Thorin True	blade	Andrew	
NAME		PLAYERNAME	
CoC9	36000	Dwarf	Medium
CLASS	EXPERIENCE	RACE	SIZE
9	45000	70	Male
Character Level	NEXT LEVEL	AGE	GENDER

Clangeddin	
DEITY	
4' 3"	194 lbs.
HEIGHT	WEIGHT
Brown	Brown, Braided
EYES	HAIR

Lawful Good
ALIGNMENT
Darkvision (60')
VISION
-1
POINTS



ABILITY NAME	BASE SCORE	BASE MOD	ABILITY SCORE	ABILITY MOD	TEMP SCORE	TEMP MOD						
STR Strength	24	+7	24	+7	24	+7						
DEX Dexterity	16	+3	16	+3	16	+3						
CON	20	+5	20	+5	20	+5						
INT Intelligence	12	+1	12	+1	12	+1						
WIS Wisdom	12	+1	12	+1	12	+1						
CHA Charisma	11	+0	11	+0	11	+0						
SAVIN	SAVING THROWS TOTAL BASE ABILITY A											

FORTITUDE
(constitution)

REFLEX
(dexterity)

WILL

		WOUNDS/CURRENT HP	SUBDUAL DAMAGE		DAMAGE	REDUCTION		SPEED	
VP Vitality	137			WP Wound Points	20		Wa	alk 60 ft.	
AC armor class	28 :	28 : 17 =	BASE + 11 + ARMOR BONUS	SHIELD STAT +	0 + 0 + 6	MISS CHANCE	ARCANE SPELL FAILURE	-2 ARMOR CHECK PENALTY	O SPELL RESIST

1d3+7

20/x2

TOTAL	BASE SAVE	ABILITY	MAGIC	MISC	EPIC	TEMP	conditional modifiers
+14=	+8	+5+	+1 +	+0+	+0	+	
+6 =	+2	+3+	+1 +	+0+	+0	+	
+7 =	+5	+1+	+1	+0+	+0	+	

UNARI	MED	TOT	TAL ATTACK BOI	NUS		MAGE		CRITIC	
GRAPPLE attack bonus	+16/+11	=	+9/+4	+ +	7 +	+0 +	+0	+ +0	+
RANGED attack bonus	+12/+7	=	+9/+4	+ +	-3 +	+0 +	+0	+ +0	+
MELEE attack bonus	+16/+11	=	+9/+4	+ +	7 +	+0 +	+0	+ +0	+
	TOTAL		BASE ATTACK BONI	US ST	AT	SIZE	MISC	EPIC	TEM

	<u> </u>								
	*Clangeddin's Fu	CURREN	IT HAND	TYPE	SIZE	CRITICAL			
	Olangoudin o r c	Both		S	М	17-20/x3			
	To Hit	Dam			To Hit				
1H-P	N/A	N/A	2W-P-(OH)		N/A				
1H-O	N/A	N/A	2W-P-(OL)	N/A			-(OL) N/A		N/A
2H	+24/+19	3d6+18	2W-OH		N/A		N/A		

Properties

Artifact - Once per day increase STR, DEX, or CON for 10 minutes. (Ability damage equal to bonus recooperates 1 point per hour) See Invisible and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 1 mile (extended range within Dwarven Keep), Bonded Weapon (ex):+2 to Hit and Damage, redirect sunder damage to self, alarm on weapon, take 5d6 damage if weapon broken., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness

	Dagge	er +2			CURREN	T HAND	TYPE	SIZE	CRITICAL	
	5499	, . <u> </u>			Carr	ied	М	19-20/x2		
	To Hit	Dan	n		To			Dam		
1H-P	+18/+13		1d4+	-9	2W-P-(OH)	2W-P-(OH) +12/+7			1d4+9	
1H-O	+14/+9)	1d4+	-5	2W-P-(OL)		+14/+9	1d4+9		
2H	+18/+1	3	1d4+9		2W-OH		+10		1d4+5	
	10 ft.	20 ft			30 ft.		40 ft.		50 ft.	
To Hit	+14/+9 +12/+		+7 +10/+5		-	+8/+3		+6/+1		
Dam	Dam 1d4+9 1d		+9 1d-		1d4+9	1d4+9			1d4+9	
Specia	I Properties									

	*Armor Spikes	CURRENT HAND TYPE S Equipped P			SIZE	CRITICAL 20/x2				
	To Hit	Dam		To Hit			To Hit			Dam
1H-P	+16/+11	1d6+7	2W-P-(OH)	+10/+5			1d6+7			
1H-O	+12/+7	1d6+3	2W-P-(OL)	+12/+7			1d6+7			
2H	+16/+11	1d6+7	2W-OH	+8			1d6+3			
Specia	I Properties dea	als extra pierci	ng damage	on a succe	ssful grap	ple attack	(

*: weapon is equipped

1H-P: One handed, in primary hand. 1H-O: One handed, in off hand. 2H: Two handed. 2W-P-(OH): 2 weapons, primary hand (off hand weapon is heavy). 2W-P-(OL): 2 weapons, primary hand (off hand weapon is light). 2W-OH: 2 weapons, off hand.

ARMOR	TYPE	AC	MAXDEX	CHECK	SPELL FAILURE
*Full Plate +2 (Mithral/Armor Spikes)	Medium	+10	+3	-3	25
Spiked, 30hp/inch and					
*Blessed Boots of One Step		+1		+0	0
*Ring of Protection +1		+1		+0	0

SE	-	ARMOR SHIELD STAT SIZE NATURAL BONUS BONUS	MISC M CHA	ISS ANCE	SI	CANE PELL LURE	ARMOR CHECK PENALTY	,	SPELL RESIST
		SKILL NAME	SKILLS KEY ABILITY	SKILL MODIFIER		ABILITY ODIFIEI			12/6 MISC ODIFIER
	/	Appraise	INT	4	=	1	+ 3.0	+	
	/	Balance	DEX	1	=	3	+	+	-2
	/	Bluff	CHA	0	=	0	+	+	
	/	Climb	STR	7	=	7	+ 2.0	+	-2
	/	Concentration	CON	5	=	5	+	+	
		Craft (Gemcutting)	INT	4	=	1	+ 3.0	+	
	/	Craft (Untrained)	INT	1	=	1	+	+	
	/	Diplomacy	CHA	0	=	0	+	+	
	/	Disguise	CHA	0	=	0	+	+	
	/	Escape Artist	DEX	1	=	3	+	+	-2
	/	Forgery	INT	1	=	1	+	+	
	/	Gather Information	CHA	0	=	0	+	+	
i	/	Heal	WIS	1	=	1	+	+	
	/	Intimidate	CHA	21	=	0	+ 6.0	+	15
Ī	/	Jump	STR	17	=	7	+	+	10
ı		Knowledge (Giants)	INT	27	=	1	+ 6.0	+	20
		Knowledge (Religion)	INT	4	=	1	+ 3.0	+	
	/	Listen	WIS	1	=	1	+	+	
	/	Ride	DEX	3	=	3	+	+	
	/	Search	INT	1	=	1	+	+	
	/	Sense Motive	WIS	1	=	1	+	+	
	/	Sneak	DEX	9	=	3	+ 1.0	+	5
	/	Sneak (Hide)	DEX	2	=	3	+ 1.0	+	-2
	/	Spot	WIS	13	=	1	+ 12.0	+	
	/	Survival	WIS	1	=	1	+	+	
	/	Swim	STR	2	=	7	+	+	-5
	/	Use Rope	DEX	3	=	3	+	+	
		·			-		+	+	
					=		+	+	
		√: can be used untra	ained. X: exclu	ısive sk	ills				

