

Sir Brottor  
 Character Name  
 Dwarven Cleric 9  
 Primary Level Epic  
 Battlesmith 2  
 Secondary Level Epic  
 Warpriest 9  
 Third Class Level Epic

**LEVEL 20**  
 Total

Dwarf  
 Humanoid (Dwarf)  
**HD 1**  
 Hit Dice Total Adj. HD type  
**Medium**  
 Size ECL Adj.  
**5 ft./5 ft.**  
 Face / Reach Alignment  
**Lawful Good**  
 Vendyss  
 Deity

The Only Sheet+ v1.34 Registered to  
 Christian Bates  
**62**  
 Age  
**XP 202,000**  
 Next level: 210,000 xp  
 Male  
 Gender  
**4'**  
 Height  
**170 lb.**  
 Weight  
**Brown**  
 Eyes  
**Beard**  
 Hair  
**Pale**  
 Skin



**SPD**  
 Speed **30'** = **20'** + **0'** + **10'**  
 Base Gear Effects

**HP** Hit Points **193**  
 Adj.  
 10 10 10 10 • 5 5 5 5 5 5 • 2 2 2 2 2 2 • 1 1 1 1 1 1 1 1  
 10 10 10 10 • 5 5 5 5 5 5 • 2 2 2 2 2 2 • 1 1 1 1 1 1 1 1

**AC** Armor Class **37** = **14** + **12** + **7** + **4** + **0** + **0** + **0** + **4** + **0** + **0**  
 10+Natural Armor Shield Dexterity Size Dodge Deflection Other Adj.

**TOUCH** Armor Class **14** Adj.  
**GRAPPLE** Modifier **+20** = **17** + **3** + **0** + **0** + **0**  
 Base Strength Size Effects Adj.

**Flat-Footed** Armor Class **37** Adj.  
**INITIATIVE** Modifier = **0** + **0** + **0**  
 Dexterity Effects Adj.  
**SPELL** Resistance SR Adj PR Adj

**ACTION** Points Available

**LEADERSHIP** Score **18**  
 Base Adj.

<b>STR</b> Strength	16	+3
<b>DEX</b> Dexterity	10	
<b>CON</b> Constitution	16	+3
<b>INT</b> Intelligence	14	+2
<b>WIS</b> Wisdom	22	+6
<b>CHA</b> Charisma	7	-2

<b>FORTITUDE</b> (Constitution)	+23	=	15	+	3	+		+	5	+		+8
<b>REFLEX</b> (Dexterity)	+11	=	6	+		+		+	5	+		+4
<b>WILL</b> (Wisdom)	+20	=	9	+	6	+		+	5	+		+4

<b>Base Attack</b> Bonus	+17	/	+12	/	+7	/	+2			
	Base		2nd		3rd		4th		Adj.	

<b>MELEE</b> Attack Bonus	+20	=	17	+	3	+		+		+	
<b>RANGED</b> Attack Bonus	+17	=	17	+		+		+		+	
			Base		Ability		Size		Epic		Adj.

**ENERGY** Resistance  
 Acid Cold Elec. Fire Sonic  
**Armor** Check **-15**  
 Armor Check Penalty

**Damage Reduction**

**Vision & Senses**  
 Darkvision 60 ft.

SKILLS		Key Ability	Modifier	Ranks	Effects	Conditional	Misc
<b>Appraise</b>	<b>2+6</b>	INT	2			6	
<b>Balance *</b>	<b>-15</b>	DEX				-15	
<b>Bluff</b>	<b>-2</b>	CHA	-2				
<b>Climb *</b>	<b>-12</b>	STR	3			-15	
<b>Concentration</b>	<b>19+4</b>	CON	3	16		4	
<b>Decipher Script</b>	<b>-</b>	INT	2				
<b>Diplomacy</b>	<b>8</b>	CHA	-2		8	2	
<b>Disable Device</b>	<b>-</b>	INT	2			-2	
<b>Disguise</b>	<b>-2</b>	CHA	-2				
<b>Escape Artist *</b>	<b>-15</b>	DEX				-15	
<b>Forgery</b>	<b>2</b>	INT	2				
<b>Gather Information</b>	<b>-2</b>	CHA	-2				
<b>Handle Animal</b>	<b>-1</b>	CHA	-2		1		
<b>Heal</b>	<b>7</b>	WIS	6		1		
<b>Hide *</b>	<b>-15</b>	DEX				-15	
<b>Intimidate</b>	<b>-2</b>	CHA	-2				
<b>Jump *</b>	<b>-7</b>	STR	3			-10	
<b>Listen</b>	<b>6</b>	WIS	6				
<b>Move Silently *</b>	<b>-15</b>	DEX				-15	
<b>Open Lock</b>	<b>-</b>	DEX				-2	
<b>Ride</b>	<b>0</b>	DEX					
<b>Search</b>	<b>2+2</b>	INT	2			2	
<b>Sense Motive</b>	<b>11</b>	WIS	6		5		
<b>Sleight of Hand *</b>	<b>-</b>	DEX				-15	
<b>Speak Language</b>	<b>3</b>	INT	1				
<b>Spellcraft</b>	<b>8</b>	INT	2		6		
<b>Spot</b>	<b>6</b>	WIS	6				
<b>Survival</b>	<b>6+2</b>	WIS	6			2	
<b>Swim *</b>	<b>-27+4</b>	STR	3			-30	4
<b>Tumble *</b>	<b>-</b>	DEX				-15	
<b>Use Magic Device</b>	<b>-</b>	CHA	-2			2	
<b>Use Rope</b>	<b>2</b>	DEX				2	

<b>FULL ATTACK</b> Two-Handed	Signature Hammer	Total Attack / Damage	Critical	
Range:	Bludgeoning	Attack Adj:	+26/+21/+16/+11	20
		Damage Adj:	1d8+17+ 1d6 Fire + 2d6 Holy	x3
Desc: Dwarvencraft, Holy (12H, 26HP, +2 saves)				
Notes: +10 Weapon: +5, Flaming (1), Holy (2), Ghost Touch(1), Evil Outside Bane (+2 Attack +2d6 Damage)				

<b>FULL ATTACK</b> Ranged	Light Crossbow	Ranged Attack / Damage	Critical	
Range:	Piercing	Attack Adj:	+17	19-20
		Damage Adj:	1d8	x2
Desc: Use one-handed with -2 penalty. Reloading is a move action. Provokes AoO				
Notes:				

**Ammo** Avail: **10**  
 Crossbow Bolt  
 ① ① ①  
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 ① ①

<b>FULL ATTACK</b> One-Handed	Dagger	Total Attack / Damage	Critical	
Range:	Piercing & Slashing	Attack Adj:	+20/+15/+10/+5	19-20
		Damage Adj:	1d4+3	x2
Desc: Common secondary wpn. You get a +2 Sleight of Hand bonus to conceal a dagger on you				
Notes:				

<b>FULL ATTACK</b> One-Handed	Unarmed Strike	Total Attack / Damage	Critical	
Range:	Bludgeoning	Attack Adj:	+20/+15/+10/+5	20
		Damage Adj:	1d3+3	x2
Desc: Deals nonlethal damage				
Notes: Leathal Damage due to wearing guntlet				

<b>FULL ATTACK</b> Two-Handed	Signature Hammer (buffed)	Total Attack / Damage	Critical	
Range:	Bludgeoning	Attack Adj:	+38/+33/+28/+23	20
		Damage Adj:	2d6+28+ 1d6 Fire + 2d6 Holy	x3
Desc: Dwarvencraft, Holy (12H, 26HP, +2 saves)				
Notes: Under: Divine favour, Divine power, righteous might and recitation. Grapple = +30.				

<b>FULL ATTACK</b> One-Handed	None	Total Attack / Damage	Critical	
Range:		Attack Adj:		
		Damage Adj:		
Notes:				

<b>Character Specific Skills</b>							
<b>Knowledge: Arcana</b>	<b>3</b>	INT	2	1			
<b>Knowledge: Religion</b>	<b>15</b>	INT	2	13			
<b>Knowledge: Dungeon</b>	<b>5</b>	INT	2	3			
<b>Craft: Armsmithing</b>	<b>10</b>	INT	2	6	2		
<b>Craft: Weaponsmithing</b>	<b>16</b>	INT	2	12	2		
<b>Knowledge: Planes</b>	<b>11</b>	INT	2	9			

\* Armor check penalty applied



**SPELL LIST for**  
**Dwarven Cleric**  
 Divine caster  
 Close Range: 65'  
 Medium Range: 270'  
 Long Range: 1,080'

**EFFECTIVE LEVEL** 17

Total

17 0  
 Class Adj.

