

Brottor

Dwarf, Dwarven Cleric 7th / Battlesmith 1st

Medium Humanoid (Dwarf)

Alignment: Lawful Good [Vendyss]

Hit Dice: 7d8/d10+21, 1d10+3 (70 hp)

Initiative: +0

Speed: 20 ft. (4 squares) (Heavy encumbrance)

Space/Reach: 5 ft./5 ft.

AC: 21 (+9 Armor, +2 Shield), Touch 10, Flat-Footed 21

Saves: Fort +10, Ref +2, Will +8

Abilities: Str 16, Dex 10, Con 16, Int 14, Wis 17, Cha 7

Base Attack/Grapple: +6/+9

Single Attack:

Signature Hammer: +11 melee (1d8+9+ 1d6 Fire + 2d6 Holy/x3)

Dagger: +9 melee (1d4+3/19-20)

Light Crossbow: +6 ranged (1d8/19-20)

Holy Water: +6 ranged (2d4)

Full Attack:

Signature Hammer: +11/+6 melee (1d8+9+ 1d6 Fire + 2d6 Holy/x3)

Dagger: +9/+4 melee (1d4+3/19-20)

Light Crossbow: +6 ranged (1d8/19-20)

Holy Water: +6/+1 ranged (2d4)

==| FEATS |==

Combat Casting, Endurance, Wpn Focus: Warhammer, Craft Magic Arms & Armor

==| SKILLS |==

Appraise 6+2, Balance -10, Bluff -2, Climb -7, Concentration 11+4, Disguise -2, Escape Artist -10, Forgery +2, Gather Information -2, Heal +4, Hide -10, Intimidate -2, Jump -13, Listen +3, Move Silently -10, Search 2+2, Sense Motive +3, Speak Language x3, Spellcraft +8, Spot +3, Survival +3, Swim -17, Knowledge - Dungeon +5, Knowledge - Religion +5, Knowledge - Arcana +3, Craft - Weaponsmithing +14, Craft - Armorsmithing +4

==| EQUIPMENT |==

ARMOR WORN: Heavy Plate

SHIELD: Crested Shield

Backpack, Bedroll, Silver Holy Symbol, Sack, 5xTrail Rations. Flask, Flint and Steel, Dwarven Brewmaker, Signal torch. Decanter of endless water, 2xIncense of Meditation (DMG 260), Scarab of Protection (8), Wand of CIW 50 charges, Scroll of Cure Poison. Longbreath, 3xCure light wounds. Hammer, Pick, Silk Rope, 4xPiton, Grappling Hook. 6xHoly water, Bolts (10), Light Crossbow, Dagger, Signature Hammer.

==| LANGUAGES |==

Common, Dwarven

Celestial

==| MONEY |==

Platinum: 195 Gold: 0 Silver: 0 Copper: 0

==| TOTAL CHARACTER VALUE |==

62,487 GP

NOTES

Patron Star: The Reaper

The Reaper appears at the end of summer, the figure of a He stands for hard work, the fruits of labour and the reward. Those born under the Reaper are stong-willed, almost to the point of stupidity. Benefit: +1 luck bonus to any single attack roll *or* +3 luck bonus to any single saving throw. Birthmark: Small and on arm Vendyss: The voluptuous Vendyss is the Goddess of the volcano's heart. Legends relate that shen she lay down to rest to rest in the aftermath of creation her flaming hair spread out through the cooling mantle of the earth, in strands of silver and gold and glimmering copper. Clerics of Vendyss are typically weapon smiths, armourers or jewellers. Clerics of Vendyss have a great respect for non-evil dragons and will always assist them if they are in need and never assault one except in self defence.

==| Racial Traits: Dwarf |==

Darkvision (Ex): 60 ft.

Stability: +4 on checks to resist being bull rushed or tripped

+2 Save vs Poison

+2 racial bonus on saves against spells and spell-like effects

+1 Attack vs Orc & Goblinoid

+4 dodge bonus to AC against creatures of the giant type

==| Class Features: Dwarven Cleric 7th |==

Smite Giants 4x per Day: +3 Attack, +7 Dmg < OOOO >

Cannot cast spells of opposed alignment

Spontaneous Casting

Weapon Proficiency (Warhammer) if deity's favoured weapon

+2 Damage bonus when wielding warhammer in melee

Roll d10 for hit points at substitution levels (1st 4th)

==| Class Features: Battlesmith 1st |==

One with the Hammer

Self created warhammer adds Wis to damage

Secrets of the Forge

Craft Magic Arms ad Armor as Bonus Feat

Multiply Battlesmith level by 3 to determine effective level

==| Flame Domain |==

Supernatural ability Smite Water creatures as would normally smite giants.

Use this ability 4 times per day.

==| Stone Domain |==

Supernatural ability to Smite Air creatures as would normally smite giants.

Use this ability 4 times per day.

==| Conditionnal Skill Bonuses |==

+2 on Appraise Stone or Metal Items (Dwarf)

+4 on Concentration made on the defensive [Combat Casting]

+2 on Search to notice unusual stonework (Dwarf Stonecunning)

==| CHARACTER STATUS |==

No errors detected

Vendyss: The voluptuous Vendyss is the Goddess of the volcano's heart. She has precedence over all things relating to fire, metal and searing heat. She is depicted as a woman wreathed in fire, with hair the colour of metals.

