

# WEIRD FANTASY ROLE-PLAYING

## Fighter

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

8

-1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

6

-1

DEXTERITY  
*AC, Ranged AB,  
Initiative*

12

INTELLIGENCE  
*Saves vs Magic,  
Languages*

14

+1

STRENGTH  
*Melee AB,  
Open Doors*

16

+2

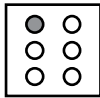
WISDOM  
*Saves vs Non-Magic*

11

Architecture 1



Bushcraft 1



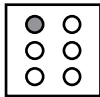
Climbing 1



Languages 2



Search 1



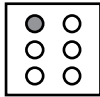
Sleight of Hand 1



Sneak Attack 0



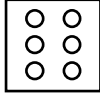
Stealth 1



Tinkering 1



Open Doors 3



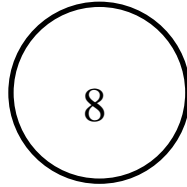
Age / Sex

Current XP

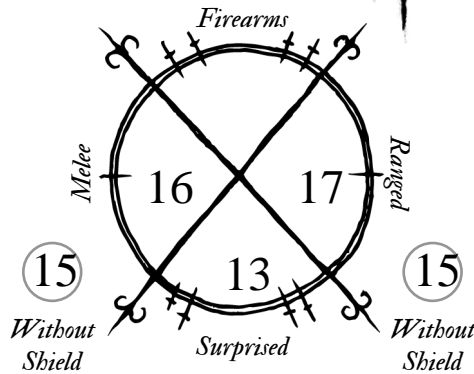
Next Level

MAXIMUM HP

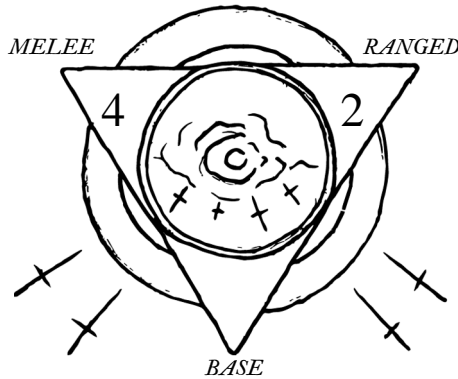
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

14

PARALYZE  
*Mobility Hazards  
(Petrification, Hold, etc.)*

12

POISON  
*Instant Death/  
KO Situations*

15

BREATH  
WEAPON  
*Area Effects*

13

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

15

MAGIC  
*Spells or  
Innate Abilities*

VS MAGIC

VS NON-MAGIC

### COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Name	Damage	S	Range	M (- )	L (- )	RoF	Firearms	Shots
Spear	1d6	10		20	60			
Dagger	1d4	10		20	30			
Short bow	1d6	50		300	450			20 Arrows

Spear	1	
Dagger	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Short bow	8	
Quiver With 20 Arrows	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

# Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:  
SP:  
CP: 1  
GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)

# WEIRD FANTASY ROLE-PLAYING

## ~ Dwarf ~

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

16

+2

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

16

+2

DEXTERITY  
*AC, Ranged AB,  
Initiative*

7

-1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

10

STRENGTH  
*Melee AB,  
Open Doors*

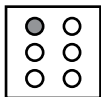
16

+2

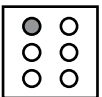
WISDOM  
*Saves vs Non-Magic*

12

Architecture 3



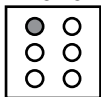
Bushcraft 1



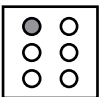
Climbing 1



Languages 1



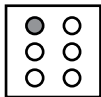
Search 1



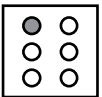
Sleight of Hand 1



Sneak Attack 0



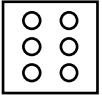
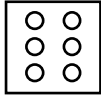
Stealth 1