Spells per Day:	6	7+1	6+1	5+1	5+1	4+1	3+1	1+1		
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>										
<b>Difficulty Class:</b>	16	17	18	19	20	21	22	23		

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

\*: 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)hapeable, temp: Temporary, vs: Versus, wpn: Weapon

#REF1

Prepared	Lvl	SPELL NAME	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
		<b>Level 0</b>										
○○○○○○	0	Create Water	C	VS	1 action	Close		Instant	None	No	Creates up to 34 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	VS	1 action	60 ft.	Cone-shaped emanation	17 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 <sup>3</sup>	Instant	None	No	Detects poison in one creature or small object	p.219
○○○○○○	0	Guidance	D	VS	1 action	Touch	Creature touched	see text	Will neg [DC16]	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 [DC16]	Yes	Touch attack, 1 point of damage	p.244
○○○○○○	0	Light	Ev	VM/DF	1 action	Touch	Object touched	170 min (D)	None	No	Object shines like a torch	p.248
○○○○○○	0	Mending	T	VS	1 action	10 ft.	One object of up to 1 lb.	Instant	Will neg [DC16]	Yes	Makes minor repairs on an object	p.253
○○○○○○	0	Purify Food and Drink	T	VS	1 action	10 ft.	17 <sup>3</sup> of food & water.	Instant	Will neg [DC16]	Yes	Purifies food and water	p.267
○○○○○○	0	Read Magic	D	VSF	1 action	Personal	You	170 min			Read scrolls and spellbooks	p.269
○○○○○○	0	Resistance	A	VSM/DF	1 action	Touch	Creature touched	1 min	Will neg [DC16]	Yes	Subject gains +1 resistance on saving throws	p.272
○○○○○○	0	Virtue	T	VSDF	1 action	Touch	Creature touched	1 min	Fort neg [DC16]	Yes	Subject gains 1 temporary HP	p.298
		<b>Level 1</b>										
○○○○○○	1	(Dom) Burning Hands	EV	VSM/DF	1 action	15 ft.	Cone-shaped burst	Instant	Ref half [DC17]	Yes	Cone of fire damage that does 5d4 fire damage	p.207
○○○○○○	1	(Dom) Disrupt Undead	N	VS	1 action	Close		Instant	None	Yes	Deals 1d6 damage to one undead	p.223
○○○○○○	1	(Dom) Magic Stone	T	VSM	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC17]	Yes	Three stones gain +1 attack, deal 1d6+1 dmg, 2d6+2 vs undead	p.251
○○○○○○	1	Bane	En	VSDF	1 action	50 ft.	All enemies within 50'	17 min	Will neg [DC17]	Yes	Enemies suffer -1 attack, -1 on saves against fear	p.203
○○○○○○	1	Bless	En	VSDF	1 action	50 ft.	You & all allies within 50'	17 min	None	Yes	+1 morale to attack and +1 to saves vs. fear in a 50 ft. burst	p.205
○○○○○○	1	Bless Water	T	VSM	1 min	Touch	Flask of water touched	Instant	Will neg (obj) [DC17]	Yes	Makes holy water	p.205
○○○○○○	1	Cause Fear	N	VS	1 action	Close	1 living crt. of max. 5HD	1 or 1d4 rnd	Will part [DC17]	Yes	One creature flees for 1d4 rounds	p.208
○○○○○○	1	Command	En	V	1 action	Close	One living creature	1 round	Will neg [DC17]	Yes	One subject obeys one-Word command	p.211
○○○○○○	1	Comprehend Languages	D	VSM/DF	1 action	Personal	You	170 min	Will neg [DC17]	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	Curse Water	N	VSM	1 min	Touch	Flask of water touched	Instant	Will neg (obj) [DC17]	Yes	Makes unholy water	p.216
○○○○○○	1	Deathwatch	N	VS	1 action	30 ft.	Cone-shaped emanation	170 min	None	No	Sees how wounded subjects within 30 ft. cone emanation are	p.217
○○○○○○	1	Detect Chaos	D	VSDF	1 action	60 ft.	Cone-shaped emanation	170 min (D)	None	No	Reveals creatures, spells, or objects	p.218
○○○○○○	1	Detect Evil	D	VSDF	1 action	60 ft.	Cone-shaped emanation	170 min (D)	None	No	Reveals creatures, spells, or objects	p.218
○○○○○○	1	Detect Good	D	VSDF	1 action	60 ft.	Cone-shaped emanation	170 min (D)	None	No	Reveals creatures, spells, or objects	p.219
○○○○○○	1	Detect Law	D	VSDF	1 action	60 ft.	Cone-shaped emanation	170 min (D)	None	No	Reveals creatures, spells, or objects	p.219
○○○○○○	1	Detect Undead	D	VSM/DF	1 action	60 ft.	Cone-shaped emanation	17 min (D)	None	No	Reveals undead within 60 ft.	p.220
○○○○○○	1	Divine Favor	Ev	VSDF	1 action	Personal	You	1 min			You gain a +3 luck bonus to attack and damage	p.224
○○○○○○	1	Doom	N	VSDF	1 action	Medium	One living creature	17 min	Will neg [DC17]	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 [DC17]	Yes	Ignores adverse climactic conditions from -50 to 140 degrees	p.226
○○○○○○	1	Entropic Shield	A	VS	1 action	Personal	You	17 min (D)			Ranged attacks against you suffer 20% miss chance	p.227
○○○○○○	1	Hide from Undead	A	VSDF	1 action	Touch	17 creatures touched	170 min (D)	Will neg [DC17]	Yes	Undead can't perceive subjects	p.241
○○○○○○	1	Inflict Light Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC17]	Yes	Touch, 1d8+5 damage	p.244
○○○○○○	1	Magic Stone	T	VSDF	1 action	Touch	Max 3 pebbles touched	30 min/Dis	Will neg [DC17]	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	17 min	Will neg [DC17]	Yes	Weapon gains +1 enhancement bonus	p.251
○○○○○○	1	Nimbus of Light	EV	VSDF	1 action	Personal	You+one foe up to 30 ft	17 min	None	No	Ray of light deals 1d8 +1 per round it builds up (max +17)	Div 170
○○○○○○	1	Obscuring Mist	C	VS	1 action	20 ft.		17 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 87 accuracy	Div 171
○○○○○○	1	Protection from Chaos	A	VSM/DF	1 action	Touch	Creature touched	17 min (D)	Will neg [DC17]	*	+2 AC & saves, counter mind control, hedge out elementals & outsiders	p.266
○○○○○○	1	Protection from Evil	A	VSM/DF	1 action	Touch	Creature touched	17 min (D)	Will neg [DC17]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
○○○○○○	1	Protection from Good	A	VSM/DF	1 action	Touch	Creature touched	17 min (D)	Will neg [DC17]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
○○○○○○	1	Protection from Law	A	VSM/DF	1 action	Touch	Creature touched	17 min (D)	Will neg [DC17]	*	+2 deflect. AC & saves, counter mind control, hedge out elementals & outsiders	p.266
○○○○○○	1	Remove Fear	A	VS	1 action	Close	5 creatures inside 30'	10 min	Will neg [DC17]	Yes	Subjects get +4 morale bonus on saves against fear	p.271
○○○○○○	1	Resurgence	A	VSDF	1 action	Touch	One creature	Instant	Will neg [DC17]	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	17 rnd	Will neg [DC17]	No	Opponents cannot attack you, and you cannot attack	p.274
○○○○○○	1	Scholars Touch	D	VSMF	1 action	Personal		17 rd		No	Touch a book or scroll to absorb knowledge as if read	RoD 167
○○○○○○	1	Shield of Faith	A	VSM	1 action	Touch	Creature touched	17 min	Will neg [DC17]	Yes	Aura grants +4 deflection bonus	p.278
○○○○○○	1	Summon Monster I	C	VSF/DF	1 round	Close		17 rnd (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 [DC17]	Yes	Subject heals 1 hp of damage per round	Div 186
		<b>Level 2</b>										
○○○○○○	2	(Dom) Bless Weapon	T	VS	1 action	Touch	Weapon touched	17 min	None	No	Wpn gains +1 bonus, Good alignment & threats automatically critical	p.205

SPELL LIST for	
Dwarven Cleric	
Divine caster	
Close Range: 65'	
Medium Range: 270'	
Long Range: 1,080'	

EFFECTIVE LEVEL	17
Total	

17	0
Class	Adj.