Legends relate that shen she lay down to rest to rest in the aftermath of creation her flaming hair spread out through the cooling mantle of the earth, in strands of silver and gold and glimmering copper. These then became the viens of ore that trail through the rock and can be restored back to metal with the application of her own fire.

Clerics of Vendyss are typically weapon smiths, armourers or jewellers. Those who make their living working metal rely on her blessings to prosper their trade. As she is the goddess of precious metals and fortunes found under the earth she is also considered to be the Goddess of wealth itself, bringing good luck at a time when it is most needed. Her weapon is a trident which resembles a flaming torch cast in metal. Clerics of Vendyss have a great respect for non-evil dragons and will always assist them if they are in need and never assault one except in self defence.

Alignment: NG. Domains: Earth, Good, Fire, Luck. Favoured Weapon: Warhammer.

ARMOR	Heavy Plate	Magic:	Armor Check Adj.:	Weight
Speed Adj: 0	Max Dex: 0	Bonus: +9	Armor Check Penalty: -8	Spell Fail: 45%
100 lb.				
Desc.: When running, you move only triple your speed, not quadruple. Includes gauntlets & helmet				
Notes:				

SHIELD	Crested Shield	Magic:	Skill Check Adj.:	Weight
Maximum Dexterity:	Bonus: +2	Skill Check Penalty: -2	Spell Fail: 15%	10 lb.
Desc.: Silver symbol of Vendyss as shields crest				
Notes:				

PROTECTIVE ITEMS	AC	AC Bonus Type	Fort	Ref	Will	Save Bonus Type	Weight

GEAR	#	lb.	GEAR	#	lb.	GEAR	#	lb.
Backpack	2		Longbreath			Cask of Holy Water	50	
Bedroll	5		Cure light wounds	3		Cask of Holy Water	10	
Silver Holy Symbol	1					Tent	C	
Sack	1							
Trail Rations	5	5				Cleric's vestments	6	
Flask	2		Hammer	2		Explorer's outfit	W	
Flint and Steel			Pick	10				
Dwarven Brewmaker	5		Silk Rope	5				
Signal torch	1		Piton	4	2			
			Grappling Hook	4				
						Heavy Horses	2	
Decanter of endless water	2		Holy water	6	6	Light Horse	1	
Incense of Meditation (DMG 260)	2	2	Bolts (10)	1		Coach	1	
Scarab of Protection (8)			Light Crossbow	4				
Wand of CIW 50 charges	1		Dagger	1				
Scroll of Cure Poison			Signature Hammer	5				
186.21 lb.		Heavy	0	-6		62,487 GP		
Total Weight		Load Class	Max Dex	Chk Penalty	Speed Adj	Total Value		

FEATS	3	=	3	+	0	+		List:	All Feats	√
Combat Casting									+4 on Concentration checks for defensive casting	√
Endurance									+4 bonus on checks or saves to resist nonlethal damage	√
Wpn Focus: Warhammer									+1 bonus on attack rolls with: Warhammer	√
Craft Magic Arms & Armor									Create magic weapons, armor, and shields	

NOTES

Words for the flask: JhamTak, JhamHuph, JhamHuul

SnakePhobia

Lang: 3

Common, Dwarven

Celestial

ENCUMBRANCE LIMITS					
76.7	153.3	230	460	1,150	
Light	Medium	Heavy	Lift Off Ground	Push / Drag	Adj

MONEY

Platinum: 195 PP

Gold: 0 GP

Silver: 0 SP

Copper: 0 CP

SPELLS	Arcane Spell Failure: 60%			Adj.:
Class:	Dwarven Cleric			
Level:	7			
Bonus Levels	Spells/day:	Spells/day:	Spells/day:	
	Spells known:	Spells known:	Spells known:	
Spell Level	Spells /day	Save DC	Spells Known	Spells /day
	DC	Known	DC	Known
0	6	13		
1	5+1	14		
2	3+1	15		
3	3+1	16		
4	1+1	17		
5				
6				
7				
8				
9				

D&D3.5 Multiclass Character Sheet v7.40.4 REGISTERED to Christian Bates

FEATURES Brottor

== Racial Traits: Dwarf ==

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Stability: +4 on checks to resist being bull rushed or tripped

+2 Save vs Poison

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+1 Attack vs Orc & Goblinoid

+4 dodge bonus to AC against creatures of the giant type

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Cannot cast spells of opposed alignment

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Weapon Proficiency (Warhammer) if deity's favoured weapon

+2 Damage bonus when wielding warhammer in melee

Roll d10 for hit points at substitution levels (1st 4th)

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One with the Hammer

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== Flame Domain ==

Supernatural ability Smite Water creatures as would normally smite giants.

Use this ability 4 times per day.

== Stone Domain ==

Supernatural ability to Smite Air creatures as would normally smite giants.

Use this ability 4 times per day.