FOLUDIAE	\ IT			
EQUIPMEI ITEM	N I LOCATION	QTY	WT	COST
Amulet of Proof against Detection	Equipped	1	0.0	35000.0
and Location				
Full Plate +2 (Mithral/Armor Spikes) Spiked, 30hp/inch and 15 hardness	Equipped	1	35.0	14550.0
Backpack 27 lbs., 3 Paper (Sheet), 7 Rations (Trail/Per Day), 1 Rope (Silk/50 Ft.), 1 Sealing Wax, 1 Signet Ring, 9 Potion of Cure Moderate Wounds, 1 Bedroll, 1 Blanket (Winter), 1 Flint and Steel, 1 Grappling Hook, 1 Holy Symbol (Silver), 1 Ink (1 Oz. Vial), 1 Inkpen, 1 Oil (1 Pt. Flask)		1	2.0	2.0
Bedroll	Backpack	1	5.0	0.1
Blanket (Winter)	Backpack	1	3.0	0.5
Blessed Boots of One Step	Equipped	1	1.0	112500.0
Clangeddin's Fury Artifact - Once per day increase STR, DEX, or CON for 10 minutes. (Ability damage equal to bonus recooperates 1 point per hour) See Invisible and Blindsight through Axes sight. Concentration - Locate Gem and Metals, Locate enemies. Immune to Mind control. Know if enemies are within 1 mile (extended range within Dwarven Keep), Bonded Weapon (ex)+2 to Hit and Damage, redirect sunder damage to self, alarm on wapon, take 5d6 damage if weapon broken., target must make DC:27 WILL save on a successful critical hit or be paralyzed for 1 round, 30hp/inch and 15 hardness	Equipped	1	10.0	372000.0
Dagger +2	Carried	1	1.0	8302.0
Flask of Wine Flask of Wine (Neverending), 25hp/inch and 8 hardness	Carried	1	1.5	5000.0
Flint and Steel	Backpack	1	0.0	1.0
Gloves of Arrow Snaring	Equipped	1	0.0	4000.0
Grappling Hook	Backpack	1	4.0	1.0
Holy Symbol (Silver)	Backpack	1	1.0	25.0
Ink (1 Oz. Vial)	Backpack	1	0.0	8.0
Inkpen	Backpack	1	0.0	0.1
Oil (1 Pt. Flask) □	Backpack	1	1.0	0.1
Artisan's Outfit	Equipped	1	4.0	0.0
Paper (Sheet)	Backpack	3	0.0 (0.0)	0.4 (1.2)
Potion of Cure Moderate Wounds	Backpack	9	0.0 (0.0)	300.0 (2700.0)
Pouch (Belt) 0 lbs.	Carried	1	0.5	1.0
Pouch (Belt) 0 lbs.	Carried	1	0.5	1.0
Rations (Trail/Per Day)	Backpack	7	1.0 (7.0)	0.5 (3.5)
Ring of Protection +1	Equipped	1	0.0	2000.0
Ring of Readiness	Equipped	1	0.0	81000.0
(Ring of Readyness) Rope (Silk/50 Ft.)	Backpack	1	5.0	10.0
Sealing Wax	Backpack	1	1.0	1.0
Signet Ring	Backpack	1	0.0	5.0
Armor Spikes	Equipped	1	0.0	0.0
deals extra piercing damage on a successful grapple attack TOTAL WEIGHT CARRIED/VA				637112.5 gp

	1	WEIGHT ALLO	DWANC	E	
Light	233	Medium	466	Heavy	700
Lift over head	700	Lift off ground	1400	Push / Drag	3500

MONEY

Thorin's Mine - Thorin's Gulch</fund><fund>Silver Dagger</fund><fund>
Total = 0.0 gp

MAGIC

Clangeddin's Fury: "Clangeddin's Fury, Clangeddin's Honor!", +4 Over-sized Dwarven Greataxe, When not held by Thorin or on his person this item appears to be useless junk. When in use, it's a stunningly effective and well-made Greataxe. Powers Listed in Special Abilities.</magic><magic>

SPECIAL ABILITIES
+1 racial bonus on attack rolls against orcs and goblinoids
+2 racial bonus on Appraise and Craft checks that are related to stone or metal.
+2 racial bonus on saving throws against poison.
+2 racial bonus on saving throws against spells and spell-like effects.
+4 Dodge bonus to Armor Class against monsters of the giant type.
AC Bonus (Ex)
Aura of Courage (Su)
Aura of Good (Ex) Strong
Blindsight 60 ft. (Ex)
Change Size (Sp)
Defensive Stance 3 times/day (10 rounds)
Dimension Door - triple non-enhanced move limited to LoS - 3/day.
Divine Grace (Su)
Divine Health (Ex)
Greater Teleport 1/day - 600lbs and may only take one person with you.
Immune to all mind-influencing effects (charms/ compulsions/ phantasms/ patterns/ and morale effects)
Remove Disease (Sp) -1/week
Reroll once a day any one die.
Stability
Stonecunning
Trap Sense (Ex) +1
Uncanny Dodge (Dex bonus to AC)

	FEATS
Axe Wind	One extra attack at full BAB; all attacks -3.
Cleave	If you deal a creature enough damage to make it drop, you get an immediate, extra melee attack against another creature within reach. You can use this ability once per round.
Fleet of Foot - Malhavoc	+10 feet bonus to ground speed
Greater Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon. This bonus stacks with other bonuses on attack rolls, including the one from Weapon Focus.
Heavy Armor Optimization	Heavy Armor; AC +1, reduce ACP by 1.
Improved Critical (Greataxe)	When using the weapon you selected, your threat range is doubled.
Improved Initiative	You get a +4 bonus on initiative checks.
Power Attack	On your action, before making attack rolls for a round, you may choose to subtract a number from all melee attack rolls and add the same number to all melee damage rolls. This number may not exceed your base attack bonus.
Speed Burst	Extra move action once per day per two levels
Weapon Focus (Greataxe)	You gain a +1 bonus on all attack rolls you make using the selected weapon.
Weapon Specialization (Greataxe)	You gain a +2 bonus on all damage rolls you make using the selected weapon.
Armor Proficiency (Heavy)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Light)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Armor Proficiency (Medium)	When you wear a type of armor with which you are proficient, the armor check penalty for that armor applies only to Balance, Climb, Escape Artist, Hide, Jump, Move Silently, Pick Pocket, and Tumble checks.
Defensive Stance	+1 dodge bonus to AC against melee attacks
Endurance	You gain a +4 bonus on checks relating to stamina or extended physical activity. Also, you may sleep in light or medium armor without becoming fatigued.
Martial Weapon Proficiency	Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.
Shield Proficiency	You can use a shield and take only the standard penalties.
Simple Weapon Proficiency	You make attack rolls with simple weapons normally.
Toughness	You gain +3 hit points.
Tower Shield Proficiency	You can use a tower shield and suffer only the standard penalties.
Snatch Arrows	When using the Deflect Arrows feat you may catch the weapon instead of just deflecting it. Thrown weapons can immediately be thrown back at the original attacker (even though it isn't your turn) or kept for later use. You must have at least one hand free to use this feat.

PROFICIENCIES

Axe (Throwing), Battleaxe, Club, Crossbow (Heavy), Crossbow (Light), Dagger, Dagger (Punching), Dart, Falchion, Flail, Flail (Heavy), Gauntlet, Gauntlet (Spiked), Glaive, Greataxe, Greatclub, Greatsword, Guisarme, Halberd, Hammer (Light), Handaxe, Javelin, Kukri, Lance, Longbow, Longspear, Longsword, Mace (Heavy), Mace (Light), Morningstar, Pick (Heavy), Pick (Light), Quarterstaff, Ranseur, Rapier, Sap, Scimitar, Scythe, Shieldbash (Heavy), Shieldbash (Light), Shortbow, Shortspear, Sickle, Sling, Spear, Spells(Ray), Spiked Armor, Sword (Bastard), Sword (Short), Trident, Unarmed Strike, Urgrosh (Dwarven), Waraxe (Dwarven), Warhammer

