



# The Prayer Book of a Priest of Fharlanghn

by Denis "Maldin" Tetreault

<http://melkot.com>

Fharlanghn, the Dweller on the (Far) Horizon

Intermediate Power, Alignment NG; god of Horizons, Distance, Travel, and Roads

Spheres: Combat (minor), Creation (minor), Elemental (air, earth), Healing (minor),  
Protection (minor), Summoning, Travelers, Weather

Symbol: disk with a curved line representing the horizon, and an upturned crescent above

Raiment: brown (urban order) or green (pastoral order) robes Turn Undead: no

Special Powers: 1<sup>st</sup>) All Movement rates increased by 25%  
3<sup>rd</sup>) all ability checks for jogging/running made with +3 bonus  
5<sup>th</sup>) *dimension door* (Wizard4)  
9<sup>th</sup>) *wind walk*

Weapons: Any non-edged, but staff 1st Armor: Any nonmetal armor

(r) = reversible spell (c) = cooperative spell (tm) = Tome of Magic

## 1st Level

Bless (r)  
Call upon Faith (tm)  
Ceremony (variable)  
Combine  
Cure Light Wounds (r)  
Detect Evil (r)  
Endure Cold/Endure Heat  
Faerie Fire  
Know Direction (tm)  
Magical Stone  
Protection From Evil (r)  
Purify Food & Drink (r)  
Ring of Hands/Ring of Woe (c)  
(tm)  
Sanctuary  
Shillelagh

## 2nd Level

Aura of Comfort (tm)  
Barkskin  
Chant  
Create Holy Symbol (tm)  
Draw upon Holy Might (tm)  
Dust Devil  
Lighten Load (tm)  
Obscurement  
Resist Fire/Resist Cold  
Sanctify (r) (tm)  
Slow Poison  
Spiritual Hammer  
Withdraw

## 3rd Level

Call Lightning  
Create Campsite (r) (tm)  
Create Food & Water  
Dispel Magic  
Helping Hand (tm)  
Know Customs (tm)  
Line of Protection (r, c) (tm)  
Magical Vestment (r)  
Meld Into Stone  
Negative Plane Protection  
Prayer  
Protection From Fire  
Remove Curse (r)  
Remove Paralysis  
Stone Shape  
Unearthly Choir (c) (tm)  
Water Breathing (r)

## 4th Level

Abjure  
Animal Summoning I  
Call Woodland Beings  
Circle of Privacy (tm)  
Control Temperature, 10'  
Radius  
Focus (c) (tm)  
Protection from Lighting  
Tree Steed (tm)  
Uplift (c) (tm)  
Weather Stasis (tm)

## 5th Level

Air Walk  
Animal Summoning II  
Atonement  
Clear Path (r) (tm)  
Cloud of Purification (tm)  
Control Winds  
Dispel Evil (r)  
Easy March (tm)  
Rainbow  
Spike Stones  
Transmute Rock to Mud (r)

## 6th Level

Aerial Servant  
Animal Summoning III  
Animate Object  
Conjure Animals  
Monster Mount (tm)  
Stone Tell  
Transmute Water to Dust (r)  
Wall of Thorns  
Weather Summoning  
Word of Recall

## 7th Level

Animate Rock  
Conjure Earth Elemental (r)  
Control Weather  
Creeping Doom  
Earthquake  
Exaction  
Gate  
Hovering Road (tm)  
Spirit of Power (c) (tm)  
Succor (r)  
Transmute Metal to Wood  
Wind Walk

## 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