== Conditionnal Skill Bonuses ==

+2 on Appraise Stone or Metal Items (Dwarf)

+4 on Concentration made on the defensive [Combat Casting]

+2 on Search to notice unusual stonework (Dwarf Stonecunning)

== CHARACTER STATUS ==

No errors detected

**SPELL LIST for
Dwarven Cleric**

EFFECTIVE LEVEL	7	=	7	0
	Total		Base	Adj.

Spells per Day:	6	5+1	3+1	3+1	1+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16	17					

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)missible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

Range	Close: 40'
	Medium: 170'
	Long: 680'

SCHOOLS: Abjuration, Conjuraction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
= Level 0 =												
□□□□□□	0	Create Water	C	VSM	1 action	Close		Instant	None	No	Creates up to 14 gallons of pure water	p.215
□□□□□□	0	Cure Minor Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1 point of damage	p.216
□□□□□□	0	Detect Magic	D	VSDf	1 action	60 ft.	Cone-shaped emanation	7 min (D)	None	No	Detects spells and magic items within 60 ft.	p.219
□□□□□□	0	Detect Poison	D	VS	1 action	Close	One crt, object, 5'³	Instant	None	No	Detects poison in one creature or small object	p.219
□□□□□□	0	Guidance	D	VSMF	1 action	Touch	Creature touched	see text	Will neg [DC13]	Yes	+1 bonus on one attack roll, saving throw, or skill check	p.238
□□□□□□	0	Inflict Minor Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will neg [DC13]	Yes	Touch attack, 1 point of damage	p.244
□□□□□□	0	Light	EV	VSF	1 action	Touch	Object touched	70 min (D)	None	No	Object shines like a torch	p.248
□□□□□□	0	Mending	T	VSMF	1 action	10 ft.	One object of up to 1 lb.	Instant	Will neg [DC13]	Yes	Makes minor repairs on an object	p.253
□□□□□□	0	Purify Food and Drink	T	VSM	1 action	10 ft.	7'³ of food & water.	Instant	Will neg [DC13]	Yes	Purifies food and water	p.267
□□□□□□	0	Read Magic	D	VS	1 action	Personal	You	70 min			Read scrolls and spellbooks	p.269
□□□□□□	0	Resistance	A	VSDf	1 action	Touch	Creature touched	1 min	Will neg [DC13]	Yes	Subject gains +1 resistance on saving throws	p.272
□□□□□□	0	Virtue	T	VF	1 action	Touch	Creature touched	1 min	Fort neg [DC13]	Yes	Subject gains 1 temporary HP	p.298
= Level 1 =												
□□□□□□	1	(Dom) Burning Hands	EV	VSM/DF	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC14]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
□□□□□□	1	(Dom) Magic Stone	T	VSM	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC14]	Yes	Three stones gain +1 attack, deal 1d6+1 dmg, 2d6+2 vs undead	p.251
□□□□□□	1	Bane	EN	VS	1 action	50 ft.	All enemies within 50'	7 min	Will neg [DC14]	Yes	Enemies suffer -1 attack, -1 on saves against fear	p.203
□□□□□□	1	Bless	EN	V	1 action	50 ft.	You & all allies within 50'	7 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
□□□□□□	1	Bless Water	T	VSDf	1 min	Touch	Flask of water touched	Instant	Will neg (obj) [DC14]	Yes	Makes holy water	p.205
□□□□□□	1	Cause Fear	N	VSM	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rd	Will part [DC14]	Yes	One creature flees for 1d4 rounds	p.208
□□□□□□	1	Command	EN	VSM	1 action	Close	One living creature	1 round	Will neg [DC14]	Yes	One subject obeys one-word command	p.211
□□□□□□	1	Comprehend Languages	D	VS	1 action	Personal	You	70 min	Will neg [DC14]	Yes	Understands all spoken and written languages touched	p.212
□□□□□□	1	Cure Light Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 1d8+5 damage	p.215
□□□□□□	1	Detect Chaos	D	VS	1 action	60 ft.	Cone-shaped emanation	70 min (D)	None	No	Reveals creatures, spells, or objects	p.218
□□□□□□	1	Detect Evil	D	VSDf	1 action	60 ft.	Cone-shaped emanation	70 min (D)	None	No	Reveals creatures, spells, or objects	p.218
□□□□□□	1	Detect Good	D	VSDf	1 action	60 ft.	Cone-shaped emanation	70 min (D)	None	No	Reveals creatures, spells, or objects	p.219