LANGUAGES

Common, Dwarven, Orc

TEMPLATES

Truename

Champion of Clangeddin Spells

LEVEL	0	1	2	3	4
KNOWN	0	0	0	0	0
PER DAY	0	2	0	0	0

				LEVEL 1					
Name	DC 12	Saving Throw Will negates [object]		Duration Instantaneous			Spell Resistance Yes [object]	School Transmutation	Source SPELL CO: Pg.22
Effect:	12	will negates [object]	1 Illillute	Instantaneous	Target: Flask of water		res (object)	[Lawful] Caster Level: 4	3FELL CO. Fg.22
Water damages chaotic outsiders for 2d4 points of damag	je. 12	None	1	4 minutes	-		Yes (harmless)	Enchantment	RSRD: SpellsA-B.rtf
□□□□ Bless	12	None	standard action	4 milates	3016.	, O, Di	res (namicss)	(Compulsion) [Mind-Affecting]	NOND. Opensiv B.ru
Effect: Allies gain +1 on attack rolls and +1 on saves against fear					Target: The caster and centered on the caster		within a 50-ft. burst,	Caster Level: 4	
Blessed Aim	12	Will negates [harmless]	1 standard	1 minute/level			No	Divination	SPELL CO: Pg.31
5%		[riarriless]	action		T 50 (1			Caster Level: 4	
Effect: +2 morale bonus on ranged attacks for your allies within the					Target: 50 ft. spread,		•		
⊒□□□□ Bless Water	12	Will negates (object)	1 minute	Instantaneous			Yes (object)	Transmutation [Good]	RSRD: SpellsA-B.rtf
Effect: Makes holy water.					Target: Flask of water	r touched		Caster Level: 4	
⊒□□□□Bless Weapon	12	None	1 standard	4 minutes	Touch \	/, S	No	Transmutation	RSRD: SpellsA-B.rtf
Effect:			action		Target: Weapon touc	hed		Caster Level: 4	
Weapon strikes true against evil foes. DDDDBless Weapon, Swift	12	None	1 swift	1 round	Touch \		No	Transmutation	SPELL CO: Pg.31
Effect:			action	1100110	Target: Touched wea			Caster Level: 4	O. 222 00.1 g.01
As bless weapon.	12	N/A	1	10 minutes/level	-		N/A	Abjuration	SPELL CO: Pg.47
□□□□□ Clear Mind	12	N/A	standard action	To minutes/lever	reisoliai (,,,,DF	N/A	Abjuration	SFELL CO. Fg.47
Effect: Gain +4 sacred bonus on saving throws against mind-affe	etine e-	alls and affects	action		Target: You			Caster Level: 4	
Create Water	12	None	1	Instantaneous	Close (35 ft.)	/, S	No	Conjuration	RSRD: SpellsC.rtf
5#a-ti			standard action		Tamatilla to 0 com			(Creation) [Water]	
Effect: Creates 8 gallons of pure water.					Target: Up to 8 gallon			Caster Level: 4	
Cure Light Wounds	12	Will half (harmless); see text	1 standard	Instantaneous	Touch \		Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
Effect:			action		Target: Creature touc	hed		Caster Level: 4	
Cures 1d8+4 damage. Deafening Clang	12		1 swift	1 round	Touch \	/,S,DF	No	Transmutation	SPELL CO: Pg.59
Effect:		text	action		Target: Your weapon			[Sonic] Caster Level: 4	
Deal an extra 1d6 of sonic damage with each successful h	nit and c 12	auses deafeness for 1 i None	ninute unle 1	ess creature saves. Instantaneous	Close (35 ft.)	/, S	No	Divination	RSRD: SpellsD-E.rtf
			standard action						
Effect: Detects poison in one creature or small object.					Target: One creature,	one objec	ct, or a 5-ft. cube	Caster Level: 4	
Detect Undead	12	None	1 standard	Concentration, up to 4 minutes [D]	60 ft. \	/, S, M/DF	No	Divination	RSRD: SpellsD-E.rtf
Effect:			action		Target: Cone-shaped	emanatio	n	Caster Level: 4	
Reveals undead within 60 ft.	12	None	1	1 minute	Personal \	/, S, DF	No	Evocation	RSRD: SpellsD-E.rtf
			standard action						
Effect: You gain +1 on attack and damage rolls.					Target: You			Caster Level: 4	
□□□□□ Divine Sacrifice	12	None	1 standard	1 round/level	Personal \	/,S	N/A	Evocation	SPELL CO: Pg.70
Effect:			action		Target: You			Caster Level: 4	
First attack of the round deals an extra 5d6 of damage, a not you hit.	and you	take 10 points of dama	ige each ti	me you make such an attack, whether o	r				
Endure Elements	12	Will negates (harmless)	1 standard	24 hours	Touch \	/, S	Yes (harmless)	Abjuration	RSRD: SpellsD-E.rtf
Effect:			action		Target: Creature touc	hed		Caster Level: 4	
Exist comfortably in hot or cold environments. Energized Shield, Lesser	12	None	1	1 round/level	Touch \	/,S,DF	No	Abjuration [See	SPELL CO: Pg.79
: 5 :: : : : ; : : : :			standard action					text]	
Effect: Protects against on energy type [fire, cold, electricity, acid					Target: Touch			Caster Level: 4	
Faith Healing	12	Will negates [harmless]	1 standard	Instantaneous	Touch \	/,S	Yes [harmless]	Conjuration (Healing)	SPELL CO: Pg.87
Effect:			action		Target: Living creatur	e touched		Caster Level: 4	
Heal 8 + caster level [max +5] hit points.	12	None	1	1 hour/level	10 miles + mile/level\		No	Divination	SPELL CO: Pg.91
			standard action						-
Effect: Sense nearest sanctuary of your deity.					Target: Circle centere	d on you,	out to range	Caster Level: 4	
⊒□□□□Golden Barding		None	1 standard	1 hour/level	Touch \	/,DF	No	Conjuration (Creation)	SPELL CO: Pg.106
	12								
Effect:	12		action		Target: Special moun	t touched		Caster Level: 4	
Create Magical Barding type depends on level; see text.		N/A		1 round	Target: Special moun		N/A		SPELL CO: Pa 107
Create Magical Barding type depends on level; see text. Grave Strike	12	N/A		1 round	Personal \	t touched /,DF	N/A	Divination [Good]	SPELL CO: Pg.107
Create Magical Barding type depends on level; see text. Grave Strike Effect: Allows you to make sneak attacks against undead if you h	12 nave the	ability.	1 swift action		Personal \ Target: You	/,DF		Divination [Good] Caster Level: 4	·
Create Magical Barding type depends on level; see text. Grave Strike Effect: Allows you to make sneak attacks against undead if you h Holy Spurs	12		1 swift action	1 round	Personal \ Target: You Close (35 ft.) \	/,DF	N/A Yes [harmless]	Divination [Good] Caster Level: 4 Transmutation	SPELL CO: Pg.107 SPELL CO: Pg.115
Create Magical Barding type depends on level; see text. Grave Strike Effect: Allows you to make sneak attacks against undead if you h Grave Spurs Effect: Mount's base land speed increase by 40 feet.	12 nave the 12	ability. Will negates [harmless]	1 swift action	1 round	Personal \ Target: You Close (35 ft.) \ Target: Your special i	/,DF / mount	Yes [harmless]	Divination [Good] Caster Level: 4 Transmutation Caster Level: 4	SPELL CO: Pg.115
Create Magical Barding type depends on level; see text. Grave Strike Effect: Allows you to make sneak attacks against undead if you h Grave Spurs Effect: Mount's base land speed increase by 40 feet.	12 nave the	ability. Will negates	1 swift action 1 swift action 1 standard		Personal \ Target: You Close (35 ft.) \ Target: Your special i	/,DF		Divination [Good] Caster Level: 4 Transmutation	
Create Magical Barding type depends on level; see text. Grave Strike Effect: Allows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you to make sneak attacks against undead if you hallows you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against undead if you hallows you have sneak attacks against you have sneak attacks	12 nave the 12	ability. Will negates [harmless]	1 swift action 1 swift action	1 round	Personal \ Target: You Close (35 ft.) \ Target: Your special i	/,DF / mount /,DF	Yes [harmless]	Divination [Good] Caster Level: 4 Transmutation Caster Level: 4	SPELL CO: Pg.115
Create Magical Barding type depends on level; see text. Grave Strike Effect: Mount's base land speed increase by 40 feet. Know Greatest Enemy Effect: Determine the relative power levels of tagets; see text.	12 nave the 12	ability. Will negates [harmless] None Will negates	1 swift action 1 swift action 1 standard action	1 round	Personal \\Target: You \\Close (35 ft.) \\Target: Your special r 60 ft. \\Target: Cone-shaped	/,DF / mount /,DF	Yes [harmless]	Divination [Good] Caster Level: 4 Transmutation Caster Level: 4 Divination Caster Level: 4 Abjuration	SPELL CO: Pg.115
Grave Strike Effect: Allows you to make sneak attacks against undead if you h Grave Holy Spurs Effect: Mount's base land speed increase by 40 feet. Grave Know Greatest Enemy Effect: Determine the relative power levels of tagets; see text.	12 nave the 12	ability. Will negates (harmless)	1 swift action 1 swift action 1 standard action	1 round Concentration, up to 1 round/level	Personal \\ Target: You Close (35 ft.) \\ Target: Your special r 60 ft. \\ Target: Cone-shaped Touch \\	/,DF / mount /,DF emanation	Yes [harmless] Yes	Divination [Good] Caster Level: 4 Transmutation Caster Level: 4 Divination Caster Level: 4 Abjuration [Mind-Affecting]	SPELL CO: Pg.115 SPELL CO: Pg.129
Create Magical Barding type depends on level; see text. Grave Strike Effect: Mount's base land speed increase by 40 feet. Know Greatest Enemy Effect: Determine the relative power levels of tagets; see text.	12 nave the 12	ability. Will negates [harmless] None Will negates	1 swift action 1 swift action 1 standard action 1 standard action	1 round Concentration, up to 1 round/level	Personal \\Target: You \\Close (35 ft.) \\Target: Your special r 60 ft. \\Target: Cone-shaped	/,DF / mount /,DF emanation	Yes [harmless] Yes	Divination [Good] Caster Level: 4 Transmutation Caster Level: 4 Divination Caster Level: 4 Abjuration	SPELL CO: Pg.115 SPELL CO: Pg.129

