



# The Prayer Book of a Priest of Ehlonna

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Ehlonna, "of the Forests"

Intermediate Power, Alignment NG; Forests, Woodlands, Flowers, Animals, Fertility

Spheres: Animal, Charm, Combat (minor), Creation (minor), Elemental (minor, Air, Earth, Water), Guardian (minor), Healing, Necromantic (minor), Plant, Protection (minor), Sun, Weather

Symbol: Unicorn Horn

Raiment: Pale green robes

Turn Undead: turn at -3 levels

Special Powers: 1) Tracking proficiency 5) move silently as ranger of same level

7) hide in woodland (as per hiding in shadows) as ranger of same level

Weapons allowed: Dagger, knife, long bow\*, long sword, spear, staff, staff-sling, sling

Armor allowed: Leather, padded leather, or elven chain

(r) = reversible spell \* = cooperative spell (tm) = Tome of Magic

## 1st Level

Animal Friendship  
Bless (r)  
Ceremony (variable)  
Combine \*  
Command  
Create Water (r)  
Cure Light Wounds (r)  
Detect Evil (r)  
Endure Cold/Endure Heat  
Entangle  
Faerie Fire  
Invisibility to Animals  
Invisibility to Undead  
Light (r)  
Locate Animals or Plants  
Log of Everburning (tm)  
Magical Stone  
Pass Without Trace  
Protection From Evil (r)  
Purify Food & Drink (r)  
Remove Fear (r)  
Ring of Hands \* (r) (tm)  
Sacred Guardian (tm)  
Sanctuary  
Shillelagh

## 2nd Level

Aid  
Barkskin  
Chant  
Charm Person or Mammal  
Create Holy Symbol (tm)  
Dust Devil  
Enthrall  
Goodberry (r)  
Hold Person  
Messenger  
Music of the Spheres (tm)  
Mystic Transfer \* (tm)  
Obscurement  
Resist Fire/Resist Cold  
Sanctify \* (r) (tm)  
Silence, 15' Radius  
Slow Poison  
Snake Charm  
Speak With Animals  
Spiritual Hammer  
Stalk  
Trip  
Warp Wood (r)  
Withdraw  
Wyvern Watch

## 3rd Level

Animate Dead  
Call Lightning  
Continual Light (r)  
Create Food & Water  
Cure Blindness or Deafness (r)  
Cure Disease (r)  
Dispel Magic  
Emotion Control (tm)  
Feign Death  
Glyph of Warding  
Hold Animal  
Line of Protection (r) (tm)  
Magical Vestment  
Meld Into Stone  
Negative Plane Protection  
Plant Growth  
Prayer  
Protection From Fire  
Remove Curse (r)  
Remove Paralysis  
Slow Rot (tm)  
Snare  
Spike Growth  
Starshine  
Stone Shape  
Summon Insects  
Tree  
Unearthly Choir \* (tm)  
Water Breathing (r)  
Water Walk

## 4th Level

Animal Summoning I  
Blessed Warmth (tm)  
Call Woodland Beings  
Cloak of Bravery (r)  
Control Temperature, 10'  
Radius  
Cure Serious Wounds (r)  
Focus \* (tm)  
Fortify \* (tm)  
Free Action  
Giant Insect (r)  
Hallucinatory Forest (r)  
Hold Plant  
Imbue With Spell Ability  
Neutralize Poison (r)  
Plant Door  
Protection from Lighting  
Repel Insects  
Speak With Plants  
Sticks to Snakes (r)  
Uplift \* (tm)  
Weather Stasis (tm)

## 5th Level

Animal Growth (r)  
Animal Summoning II  
Anti-Plant Shell  
Atonement  
Control Winds  
Cure Critical Wounds (r)  
Meld \* (tm)  
Moonbeam  
Pass Plant  
Quest  
Rainbow

## 6th Level

Animal Summoning III  
Anti-Animal Shell  
The Great Circle \* (r) (tm)  
Heal (r)  
Liveoak  
Sol's Searing Orb (tm)  
Transport Via Plants  
Turn Wood  
Wall of Thorns  
Weather Summoning

## 7th Level

Changestaff  
Confusion  
Control Weather  
Creeping Doom  
Exaction  
Sunray

## Ceremony

<u>Level</u>	<u>Ritual</u>
1st	Coming of Age, Burial, Marriage
3rd	Dedication, Investiture, Consecrate Item
5th	Ordination, Special Vows
7th	Consecrate Ground
9th	Anathematize