Spells per Day:	6	7+1	6+1	5+1	5+1	4+1	3+1	1+1		
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	16	17	18	19	20	21	22	23		

?: 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○○○○	2	(Dom) Produce Flame	EV	VS	1 action	0 ft.	see text	17 min (D)	No	Yes	Illumination or 1d6+5 fire damage, touch or thrown	p.265
○○○○○○○	2	(Dom) Soften Earth and Stone	T	V/SDF	1 action	Close	17x10 <sup>2</sup> ; see text.	Instant	None	No	Turns stone to clay or dirt to sand or mud	p.280
○○○○○○○	2	Aid	En	V/SDF	1 action	Touch	Creature touched	17 min	None	Yes	+1 to attacks and saves vs. fear and 1d8+10 temp HP	p.196
○○○○○○○	2	Align Weapon	T	V/SDF	1 action	Touch	Weapon touched	17 min	Will neg [DC18]	Yes	Weapon becomes good,evil,lawful or chaotic	p.197
○○○○○○○	2	Augury	D	VSMF	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	V/SDF	1 action	Touch	Creature touched	17 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
○○○○○○○	2	Bull's Strength	T	VSM/DF	1 action	Touch	Creature touched	17 min	Will neg [DC18]	Yes	Grants a +4 enhancement bonus to Strength	p.207
○○○○○○○	2	Calm Emotions	En	V/SDF	1 action	Medium	Creatures in 20' radius	Conc. 17 rnd (D)	Will neg [DC18]	Yes	Calms subjects in a 20 ft. spread, negating emotion effects	p.207
○○○○○○○	2	Consecrate	Ev	VSMDF	1 action	Close	20' radius emanation	34 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+10 damage	p.216
○○○○○○○	2	Curse of Ill Fortune	T	V/SDF	1 action	Medium	One living creature	17 minutes	Will neg [DC18]	Yes	Target cursed with -3 to attacks, saves, skill checks, and ability checks	Div 160
○○○○○○○	2	Darkness	Ev	VM/DF	1 action	Touch	Object touched	170 min (D)	None	No	20 ft. radius of supernatural darkness	p.216
○○○○○○○	2	Death Knell	N	VS	1 action	Touch	Living creature touched	see text	Will neg [DC18]	Yes	Kills dying crt; you gain 1d8 temp HP, +2 Str, & +1 caster level	p.217
○○○○○○○	2	Deific Vengeance	C	V/SDF	1 action	Close	One creature	Instant	Will half [DC18]	Yes	Target takes 5d6 dmg; 10d6 if undead	Div 161
○○○○○○○	2	Delay Poison	C	V/SDF	1 action	Touch	Creature touched	17 hr	Fort neg [DC18]	Yes	Stops poison from harming subject	p.217
○○○○○○○	2	Desecrate	Ev	VSMDF	1 action	Close	20' radius emanation	34 hr	None	Yes	Fills area with negative energy, making undead stronger	p.218
○○○○○○○	2	Divine Insight	D	V/SDF	1 action	Personal	You	17 hours or until discharged (D)			Grants +15 insight bonus to one skill check	Adv 147
○○○○○○○	2	Eagle's Splendor	T	VSM/DF	1 action	Touch	Creature touched	17 min	Will neg (harmless) [DC18]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
○○○○○○○	2	Enthrall	En	VS	1 round	Medium	Any number of creatures	1 hr or less	Will neg [DC18]	Yes	Captivates all within 270 ft.	p.227
○○○○○○○	2	Find Traps	D	VS	1 action	Personal	You	17 min			Search for traps as a rogue does	p.230
○○○○○○○	2	Gentle Repose	N	VSM/DF	1 action	Touch	Corpse touched	17 days	Will neg [DC18]	Yes	Preserves one corpse	p.235
○○○○○○○	2	Hold Person	En	V/SF/DF	1 action	Medium	One humanoid creature	see text	Will neg [DC18]	Yes	Holds subject helpless	p.241
○○○○○○○	2	Inflict Moderate Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC18]	Yes	Touch attack, 2d8+10 damage	p.244
○○○○○○○	2	Iron Silence	T	V/SDF	1 action	Touch	5 suits of armor	17 hours (D)	Will neg [DC18]	Yes	Armor's check penalty no longer applies to Hide or Move Silently	Adv 153
○○○○○○○	2	Make Whole	T	VSM	1 action	Close	1 object of up to 170 <sup>3</sup>	Instant	Will neg [DC18]	Yes	Repairs an object	p.252
○○○○○○○	2	Owl's Wisdom	T	VSM/DF	1 action	Touch	Creature touched	17 min	Will neg [DC18]	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 [DC18]	Yes	Frees subjects from paralysis, hold, or slow	p.271
○○○○○○○	2	Resist Energy	A	V/SDF	1 action	Touch	Creature touched	170 min	Fort neg [DC18]	Yes	Energy resistance 30 against energy type chosen	p.272
○○○○○○○	2	Resist Energy (acid)	A	V/SDF	1 action	Touch	Creature touched	170 min	Fort neg [DC18]	Yes	Resistance to Acid 30	p.272
○○○○○○○	2	Resist Energy (cold)	A	V/SDF	1 action	Touch	Creature touched	170 min	Fort neg [DC18]	Yes	Resistance to Cold 30	p.272
○○○○○○○	2	Resist Energy (elec.)	A	V/SDF	1 action	Touch	Creature touched	170 min	Fort neg [DC18]	Yes	Resistance to Electricity 30	p.272
○○○○○○○	2	Resist Energy (fire)	A	V/SDF	1 action	Touch	Creature touched	170 min	Fort neg [DC18]	Yes	Resistance to Fire 30	p.272
○○○○○○○	2	Resist Energy (sonic)	A	V/SDF	1 action	Touch	Creature touched	170 min	Fort neg [DC18]	Yes	Resistance to Sonic 30	p.272
○○○○○○○	2	Resounding Voice	T	S	1 action	Touch	Creature touched	17 min	Will neg [DC18]	Yes	Your voice carries 1700ft	HoB 127
○○○○○○○	2	Restoration (Lesser)	C	VS	3 rnd	Touch	Creature touched	Instant	Will neg [DC18]	Yes	Dispels magic ability penalty or repairs 1d4 ability damage	p.272
○○○○○○○	2	Shatter	Ev	VSM/DF	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	V/SF	1 action	Close	One creature	17 hr (D)	Will neg [DC18]	Yes	You take half of subject's damage	p.278
○○○○○○○	2	Silence	I	VS	1 action	Long	20' radius emanation	17 min (D)	see text)	*	Negates sound in 20-ft. radius	p.279
○○○○○○○	2	Sound Burst	Ev	V/SF/DF	1 action	Close	10' radius spread	Instant	Fort part [DC18]	Yes	Deals 1d8 sonic damage to subjects; may stun them	p.281
○○○○○○○	2	Spiritual Weapon	Ev	V/SDF	1 action	Medium		17 rnd (D)	None	Yes	Magical force weapon attacks at +23, does 1d8+5 dmg	p.283
○○○○○○○	2	Status	D	VS	1 action	Touch	5 living creatures	17 hr	Will neg [DC18]	Yes	Monitors condition, position of allies	p.284
○○○○○○○	2	Stone Fist	T	V/SDF	1 action	Personal	You	17 rd			Unarmed attacks deal extra damage and do not provoke AOO	RoS 163
○○○○○○○	2	Summon Monster II	C	V/SF/DF	1 round	Close		17 rnd (D)	None	No	Calls outsider to fight for you	p.286
○○○○○○○	2	Undetectable Alignment	A	VS	1 action	Close	One creature or object	24 hr	Will neg [DC18]	Yes	Conceals alignment	p.297
○○○○○○○	2	Zone of Truth	En	V/SDF	1 action	Close	20' radius emanation	17 min	Will neg [DC18]	Yes	Subjects within range cannot lie	p.303
= Level 3 =												
○○○○○○○	3	(Dom) Resist Energy	A	V/SF/DF	1 action	Touch	Creature touched	170 min	Fort neg [DC19]	Yes	Energy resistance 30 against energy type chosen	p.272
○○○○○○○	3	(Dom) Searing Light	EV	VS	1 action	Medium		Instant	None	Yes	Ray deals 5d8 dmg, 10d6 or 10d8 vs undead, 5d6 vs constructs	p.275
○○○○○○○	3	(Dom) Stone Shape	T	VSM	1 action	Touch	Stone up to 27 <sup>3</sup>	Instant	None	No	Sculpts stone into any form	p.284
○○○○○○○	3	Animate Dead	N	VSM	1 action	Touch	68 HD of corpses	Instant	None	No	Creates undead skeletons and zombies	p.198
○○○○○○○	3	Battlemagic Perception	D	VS	1 action	Personal		170 min			Sense and counter spellcasting within 100ft	HoB 125
○○○○○○○	3	Bestow Curse	N	VS	1 action	Touch	Creature touched	Perm.	Will neg [DC19]	Yes	-6 to ability or -4 on atcks, saves, checks or 50% chance to lose action	p.203
○○○○○○○	3	Blindness/Deafness	N	V	1 action	Medium	One living creature	Perm. (D)	Fort neg [DC19]	Yes	Makes subject blind or deaf	p.206
○○○○○○○	3	Chain of Eyes	D	VS	1 action	Touch	Living creature touched	17 hours	Will neg [DC19]	Yes	Can see through another creature's eyes, switching to another upon physical contact	Div 158
○○○○○○○	3	Cloak of Bravery	A	VS	1 action	60 ft	60 ft radius round you	170 min	Will neg [DC19]	Yes	You and all Allies in range get +10 morale bonus on saves against fear	War 117