		Cha	amni	on of Clangeddin	Spells				
□□□□ Magic Weapon	12	Will negates	1	4 minutes	Touch	V, S, DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
Effect:			standard action		Target: Weapon tou	ched		Caster Level: 4	
Weapon gains +1 bonus.	40	N1/A		40 minutes/level (D)	-		NIZA		CDELL CO. D- 427
□□□□□ Mantle of Good Effect:	12		1 standard action	10 minutes/level [D]	Personal Target: You	V,S,M	N/A	Abjuration [Good] Caster Level: 4	SPELL CO: Pg.137
Gain SR 12 + your caster level against spells with the evil of					-	VODE	N.		005U 00 D 140
	12		1 standard action	Instantaneous	Touch	, - ,	No	Abjuration	SPELL CO: Pg.142
Effect: Creature gains a second save against a mind-affecting spe					Target: Creature tou			Caster Level: 4	
Jaja One Willia, Lessel	12		1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.149
iffect:+4 insight bonus to Spot and Listen, gain scent ability. Musi					Target: You			Caster Level: 4	
Jaza Notestion from Shaos	12		1 standard action	4 minutes [D]	Touch		No; see text		RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out eleme	entals a	nd outsiders.			Target: Creature tou	ıched		Caster Level: 4	
Protection from Evil			1 standard action	4 minutes [D]	Touch	V, S, M/DF	No; see text	Abjuration [Good]	RSRD: SpellsP-R.rtf
Effect: +2 to AC and saves, counter mind control, hedge out elements	entals a	nd outsiders.			Target: Creature tou	iched		Caster Level: 4	
		None	1 standard action	40 minutes	Personal	V, S, F	No	Divination	RSRD: SpellsP-R.rtf
Effect: Read scrolls and spellbooks.					Target: You			Caster Level: 4	
•	12	(harmless)	1 standard action	1 minute	Touch	V, S, M/DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
Effect: Subject gains +1 on saving throws.					Target: Creature tou	iched		Caster Level: 4	
			1 standard action	1 round/level	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
iffect: Grants limited protection from a plane's alignment traits; se	e text				Target: Creature tou	iched		Caster Level: 4	
	12	Will negates (harmless)	3 rounds	Instantaneous	Touch Target: Creature tou	V, S	Yes (harmless)	Conjuration (Healing) Caster Level: 4	RSRD: SpellsP-R.rtf
Dispels magical ability penalty or repairs 1d4 ability damage		Will negates	1	Instantaneous	Touch	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.174
ffect:		[harmless]	standard action		Target: Creature tou			Caster Level: 4	J
Allows one retry on a failed save against an ongoing spell,					-				
□□□□□Rhino's Rush	12		1 swift action	1 round	Personal Target: You	V,S	N/A	Transmutation Caster Level: 4	SPELL CO: Pg.176
Subject's charge attack deals double damage of first attack		Will negates	1	Instantaneous & 1 hour/level; see text	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.182
ffect:		[harmless]	standard action		Target: Creature tou		,	Caster Level: 4	
Removes fatigue and povides +4 bonus on Con checks; se		None	1	10 minutes/level	Touch		No	Divination	SPELL CO: Pg.182
ffect:	-		standard action		Target: Object touch			Caster Level: 4	g
Any evil creature with the ability to cast divine spells causes Silverbeard		ject to glow a soft blue N/A		ee text. 1 minute/level	Personal	V,DF	N/A	Transmutation	SPELL CO: Pg.190
iffect:			standard action		Target: You	1,2.		Caster Level: 4	0. LLL 00.1 g.100
Grown beard that bestows +2 bonus to AC & +2 bonus to E		cy checks with dwarves N/A		1 round/level [D]	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.206
Jagarenoky Caddio	12		immediate action			V,5,DF	N/A		SPELL CO: Pg.206
ffect: It becomes impossible for you to fall or be thrown off your n		N/A	4 '''	4	Target: You	V D5	NIA	Caster Level: 4	ODELL OO E TO
iffect:	12		1 swift action	1 round/level	Personal Target: You	V,DF	N/A	Abjuration Caster Level: 4	SPELL CO: Pg.210
Gain benefit of the Mobility feat. Traveler's Mount	12			1 hour/level	Touch	V,S	Yes	Transmutation	SPELL CO: Pg.223
ffect:			standard action		Target: Animal or m	agical beas	t touched	Caster Level: 4	
	ring the	duration of the spell.				2			RSRD: SpellsT-Z.rtf
+10 feet enhancement bonus to speed but cannot attack du	12	Fortitude negates		1 min.	Touch	V, S, DF	Yes (harmless)	Transmutation	
On Oritue	12	Fortitude negates (harmless)	1 standard action	1 min.	Touch Target: Creature tou		Yes (harmless)	Transmutation Caster Level: 4	
Grand Virtue Grand Strate Subject gains 1 temporary hp.	12	Fortitude negates (harmless)	standard action 1 standard				Yes (harmless) Yes		SPELL CO: Pg.231
☐☐☐☐Virtue ###################################	12	Fortitude negates (harmless) None	standard action		Target: Creature tou	uched V,S,DF		Caster Level: 4	·
☐☐☐☐ Virtue ###################################	12 12 choice	Fortitude negates (harmless) None None	standard action 1 standard action 1 immediate	1 minute or until discharged	Target: Creature tou	uched V,S,DF uched	Yes	Caster Level: 4 Divination	·
☐☐☐☐ Virtue Subject gains 1 temporary hp. ☐☐☐☐ Vision of Glory Seffect: Grants a +1 morale bonus to a single saving throw [target's	12 12 choice	Fortitude negates (harmless) None None	standard action 1 standard action	1 minute or until discharged	Target: Creature too Touch Target: Creature too	v,S,DF uched v	Yes	Caster Level: 4 Divination Caster Level: 4 Transmutation	SPELL CO: Pg.231
☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐☐	12 12 choice	Fortitude negates (harmless) None None	standard action 1 standard action 1 immediate	1 minute or until discharged	Target: Creature too Touch Target: Creature too 30 ft.	v,S,DF uched v	Yes	Caster Level: 4 Divination Caster Level: 4 Transmutation [Sonic]	SPELL CO: Pg.231
Company of the section of the sectio	12 12 s choice 12	Fortitude negates (harmless) None None Saving Throw	standard action 1 standard action 1 immediate action	1 minute or until discharged Instantaneous LEVEL 2 Duration	Target: Creature too Touch Target: Creature too 30 ft. Target: All allies with	uched V,S,DF uched V hin 30 ft.	Yes No Spell Resistance	Caster Level: 4 Divination Caster Level: 4 Transmutation [Sonic] Caster Level: 4 School	SPELL CO: Pg.231 SPELL CO: Pg.236 Source
Ciffect: Subject gains 1 temporary hp. Ciffect: Subject gains 1 temporary hp. Ciffect: Grants a +1 morale bonus to a single saving throw [target's Ciffect: Removes flat-footed condition from all allies. Name Ciffect: Name Ciffect: Name	12 12 12 12 DC 13	Fortitude negates (narmless) None None Saving Throw Will negates (harmless)	standard action 1 standard action 1 immediate action	1 minute or until discharged Instantaneous LEVEL 2	Target: Creature too Touch Target: Creature too 30 ft. Target: All allies with Range Touch	v.S.DF uched V v.S.DF uched V Comp. V,S.DF	Yes No Spell Resistance Yes [harmless]	Caster Level: 4 Divination Caster Level: 4 Transmutation [Sonic] Caster Level: 4 School Abjuration [Good]	SPELL CO: Pg.231 SPELL CO: Pg.236 Source
Unique Virtue Effect: Subject gains 1 temporary hp. Unique Vision of Glory Effect: Grants a +1 morale bonus to a single saving throw (target's Unique Vision) Warning Shout Effect: Removes flat-footed condition from all allies. Name Angelskin Effect: Gain DR 5/evil.	12 12 12 12 DC 13	Fortitude negates (harmless) None None Saving Throw Will negates [harmless]	standard action 1 standard action 1 immediate action Time 1 standard action	1 minute or until discharged Instantaneous LEVEL 2 Duration 1 round/level	Target: Creature too Touch Target: Creature too 30 ft. Target: All allies with Range Touch Target: Lawful good	v,S,DF uched V hin 30 ft. Comp. v,S,DF	Yes No Spell Resistance Yes [harmless] uched	Caster Level: 4 Divination Caster Level: 4 Transmutation [Sonic] Caster Level: 4 School Abjuration [Good] Caster Level: 4	SPELL CO: Pg.231 SPELL CO: Pg.236 Source SPELL CO: Pg.11
Unique Virtue Effect: Subject gains 1 temporary hp. Unique Vision of Glory Effect: Grants a +1 morale bonus to a single saving throw (target's Unique Vision) Warning Shout Effect: Removes flat-footed condition from all allies. Name Unique Angelskin Effect: Gain DR 5/evil.	12 12 12 12 DC 13	Fortitude negates (harmless) None None Saving Throw Will negates [harmless]	standard action 1 standard action 1 immediate action Time 1 standard action	1 minute or until discharged Instantaneous LEVEL 2 Duration	Target: Creature too Touch Target: Creature too 30 ft. Target: All allies with Range Touch	v,S,DF uched V Vinin 30 ft. Comp. V,S,DF creature to	Yes No Spell Resistance Yes [harmless] uched	Caster Level: 4 Divination Caster Level: 4 Transmutation [Sonic] Caster Level: 4 School Abjuration [Good]	SPELL CO: Pg.231 SPELL CO: Pg.236 Source