□□□□□□	1	Detect Law	D	VSDf	1 action	60 ft.	Cone-shaped emanation	70 min (D)	None	No	Reveals creatures, spells, or objects	p.219
□□□□□□	1	Detect Undead	D	VSF/DF	1 action	60 ft.	Cone-shaped emanation	7 min (D)	None	No	Reveals undead within 60 ft.	p.220
□□□□□□	1	Divine Favor	EV	VSM	1 action	Personal	You	1 min			You gain a +2 luck bonus to attack and damage	p.224
□□□□□□	1	Doom	N	VS	1 action	Medium	One living creature	7 min	Will neg [DC14]	Yes	Target becomes shaken: -2 on attacks, dmg, saves & checks	p.225
□□□□□□	1	Endure Elements	A	VS	1 action	Touch	Creature touched	24 hr	Will neg [DC14]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
□□□□□□	1	Entropic Shield	A	VS	1 action	Personal	You	7 min (D)			Ranged attacks against you suffer 20% miss chance	p.227
□□□□□□	1	Hide from Undead	A	SDF	1 action	Touch	7 creatures touched	70 min (D)	Will neg [DC14]	Yes	Undead can't perceive subjects	p.241
□□□□□□	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC14]	Yes	Touch, 1d8+5 damage	p.244
□□□□□□	1	Magic Stone	T	VSM	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC14]	Yes	Three stones gain +1 attack, deal 1d6+1 dmg, 2d6+2 vs undead	p.251
□□□□□□	1	Magic Weapon	T	VSDf	1 action	Touch	Weapon touched	7 min	Will neg [DC14]	Yes	Weapon gains +1 bonus	p.251
□□□□□□	1	Nimbus of Light	EV	VSDf	1 action	Personal	You, then one foe up to 30 ft away	7 minutes or until discharged			Ray of light deals 1d8 +1 per round it builds up (max +7)	Div 170
□□□□□□	1	Obscuring Mist	C	VSM/DF	1 action	20 ft.		7 min	None	No	Fog surrounds you	p.258
□□□□□□	1	Omen of Peril	D	VF	1 round	Personal	You	Instant			Vision shows if immediate future is safe, perilous, or extremely dangerous with 77 accuracy	Div 171
□□□□□□	1	Protection from Chaos	A	VSF	1 action	Touch	Creature touched	7 min (D)	Will neg [DC14]	*	+2 AC & saves, counter mind control, hedge out elementals & outsiders	p.266
□□□□□□	1	Protection from Evil	A	VSDf	1 action	Touch	Creature touched	7 min (D)	Will neg [DC14]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
□□□□□□	1	Remove Fear	A	VS	1 action	Close	2 creatures inside 30'	10 min	Will neg [DC14]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
□□□□□□	1	Resurgence	A	VSDf	1 action	Touch	One creature	Instant	Will neg [DC14]	Yes	Subject may make 2nd save against ongoing spell, spell-like ability, or supernatural ability	Div 177
□□□□□□	1	Sanctuary	A	VSDf	1 action	Touch	Creature touched	7 rd	Will neg [DC14]	No	Opponents can't attack you, and you can't attack	p.274
□□□□□□	1	Shield of Faith	A	VS	1 action	Touch	Creature touched	7 min	Will neg [DC14]	Yes	Aura grants +3 deflection bonus	p.278
□□□□□□	1	Summon Monster I	C	VS	1 round	Close		7 rd (D)	None	No	Calls outsider to fight for you	p.285
□□□□□□	1	Vigor, Lesser	C	VS	1 action	Touch	Living creature touched	15 rounds	Will neg [DC14]	Yes	Subject heals 1 hp of damage per round	Div 186
= Level 2 =												
□□□□	2	(Dom) Produce Flame	EV	VS	1 action	0 ft.	see text	7 min (D)	No	Yes	Illumination or 1d6+5 fire damage, touch or thrown	p.265
□□□□	2	(Dom) Soften Earth and Stone	T	VSDf	1 action	Close	7x10'²; see text.	Instant	None	No	Turns stone to clay or dirt to sand or mud	p.280
□□□□	2	Aid	EN	VSDf	1 action	Touch	Creature touched	7 min	None	Yes	+1 to attacks and saves vs. fear and 1d8+7 temp HP	p.196
□□□□	2	Align Weapon	T	VSDf	1 action	Touch	Weapon touched	7 min	Will neg [DC15]	Yes	Weapon becomes good,evil,lawful or chaotic	p.197
□□□□	2	Augury	D	VSMDFXP	1 min	Personal	You	Instant			Learn whether an action in the next 30 min. will be good or bad	p.202
□□□□	2	Bear's Endurance	T	VSDf	1 action	Touch	Creature touched	7 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
□□□□	2	Brambles	T	VSM	1 action	Touch	Wooden weapon touched	7 rounds	None	No	Target gains +1 enh bonus to att and deals +7 dmg	Div 156