#REF1

**SPELL LIST for**  
**Dwarven Cleric**  
 Divine caster  
 Close Range: 65'  
 Medium Range: 270'  
 Long Range: 1,080'

**EFFECTIVE**  
**LEVEL** 17  
 Total

17 0  
 Class Adj.

<b>Spells per Day:</b>	6	7+1	6+1	5+1	4+1	3+1	1+1			
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>										
<b>Difficulty Class:</b>	16	17	18	19	20	21	22	23		

\*: 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○○○	3	Contagion	N	VSMF	1 action	Touch	Living creature touched	Instant	Fort neg [DC19]	Yes	Infects subject with chosen disease	p.213
○○○○○○	3	Continual Flame	Ev	VSM	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 51 humans (or 17 horses)	p.214
○○○○○○	3	Cure Serious Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 3d8+15 damage	p.216
○○○○○○	3	Daylight	Ev	VS	1 action	Touch	Object touched	170 min (D)	None	No	60-ft. radius of bright light	p.216
○○○○○○	3	Deeper Darkness	Ev	VM/DF	1 action	Touch	Object touched	17 days (D)	None	No	Object sheds absolute darkness in 60-ft. radius	p.217
○○○○○○	3	Delay Death	N	VSDF	1 immed act	Close	One Creature	17 rd	Will neg [DC19]	Yes	Target does not die if reduced to less than -9HP until spell expires	SC 68
○○○○○○	3	Dispel Magic	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level check 1d20+10	p.223
○○○○○○	3	Flame of Faith	Ev	VSM	1 action	Touch	Non-magical weapon touched	17 rounds	None	No	Weapon becomes +1 flaming burst	Div 166
○○○○○○	3	Glyph of Warding	A	VSM	10 min	Touch	Obj. touched or 85' <sup>2</sup>	see text	see text	*	Inscription harms those who pass it	p.236
○○○○○○	3	Helping Hand	Ev	VSDF	1 action	5 miles		17 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 [DC19]	Yes	Touch attack, 3d8+15 damage	p.244
○○○○○○	3	Invisibility Purge	Ev	VS	1 action	Personal	You	17 min (D)	Will neg [DC19]	Yes	Dispels invisibility within 85 ft.	p.245
○○○○○○	3	Locate Object	D	VSF/DF	1 action	Long		17 min	None	No	Senses direction to Ward object (specific or type)	p.249
○○○○○○	3	Magic Circle against Chaos	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	170 min	Will neg [DC19]	*	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.	170 min	Will neg [DC19]	*	As protection spells, but 10-ft. radius	p.249
○○○○○○	3	Magic Circle against Good	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	170 min	Will neg [DC19]	*	As protection spells, but 10-ft. radius	p.250
○○○○○○	3	Magic Circle against Law	A	VSM/DF	1 action	Touch	10' rad. from touched crt.	170 min	Will neg [DC19]	*	As protection spells, but 10-ft. radius	p.250
○○○○○○	3	Magic Vestment	T	VSDF	1 action	Touch	Armor or shield touched	17 hr	Will neg [DC19]	Yes	Armor or shield gains +4 enhancement	p.251
○○○○○○	3	Meld into Stone	T	VSDF	1 action	Personal	You	170 min			You and your gear merge with stone	p.252
○○○○○○	3	Obscure Object	A	VSM/DF	1 action	Touch	One object max 1700 lbs.	8 hr (D)	Will neg [DC19]	Yes	Masks object against divination	p.258
○○○○○○	3	Prayer	En	VSDF	1 action	40 ft.	Allies & foes inside 40'	17 rnd	No	Yes	Allies gain +1 luck bonus on most rolls, and enemies suffer -1	p.264
○○○○○○	3	Protection from Energy	A	VSDF	1 action	Touch	Creature touched	170 min or Dis	Fort neg [DC19]	Yes	Absorb 120 points from one kind of energy	p.266
○○○○○○	3	Protection from Energy (acid)	A	VSDF	1 action	Touch	Creature touched	170 min or Dis	Fort neg [DC19]	Yes	Absorb 120 points of acid damage	p.266
○○○○○○	3	Protection from Energy (cold)	A	VSDF	1 action	Touch	Creature touched	170 min or Dis	Fort neg [DC19]	Yes	Absorb 120 points of cold damage	p.266
○○○○○○	3	Protection from Energy (elect.)	A	VSDF	1 action	Touch	Creature touched	170 min or Dis	Fort neg [DC19]	Yes	Absorb 120 points of electricity damage	p.266
○○○○○○	3	Protection from Energy (fire)	A	VSDF	1 action	Touch	Creature touched	170 min or Dis	Fort neg [DC19]	Yes	Absorb 120 points of fire damage	p.266
○○○○○○	3	Protection from Energy (sonic)	A	VSDF	1 action	Touch	Creature touched	170 min or Dis	Fort neg [DC19]	Yes	Absorb 120 points of sonic damage	p.266
○○○○○○	3	Remove Blindness/Deafness	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC19]	Yes	Cures normal or magical conditions	p.270
○○○○○○	3	Remove Curse	A	VS	1 action	Touch	Creature or object	Instant	Will neg [DC19]	Yes	Frees object or person from curse	p.270
○○○○○○	3	Remove Disease	C	VS	1 action	Touch	Creature touched	Instant	Fort neg [DC19]	Yes	Cures all diseases affecting subject	p.271
○○○○○○	3	Resist Energy (Mass)	A	VSDF	1 action	Close	17 creatures	170 minutes	Fort neg [DC19]	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	17 minutes			Circle of blades deals 1d6+10 damage each round	Arc 121
○○○○○○	3	Searing Light	Ev	VS	1 action	Medium		Instant	None	Yes	Ray deals 5d8 dmg, 10d6 or 10d8 vs undead, 5d6 vs constructs	p.275
○○○○○○	3	Shield of Warding	A	V	1 action	Touch	One shield or buckler	17 minutes	Will neg [DC19]	No	Shield or buckler grants wielder +4 sacred bonus to Ref saves	Drg 115
○○○○○○	3	Speak with Dead	N	VSDF	10 min	10 ft.	One dead creature	17 min	see text	No	Corpse answers 8 questions	p.281
○○○○○○	3	Speak with Plants	D	VS	1 action	Personal	You	17 min			You can talk to normal plants and plant creatures	p.282
○○○○○○	3	Spikes	T	VSM	1 action	Touch	Wooden weapon touched	17 hours	None	No	Target gains +2 enh bonus to att and deals +10 dmg; threat is 19-20	Div 181
○○○○○○	3	Spiritual Charger	Ev	VSDF	1 action	Medium		Instant	None	Yes	Force horseman attacks at +23, does 2d8+5/x3 dmg.	HoB 128
○○○○○○	3	Stone Shape	T	VSM/DF	1 action	Touch	Stone up to 27' <sup>3</sup>	Instant	None	No	Sculpts stone into any form	p.284
○○○○○○	3	Summon Monster III	C	VSF/DF	1 round	Close		17 rnd (D)	None	No	Calls outsider to fight for you	p.286
○○○○○○	3	Telepathic Bond (Lesser)	D	VS	1 action	30 ft.	You + 1 willing	170 min	None	No	As telepathic bond, but you and one other creature.	SRD
○○○○○○	3	Vigor	C	VS	1 action	Touch	Living creature touched	25 rounds	Will neg [DC19]	Yes	Subject heals 2 hp of damage per round	Div 186
○○○○○○	3	Vigor (Mass Lesser)	C	VS	1 action	Touch	8 creatures no two more than 30 ft apart	25 rounds	Will neg [DC19]	Yes	Subjects heals 1 hp of damage per round	Div 186
○○○○○○	3	Visage of the Deity (Lesser)	T	VSDF	1 action	Personal	You	17 rounds			Gain +4 enh bonus to CHA and resistance 10 to energy types based on alignment	Div 187
○○○○○○	3	Water Breathing	T	VSM/DF	1 action	Touch	Living creatures	34 man-hr	Will neg [DC19]	Yes	Subjects can breathe underwater	p.300
○○○○○○	3	Water Walk	T	VSDF	1 action	Touch	17 touched creatures	170 min (D)	Will neg [DC19]	Yes	Subject treads on water as if solid	p.300
○○○○○○	3	Wind Wall	Ev	VSM/DF	1 action	Medium		17 rnd	None	Yes	Deflects arrows, smaller creatures, and gases	p.302
		<b>Level 4</b>										
○○○○○○	4	(Dom) Holy Smite	Ev	VS	1 action	Medium	20' radius burst	see text	Will part [DC20]	Yes	Damages and blinds evil creatures in a 20 ft burst	p.241
○○○○○○	4	(Dom) Spike Stones	T	VSDF	1 action	Medium	17x20' <sup>2</sup>	17 hr (D)	Ref part [DC20]	Yes	Creatures in area take 1d8 damage, may be slowed	p.283
○○○○○○	4	(Dom) Wall of Fire	Ev	V	1 action	Medium		Conc. +17 rd	None	Yes	2d4 fire to 10', 1d4 to 20'. Passing through wall deals 2d6+17	p.298
○○○○○○	4	Air Walk	T	VSDF	1 action	Touch	Creature touched	170 min	None	Yes	Subject treads on solid air (climb at 45° angle)	p.196
○○○○○○	4	Antidragon Aura	A	VSM/DF	1 action	Close	8 creatures no two more than 30 ft apart	17 minutes	Will neg [DC20]	Yes	Targets gain +4 luck bonus to AC and saves vs dragons	Drg 109
○○○○○○	4	Assay Resistance	D	VS	1 swift act	Personal	You and one specified creature	17 rounds			+10 bonus on caster level checks to overcome SR	Arc 98