		Ch	ampi	ion of Clangeddir	n Spells				
⊒□□□□Awaken Sin	13	Will negates	1 standard action	Instantaneous		V,S,DF	Yes	Enchantment (Compulsion) [Fear, Good, Mind-Affecting]	SPELL CO: Pg.21
ffect: Subject immediately takes 1d6/caster level [max 10d6]) points	of nonlethal damage	and is stu	nned for 1 round. If subject is knocke	Target: One evil crea ed	ture with	Intelligence 3+	Caster Level: 4	
nconscious it takes 1d6 Wis damage.	13	Will negates (harmless)	1 standard action	4 minutes	Touch	V, S, M/DI	F Yes (harmless)	Transmutation	RSRD: SpellsA-B.rtf
iffect: Subject gains +4 to Str for 4 minutes.					Target: Creature touc	ched		Caster Level: 4	
Checkmate's Light	13	None	1 standard action	1 round/level [D]	Touch	V,S,DF	No	Evocation [Lawful	SPELL CO: Pg.46
iffect: Imbue weapon with +1/3 levels enhancement bonus [Maa adius of red light.		•	aligned. A	•				Caster Level: 4	
□□□□□Cloak of Bravery	13	Will negates [harmless]	1 standard action	10 minutes/level		V,S	Yes [harmless]	Abjuration [Mind-Affecting]	SPELL CO: Pg.47
iffect: You and your allies gain a morale bonus on saves agains	t fear eff	fects equal to your caste	er level [Ma	ax +10].	Target: 60-ftradius e	emanation	centered on you	Caster Level: 4	
Cloak Pool	13	Will negates [harmless,object]	1 standard action	1 hour/level [D]	, ,	V,S	No	Illusion (Glamer) [Mind-Affecting]	SPELL CO: Pg.48
iffect: Causes a color pool on the Astral Plane to seemingly cea					Target: One color por			Caster Level: 4	
□□□□□ Delay Poison	13	Fortitude negates (harmless)	1 standard action	4 hours		V, S, DF	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsD-E.rtf
ffect: Stops poison from harming subject for 4 hours.					Target: Creature touc			Caster Level: 4	
Divine Insight	13	N/A	1 standard action	1 hour/level or until discharged [D]		V,S,DF	N/A	Divination	SPELL CO: Pg.70
iffect: Gain 5 + your caster level [max bonus of 15] to one skill or	heck du		spell.		Target: You			Caster Level: 4	
Divine Protection	13	Will negates [harmless]	1 standard action	1 minute/level		V,S,DF	Yes [harmless]	Enchantment (Compulsion) [Mind-Affecting]	SPELL CO: Pg.70
ffect: +1 morale bonus to AC and saving throws.					Target: Allies in a 20-			Caster Level: 4	
□□□□□ Eagle's Splendor	13	Will negates (harmless)	1 standard action	4 minutes		V, S, M/DI	F Yes	Transmutation	RSRD: SpellsD-E.rtf
ffect: Subject gains +4 to Cha for 4 minutes.	15	None		4 10 1	Target: Creature touc		N	Caster Level: 4	00511.00.5.5
□□□□ Energized Shield	13	None	1 standard action	1 round/level	Touch Target: Touch	V,S,DF	No	Abjuration [See text] Caster Level: 4	SPELL CO: Pg.79
As lesser energized shield, except energy resistance is 1					-				
□□□□□Fell the Greatest Foe	13	Fortitude negates [harmless]	1 standard action	1 round/level	Touch Target: Creature touc	V,S,M	Yes [harmless]	Transmutation Caster Level: 4	SPELL CO: Pg.90
Deal 1d6 damage per size category difference.					-				
□□□□□ Flame of Faith	13	None	1 standard action	1 round/level	Target: Nonmagical v	V,S,M	No	Evocation Caster Level: 4	SPELL CO: Pg.95
Normal or masterwork weapon becomes temporary +1 fla	ming bu	ırst weapon. None	1 minuto	1 minute/level	•	V,S,DF	No	Evocation [See	SPELL CO: Pg.109
☐☐☐☐ Hand of Divinity ffect: Grant +2 [Profane or Sacred] bonus to all saving throws.	13	Notie	i illillute	1 minute/level	Target: Creature touc		NO	text] Caster Level: 4	SFELL CO. Fg. 109
Holy Mount	13	None	1 standard action	1 round/level	Touch Target: Your special	V,S mount	Yes [harmless]	Transmutation Caster Level: 4	SPELL CO: Pg.115
Special mount gains celestial template	40	NI/A	4	la stantana sun	- '		NI/A		CDELL CO. D- 400
☑□□□Knight's Move ffect: Teleport and end up flanking an opponent.	13	N/A	1 swift action	Instantaneous	5 ft./2 levels; see text Target: You	V,S,DF	N/A	Transmutatin (Teleportation) Caster Level: 4	SPELL CO: Pg.129
Teleport and end up hamking an opponent.	13	Will negates [harmless]	1 standard action	10 minutes/level; see text	Touch	V,S,DF	Yes [harmless]	Abjuration [Lawful	SPELL CO: Pg.134
iffect: +3 sacred bonus against mind-affecting effect; see text.					Target: One willing co	reature to	uched/3 levels	Caster Level: 4	
One Mind	13	N/A	1 standard action	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.149
ffect: Both you and mount gain +2 bonus on attack rolls [while	mounted	d] +4 insight bonus to S	pot and Lis	sten, gain scent ability. Must remain with	Target: You in			Caster Level: 4	
0 ft. of mount. DDDDDDOWI's Wisdom	13	Will negates (harmless)	1 standard action	4 minutes	Touch	V, S, M/DI	FYes	Transmutation	RSRD: SpellsM-O.rtf
Effect:					Target: Creature touc	ched		Caster Level: 4	
Subject gains +4 to Wis for 4 minutes.	13	Will negates [harmless]	1 standard action	1 round	Medium (140 ft.)	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.164
Effect: Subjects base land speed increased by 30 feet.					Target: Allies in a 20-	-ftradius	burst	Caster Level: 4	
□□□□ Remove Paralysis	13	Will negates (harmless)	1 standard action	Instantaneous		V, S	Yes (harmless)	Conjuration (Healing)	RSRD: SpellsP-R.rtf
iffect: Frees one or more creatures from paralysis or slow effect					Target: Up to four cre more than 30 ft. apar		o two of which can be	Caster Level: 4	
Resist Energy	13	Fortitude negates (harmless)	1 standard action	40 minutes	Touch	V, S, DF	Yes (harmless)	Abjuration	RSRD: SpellsP-R.rtf
iffect: Ignores first 10 points of damage/attack from specified en	ergy typ	e.			Target: Creature touc	ched		Caster Level: 4	
	13	Will negates [object,harmless]	1 standard	1 minute/level	Touch	V,S	No	Abjuration [Good]	SPELL CO: Pg.188
□□□□□Shield of Warding		[object,namicss]	action						
ffect: Grants +1 sacred bonus to Armor Class and Reflex Save:	s, +1 pe		action		Target: One shield or	buckler t	ouched	Caster Level: 4	
- ffect:	s, +1 pe 13		action	4 hours [D]	-	V, S, F		Caster Level: 4 Abjuration Caster Level: 4	RSRD: SpellsS.rtf