Tinkering 1



Open Doors 3



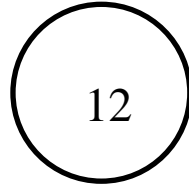
Age / Sex

Current XP

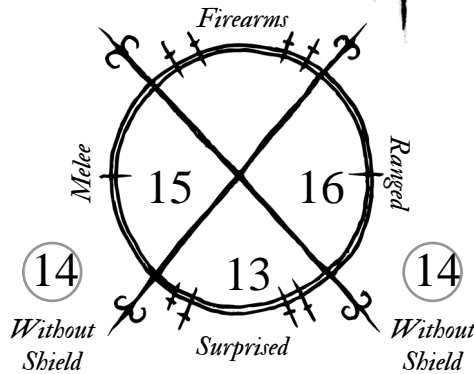
Next Level

MAXIMUM HP

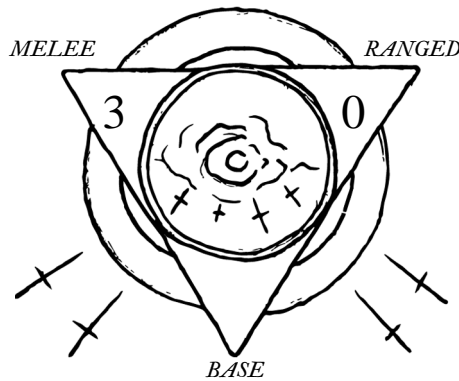
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

10

PARALYZE  
*Mobility Hazards  
(Petrification, Hold, etc.)*

8

POISON  
*Instant Death/  
KO Situations*

13

BREATH  
WEAPON  
*Area Effects*

9

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

12

MAGIC  
*Spells or  
Innate Abilities*

- VS MAGIC

- VS NON-MAGIC

### COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Name	Damage	S	Range	M (- )	L (- )	RoF	Firearms	Shots
Spear	1d6	10		20	60			
Standard Sword	1d8							
Dagger	1d4	10		20	30			

Standard Sword	1	
Spear	2	
Dagger	3	
Leather Armor	4	
day of Rations	5	
3 Torches	6	+1 Enc
Tinderbox	7	
50' Rope	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown
<div></div>	<div></div>

1

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

# Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:  
SP:  
CP: 1  
GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)

# WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

## ABILITY SCORES

**CHARISMA**  
*Loyalty, Retainer Recruitment*  
9

**CONSTITUTION**  
*Hit Points, Daily Travel Distance*  
16 +2

**DEXTERITY**  
*AC, Ranged AB, Initiative*  
8 -1

**INTELLIGENCE**  
*Saves vs Magic, Languages*  
13 +1

**STRENGTH**  
*Melee AB, Open Doors*  
10

**WISDOM**  
*Saves vs Non-Magic*  
15 +1

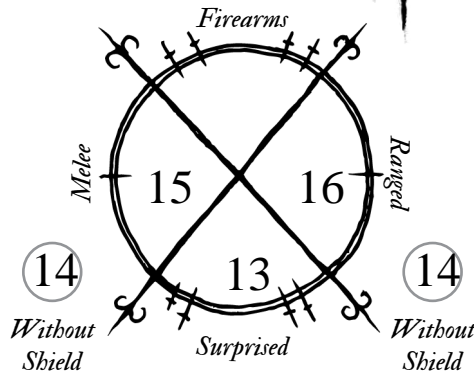
Age / Sex      Current XP      Next Level

MAXIMUM HP      CURRENT HP

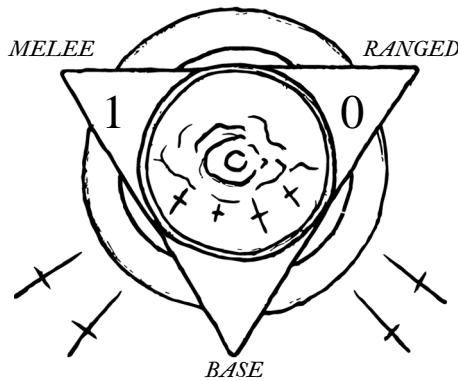
5



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

**13** **PARALYZE**  
*Mobility Hazards (Petrification, Hold, etc.)*

**10** **POISON**  
*Instant Death/ KO Situations*

**15** **BREATH WEAPON**  
*Area Effects*

**11** **MAGICAL DEVICE**  
*Spell-Like Effects from Items*

**14** **MAGIC**  
*Spells or Innate Abilities*

- VS MAGIC  
- VS NON-MAGIC

## COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Architecture 1    Bushcraft 1    Climbing 1

Languages 2    Search 1    Sleight of Hand 1

Sneak Attack 0    Stealth 1    Tinkering 1

Open Doors 1

Name	Damage	S	Range	M (- )	L (- )	RoF	AP (S/All)	Shots
Spear	1d6	10		20	60			
Short bow	1d6	50	300	450				10 Arrows

Spear	1	
Leather Armor	2	
day of Rations	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Short bow	7	
Quiver With 10 Arrows	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown

2

Plate/Full Armor: +2 Encumbrance

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

## NON-ENCUMBERING

## Backpack

Sack

## Chalk

## Wooden Cross

## Soap

## Iron Spike

GP:  
SP:  
CP:  
GEMS:

# WEIRD FANTASY ROLE-PLAYING

Elf

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

9

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

10

DEXTERITY  
*AC, Ranged AB,  
Initiative*

8

-1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

16

+2

STRENGTH  
*Melee AB,  
Open Doors*

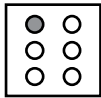
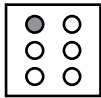
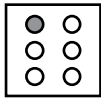
15

+1

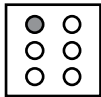
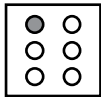
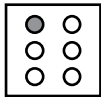
WISDOM  
*Saves vs Non-Magic*

10

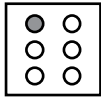
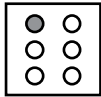
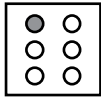
Architecture 1 Bushcraft 1 Climbing 1



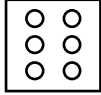
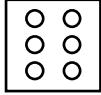
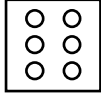
Languages 3 Search 2 Sleight of Hand 1



Sneak Attack 0 Stealth 1 Tinkering 1



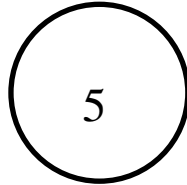
Open Doors 2



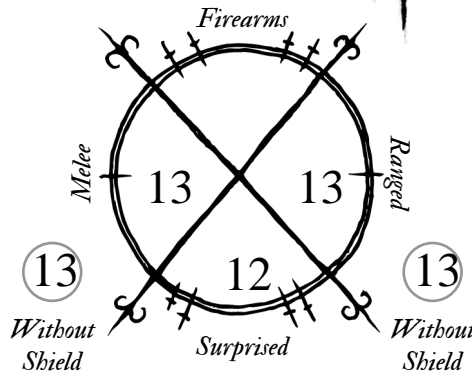
Age / Sex Current XP Next Level

MAXIMUM HP

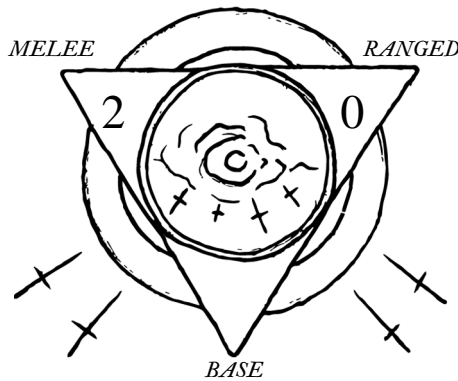
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

13

PARALYZE  
*Mobility Hazards  
(Petrification, Hold, etc.)*

12

POISON  
*Instant Death/  
KO Situations*

15

BREATH  
WEAPON  
*Area Effects*

13

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

13

MAGIC  
*Spells or  
Innate Abilities*

- VS MAGIC  
- VS NON-MAGIC

## COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Name	Damage	S	Range	M (- )	L (- )	RoF	Firearms	Shots
Garotte	1d6							
Standard Sword	1d8							
Dagger	1d4	10	20	30				
Shortbow	1d6	50	300	450				20 Arrows

Leather Armor	1	
Standard Sword	2	
Dagger	3	
Tinderbox	4	
100' Rope	5	
Shortbow	6	+1 Enc
Lamp With 4 Flasks oil	7	
Quiver - 20 Arrows	8	
Scroll Case: Local map	9	
Holy Water	10	
2 day's Rations	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

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Garotte
Backpack
Sack
Chalk
Soap
Steel Mirror

GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)



# WEIRD FANTASY ROLE-PLAYING

## Specialist

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

11

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

11

DEXTERITY  
*AC, Ranged AB,  
Initiative*

14

+1

INTELLIGENCE  
*Saves vs Magic,  
Languages*

9

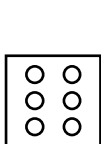
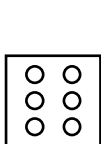
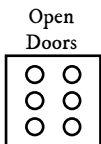
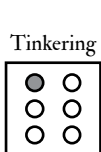
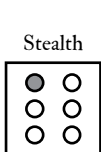
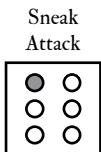
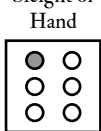
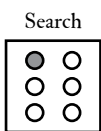
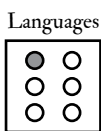
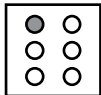
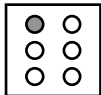
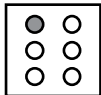
STRENGTH  
*Melee AB,  
Open Doors*

