

# DIVINE MAGIC IN THE IRON KINGDOMS



THIS IS A LIST OF ALL OF THE DIVINE SPELLS THAT exist in Iron Kingdoms d20 (from privateer press, (c)2003).

Those spells that are removed also noted for completeness.

This list is Pathfinder 1e ready, for a Dungeons and Dragons 3e (d20) list see the originl source books.

## THE PAIN OF HEALING

Healing in the Iron Kingdoms is not as clean cut and as guaranteed as you might think. A divine spellcaster has a certain number of HP they are able to restore each day, after that the magic becomes chaotic. Roll for both the caster (Tbl 5.1) and their target (Tbl 5.2) to see what happens once the limit has been exceeded.

This effect occurs on the spell cast after the Caster has used up their daily allowance. The daily allowance is calculated as follows.

### MAX HP PER DAY:

$$10 + \text{WIS} \times \text{LVL}$$

### IF THEY HAVE THE HEALING DOMAIN:

$$10 + \text{WIS} \times \text{LVL} \times 2$$

## MODIFIERS TO THE ROLL

- If the Cleric or War Priest has the Healing Domain, deduct -1 from each roll
- If the target's alignment is 2 steps or more from the caster's add +1 to each roll
- If the target's alignment is directly opposed to the caster's add +2 to each roll
- If the target's alignment is 2 steps or more from the caster's and the caster has not yet exceeded his threshold, there is a 30% chance the Pain of Healing will trigger anyway
- If the target's alignment is directly opposed to the caster's and the caster has not yet exceeded his threshold, there is a 45% chance the Pain of Healing will trigger anyway
- Directly opposing LG is LE, NG is NE, CG is CE, LE is LG, NE is NG, CE is CG
- Directly opposing LN is CN, CN is LN
- Directly opposing N is LG, CG, LE and CE
- Menoth caster healing any other religion target +3 to each roll
- Cyriss, the Devourer Wurm, Dhunia or Thamar caster healing a Menoth target +3 to each roll
- Nyssor caster healing any other religion target +2 to each roll
- Scyrah caster healing any other religion target +2 to each roll



## THE HEALER ROLLS

Table 5-1:Pain of Healing

d6 Result	Notes
0 No Effect	
1 Exhausted	1/2 Mv, no run, no charge, -6 STR and DEX checks. Rest 1hr is Fatigued
2 Nauseated	no attack, no spellcasting, no concentration and only 1 move action per turn
3 Open Wounds	Wounds open up. Caster loses d6 HP per round for spell level rounds. Fort Sv(Healed HP) or lose -1 HP more each round. Scars are permanent
4 Minor Drain	Caster loses a random spell slot for this day of the same level or higher, if caster can not supply this they must lose double the level below, if they still can not pay they suffer 3d6 damage
5 Gaping Wounds	Fort Sv(15+Spell Lvl) or Wounds open up and Caster loses (Healed HP) HP. Scars are permanent. Succeed the save and the healing spell fails
6 Infestation	Suffer 2d6 damage and -1 STR and -1 CON per day for Caster's lvl days. 5% per lost CON chance that the lost CON is permanent
7 Drained	Lose all spell slots and turn/rebuke undead for 24 hours. Fort Sv(20) or lose 3d6 HP
8 Terrible Retribution	the healing spell does not work and caster must Will Sv(15) or suffer 1/2 healed HP in damage and the target must Fort Sv(Caster's lvl) or suffer the same
9 Divine Suffering	Staggered and Will Sv(15+own lvl) or lose -1d6HP and -1d4 Will permanently, if successful lose -1d6 (temp)Will

## THE PATIENT ROLLS

Table 5-2:Pain of Being Healed

Target's 1d6	Result	Notes
0	No Effect	
1	Fatigued	no run, no charge, -2 STR and DEX checks. if fatigued again then Exhausted. Rest 8hr to remove
2	Exhausted	1/2 Mv, no run, no charge, -6 STR and DEX checks. Rest 1hr is Fatigued
3	Nauseated	no attack, no spellcasting, no concentration and only 1 move action per turn
4	Vicious Pain	the healing has no effect and the target suffers 3d6 damage, caster must Will Sv(15) or lose -1 CON permanently
5	Suffocation	For healed HP rounds the target loses all air from their lungs and can not breathe. Caster must pass Fort Sv(15) or suffer the same fate
6	Horrible Burning	Both caster and target feel their insides burn, they both suffer 3d6 damage and must pass Fort Sv(Caster's Spell Save) or lose 1 pt Charisma due to scarring
7	Overwhelming Disease	The healing spell has no effect and the target develops the divine justice/holy pain disease, Fort Sv(20) on contact will pass it on, it has 1 day incubation. It causes -2d4 (temp)CON. Contagious for 1d6 days after fully being healed.
8	God Strike	The healing spell has no effect and the target and anyone within 10ft is blown 2d4x10ft away and is stunned for d6 rounds and suffers 5d6 damage
9	Painful Curse	Spell has no effect and -1d6 (temp)CON. Caster must Fort Sv(15+target's lvl) or take the same CON loss as the target