		Ch	ampi	ion of Clangeddin	Spells				
□□□□□Spiritual Chariot	13	N/A	1 standard	1 hour/level		V,S,DF	N/A	Conjuration (Creation) [Force]	SPELL CO: Pg.202
Effect:			action		Target: One special	mount		Caster Level: 4	
Creates a special chariot behind the paladin's special mo	ount. 13	Will negates	1 swift	Instantaneous	See text	V,S,DF	Yes [harmless]	Conjuration	SPELL CO: Pg.204
Effect:		[harmless]; see text	action		Target: 50-ftradius			(Healing) Caster Level: 4	· ·
Spell designed for battle fields, heals all creatures for 1 h	p to stat 13	palize them, undead tak N/A	e 1 point of 1 swift	damage [Will negates]. 1 round	Personal	V,S,DF	No	Transmutation	SPELL CO: Pg.211
Effect:			action		Target: You			Caster Level: 4	
+8 enhancement bonus to Strength.	13	Will negates (object)	1	24 hours	Close (35 ft.)	V, S	Yes (object)	Abjuration	RSRD: SpellsT-Z.rtf
Ŭ			standard action						
Effect: Conceals alignment for 24 hours.					Target: One creature	-		Caster Level: 4	
]Zeal	13	N/A	1 swift action	1 round/level		V,S	N/A	Abjuration	SPELL CO: Pg.244
ffect: Creates a divine shield to protect you as you close with a					Target: You of			Caster Level: 4	
pportunity other than your chosen foe. You may move thro	13	Will negates	1	4 minutes	Close (35 ft.)	V, S, DF	Yes	Enchantment	RSRD: SpellsT-Z.rtf
			standard action		T			(Compulsion) [Mind-Affecting]	
Effect: Subjects within range cannot lie.					Target: 20-ftradius	emanation		Caster Level: 4	
Namo	DC	Saving Thro	Time	LEVEL 3	Pango	Comm	Snell Posisters	School	Source
Name Axiomatic Storm	DC 14	Saving Throw None	Time 1 standard	Duration 1 round/level		Comp. V,S,M,DF	Spell Resistance No	School Conjuration (Creation) II awful	SPELL CO: Pg.22
Stact			standard action		Tamet: Oulir de-100	ft radio-	20 ft high!	(Creation) [Lawful, Water] Caster Level: 4	
ffect: Rain falls around you4 to Listen, Spot, Search and andom chaotic outsider takes additional 5d6 acid.	ranged	attacks. Deals 2d6 dar	mage to ch	aotic creature [Double to outsiders] an	Target: Cylinder [20- d	n. raulus, 2	to it. High]	Caster Level: 4	
Blessing of Bahamut	14	N/A	1 standard	1 round/level	Personal	V,S,M	N/A	Abjuration [Good]	SPELL CO: Pg.31
Effect:			action		Target: You			Caster Level: 4	
Gain damage reduction 10/magic.	14	Will half (harmless):	1	Instantaneous	· ·	V, S	Yes (harmless); see	Conjuration	RSRD: SpellsC.rtf
JULIUS WIOGETALE WOUTIUS	••	see text	standard action			, -	text	(Healing)	2 opooo.ru
Effect: Cures 2d8+4 damage.					Target: Creature tou	ched		Caster Level: 4	
□□□□ Daylight	14	None	1 standard	40 minutes [D]	Touch	V, S	No	Evocation [Light]	RSRD: SpellsD-E.rtf
ffect:			action		Target: Object touch	ed		Caster Level: 4	
60-ft. radius of bright light. Diamondsteel	14	Will negates [object]	1	1 round/level	Touch	V,S,M	Yes [object]	Transmutation	SPELL CO: Pg.64
			standard action						
ffect: Armor gains DR equal to half the armor bonus worn.					Target: Suit of metal			Caster Level: 4	
Discern Lies	14	Will negates	1 standard action	Concentration, up to 4 rounds	Close (35 ft.)	V, S, DF	No	Divination	RSRD: SpellsD-E.rtf
ffect: Reveals deliberate falsehoods.			action		Target: 4 creatures, 30 ft. apart	no two of v	which can be more than	Caster Level: 4	
DDDD Dispel Magic	14	None	1 standard	Instantaneous		V, S	No	Abjuration	RSRD: SpellsD-E.rtf
ffect:			action		Target: One spellcas	etor croatu	re or object: or	Caster Level: 4	
Cancels magical spells and effects.	14	N/A	1	1 round/level	20-ftradius burst	V	N/A	Divination	SPELL CO: Pg.91
☐☐☐☐Find the Gap	14	IVA	standard action	i round/level	reisolidi	V	IVA	Divination	SPELL CO. Fg.91
iffect: Your first attack each round acts as a touch attack.					Target: You			Caster Level: 4	
□□□□ Hand of the Faithful	14	Fortitude negates	1 minute	1 hour/level	10 ft.	V,S,DF	Yes	Abjuration [See text]	SPELL CO: Pg.109
iffect: Immobile zone of warding that is permeable to those of y	your reliq	gion, all creature must v	vear the sa	me holy symbol or be of the same faith t		emanation	centered on a point in	Caster Level: 4	
nter or exit. ⊇⊒⊒⊒⊒Heal Mount	14	Will negates	1	Instantaneous	Touch	V, S	Yes (harmless)	Conjuration	RSRD: SpellsH-L.rtf
		(harmless)	standard action					(Healing)	
As heal on warhorse or other special mount.		Nana		A second discoul (D)	Target: Your mount		N-	Caster Level: 4	CDELL CO. F
□□□□ Holy Storm	14	None	1 standard action	1 round/level [D]	20 ft.	V,S,M,DF	INU	Conjuration (Creation) [Good, Water]	SPELL CO: Pg.115
Effect: -4 penalty to Listen, Spot, and Search checks, -4 ranged	attacks	Evil creatures take 2d6		ach round (double if outsiders)	Target: Cylinder [20-	ft. radius, 2	20 ft. high]	Caster Level: 4	
Magic Circle against Chaos	14	Will negates (harmless)	1 standard	40 minutes	Touch	V, S, M/DF	No; see text	Abjuration [Lawful]	RSRD: SpellsM-O.rtf
Effect:			action		Target: 10-ftradius	emanation	from touched creature	Caster Level: 4	
+2 to AC and saves, counter mind control, hedge out elements by Magic Circle against Evil	mentals 14	and outsiders in 10-ft. ra Will negates	adius and 4	0 minutes. 40 minutes	-		No; see text		RSRD: SpellsM-O.rtf
-		(harmless)	standard action						
effect: +2 to AC and saves, counter mind control, hedge out ele					-		from touched creature		
□□□□□Magic Weapon, Greater	14	Will negates (harmless, object)	1 standard	4 hours	Close (35 ft.)	V, S, M/DF	Yes (harmless, object)	Transmutation	RSRD: SpellsM-O.rtf
iffect: Weapon gains +1 bonus.			action		Target: One weapon must be in contact w			Caster Level: 4	
	14	N/A	1	10 minutes/level [D]	casting]	V,S,M	N/A	Abjuration [Law]	SPELL CO: Pg.138
☐☐☐☐ Mantle of Law	••		standard action			,-,		-, (Lum)	00.1 g.100
iffect: Gain SR 12 + your caster level against spells with the ch	aos des	criptor.			Target: You			Caster Level: 4	
One Mind, Greater	14	N/A	1 standard	1 hour/level	Personal	V,S,DF	N/A	Divination	SPELL CO: Pg.149
Effect:			action		Target: You			Caster Level: 4	
Both you and mount gain +2 bonus on melee damage ar flust remain within 10 ft. of mount.			4 insight bo						
□□□□ Prayer	14	None	1 standard	4 rounds	40 ft.	V, S, DF	Yes	Enchantment (Compulsion)	RSRD: SpellsP-R.rtf
Effect: Allies +1 hopus on most rolls, enomics -1 panelty			action			foes within	a 40-ftradius burst	[Mind-Affecting] Caster Level: 4	
Allies +1 bonus on most rolls, enemies -1 penalty.				* =Domain/Speciality Spell	centered on you				