9

WISDOM  
*Saves vs Non-Magic*

10

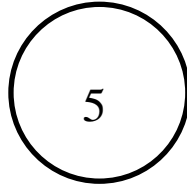
Architecture 1 Bushcraft 1 Climbing 3



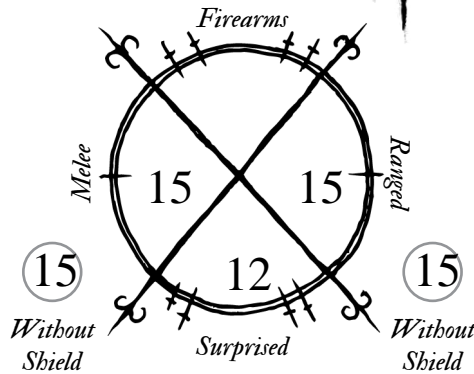
Age / Sex Current XP Next Level

MAXIMUM HP

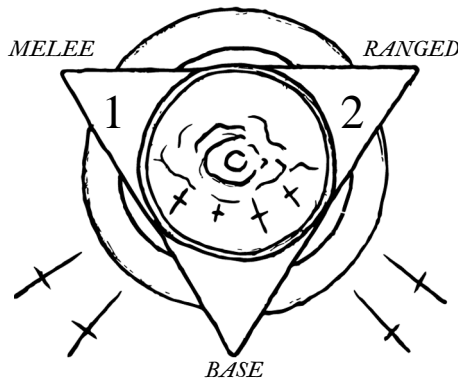
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

14

PARALYZE  
*Mobility Hazards  
(Petrification, Hold, etc.)*

16

POISON  
*Instant Death/  
KO Situations*

15

BREATH  
WEAPON  
*Area Effects*

14

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

14

MAGIC  
*Spells or  
Innate Abilities*

VS MAGIC  
VS NON-MAGIC

### COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Name	Damage	S	Range	M (- )	L (- )	RoF	Firearms	Shots
Garotte	1d6							
Short Sword	1d6							
Shortbow	1d6	50	300	450				4 Arrows

Leather Armor	1	
Specialist Tools	2	
Short Sword	3	
3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
Shortbow	7	
Quiver - 4 Arrows	8	
1 day's Rations	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown

1

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

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Garotte
Backpack
Sack
Chalk
Soap

GP:  
SP:  
CP: 1  
GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)

# WEIRD FANTASY ROLE-PLAYING

## Fighter

Name

Class / Level

Alignment

### ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

8

-1

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

16

+2

DEXTERITY  
*AC, Ranged AB,  
Initiative*

10

INTELLIGENCE  
*Saves vs Magic,  
Languages*

10

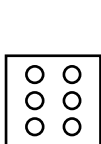
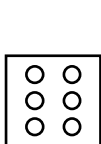
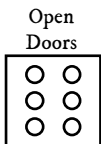
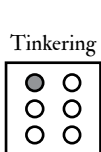
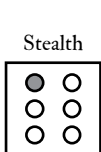
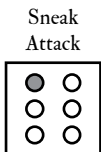
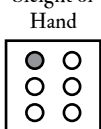
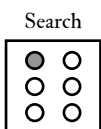
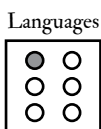
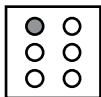
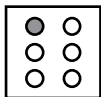
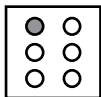
STRENGTH  
*Melee AB,  
Open Doors*