**SPELL LIST for
Dwarven Cleric**

EFFECTIVE LEVEL	7	=	7	0
	Total		Base	Adj.

Spells per Day:	6	5+1	3+1	3+1	1+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16	17					

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)issmissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

SCHOOLS: Abjuration, Conjuraton, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Range
Close: 40'
Medium: 170'
Long: 680'

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
□□□□	2	Bull's Strength	T	VS	1 action	Touch	Creature touched	7 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Strength	p.207
□□□□	2	Calm Emotions	EN	VS	1 action	Medium	Creatures in 20' radius	Conc. 7 rd (D)	Will neg [DC15]	Yes	Calms subjects in a 20' spread, negating emotion effects	p.207
□□□□	2	Consecrate	EV	VSDF	1 action	Close	20' radius emanation	14 hr	None	No	Fills 20 ft emanation with positive energy, making undead weaker	p.212
□□□□	2	Cure Moderate Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 2d8+7 damage	p.216
□□□□	2	Curse of Ill Fortune	T	VSDF	1 action	Medium	One living creature	7 minutes	Will neg [DC15]	Yes	Target cursed with -3 to attacks, saves, skill checks, and ability checks	Div 160
□□□□	2	Darkness	EV	VS	1 action	Touch	Object touched	70 min (D)	None	No	20-ft. radius of supernatural darkness	p.216
□□□□	2	Deific Vengeance	C	VSDF	1 action	Close	One creature	Instant	Will half [DC15]	Yes	Target takes 3d6 dmg; 7d6 if undead	Div 161
□□□□	2	Delay Poison	C	VMDF	1 action	Touch	Creature touched	7 hr	Fort neg [DC15]	Yes	Stops poison from harming subject	p.217
□□□□	2	Divine Insight	D	VSDF	1 action	Personal	You	7 hours or until discharged (D)			Grants +12 insight bonus to one skill check	Adv 147
□□□□	2	Eagle's Splendor	T	VS	1 action	Touch	Creature touched	7 min	Will neg (harmless) [DC15]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
□□□□	2	Enthrall	EN	VSDF	1 round	Medium	Any number of creatures	1 hr or less	Will neg [DC15]	Yes	Captivates all within 170 ft.	p.227
□□□□	2	Find Traps	D	VSF	1 action	Personal	You	7 min			Search for traps as a rogue does	p.230
□□□□	2	Gentle Repose	N	V	1 action	Touch	Corpse touched	7 days	Will neg [DC15]	Yes	Preserves one corpse	p.235
□□□□	2	Healing Lorecall	D	VSM	1 action	Personal	You	7 minutes			With healing spells, add Heal ranks instead of caster level and may cure some conditions	Adv 151
□□□□	2	Hold Person	EN	VSM/DF	1 action	Medium	One humanoid creature	see text	Will neg [DC15]	Yes	Holds subject helpless	p.241
□□□□	2	Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC15]	Yes	Touch attack, 2d8+7 damage	p.244
□□□□	2	Iron Silence	T	VSDF	1 action	Touch	2 suits of armor	7 hours (D)	Will neg [DC15]	Yes	Armor's check penalty no longer applies to Hide or Move Silently	Adv 153
□□□□	2	Make Whole	T	VSF	1 action	Close	1 object of up to 70 ³		Will neg [DC15]	Yes	Repairs an object	p.252
□□□□	2	Owl's Wisdom	T	VS	1 action	Touch	Creature touched	7 min	Will neg [DC15]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
□□□□	2	Remove Paralysis	C	VS	1 action	Close	4 creatures inside 30'	Instant	Will neg [DC15]	Yes	Frees subjects from paralysis, hold, or slow	p.271
□□□□	2	Resist Energy	A	VSF/DF	1 action	Touch	Creature touched	70 min	Fort neg [DC15]	Yes	Energy resistance 20 against energy type chosen	p.272
□□□□	2	Restoration, Lesser	C	VS	3 rd	Touch	Creature touched	Instant	Will neg [DC15]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
□□□□	2	Shatter	EV	VSF	1 action	Close	5' radius or 1 solid obj	Instant	see text	Yes	Sonic vibration damages objects or crystalline creatures	p.278
□□□□	2	Shield Other	A	VSF	1 action	Close	One creature	7 hr (D)	Will neg [DC15]	Yes	You take half of subject's damage	p.278
□□□□	2	Silence	I	VS	1 action	Long	20' radius emanation	7 min (D)	see text	*	Negates sound in 20-ft. radius	p.279
□□□□	2	Sound Burst	EV	VSF	1 action	Close	10' radius spread	Instant	Fort part [DC15]	Yes	Deals 1d8 sonic damage to subjects; may stun them	p.281
□□□□	2	Spiritual Weapon	EV	VSDF	1 action	Medium		7 rd (D)	None	Yes	Magical force weapon attacks at +9, does 1d8+2 dmg	p.283
□□□□	2	Status	D	VSM	1 action	Touch	2 living creatures	7 hr	Will neg [DC15]	Yes	Monitors condition, position of allies	p.284
□□□□	2	Summon Monster II	C	VSF/DF	1 round	Close		7 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□	2	Undetectable Alignment	A	VSM/DF	1 action	Close	One creature or object	24 hr	Will neg [DC15]	Yes	Conceals alignment	p.297
□□□□	2	Wave of Grief	EN	SM	1 action	Close	Cone	7 rounds	Will neg [DC15]	Yes	Causes -3 morale penalty to attacks, saves, ability & skill checks	Div 188
□□□□	2	Zone of Truth	EN	VS	1 action	Close	20' radius emanation	7 min	Will neg [DC15]	Yes	Subjects within range cannot lie	p.303
= Level 3 =												
□□□□	3	(Dom) Resist Energy	A	VSF/DF	1 action	Touch	Creature touched	70 min	Fort neg [DC16]	Yes	Energy resistance 20 against energy type chosen	p.272
□□□□	3	(Dom) Stone Shape	T	VSM	1 action	Touch	Stone up to 17 ³	Instant	None	No	Sculpts stone into any form	p.284
□□□□	3	Bestow Curse	N	VSDF	1 action	Touch	Creature touched	Perm.	Will neg [DC16]	Yes	-6 to ability or -4 on attcks, saves, chks or 50% chance to lose action	p.203
□□□□	3	Blessed Aim	D	VS	1 action	60 ft	60 ft radius centered on you	Concentration	Will neg [DC16]	No	Allies gain +2 morale bonus to all ranged attacks	Div 154
□□□□	3	Blindness/Deafness	N	VSDF	1 action	Medium	One living creature	Perm. (D)	Fort neg [DC16]	Yes	Makes subject blind or deaf	p.206
□□□□	3	Briar Web	T	VSDF	1 action	Medium	Plants in 20 ft radius spread	7 minutes	see text	No	Plants in area grow thorns, entangling and damaging creatures within	Div 156
□□□□	3	Chain of Eyes	D	VS	1 action	Touch	Living creature touched	7 hours	Will neg [DC16]	Yes	Can see through another creature's eyes, switching to another upon physical contact	Div 158
□□□□	3	Continual Flame	EV	VSMF	1 action	Touch	Object touched	Perm.	None	No	Makes a permanent, heatless torch	p.213
□□□□	3	Create Food and Water	C	VS	10 min	Close		24 hr	None	No	Feeds 21 humans (or 7 horses)	p.214
□□□□	3	Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+7 damage	p.216
□□□□	3	Daylight	EV	VSM	1 action	Touch	Object touched	70 min (D)	None	No	60-ft. radius of bright light	p.216
□□□□	3	Deeper Darkness	EV	VSM	1 action	Touch	Object touched	7 days (D)	None	No	Object sheds absolute darkness in 60-ft. radius	p.217
□□□□	3	Dispel Magic	A	VSDF	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level chk 1d20+7	p.223
□□□□	3	Flame of Faith	EV	VSM	1 action	Touch	Non-magical weapon touched	7 rounds	None	No	Weapon becomes +1 flaming burst	Div 166
□□□□	3	Glyph of Warding	A	VSM	10 min	Touch	Obj. touched or 35 ²	see text	see text	*	Inscription harms those who pass it	p.236
□□□□	3	Helping Hand	EV	VSDF	1 action	5 miles		7 hr	None	No	Ghostly hand leads subject to you	p.239
□□□□	3	Inflict Serious Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC16]	Yes	Touch attack, 3d8+7 damage	p.244
□□□□	3	Invisibility Purge	EV	VSM/DF	1 action	Personal	You	7 min (D)	Will neg [DC16]	Yes	Dispels invisibility within 35'	p.245
□□□□	3	Locate Object	D	VSM	1 action	Long		7 min	None	No	Senses direction toward object (specific or type)	p.249
□□□□	3	Magic Circle against Chaos	A	VS	1 action	Touch	10' rad. from touched crt.	70 min	Will neg [DC16]	*	As protection spells, but 10-ft. radius	p.249
□□□□	3	Magic Circle against Evil	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	70 min	Will neg [DC16]	*	As protection spells, but 10-ft. radius	p.249
□□□□	3	Magic Vestment	T	VSDF	1 action	Touch	Armor or shield touched	7 hr	Will neg [DC16]	Yes	Armor or shield gains +1 enhancement	p.251