#REF1

SPELL LIST for	
Dwarven Cleric	
Divine caster	
Close Range: 65'	
Medium Range: 270'	
Long Range: 1,080'	

EFFECTIVE LEVEL	17
Total	

17	0
Class	Adj.

Spells per Day:	6	7+1	6+1	5+1	4+1	3+1	1+1			
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	16	17	18	19	20	21	22	23		

?: 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○○○	4	Battlefield Illumination	EV	VS	1 round	Long	80ft radius cylinder, 40ft high	170 min	None	No	Raise the light level by one. Counter/Dispell Early Twilight	HoB 125
○○○○○○	4	Beast Claws	T	VSM	1 action	Personal	You	17 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 [DC20]	Yes	Creatures with same align are Deafened; 1 step, 10 dmg; 2 steps, 10d4 dmg	Div 158
○○○○○○	4	Contingent Energy Resistance	A	VSM	1 minute	Personal	You	17 hours (D)			Gain resistance 10 to whatever energy type strikes you	DrG 110
○○○○○○	4	Control Water	T	VSM/DF	1 action	Long	* See Description	170 min (D)	None	No	Raises, lowers, or parts bodies of water	p.214
○○○○○○	4	Cure Critical Wounds	C	VS	1 action	Touch	Creature touched	Instant	see text	Yes	Cures 4d8+17 damage	p.215
○○○○○○	4	Death Ward	N	VSDF	1 action	Touch	Living creature touched	17 min	Will neg [DC20]	Yes	Grants immunity to all death spells and effects	p.217
○○○○○○	4	Dimensional Anchor	A	VS	1 action	Medium		17 min	None	Yes	Bars extradimensional movement	p.221
○○○○○○	4	Discern Lies	D	VSDF	1 action	Close	17 creatures inside 30'	17 rnd	Will neg [DC20]	No	Reveals deliberate falsehoods	p.221
○○○○○○	4	Dismissal	A	VSDF	1 action	Close	One extraplanar creature	Instant	Will neg [DC20]	Yes	Forces a creature to return to native plane	p.222
○○○○○○	4	Divination	D	VSM	10 min	Personal	You	Instant			Provides useful advice for specific proposed actions	p.224
○○○○○○	4	Divine Power	Ev	VSDF	1 action	Personal	You	17 rnd			Gain 17 temp HP, +6 to Str, & your base attack bonus = 20	p.224
○○○○○○	4	Doomtide	I	VSDF	1 action	80 ft	8 10 ft cubes extending from you	17 rounds	Will neg [DC20]	Yes	Creeping mist obscures sight beyond 5 ft	Div 163
○○○○○○	4	Dust To Dust	T	VSDF	1 action	Close	One Creature	Instant	Fort Half [DC20]	Yes	Ranged Touch: Corpse or undead takes 8d8 dmg. Disintegrated at 0HP	RoW 174
○○○○○○	4	Dweomer of Transference	Ev	VS	1 minute	Close	One willing psionic creature	17 rnd	Wil neg (harm) [DC20]	Yes	Convert spellcasting into psionic power points.	SRD
○○○○○○	4	Early Twilight	EV	VM/DF	1 round	Long	80ft radius cylinder, 40ft high	170 min	None	No	Lower the light level by 1. Counter/Dispell Battlefield Illumination	HoB 126
○○○○○○	4	Energy Vortex	EV	VS	1 action	20 ft	All creatures within 20 ft	Instant	Ref half [DC20]	Yes	Deal d8+17 of one energy type; double dmg if you take x1 dmg	Div 164
○○○○○○	4	Fell the Greatest Foe	T	VSM	1 action	Touch	Creature touched	17 rounds	Fort neg [DC20]	Yes	Target deals +1d6 dmg to bigger opponents for each size above Medium	DrG 113
○○○○○○	4	Freedom of Movement	A	VSMDF	1 action	Touch	You or target creature	170 min	Will neg [DC20]	Yes	Subject moves normally despite impediments	p.233
○○○○○○	4	Giant Vermin	T	S	1 action	Close	3 vermins inside 30'	17 min	None	Yes	Turns insects into giant vermin	p.235
○○○○○○	4	Imbue with Spell Ability	Ev	VSDF	10 min	Touch	Crt. touched; see text	Perm./Dis	Will neg [DC20]	Yes	Transfer spells to subject	p.243
○○○○○○	4	Inflict Critical Wounds	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC20]	Yes	Touch attack, 4d8+17 damage	p.244
○○○○○○	4	Lower Spell Resistance	T	VS	1 round	Close	One creature	17 minutes	Fort neg [DC20]	No	Target's SR reduced by 15; save to resist this is at -17	DrG 114
○○○○○○	4	Magic Weapon (Greater)	T	VSM/DF	1 action	Close	1 weapon / 50 projectiles	17 hr	Will neg [DC20]	Yes	Weapon gains +4 enhancement bonus	p.251
○○○○○○	4	Neutralize Poison	C	VSM/DF	1 action	Touch	Crt or obj. max 17 <sup>3</sup>	170 min	Will neg [DC20]	Yes	Detoxifies venom in or on subject	p.257
○○○○○○	4	Planar Ally (Lesser)	C	VSDFXP	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 [DC20]	Yes	Touch deals 1d10 Con damage, repeats in 1 min	p.262
○○○○○○	4	Recitation	C	VSDF	1 action	60 ft	allies and foes within 60 ft	17 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	VSDF	1 action	10 ft.	10' radius emanation	170 min (D)	see text	Yes	Insects stay 10 ft. away	p.271
○○○○○○	4	Restoration	C	VSM	3 rnd	Touch	Creature touched	Instant	Will neg [DC20]	Yes	Restores level and ability score drains	p.272
○○○○○○	4	Resurgence (Mass)	A	VSDF	1 action	Close	17 creatures no two more than 30 ft apart	Instant	Will neg [DC20]	Yes	Subjects may make 2nd save against ongoing spell, spell-like ability, or supernatural ability	Div 177
○○○○○○	4	Reverance	C	VSDF	1 action	Touch	Dead ally touched	17 minutes	None	Yes	Restore ally (if dead up to 17 rnds) to life with half hp and no level loss; ally dies when spell ends	Div 178
○○○○○○	4	Sending	Ev	VSM/DF	10 min	see text	One creature	1 rnd; see text	None	No	Delivers short message anywhere, instantly	p.275
○○○○○○	4	Spell Immunity	A	VSDF	1 action	Touch	Creature touched	170 min	Will neg [DC20]	Yes	Subject is immune to 4 spells of up to 4th level	p.282
○○○○○○	4	Summon Monster IV	C	VSF/DF	1 round	Close		17 rnd (D)	None	No	Calls outsider to fight for you	p.286
○○○○○○	4	Tongues	D	VM/DF	1 action	Touch	Creature touched	170 min	Will neg [DC20]	No	Speak any language	p.294
○○○○○○	4	Weapon of the Deity	T	VDF	1 action	0 ft	One held weapon	17 rounds			Favored weapon gains +4 enh bonus and special property by deity	Div 188
○○○○○○	4	Weather Eye	D	VSMDF	1 hour	<sup>14,18</sup> 80ft radius	18 miles	Instant	None	No	Predict weather one week into the future	Div 189
		<b>Level 5</b>										
○○○○○	5	(Dom) Fire Shield	EV	VSM	1 action	Personal	You	17 rd (D)			Attackers take 1d6+15 fire / cold dmg; protection from cold / fire	p.230
○○○○○	5	(Dom) Holy Sword	EV	VS	1 action	Touch	Melee weapon touched	17 rd	None	No	Weapon becomes +5, does an extra 2d6 against evil	p.242
○○○○○	5	(Dom) Wall of Stone	C	VSM/DF	1 action	Medium		Instant	see text	No	4" thick, 17x 5 ft. squares, x2 Area for ½ thickness, 60 HP, hardness 8	p.299
○○○○○	5	Atonement	A	VSMDFXP	1 hour	Touch	Living creature touched	Instant	None	Yes	Removes burden of misdeeds from subject	p.201
○○○○○	5	Aura of Evasion	A	VSM/DF	1 action	10 ft	10 ft radius centered on you	17 minutes	None	No	Subjects gain benefit of evasion against breath weapons	DrG 109
○○○○○	5	Blistering Radiance	EV	VSM	1 action	Long	50 ft radius spread	17 rounds	see text	Yes	All in area are dazzled and take 2d6 fire damage each round	Arc 99
○○○○○	5	Break Enchantment	A	VS	1 min	Close	17 creatures within 30'	Instant	see text	No	Free subject from enchantments, alterations, curses, & petrification	p.207
○○○○○	5	Command (Greater)	En	V	1 action	Close	17 creatures	17 rnd	Will neg [DC21]	Yes	Subjects obey one-Word command	p.211
○○○○○	5	Commune	D	VSMDFXP	10 min	Personal	You	17 rnd	Will neg [DC21]	Yes	Deity answers 17 yes-or-no questions	p.211
○○○○○	5	Cure Light Wounds (Mass)	C	VS	1 action	Close	17 creatures inside 30'	Instant	see text	Yes	Cures 1d8+17 on 17 creatures no more than 30 ft. apart	p.216
○○○○○	5	Dispell Chaos	A	VSDF	1 action	Touch	see text	see text	see text	*	+4 vs attacks & dispells chaotic enchantment	p.222
○○○○○	5	Dispell Evil	A	VSDF	1 action	Touch	see text	see text	see text	*	+4 vs attacks & dispells evil enchantment	p.222
○○○○○	5	Dispell Good	A	VSDF	1 action	Touch	see text	see text	see text	*	+4 vs attacks & dispells good enchantment	p.222
○○○○○	5	Dispell Law	A	VSDF	1 action	Touch	see text	see text	see text	*	+4 vs attacks & dispells lawful enchantment	p.223
○○○○○	5	Disrupting Weapon	T	VS	1 action	Touch	One melee weapon	17 rnd	Will neg [DC21]	Yes	Melee weapon destroys undead of 17 HD or less	p.223
○○○○○	5	Divine Agility	T	VS	1 action	Touch	Living creature touched	17 rounds	Will neg [DC21]	No	Target gains base ref save of +12, +4 enh bonus to DEX, and Spring Attack feat	Div 162