10

WISDOM  
*Saves vs Non-Magic*

10

Architecture 1 Bushcraft 1 Climbing 1



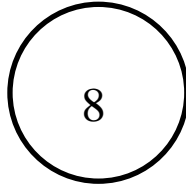
Age / Sex

Current XP

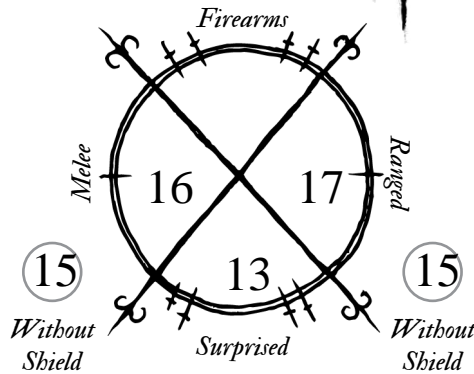
Next Level

MAXIMUM HP

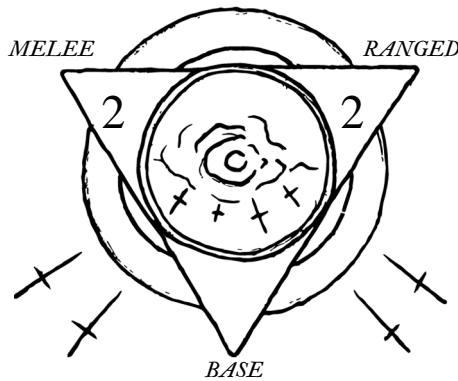
CURRENT HP



### ARMOR CLASS



### ATTACK BONUS



### WEAPONS

### SAVING THROWS

14

PARALYZE  
*Mobility Hazards  
(Petrification, Hold, etc.)*

12

POISON  
*Instant Death/  
KO Situations*

15

BREATH  
WEAPON  
*Area Effects*

13

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

16

MAGIC  
*Spells or  
Innate Abilities*

- VS MAGIC

- VS NON-MAGIC

### COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Name	Damage	S	Range	M (- )	L (- )	RoF	Firearms	Shots
Spear	1d6	10		20	60			
Dagger	1d4	10		20	30			
Short bow	1d6	50		300	450			20 Arrows

Spear	1	
Dagger	2	
Leather Armor	3	
day of Rations	4	
3 Torches	5	
Tinderbox	6	+1 Enc
50' Rope	7	
Short bow	8	
Quiver With 20 Arrows	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

Known	Unknown

2

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

## Shield

Backpack
Sack
Chalk
Soap
Iron Spike

GP:  
SP:  
CP: 1  
GEMS:

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)

# WEIRD FANTASY ROLE-PLAYING

~ Cleric ~

Name

Class / Level

Alignment

## ABILITY SCORES

CHARISMA  
*Loyalty,  
Retainer Recruitment*

9

CONSTITUTION  
*Hit Points,  
Daily Travel Distance*

9

DEXTERITY  
*AC, Ranged AB,  
Initiative*

10

INTELLIGENCE  
*Saves vs Magic,  
Languages*

5

-2

STRENGTH  
*Melee AB,  
Open Doors*

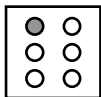
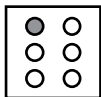
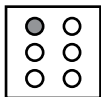
10

WISDOM  
*Saves vs Non-Magic*

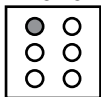
18

+3

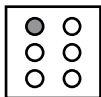
Architecture 1 Bushcraft 1 Climbing 1



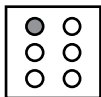
Languages 0



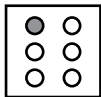
Search 1



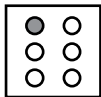
Sleight of Hand 1



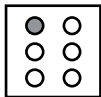
Sneak Attack 0



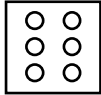
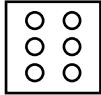
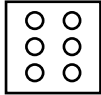
Stealth 1