**SPELL LIST for
Dwarven Cleric**

EFFECTIVE LEVEL	7	=	7	0
	Total		Base	Adj.

Spells per Day:	6	5+1	3+1	3+1	1+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16	17					

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)jmissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)shapeable, temp: Temporary, vs: Versus, wpn: Weapon

SCHOOLS: Abjuration, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Range
Close: 40'
Medium: 170'
Long: 680'

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
□□□□	3	Meld into Stone	T	VS	1 action	Personal	You	70 min			You and your gear merge with stone	p.252
□□□□	3	Obscure Object	A	VSF	1 action	Touch	One object max 700 lbs.	8 hr (D)	Will neg [DC16]	Yes	Masks object against divination	p.258
□□□□	3	Prayer	EN	VSDF	1 action	40 ft.	Allies & foes inside 40'	7 rd	No	Yes	Allies gain +1 luck bonus on most rolls, and enemies suffer -1	p.264
□□□□	3	Protection from Energy	A	VSM/DF	1 action	Touch	Creature touched	70 min or Dis	Fort neg [DC16]	Yes	Absorb 84 points from one kind of energy	p.266
□□□□	3	Remove Blindness/Deafness	C	VSMD/DF	1 action	Touch	Creature touched	Instant	Fort neg [DC16]	Yes	Cures normal or magical conditions	p.270
□□□□	3	Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC16]	Yes	Frees object or person from curse	p.270
□□□□	3	Remove Disease	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC16]	Yes	Cures all diseases affecting subject	p.271
□□□□	3	Resist Energy, Mass	A	VSDF	1 action	Close	7 creatures, no two more than 30 ft apart	70 minutes	Fort neg [DC16]	Yes	As resist energy, affecting all targets	Arc 120
□□□□	3	Ring of Blades	C	VSM	1 action	Personal	5 ft radius ring centered on you	7 minutes			Circle of blades deals 1d6+7 damage each round	Arc 121
□□□□	3	Searing Light	EV	VS	1 action	Medium		Instant	None	Yes	Ray deals 3d8 dmg, 7d6 or 7d8 vs undead, 3d6 vs constructs	p.275
□□□□	3	Speak with Dead	N	VS	10 min	10 ft.	One dead creature	7 min	see text	No	Corpse answers 3 questions	p.281
□□□□	3	Speak with Plants	D	VSDF	1 action	Personal	You	7 min			You can talk to normal plants and plant creatures	p.282
□□□□	3	Spikes	T	VSM	1 action	Touch	Wooden weapon touched	7 hours	None	No	Target gains +2 enh bonus to att and deals +7 dmg; threat is 19-20	Div 181
□□□□	3	Stone Shape	T	VSM	1 action	Touch	Stone up to 17 ³	Instant	None	No	Sculpts stone into any form	p.284
□□□□	3	Summon Monster III	C	VSF/DF	1 round	Close		7 rd (D)	None	No	Calls outsider to fight for you	p.286
□□□□	3	Telepathic Bond, Lesser	D	VS	1 action	30 ft	You and one willing creature	70 minutes	None	No	Communicate telepathically on same plane.	Div 183
□□□□	3	Vigor	C	VS	1 action	Touch	Living creature touched	17 rounds	Will neg [DC16]	Yes	Subject heals 2 hp of damage per round	Div 186
□□□□	3	Vigor, Mass Lesser	C	VS	1 action	Touch	3 creatures no two more than 30 ft apart	17 rounds	Will neg [DC16]	Yes	Subjects heals 1 hp of damage per round	Div 186
□□□□	3	Visage of the Deity, Lesser	T	VSDF	1 action	Personal	You	7 rounds			Gain +4 enh bonus to CHA and resistance 10 to energy types based on alignment	Div 187
□□□□	3	Water Breathing	T	VS	1 action	Touch	Living creatures	14 man-hr	Will neg [DC16]	Yes	Subjects can breathe underwater	p.300
□□□□	3	Water Walk	T	VSM/DF	1 action	Touch	7 touched creatures	70 min (D)	Will neg [DC16]	Yes	Subject treads on water as if solid	p.300
□□□□	3	Wind Wall	EV	VSDF	1 action	Medium		7 rd	None	Yes	Deflects arrows, smaller creatures, and gases	p.302
□□□□	3	Wrack	N	VS	1 action	Close	One humanoid	7 rounds	Fort neg [DC16]	Yes	Target collapses in pain, blinded; shaken for 3d10 rounds after spell ends	Div 190
= Level 4 =												
□□	4	(Dom) Spike Stones	T	VSDF	1 action	Medium	7x20 ²	7 hr (D)	Ref part [DC17]	Yes	Creatures in area take 1d8 damage, may be slowed	p.283
□□	4	(Dom) Wall of Fire	EV	V	1 action	Medium		Conc. +7 rd	None	Yes	2d4 fire to 10', 1d4 to 20'. Passing through wall deals 2d6+&I_EffectiveCasterlevel	p.298