SPELL LIST for	
Dwarven Cleric	
Divine caster	
Close Range: 65'	
Medium Range: 270'	
Long Range: 1,080'	

EFFECTIVE LEVEL	17
Total	

17	0
Class	Adj.

Spells per Day:	6	7+1	6+1	5+1	4+1	3+1	1+1			
SPELL LEVEL:	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
Spells Known:										
Difficulty Class:	16	17	18	19	20	21	22	23		

\*: 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, Conjuration, Divination, Enchantment, Evocation, Illusion, Necromancy, Transmutation, Universal

Prepared	Lvl	SPELL NAME	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○○	5	Dragon Breath	EV	VSMDF	1 action	Personal	You	17 rounds	see text		Choose one true dragon type whose breath you can emulate	Div 164
○○○○○	5	Earth Hammer	T	V	1 swift act	Touch	Weapon touched	17 rd	Will neg [DC21]	Yes	Weapon counts as bludgeoning adamantine and 1 size larger	RoS 162
○○○○○	5	Flame Strike	Ev	VSDF	1 action	Medium	Cylinder (10' rad., 40' high)	Instant	Ref half [DC21]	Yes	Smites foes with 15d6 of divine fire	p.231
○○○○○	5	Hallow	Ev	VSMDF	24 hr	Touch	40' radius	Instant	see text	*	Designates location as holy	p.238
○○○○○	5	Inflict Light Wounds (Mass)	N	VS	1 action	Close	17 creatures inside 30'	Instant	Will half [DC21]	Yes	Deals 1d8+17 to subjects	p.244
○○○○○	5	Insect Plague	C	VSDF	1 round	Long		17 min	None	No	5 swarms of locusts attack your target	p.244
○○○○○	5	Mark of Justice	N	VSDF	10 min	Touch	Creature touched	Perm.	None	Yes	Designates action that will trigger curse on subject	p.252
○○○○○	5	Plane Shift	C	VSF	1 action	Touch	Max 8 crts joining hands	Instant	Will neg [DC21]	Yes	Up to eight subjects travel to another plane	p.262
○○○○○	5	Psychic Turmoil	A	VSM	1 action	Close	40-ft. radius emanation	17 rnd	see text	Yes	Invisible field leeches psionic power points away.	SRD
○○○○○	5	Raise Dead	C	VSMDF	1 min	Touch	Dead creature touched	Instant	None	Yes	Restores life to subject who died up to 17 days ago	p.268
○○○○○	5	Righteous Might	T	VSDF	1 action	Personal	You	17 rnd (D)			Height x2, Weight x8, +4 STR, +2 CON, +2 AC, DR 9/good or evil	p.273
○○○○○	5	Scrying	D	VSM/DF	1 hour	see text		17 min	Will neg [DC21]	Yes	Spies on subject from a distance	p.274
○○○○○	5	Slay Living	N	VS	1 action	Touch	Living creature touched	Instant	Fort part [DC21]	Yes	Touch attack kills subject	p.280
○○○○○	5	Spell Resistance	A	VSDF	1 action	Touch	Creature touched	17 min	Will neg [DC21]	Yes	Subject gains +29 SR	p.282
○○○○○	5	Spiritual Cavalry	EV	VSDF	1 action	Medium		Instant	None + See Text	Yes	As Spiritual Charger except call 4 horseman who must attack different targets.	HoB 127
○○○○○	5	Stalwart Pact	E	VSMDF	10 min	Touch	Willing living creature touched	17 rounds	Will neg [DC21]	Yes	On dropping to <half HP subject gains 35hp, DR 5/magic and +2 to all saves	SC 204
○○○○○	5	Status (Greater)	D	VSDF	1 action	Touch	5 creatures'	17 hr	Will neg [DC21]	Yes	As Status, except you can cast 0,1 & 2nd level harmless touch spells through the link	SRD
○○○○○	5	Subvert Planar Essence	T	VSMDF	1 action	Medium	20 ft radius	17 rounds	Fort neg [DC21]	Yes	Outsiders' SR and DR reduced by 10	Div 183
○○○○○	5	Summon Monster V	C	VSF/DF	1 round	Close		17 rnd (D)	None	No	Calls outsider to fight for you	p.286
○○○○○	5	Symbol of Pain	N	VSM	10 min	see text		see text	Fort neg [DC21]	Yes	If triggered, causes -4 to attacks, skill & ability check for 17 hr	p.290
○○○○○	5	Symbol of Sleep	En	VSM	10 min	see text		see text	Will neg [DC21]	Yes	Triggered rune puts creatures to sleep for 3d6x10 minutes	p.291
○○○○○	5	True Seeing	D	VSM	1 action	Touch	Creature touched	17 min	Will neg [DC21]	Yes	See all things as they really are	p.296
○○○○○	5	Unhallow	Ev	VSM	24 hr	Touch	40' rad. from touched point	Instant	see text	*	Designates location as unholy	p.297
○○○○○	5	Vigor (Greater)	C	VS	1 action	Touch	Living creature touched	27 rounds	Will neg [DC21]	Yes	Subject heals 4 hp of damage per round	Div 186
○○○○○	5	Vulnerability	T	VS	1 action	Touch	Creature touched	17 rounds	Will neg [DC21]	Yes	Target's DR is reduced by 10 to a minimum of 5	Drg 115
○○○○○	5	Wall of Stone	C	VSM/DF	1 action	Medium		Instant	see text	No	4" thick, 17x 5 ft. squares, x2 Area for 1/2 thickness, 60 HP, hardness 8	p.299
= Level 6 =												