## SPELL LISTS

### THESE SPELLS DO NOT EXIST

#### SPELLS NOT POSSIBLE IN THE IRON KINGDOMS

LVL	SRC	Spell	Notes
1		Comprehend Languages	
1	APG	Dancing Lantern	



## CLERIC, INQUISITOR AND WARPRIEST SPELLS

### ORISONS (0 LEVEL)

SRC Spell	Notes
Bleed	resume dying (Evil)
Create Water	2gal/lvl
Detect Magic	
Detect Poison	
Guidance	atk, save or skill +1
Light	
Mending	
Purify Food and Drink	1cu'/lvl
Read Magic	
Resistance	+1 saves
APG Spark	ignite a flammable object
Stabilise	
Virtue	1 temp hp

### 1ST LEVEL

SRC Spell	Notes
APG Ant Haul	Carry x3
Bane	atk and save vs fear -1
Bless	atk and save vs fear +1
Bless Water	
Cause Fear	tgt flees d4 rnds (Evil)
Command	
Cure Light Wounds	d8+1/lvl max 5, see pain of healing
Curse Water	(Evil)
Deathwatch	30'
Detect X	X(Chaos, Law, Good, Evil)
Detect	60'
Undead	
Divine Favour	atk +1/3lvls
Doom	tgt atk, dmg, saves, skill -2
Endure	
Elements	
Entropic Shield	20% miss chance
Hide from	tgt/lvl
Undead	
Inflict Light Wounds	d8+1/lvl max 5 (Evil)
Magic Stone	has atk +1, d6+1 dmg
Magic	+1 magic
Weapon	
Obscuring	
Mist	
Protection	+2AC, +2 save, X(Chaos, Law, Good(E), from X Evil)
Remove Fear	or +4 save. Tgt +1/4L
Sanctuary	
Shield of Faith	AC +2 or more
Summon	may turn on caster, 5% infernally marked or worse (p264 IK), random; bog constrictor, devil rat or razor bat (Evil)
Monster 1	

### 2ND LEVEL

SRC Spell	Notes
Aid	+d8+lvl temp HP, +1 atk
Align Weapon	
Augury	get GM help on an action
Bear's Endurance	+4 CON for 1min/lvl
APG Blessing of	+2 save fear or death
Courage and Life	
Bull's Strength	+4 STR for 1min/lvl
Calm Emotions	
Consecrate	makes undead weaker
Cure Moderate Wounds	2d8+lvl(max +10), see pain of healing
Darkness	20' area
Death Knell	Fort(17) or caster takes 4 NL dmg. Kills a dying target for 10min/lvl of bonuses for 1hr/lvl
Delay Poison	
Desecrate	makes undead stronger (Evil)
Eagle's Splendour	+4 CHA for 1min/lvl
Enthral	100'+10'/lvl area
Find Traps	1min/lvl perc +1/2 lvl to find traps, 10' near also triggers
Gentle Repose	preserves a corpse
APG Ghostbane Dirge	Incorporeals take 1/2 dmg from NM weapons
APG Grace	No AOO from movement
Hold Person	causes paralysis
Inflict Moderate Wounds	2d8+lvl(max +10) (Evil)
APG Instant Armour	0-5th is chain, 6-8 is banded or chain +1 magic, etc
Lesser Restoration	d4 ability restored
Make Whole	
Owl's Wisdom	+4 WIS for 1min/lvl
Remove Paralysis	
Resist Energy	10 of declared energy type
IK Reveal Souls	Souls appear as bobbing lights
APG Share Language	
Shatter	
Shield Other	take 1/2 target's dmg
Silence	20' zone
Sound Burst	d8 sonic dmg, may stun
Spiritual Weapon	
Status	
IK Summon Gorax	5% infernally marked or worse (p264 IK) (Evil)
Summon	may turn on caster, 5% infernally marked or worse (p264 IK), random; burrow mawg, eagle, steamling (Evil)
Monster II	
IK Summon	5% infernally marked or worse (p264 IK) (Evil)
Razorbats	
Undetectable	
Alignment	
APG Weapon of Awe	+2 dmg
Zone of Truth	