				on of Clangeddin					
Regal Procession	14	None	1 round	2 hours/level [D]		V,S,M	No	(Summoning)	SPELL CO: Pg.172
fect: As mount, only you summon multiple mounts and they are □□□□□Remove Blindness/Deafness	equippe	ed; see text. Fortitude negates	1	Instantaneous	Target: One mount/l	V, S	Yes (harmless)	Caster Level: 4 Conjuration	RSRD: SpellsP-R.r
fect:		(harmless)	standard action		Target: Creature to	uahad		(Healing) Caster Level: 4	
Cures normal or magical conditions.	14	Will pogetoe	1	Instantaneous	Target: Creature tou		Yes (harmless)		RSRD: SpellsP-R.n
□□□□Remove Curse	14	Will negates (harmless)	standard action	instantaneous		V, S	,	Abjuration	NOND. Spellsr-N.I
fect: Frees object or person from curse.					Target: Creature or	item touche	ed	Caster Level: 4	
□□□□ Resurgence, Mass	14	Will negates [harmless]	1 standard action	Instantaneous	Close (35 ft.)	V,S,DF	Yes [harmless]	Abjuration	SPELL CO: Pg.175
fect: Same as resurgence, except it affects multiple targets. Appenatural ability.	Allows	one retry on a failed	save agair	ast an ongoing spell, spell-like ability, o	Target: One creature ormore than 30 ft. apa		two of which can be	Caster Level: 4	
□□□□□ Righteous Fury	14	N/A	1 standard	1 minute/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.177
ffect:			action		Target: You			Caster Level: 4	
Gain 5 temp HP/level [max 50], +4 enhancement bonus Sti	tr. 14	N/A	1	1 hour/level	Personal	V,DF	N/A	Conjuration	SPELL CO: Pg.182
			standard action					(Healing)	
ffect: Improves your turning ability to that of a cleric.		1400			Target: You			Caster Level: 4	00511 00 B 001
□□□□Undead Bane Weapon	14	Will negates [harmless,object]	1 standard action	1 hour/level	Touch	V,S,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.226
fect: Give weapon touched undead bane special ability; add +2	enhanc	ement bonus and deals		onus damage.	Target: Weapon tou must be touching at		y projectiles [all of which casting]	Caster Level: 4	
Weapon of the Deity	14	Fortitude negates [harmless,object]		1 round/level		V,DF	Yes [harmless,object]	Transmutation	SPELL CO: Pg.237
ffect:			action		Target: Weapon tou	ched		Caster Level: 4	
Imbue a weapon favored by your deity with special enhanc	ements	and abilities. See text.		LEVEL 4					
Name	DC	Saving Throw	Time	Duration T	Range	Comp.	Spell Resistance	School	Source
DOB Break Enchantment	15	See text	1 minute	Instantaneous	. ,	V, S	No	Abjuration	RSRD: SpellsA-B.r
ffect: Frees subjects from enchantments, alterations, curses, and				No. of the control of	- '		ithin 30 ft. of each other		ODELL 00 D. 44
□□□□ Castigate	15	Fortitude half	1 standard action	Instantaneous	10 ft.	V	Yes	Evocation [Sonic]	SPELL CO: Pg.44
fect: Deafen or damage foes, depending on their alignment.					Target: 10-ft. radius	burst cente	ered on you	Caster Level: 4	
	15	Will half (harmless); see text	1 standard action	Instantaneous	Touch	V, S	Yes (harmless); see text	Conjuration (Healing)	RSRD: SpellsC.rtf
fect:			action		Target: Creature tou	ıched		Caster Level: 4	
Cures 3d8+4 damage. IIIII Death Ward	15	Will negates (harmless)	1 standard	4 minutes	Touch	V, S, DF	Yes (harmless)	Necromancy	RSRD: SpellsD-E.r
fect:			action		Target: Living creatu	ure touched	i	Caster Level: 4	
Grants immunity to death spells and negative energy effect	ts. 15	See text		4 rounds or until discharged, whichever	Touch	V, S, DF	See text	Abjuration [Lawful]	RSRD: SpellsD-E.
•			standard action	comes first					
fect: +4 bonus against attacks.						ou and an e	nchantment or chaotic	Caster Level: 4	
Dispel Evil	15	See text		4 rounds or until discharged, whichever	spell on a touched of Touch	V, S, DF		Abjuration [Good]	RSRD: SpellsD-E.i
			standard action	comes first					
ffect: +4 bonus against attacks.						n enchantm	creature from another ent or evil spell on a	Caster Level: 4	
Draconic Might	15	Fortitude negates		1 minute/level [D]		V,S	Yes [harmless]	Transmutation	
1111111	15			1 minute/level [D]	Touch	۷,5			SPELL CO: Pg.72
ffect:		[harmless]	standard action		Touch Target: Living creatu		i	Caster Level: 4	SPELL CO: Pg.72
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural		[harmless]	standard action		Target: Living creatu		Yes [harmless]		
fect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural	l Armor.	[harmless]	standard action	ots.	Target: Living creatumed (140 ft.)	ure touched		Caster Level: 4 Necromancy	SPELL CO: Pg.72 SPELL CO: Pg.89
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Pavor of the Martyr Fect: Become immune to nonlethal damage, charm and compuls	I Armor. 15 Ision effe	[harmless] Immune to Sleep & par None ects and attacks that fuc	standard action ralysis effect 1 standard action	cts. 1 minute/level ically by pain; see text	Target: Living create Medium (140 ft.) Target: One willing of	vre touched V,S creature	Yes [harmless]	Caster Level: 4 Necromancy Caster Level: 4	SPELL CO: Pg.89
fect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr fect: Become immune to nonlethal damage, charm and compuls	l Armor. 15	[harmless] Immune to Sleep & par None	standard action ralysis effect 1 standard action	ots. 1 minute/level	Target: Living create Medium (140 ft.) Target: One willing of	ure touched		Caster Level: 4 Necromancy Caster Level: 4	SPELL CO: Pg.89
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Get: Become immune to nonlethal damage, charm and compuls Get: Get:	I Armor. 15 Ision effe	[harmless] Immune to Sleep & par None ects and attacks that fuc	standard action ralysis effect 1 standard action ction specif 1 standard	cts. 1 minute/level ically by pain; see text	Target: Living create Medium (140 ft.) Target: One willing of	V,S creature V, S	Yes [harmless]	Caster Level: 4 Necromancy Caster Level: 4	SPELL CO: Pg.89
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Company Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Company Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil.	I Armor. 15 Ision effe	[harmless] Immune to Sleep & par None ects and attacks that fuc	standard action alysis effect 1 standard action ction specifi standard action 1 standard action	cts. 1 minute/level ically by pain; see text	Target: Living creatu Medium (140 ft.) Target: One willing of Touch Target: Melee weap	V,S creature V, S	Yes [harmless]	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good]	SPELL CO: Pg.89 RSRD: SpellsH-L.I
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil.	I Armor. 15 Ision effe 15	[harmless] Immune to Sleep & par None ects and attacks that fur None	standard action ralysis effect 1 standard action totion specifi standard action 1 standard action 1 standard action	ots. 1 minute/level ically by pain; see text 4 rounds	Target: Living creats Medium (140 ft.) Target: One willing of Touch Target: Melee weap Touch Target: Weapon tou	V,S creature V,S on touched V,S	Yes [harmless] No	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4	SPELL CO: Pg.89 RSRD: SpellsH-L.
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword ffect: Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text	I Armor. 15 Ision effe 15	[harmless] Immune to Sleep & par None ects and attacks that fur None	standard action ralysis effect 1 standard action totion specifi standard action 1 standard action 1 standard action	ots. 1 minute/level ically by pain; see text 4 rounds	Target: Living create Medium (140 ft.) Target: One willing of Touch Target: Melee weap Touch Target: Weapon tough	V,S creature V,S on touched V,S	Yes [harmless] No No	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.13
Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr Fact: Become immune to nonlethal damage, charm and compuls Holy Sword Fact: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enhart image to chaotic]; see text	I Armor. 15 Ision effe 15 15	[harmless] Immune to Sleep & par None ects and attacks that fur None None the bonus on attack and the	standard action alysis effect 1 standard action stion specif 1 standard action 1 standard action damage r	ots. 1 minute/level ically by pain; see text 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of	Target: Living create Medium (140 ft.) Target: One willing of Touch Target: Melee weap Touch Target: Weapon tough	v,s creature v,s v,s v,s v,s v,s v,s v,s	Yes [harmless] No No	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.13
fect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr fect: Become immune to nonlethal damage, charm and compuls Holy Sword fect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword fect: Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Mark of Justice fect: Designates action that will trigger curse on subject.	I Armor. 15 Ision effe 15 15	[harmless] Immune to Sleep & par None ects and attacks that fur None None the bonus on attack and the	standard action alysis effect 1 standard action ction specif 1 standard action 1 standard action damage r 10	ots. 1 minute/level ically by pain; see text 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of	Target: Living creats Medium (140 ft.) Target: One willing of Touch Target: Melee weap Touch Target: Weapon tou of Touch	v,s creature V,S on touched V,S ched V,S,DF	Yes [harmless] No No	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O.
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword ffect: Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text Mark of Justice ffect: Designates action that will trigger curse on subject.	I Armor. 15 Ision effe 15 15	[harmless] Immune to Sleep & par None ects and attacks that fue None None thonus on attack and None	standard action ralysis effect 1 standard action ction specif 1 standard action 1 standard action damage rale 10 minutes	cts. 1 minute/level 1 minute/level 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of	Target: Living creature Medium (140 ft.) Target: One willing of Touch Target: Melee weap Touch Target: Weapon tou of Touch Target: Creature tou.	ure touched V,S creature V,S on touched V,S ched V,S,DF uched V,S,M/DF	Yes [harmless] No No Yes Yes (harmless, object)	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing)	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O.
Fect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr Fect: Become immune to nonlethal damage, charm and compuls Holy Sword Fect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword Fect: Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text	15 15 15 15 15 15 on subje	[harmless] Immune to Sleep & par None ects and attacks that fur None None th bonus on attack and None Will negates (harmless, object)	standard action action action standard action action specification specification standard action action damage resources action damage resources action action damage resources action action action damage resources action actio	ts. 1 minute/level 1 minute/level 4 rounds 1 round/level 0ll, lawful-aligned, deals an extra 2d6 of Permanent;see text 40 minutes	Target: Living creature Medium (140 ft.) Target: One willing of Touch Target: Melee weap Touch Target: Weapon tou of Touch Target: Creature tou	v,s creature v,s on touched v,s ched v,s,DF uched v,s,M/DF object of up	Yes [harmless] No No Yes Yes (harmless, object) to to 4 cu. ft. touched	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing) Caster Level: 4	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O.
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Mark of Justice ffect: Designates action that will trigger curse on subject. Neutralize Poison ffect: Immunizes subject against poison, detoxifies venom in or compute the control of the	I Armor. 15 Ision effe 15 15	[harmless] Immune to Sleep & par None ects and attacks that fur None None None Will negates (harmless, object)	standard action action action standard action action specification specification standard action action damage resources action damage resources action action damage resources action action action damage resources action actio	cts. 1 minute/level 1 minute/level 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of	Target: Living creature for the control of the cont	ure touched V,S creature V,S con touched V,S ched V,S,DF ched V,S,M/DF object of up	Yes [harmless] No No Yes Yes (harmless, object)	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing) Caster Level: 4 Conjuration (Healing)	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O.
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword ffect: Like holy sword: weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text	I Armor. 15 Islision effection of the state of the stat	[harmless] Immune to Sleep & par None ects and attacks that fur None None Will negates (harmless, object) ect. Will negates (harmless)	standard action valysis effect 1 standard action better to the standard action standard action 1 standard action damage r 10 minutes 1 standard action 3 rounds 3 rounds	ts. 1 minute/level ically by pain; see text 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of Permanent; see text 40 minutes Instantaneous	Target: Living creature for Touch Target: Weapon touch Target: Weapon touch Target: Creature for Touch Target: Creature for Touch Target: Creature for Touch	ure touched V,S creature V, S	Yes [harmless] No No Yes Yes (harmless, object, ot o 4 cu. ft. touched Yes (harmless)	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing) Caster Level: 4 Conjuration (Healing) Caster Level: 4	SPELL CO: Pg.89 RSRD: SpellsH-L.r. SPELL CO: Pg.131 RSRD: SpellsM-O.: RSRD: SpellsM-O.:
Fect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr Fect: Become immune to nonlethal damage, charm and compuls Holy Sword Fect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Mark of Justice Fect: Designates action that will trigger curse on subject. Neutralize Poison Fect: Immunizes subject against poison, detoxifies venom in or content. Fect: Immunizes subject against poison, detoxifies venom in or content. Fect: Restores level and ability score drains.	15 15 15 15 15 15 on subje	[harmless] Immune to Sleep & par None ects and attacks that fur None None None Will negates (harmless, object) ect. Will negates Will negates	standard action valysis effect 1 standard action better to the standard action standard action 1 standard action damage r 10 minutes 1 standard action 3 rounds 3 rounds	ts. 1 minute/level 1 minute/level 4 rounds 1 round/level 0ll, lawful-aligned, deals an extra 2d6 of Permanent;see text 40 minutes	Target: Living creature for Cre	v,s creature v,s creature v,s con touched v,s ched v,s,DF cobject of up v,s, M ched v,s,DF	Yes [harmless] No No Yes Yes (harmless, object) to to 4 cu. ft. touched	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing)	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O. RSRD: SpellsM-O.
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil. Lawful Sword ffect: Like holy sword; weapon acts as +5 axiomatic [+5 enharamage to chaotic]; see text Mark of Justice ffect: Designates action that will trigger curse on subject. Designates action that will trigger curse on subject. Meutralize Poison ffect: Restores level and ability score drains.	I Armor. 15 Islision effection of the state of the stat	[harmless] Immune to Sleep & par None ects and attacks that fur None None Will negates (harmless, object) ect. Will negates (harmless)	standard action rallysis effect 1 standard action beciff 1 standard action to 1 standard action damage r 10 minutes 1 standard action 3 rounds 1 standard action 1 standard 1 standard 1 standard 1 standard	ts. 1 minute/level ically by pain; see text 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of Permanent; see text 40 minutes Instantaneous	Target: Living creature for Touch Target: Weapon touch Target: Weapon touch Target: Creature for Touch Target: Creature for Touch Target: Creature for Touch	v,s creature v,s creature v,s con touched v,s ched v,s,DF cobject of up v,s, M ched v,s,DF	Yes [harmless] No No Yes Yes (harmless, object, ot o 4 cu. ft. touched Yes (harmless)	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing) Caster Level: 4 Conjuration Caster Level: 4 Conjuration Caster Level: 4 Conjuration	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O. RSRD: SpellsM-O.
ffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr ffect: Become immune to nonlethal damage, charm and compuls Holy Sword ffect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chactic]; see text Designates action that will trigger curse on subject. Meutralize Poison ffect: Immunizes subject against poison, detoxifies venom in or of the computer of the comp	I Armor. 15 Islision effection of the state of the stat	[harmless] Immune to Sleep & par None ects and attacks that fur None None Will negates (harmless, object) ect. Will negates (harmless)	standard action ralysis effect 1 standard action better to standard action standard action to standard action damage ration damage ration standard action 3 rounds 1 standard action 1 standard 2 standard 3 st	ts. 1 minute/level ically by pain; see text 4 rounds 1 round/level oll, lawful-aligned, deals an extra 2d6 of Permanent; see text 40 minutes Instantaneous	Target: Living creature for Cre	v, s, object of up v, s, M uched v, s, M uched v, s, M uched v, s, M uched v, s, DF	Yes [harmless] No No Yes Yes (harmless, object, ot o 4 cu. ft. touched Yes (harmless)	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Necromancy Caster Level: 4 Conjuration (Healing) Caster Level: 4	SPELL CO: Pg.89 RSRD: SpellsH-L.r SPELL CO: Pg.131 RSRD: SpellsM-O. RSRD: SpellsM-O. RSRD: SpellsP-R.r SPELL CO: Pg.175
Iffect: Subject gains +4 bonus to Str, Dex, Con, Cha and Natural Favor of the Martyr Iffect: Become immune to nonlethal damage, charm and compuls Holy Sword Iffect: Weapon becomes +5, deals +2d6 damage against evil. Like holy sword; weapon acts as +5 axiomatic [+5 enharmage to chaotic]; see text Designates action that will trigger curse on subject. Immunizes subject against poison, detoxifies venom in or or computed the computed of the co	15 15 15 15 15 15 15 15 15 15 15 15 15 1	[harmless] Immune to Sleep & par None ects and attacks that fur None None It bonus on attack and None Will negates (harmless, object) ect. Will negates (harmless)	standard action and standard action action standard action standard action standard action action standard action action standard action action standard action act	ts. 1 minute/level 1 minute/level 1 rounds 1 round/level 1 round/level Oll, lawful-aligned, deals an extra 2d6 of Permanent; see text 40 minutes Instantaneous 1 minute/level 1 hour/level	Target: Living creature for Cre	v, s, object of up v, s, M uched v, s, M uched v, s, M uched v, s, M uched v, s, DF	Yes [harmless] No Yes Yes (harmless, object, ot o 4 cu. ft. touched Yes (harmless) Yes [harmless]	Caster Level: 4 Necromancy Caster Level: 4 Evocation [Good] Caster Level: 4 Evocation Caster Level: 4 Evocation Caster Level: 4 Conjuration (Healing) Caster Level: 4 Abjuration [Good,	-