○○○○	6	(Dom) Bolt of Glory	EV	VSDF	1 action	Close		Instant	None	Yes	Bolt deals damage to creatures based on alignment. See text	Div 155
○○○○	6	(Dom) Fire Seeds	C	VS	1 action	Touch	4 acorns / 8 holly berries	max 170 min	see text	No	Acorns and berries become grenades and bombs	p.230
○○○○	6	(Dom) Stoneskin	A	VSM	1 action	Touch	Creature touched	170 min/Dis	Will neg [DC22]	Yes	DR 10/Adamantine. Dispelled after absorbing 150 points of damage	p.285
○○○○	6	Animate Objects	T	VS	1 action	Medium	17 Small objects	17 rnd	None	No	Objects attack your foes	p.199
○○○○	6	Antilife Shell	A	VSDF	1 round	10 ft.	10' radius emanation	170 min (D)	None	Yes	10 ft. emanation hedges out living creatures	p.199
○○○○	6	Banishment	A	VSF	1 action	Close	34HD of extraplanar crts.	Instant	Will neg [DC22]	Yes	Banishes 34 HD of extraplanar creatures that are inside 30 ft.	p.203
○○○○	6	Bear's Endurance (Mass)	T	VSDF	1 action	Close	17 creatures	17 min	Will neg [DC22]	Yes	Grants a +4 enhancement bonus to Constitution	p.203
○○○○	6	Blade Barrier	Ev	VS	1 action	Medium		17 min (D)	see text	Yes	Blades encircling you deal 15d6 damage	p.205
○○○○	6	Bull's Strength (Mass)	T	VSM/DF	1 action	Close	17 creatures within 30'	17 min	Will neg [DC22]	Yes	Grants a +4 enhancement bonus to Strength	p.207
○○○○	6	Comeffall	C	VSDF	1 action	Medium	10 ft square area	Instant	Ref half [DC22]	No	Comet falls from up to 85 ft dealing 2d6 dmg per 10 ft fallen (max 20d6), possibly knocking targets prone	DivE 159
○○○○	6	Consecrate Battlefield	Ev	VSM/DF	10 min	Medium	100ft radius emanation	17 days			Consecrate a large area. Dead creatures cannot be raised.	HoB 126
○○○○	6	Create Undead	N	VSM	1 hour	Close	One corpse	Instant	None	No	Ghouls, shadows, ghastrs, wights, or wraiths	p.215
○○○○	6	Cure Moderate Wounds (Mass)	C	VS	1 action	Close	17 creatures inside 30'	Instant	see text	Yes	Cures 2d8+17 on 17 creatures no more than 30 ft. apart	p.216
○○○○	6	Dispel Magic (Greater)	A	VS	1 action	Medium	see text	Instant	None	No	Cancels magical spells & effects. Caster Level check 1d20+17	p.223
○○○○	6	Eagle's Splendor (Mass)	T	VSM/DF	1 action	Close	17 creatures inside 30'		Will neg [DC22]	Yes	Grants a +4 enhancement bonus to Charisma	p.225
○○○○	6	Energy Immunity	A	VS	1 action	Touch	Creature touched	24 hours	None	Yes	Grants subject complete protection from one energy type: acid, cold, electricity, fire, or sonic	Arc 105
○○○○	6	Find the Path	D	VSF	3 rnd	Touch	You or creature touched	170 min	see text	*	Shows most direct way to a location	p.230
○○○○	6	Forbiddance	A	VSMDF	6 rnd	Medium	17x60' cubes (S)	Perm.	see text	Yes	Denies area to creatures of another alignment	p.232
○○○○	6	Geas/Quest	En	V	10 min	Close	One living creature	see text	None	Yes	Commands subject	p.234
○○○○	6	Glyph of Warding (Greater)	A	VSM	10 min	Touch	Obj. touched or 85'2	see text	see text	*	As Glyph of Warding, but up to 10d8 dmg or 6th level spell	p.237
○○○○	6	Harm	N	VS	1 action	Touch	Creature touched	Instant	Will half [DC22]	Yes	Subject loses 150 hit points	p.239
○○○○	6	Heal	C	VS	1 action	Touch	Creature touched	Instant	Will neg [DC22]	Yes	Cures all diseases & mental conditions & up to 150 hit points	p.239
○○○○	6	Heroes' Feast	C	VSDF	10 min	Close		see text	None	No	Feeds, cures and blesses those who eat the feast	p.240
○○○○	6	Inflict Moderate Wounds (Mass)	N	VS	1 action	Close	17 creatures inside 30'	Instant	Will half [DC22]	Yes	Deals 2d8+17 to subjects	p.244
○○○○	6	Owl's Wisdom (Mass)	T	VSM/DF	1 action	Close	17 creatures inside 30'	17 min	Will neg [DC22]	Yes	Grants a +4 enhancement bonus to Wisdom	p.259
○○○○	6	Planar Ally	C	VSDFXP	10 min	Close		Instant	None	No	Exchange services with a 16 HD outsider	p.261
○○○○	6	Summon Monster VI	C	VSF/DF	1 round	Close		17 rnd (D)	None	No	Calls outsider to fight for you	p.287
○○○○	6	Symbol of Fear	N	VSM	10 min	see text		see text	Will neg [DC22]	Yes	Triggered rune panics creatures for 17 rounds	p.290

**SPELL LIST for**  
**Dwarven Cleric**  
 Divine caster  
 Close Range: 65'  
 Medium Range: 270'  
 Long Range: 1,080'

**EFFECTIVE LEVEL** 17  
 Total

17 0  
 Class Adj.

<b>Spells per Day:</b>	6	7+1	6+1	5+1	5+1	4+1	3+1	1+1		
<b>SPELL LEVEL:</b>	0	1st	2nd	3rd	4th	5th	6th	7th	8th	9th
<b>Spells Known:</b>										
<b>Difficulty Class:</b>	16	17	18	19	20	21	22	23		