□□	4	Air Walk	T	VSDF	1 action	Touch	Creature touched	70 min	None	Yes	Subject treads on solid air (climb at 45° angle)	p.196
□□	4	Assay Resistance	D	VS	1 swift act	Personal	You and one specified creature	7 rounds			+10 bonus on caster level checks to overcome SR	Arc 98
□□	4	Beast Claws	T	VSM	1 action	Personal	You	7 rounds			Hands & fingers deal d6 base dmg (slashing), threat on 19-20	Div 151
□□	4	Castigate	EV	V	1 action	10 ft	10 ft radius centered on you	Instant	Fort half [DC17]	Yes	Creatures with same align are Deafened; 1 step, 7 dmg; 2 steps, 7d4 dmg	Div 158
□□	4	Control Water	T	VSM	1 action	Long	* See Description	70 min (D)	None	No	Raises, lowers, or parts bodies of water	p.214
□□	4	Cure Critical Wounds	C	VSM	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 4d8+7 damage	p.215
□□	4	Death Ward	N	VS	1 action	Touch	Living creature touched	7 min	Will neg [DC17]	Yes	Grants immunity to all death spells and effects	p.217
□□	4	Dimensional Anchor	A	V	1 action	Medium		7 min	None	Yes	Bars extradimensional movement	p.221
□□	4	Discern Lies	D	VSDF	1 action	Close	7 creatures inside 30'	7 rd	Will neg [DC17]	No	Reveals deliberate falsehoods	p.221
□□	4	Dismissal	A	VSM/DF	1 action	Close	One extraplanar creature	Instant	Will neg [DC17]	Yes	Forces a creature to return to native plane	p.222
□□	4	Divination	D	VS	10 min	Personal	You	Instant			Provides useful advice for specific proposed actions	p.224
□□	4	Divine Power	EV	VSDF	1 action	Personal	You	7 rd			Gain 7 temp HP, +6 to Str, & your base attack bonus = 8	p.224
□□	4	Doomtide	I	VSDF	1 action	80 ft	8 10 ft cubes extending from you	7 rounds	Will neg [DC17]	Yes	Creeping mist obscures sight beyond 5 ft	Div 163
□□	4	Energy Vortex	EV	VS	1 action	20 ft	All creatures within 20 ft radius of you	Instant	Ref half [DC17]	Yes	Deal d8+7 of one energy type; double dmg if you take x1 dmg	Div 164
□□	4	Freedom of Movement	A	VS	1 action	Touch	You or target creature	70 min	Will neg [DC17]	Yes	Subject moves normally despite impediments	p.233
□□	4	Giant Vermin	T	VSM	1 action	Close	3 vermins inside 30'	7 min	None	Yes	Turns insects into giant vermin	p.235
□□	4	Holy Smite	EV	VSF	1 action	Medium	20' radius burst	see text	Will part [DC17]	Yes	Damages and blinds evil creatures in a 20 ft burst	p.241
□□	4	Imbue with Spell Ability	EV	VS	10 min	Touch	Crt. touched; see text	Perm./Dis	Will neg [DC17]	Yes	Transfer spells to subject	p.243
□□	4	Inflict Critical Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC17]	Yes	Touch attack, 4d8+7 damage	p.244
□□	4	Magic Weapon, Greater	T	VSDF	1 action	Close	1 weapon / 50 projectiles	7 hr	Will neg [DC17]	Yes	Weapon gains +1 enhancement bonus	p.251
□□	4	Neutralize Poison	C	VSM	1 action	Touch	Crt or obj. max 7 ³	70 min	Will neg [DC17]	Yes	Detoxifies venom in or on subject	p.257
□□	4	Planar Ally, Lesser	C	VSDF/XP	10 min	Close		Instant	None	No	Exchange services with an 8 HD outsider	p.261
□□	4	Poison	N	VSDF	1 action	Touch	Living creature touched	Instant	Fort neg [DC17]	Yes	Touch deals 1d10 Con damage, repeats in 1 min	p.262
□□	4	Recitation	C	VSDF	1 action	60 ft	All allies and foes within 60 ft of you	7 rounds	None	No	Allies gain +2 luck bonus to attacks and saves (+3 if same diety); foes take -2	Div 176
□□	4	Repel Vermin	A	VS	1 action	10 ft.	10' radius emanation	70 min (D)	see text	Yes	Insects stay 10 ft. away	p.271
□□	4	Restoration	C	VSM/DF	3 rd	Touch	Creature touched	Instant	Will neg [DC17]	Yes	Restores level and ability score drains	p.272
□□	4	Resurgence, Mass	A	VSDF	1 action	Close	7 creatures no two more than 30 ft apart	Instant	Will neg [DC17]	Yes	Subjects may make 2nd save against ongoing spell, spell-like ability, or supernatural ability	Div 177
□□	4	Revenance	C	VSDF	1 action	Touch	Dead ally touched	7 minutes	None	Yes	Restore ally (if dead up to 7 mds) to life with half hp and no level loss; ally dies when spell ends	Div 178
□□	4	Sending	EV	VS	10 min	see text	One creature	1 rd; see text	None	No	Delivers short message anywhere, instantly	p.275