Tinkering 1



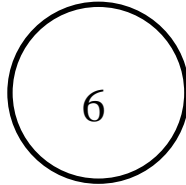
Open Doors 1



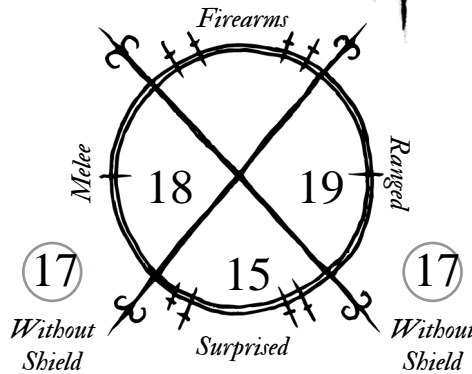
Age / Sex Current XP Next Level

MAXIMUM HP

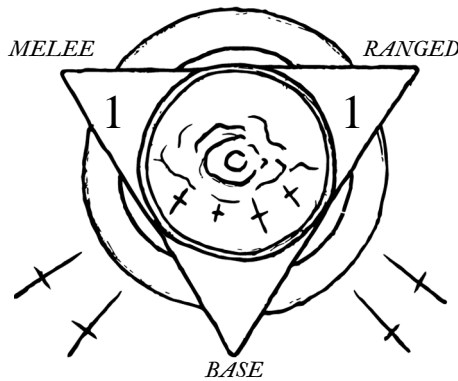
CURRENT HP



## ARMOR CLASS



## ATTACK BONUS



## WEAPONS

## SAVING THROWS

11

PARALYZE  
*Mobility Hazards  
(Petrification, Hold, etc.)*

8

POISON  
*Instant Death/  
KO Situations*

13

BREATH  
WEAPON  
*Area Effects*

9

MAGICAL DEVICE  
*Spell-Like Effects  
from Items*

17

MAGIC  
*Spells or  
Innate Abilities*

- VS MAGIC

- VS NON-MAGIC

## COMBAT OPTIONS

- Aim  
(no action this round, no Dex bonus to AC)  
Ranged AB +4 next round
- Parry  
(no action this round)  
○ AC +2 / ○ AC +4
- Press  
(Fighters/Dwarfs/Elves)  
AB +2, AC -4
- Defensive  
(Fighters/Dwarfs/Elves)  
AB -4, AC +2

Name	Damage	S	Range	M (- )	L (- )	RoF	Firearms	Shots
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Chain Armor	2	
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3 Torches	4	
Tinderbox	5	
50' Rope	6	+1 Enc
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Quiver With 20 Arrows	8	
	9	
	10	
	11	+1 Enc
	12	
	13	
	14	
	15	
	16	+1 Enc
	17	
	18	
	19	
	20	
	21	+1 Enc
	22	
	23	
	24	
	25	
	26	+1 Enc
	27	
	28	
	29	
	30	

The diagram consists of two large, side-by-side rectangular boxes. The left box is labeled "Known" and the right box is labeled "Unknown". Both boxes are empty, representing the domains of known and unknown information.

3

Points	Encumbrance	Explore Per Turn	Combat Per Round	Running Per Round	Per Day
0-1	Unencumbered	120'	40'	120'	24 miles
2	Lightly	90'	30	90'	18 miles
3	Heavily	60'	20'	60'	12 miles
4	Severely	30'	10'	30'	6 miles
5	Overencumbered	0	0	0	0

# Shield

Backpack
Sack
Chalk
Wooden Cross
Soap
Iron Spike

Conceived at [lastgaspgrimoire.com](http://lastgaspgrimoire.com)

# Spells

NAME	DURATION	RANGE	EFFECT	P.G.
Bless ☐ PREPARED!	Instantaneous REVERSIBLE No	Touch	Give 1d6 + level points to spend on rolls (except damage). Doesn't work on elves. SAVE No	92
Command ☐ PREPARED!	1 round REVERSIBLE No	10'	Give a single word command; they obey. Doesn't work on undead. SAVE vs. Magic if HD > 5 or INT > 12	95
Cure Light Wounds ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Touch	Restore 1d6 + caster level HP, or remove one negative temporary condition. SAVE No	98
Detect Evil ☐ PREPARED!	Instantaneous REVERSIBLE Yes	Line of sight	Detect evil (Chaos) from things on your person and things you can see. SAVE No	99
Invisibility to Undead ☐ PREPARED!	1 turn/level REVERSIBLE Yes	Touch	Undead cannot see, hear, or smell you unless you intentionally gain their attention. SAVE No	112
Protection from Evil ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Add caster level to AC and saves vs. Chaotic creatures, grants save vs. any non-cleric spell. SAVE No	123
Purify Food & Drink ☐ PREPARED!	Instantaneous REVERSIBLE Yes	30'	Purify food and water for up to a dozen people. SAVE No	125
Remove Fear ☐ PREPARED!	1 round/level REVERSIBLE Yes	Touch	Grant save vs. Magic against magical fear, with +1/caster level. Succeed at all morale checks. SAVE No	126
Sanctuary ☐ PREPARED!	2 rounds/level REVERSIBLE No	Touch	All attackers must save vs. Magic to attack you. Ends if you act violently. SAVE No	127
Turn Undead ☐ PREPARED!	1d4 + 2 turns REVERSIBLE No	120'	Force undead to flee – they cannot come within 10' of you. Ends if you attack them. SAVE No	146

ARCANAS +  
VAGARIES