**SCHOOLS:** Abjuration, Conjuration, 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

Prepared	Lvl	SPELL NAME	S	Comp.	Cast. Time	Range	Target / Area	Duration	Save	SR	Short Description	Ref.
○○○○	6	Symbol of Persuasion	En	VSM	10 min	see text		see text	Will neg [DC22]	Yes	Triggered rune charms creatures for 17 hours	p.290
○○○○	6	Undeath to Death	N	VSM/DF	1 action	Medium	Undead crts inside 40'	Instant	Will neg [DC22]	Yes	Destroys undead	p.297
○○○○	6	Vigorous Circle	C	VS	1 action	Touch	8 creatures no two more than 30 ft apart	27 rounds	Will neg [DC22]	Yes	Subject heals 3 hp of damage per round	Div 187
○○○○	6	Visage of the Deity	T	VSDF	1 action	Personal	You	17 rounds			Take on qualities of celestial or fiendish creature	Div 187
○○○○	6	Wind Walk	T	VSDF	1 action	Touch	You and 5 creatures	17 hr (D)	see text	*	You and your allies turn vaporous and travel fast	p.302
○○○○	6	Word of Recall	C	V	1 action	Unlimited	You and 5 creatures	Instant	see text	*	Teleports you back to designated place	p.303
○○○○	6	Zealot Pact	EV	VSDFXP	10 min	Touch	Willing creature touched	Permanent and triggered, then 17 rounds	Will neg [DC22]	Yes	Subject gains +4 to att, double dmg, automatic confirm crit against opposite alignment	Div 191
= Level 7 =												
○○	7	(Dom) Earthquake	EV	VSM/DF	1 action	Long	80' radius spread (S)	1 round	see text	No	Intense tremor shakes 85 ft radius	p.225
○○	7	(Dom) Fire Storm	EV	VSM/DF	1 round	Medium	34x10' cubes (S)	Instant	Ref half [DC23]	Yes	Deals 17d6 fire damage to all but plants	p.231
○○	7	(Dom) Sunbeam	EV	VSDF	1 action	60 ft.	Line from your hand	Max 17 rd	see text	Yes	Beam blinds and deals 3d6 damage	p.289
○○	7	Bestow Curse (Greater)	T	VS	1 action	Touch	Creature touched	Permanent	Will neg [DC23]	Yes	-6 to two abilities; or -8 on attcks, saves, chks; or 75% chance to lose action	Div 153
○○	7	Blasphemy	Ev	V	1 action	40 ft.	Nonevil crts in 40' rad.	Instant	see text	Yes	Kills, paralyzes, weakens, or dazes nonevil subjects	p.205
○○	7	Control Weather	T	VS	10 min; see text	2 miles	Circle of 2 mile radius	see text	None	No	Changes weather in local area	p.214
○○	7	Cure Serious Wounds (Mass)	C	VS	1 action	Close	17 creatures inside 30'	Instant	see text	Yes	Cures 3d8+17 on 17 creatures no more than 30 ft. apart	p.216
○○	7	Destruction	N	VSF	1 action	Close	One creature	Instant	Fort part [DC23]	Yes	Kills subject and destroys remains	p.218
○○	7	Dictum	Ev	V	1 action	40 ft.	Nonlawful crts in 40' rad.	Instant	see text	Yes	Kills, paralyzes, weakens, or dazes nonlawful subjects in a 40 ft. spread	p.220
○○	7	Ethereal Jaunt	T	VS	1 action	Personal	You	17 rnd (D)			You become ethereal	p.227
○○	7	Holy Word	Ev	V	1 action	40 ft.	Nongood crts. in 40' rad.	Instant	see text	Yes	Kills, paralyzes, weakens, or dazes nongood in a 40 ft. spread	p.242
○○	7	Inflict Serious Wounds (Mass)	N	VS	1 action	Close	17 creatures insode 30'	Instant	Will half [DC23]	Yes	Deals 3d8+17 to subjects	p.244
○○	7	Psychic Turmoil (Greater)	A	VSM	1 action	Close	40-ft. radius emanation	17 rnd	see text	Yes	As psychic turmoil, but you gain power points as temporary hp.	SRD
○○	7	Refuge	C	VSM	1 action	Touch	Object touched	Perm./Dis	None	No	Alters item to transport its possessor to you	p.269
○○	7	Regenerate	C	VSDF	3 full rnd	Touch	Living creature touched	Instant	Fort neg [DC23]	Yes	Subject's severed limbs grow back	p.270
○○	7	Renewal Pact	C	VSDFXP	10 min	Touch	One willing living creature	Permanent until triggered	Will neg [DC23]	Yes	Target receives heal if affected by a negative condition (see text)	Div 177
○○	7	Repulsion	A	VSF/DF	1 action	Up to 10 ft./level	Up to 170' radius	17 rnd (D)	Will neg [DC23]	Yes	Creatures cannot approach you	p.271
○○	7	Restoration (Greater)	C	VS	10 min	Touch	Creature touched	Instant	Will neg [DC23]	Yes	As restoration, plus restores all levels and ability scores	p.272
○○	7	Resurrection	C	VSMDF	10 min	Touch	Dead creature touched	Instant	None	Yes	Fully restore dead subject	p.272
○○	7	Righteous Wrath of the Faithful	EN	VSDF	1 action	30 ft	Allies within 30 ft of you	17 rounds	None	No	Allies gain effects of aid, with same deity double att and save bonus; fatigued at end	Div 178
○○	7	Scrying (Greater)	D	VS	1 action	see text		17 hr	Will neg [DC23]	Yes	Spies on subject from a distance	p.275
○○	7	Slime Wave	C	VSM	1 action	Close	15 ft spread centered within range	17 rounds	Ref neg [DC23]	No	Deals 1d6 CON dmg each round to creatures; 2d6 dmg to wood or metal objects	Div 180
○○	7	Spell Resistance (Mass)	A	VSDF	1 action	Close	17 creatures	17 rounds divided among targets	Will neg [DC23]	Yes	Subjects gain SR 29	Div 181
○○	7	Summon Monster VII	C	VSF/DF	1 round	Close		17 rnd (D)	None	No	Calls outsider to fight for you	p.287
○○	7	Symbol of Stunning	En	VSM	10 min	see text		see text	Will neg [DC23]	Yes	Triggered rune stuns creatures for 1d6 rounds	p.291
○○	7	Symbol of Weakness	N	VSM	10 min	see text		see text	Fort neg [DC23]	Yes	Triggered rune causes 3d6 STR damage	p.291
○○	7	Withering Palm	N	VS	1 action	Touch	Living creature touched	Instant	Fort neg [DC23]	Yes	Melee touch attack deals 8 STR and CON dmg; drain if critical hit	Arc 130
○○	7	Word of Chaos	Ev	V	1 action	40 ft.	Nonchaotics inside 40'	Instant	see text	Yes	Kills, confuses, stuns, or deafens nonchaotic subjects	p.303

#REF1

Patron Star: The Reaper

The Reaper appears at the end of summer, the figure of a tall man with a sweeping scythe.

He stands for hard work, the fruits of labour and the reward that awaits you after death.

Those born under the Reaper are stong-willed, almost to the point of bull-headedness. They do not give up easily.

Benefit: +1 luck bonus to any single attack roll \*or\* +3 luck bonus to a single critical check roll. 1 of these can be invoked once per game session.

Birthmark: Small and on arm

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.

Brottor Notes

Snakephobia

Oath to never attack a woman without just cause

Knight of Caldraza

Brottor Caster Level	Jessault Caster Level
17	18

Turning undead

-----	Roll	Notes	Result	Max HD
Determine Max hitdice that can be effected	1d20+CHA Mod	+2 if 5 ranks in Know: Religion	0 or lower	Cleric's level -4
			1—3	Cleric's level -3
This is the strongest single undead that you can turn. Any undead with more HD than rolled			4—6	Cleric's level -2
Any undead with more HD are completely immune			7—9	Cleric's level -1
			10—12	Cleric's level
Jessault is rolling 1d20 + 2			13—15	Cleric's level +1
			16—18	Cleric's level +2
Next Determine the number of hitdice that you actually effect			19—21	Cleric's level +3
Roll: 2d6+CHA+Cleric level		Jessault is rolling 2d6 + 18	22 or higher	Cleric's level +4

This is the hitdice of undead you can effect - starting with the one that is closest to you (but not counting those already turned).

You need line of effect, but not line of sight. Does not work on undead who have total concealment.

Turned undead flee from you by the best and fastest means available to them. They flee for 10 rounds (1 minute).

If they cannot flee, they cower (giving any attack rolls against them a +2 bonus).

If you approach within 10 feet of them, however, they overcome being turned and act normally.

You can stand within 10 feet without breaking the turning effect—you just can't approach them.

You can attack them with ranged attacks (from at least 10 feet away),

and others can attack them in any fashion, without breaking the turning effect.

Any undead with half or fewer HD than you have cleric levels are destroyed instead of turned.

Dragonsbreath

Pick one effect from the list below

Dragon	What	Brottor Damage	Jessault Damage	Save
Black	30ft Line of acid	8d8	9d8	Reflex Half
Blue	30ft Line of electricity	8d8	9d8	Reflex Half
Green	15ft cone of acid	8d8	9d8	Reflex Half
Red	15ft cone of fire	8d8	9d8	Reflex Half
White	15ft cone of cold	8d8	9d8	Reflex Half
Brass	15ft cone of sleep	lasts 1d6 rounds	lasts 1d6 rounds	Will negates
Copper	15ft cone of slow	lasts 1d6 rounds	lasts 1d6 rounds	Will negates
Silver	15ft cone of paralysis	lasts 1d6 rounds	lasts 1d6 rounds	Fortitude negates