Open Content. These Open Game Content portions of this book are hereby added to Open Game Content and if so used, should bear the COPYRIGHT NOTICE "God Spells, ©2003 Bloodstone Press."

All other material contained in this document is hereby designated as Product Identity. This material includes, but is not limited to, all art, the Bloodstone Press logo and name, the Introduction section, and the cover images and copy text in the Appendix.



God Spells contains 50 spells for divine casters. Druids, clerics, paladins and rangers can all find useful ideas in this assortment of miracles. Stunning new magic such as *pollen cloud*, *armor of stone*, *excommunication*, and *sorghum's wrath* can be found among these pages. *Mass resurrection* is always a crowd-pleaser and the deadly *tongue of swords* is sure to get any enemy's attention!

**God Spells** also includes many of the divine spells that have appeared in Bloodstone's other titles, all updated to the new 3.5 rules. Classic spells like *convalescence*, *fortify* and *spirit of the lion* have been retooled with the new version of the core rules and are ready to be added to **your game!** With the God Spells in their hand, your divine heroes will have all the power they need to achieve their spiritual goals!

only  
**\$4.00!**

# CONTENTS

<b>CLERIC SPELL LIST...5</b>	
<b>DRUID SPELL LIST...6</b>	
<b>PALADIN SPELL LIST...6</b>	
<b>RANGER SPELL LIST...6</b>	
<b>SPELLS...7</b>	
<i>Angel Fire ...7</i>	
<i>Armor of Acid ...7</i>	
<i>Armor of Flame ...7</i>	
<i>Armor of Ice ...7</i>	
<i>Armor of Stone ...7</i>	
<i>Armor of Thunder ...8</i>	
<i>Armor of Voltage ...8</i>	
<i>Armor of Waves...9</i>	
<i>Armor of Wind ...9</i>	
<i>Cone of Flame...9</i>	
<i>Convalescence...9</i>	
<i>Conversion Field...10</i>	
<i>Dauntless Resolve ...10</i>	
<i>Death Ward, Mass ...10</i>	
<i>Desert Wind...10</i>	
<i>Divine Shepherd...10</i>	
<i>Doom Shield ...11</i>	
<i>Dragon Bane...11</i>	
<i>Earth Fist...11</i>	
<i>Eruption...11</i>	
<i>Excommunication ...11</i>	
<i>Fearless...12</i>	
<i>Fortify...12</i>	
<i>God Speed...13</i>	
<i>Geyser...13</i>	
<i>Hellfire and Brimstone...13</i>	
<i>Heroism...13</i>	
<i>Light Speed...13</i>	
<i>Lower Resistance...14</i>	
<i>Malefic Susurrations ...14</i>	
<i>Monkey Stride...14</i>	
<i>Negative Energy Shield...14</i>	
<i>Opalescent Aura...15</i>	
<i>Pollen Cloud...15</i>	
<i>Precision ...16</i>	
<i>Refresh...16</i>	

<i>Resurrection, Mass...16</i>	
<i>Smoke cloud...16</i>	
<i>Snow Blind...16</i>	
<i>Sorghum's Wrath ...16</i>	
<i>Soul Power...17</i>	
<i>Spell Shackle ...17</i>	
<i>Spirit of the Bear...17</i>	
<i>Spirit of the Leopard...17</i>	
<i>Spirit of the Owl...17</i>	
<i>Sun Burn...18</i>	
<i>Tongue of Swords...18</i>	
<i>Vulpine Evasion...18</i>	
<i>Weapon of the Deity ...18</i>	
<i>Withstand...19</i>	
<b>OTHER SUPPLEMENTS...20</b>	
<b>OGL VERSION 1.0A...24</b>	



## ARMOR OF VOLTAGE

**Evocation [Electricity]**

**Level:** Drd 6, Clr 6

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Personal

**Target:** Caster

**Duration:** 1 round/level (D)

This spell protects the caster with a field of powerful electricity. This protective field deflects attacks, protects against electricity, and damages anyone who strikes the caster.

Armor of voltage uses electromagnetic fields to deflect physical attacks directed at the caster, providing a +6 deflection bonus to AC. The spell also grants the caster immunity to electricity. Additionally, any creature attacking the caster with natural or metal weapons suffers 1d6 points of electrical damage with each successful attack. Anyone grappling with the caster automatically takes 2d6 points of electrical damage every round. The caster also inflicts 1d6 points of electrical damage with each touch attack.

This spell is negated if the caster is submerged.

fly at a speed of 120 feet. If the caster already has a fly speed, this effect increases his speed by 30 feet.

## CONVALESCENCE

Conjuration (Healing)

**Level:** Clr 5

**Components:** V, S

**Casting Time:** 1 standard action

**Range:** Touch

**Target:** Creature touched

**Duration:** up to 8 hours

**Save:** Will half (harmless)

**Spell Resistance:** Yes

This spell imparts healing while the subject rests. Each hour spent sleeping, the subject gains 1 hp per level of the caster. Regardless of how long a subject sleeps, the spell ends after 8 hours. If the subject is wakened at any time during his convalescence the spell ends prematurely, imparting only those hit points already healed.

## POLLEN CLOUD

Conjuration (Creation)

**Level:** Drd 3, Clr 3

**Components:** V, S, M, DF

**Casting Time:** 1 standard action

**Range:** Long (400 ft.+40 ft./level)

**Area:** 20-ft. radius burst

**Duration:** Instantaneous and see text

**Saving Throw:** Fortitude partial

**Spell Resistance:** Yes

This spell causes a sudden burst of highly allergenic pollen. Creatures in the area must make a Fortitude save or begin sneezing violently for 1d4 rounds. During that time they may take no other actions and are effectively stunned. Furthermore, their eyes also begin watering profusely, blurring their vision and causing a 20% miss on all of their melee attacks and a 50% miss chance on all of their ranged attacks. This condition persists for 1 round per caster level. Those who succeed at the saving throw do not suffer from blurred vision but still sneeze violently for 1 round. Undead, constructs, plants and oozes are unaffected by this spell.

*Material Component:* A leaf from a highly allergenic plant.





# GOD SPELLS

## OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10 Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12 Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13 Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14 Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

## 15 COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Rules Document Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on original material by E. Gary Gygax and Dave Arneson.

Content of this document that is wholly derived from the System Reference Document is hereby declared open game content, as defined in the d20 System License version 1.0. The introductions, book title and concept, publisher’s name (Bloodstone Press), and the Bloodstone Press logo are Product Identity. Any reproduction or unauthorized use of this material is prohibited without the express written permission of Bloodstone Press.

God Spells Copyright 2003, Bloodstone Press.