#REF!

**SPELL LIST for
Dwarven Cleric**

Range	Close: 40'
	Medium: 170'
	Long: 680'

EFFECTIVE LEVEL	7	=	7	0
	Total		Base	Adj.

Spells per Day:	6	5+1	3+1	3+1	1+1					
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	13	14	15	16	17					

SCHOOLS: Abjuration, Conjunction, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

*: See text, crt: Creature, chk: check, conc: Concentration, dis: Discharged, disb: Disbelief (D)issmissible, HD: Hit Die, HP: Hit Points, hr: Hour, max: Maximum, min: Minute, neg: Negate, obj: Object, part: Partial, rad: Radius, rd: Round, (S)hapeable, temp: Temporary, vs: Versus, wpn: Weapon #REF!

Prepared	Lvl	SPELL NAME	Sch.	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
<input type="checkbox"/>	4	Spell Immunity	A	VS	1 action	Touch	Creature touched	70 min	Will neg [DC17]	Yes	Subject is immune to 1 spells of up to 4th level	p.282
<input type="checkbox"/>	4	Summon Monster IV	C	VSF/DF	1 round	Close		7 rd (D)	None	No	Calls outsider to fight for you	p.286
<input type="checkbox"/>	4	Tongues	D	V	1 action	Touch	Creature touched	70 min	Will neg [DC17]	No	Speak any language	p.294
<input type="checkbox"/>	4	Weapon of the Deity	T	VDF	1 action	0 ft	One held weapon	7 rounds			Favored weapon gains +1 enh bonus and special property by deity	Div 188
<input type="checkbox"/>	4	Weather Eye	D	VSMDF	1 hour	^{1+EffectiveCasterLevel} 8 mile radius centered on you		Instant	None	No	Predict weather one week into the future	Div 189