		Ch	omn	ion of Clangoddir	Spolle				
		CH	amp	ion of Clangeddir	i Spelis				
			action						
Effect: Creatures gains +2 sacred bonus to AC, plus retains Dex	even w	hen flatfooted or attack	ed by invisil	ble creature.	Target: You and all on you	llies in a 30	-ftradius burst centere	d Caster Level: 4	
□□□□□Telepathic Aura	15	None	1 standard action	10 minutes/level [D]	100 ft.	S,DF	No	Divination	SPELL CO: Pg.219
Effect: You can mentally communicate with all allies in range.					Target: 100-ftrad	ius emanat	ion centered on you	Caster Level: 4	
□□□□□Visage of the Deity, Lesser	15	N/A	1 standard action	1 round/level	Personal	V,S,DF	N/A	Transmutation	SPELL CO: Pg.231
Effect: Your form becomes more like your deity's; see text					Target: You			Caster Level: 4	
□□□□ Winged Mount	15	Fortitude negates [harmless]	1 standard action	10 minutes/level	Touch	V,S,DF	Yes [harmless]	Transmutation	SPELL CO: Pg.240
Effect: Mount gains fly speed of 60 with maneurverability of good					Target: Your touch	ed mount		Caster Level: 4	
				* =Domain/Speciality Spell					

Thorin Trueblade



Dwarf
RACE
70
AGE
Male
GENDER
Darkvision (60')
VISION
Lawful Good
ALIGNMENT
Right
DOMINANT HAND
4' 3"
HEIGHT
194 lbs.
WEIGHT
Brown
EYE COLOUR
Light-Earthen Tones
SKIN COLOUR
Brown, Braided
None
PHOBIAS
Has Distinctive Possession, Even tempered
PERSONALITY TRAITS
Gem Stones, Trade
INTERESTS
Normal, "Clangeddin's Fury, Clangeddin's Honor!"
SPOKEN STYLE
Dwarf Home
RESIDENCE
Faerun, Northern Hemisphere
LOCATION
None
REGION

Description:Dwarf, impressive for some reason.

Biography:See Thorin Background.

Notes:

Character Sheet Notes:

FAITH: 6