



The Prayer Book of a Priest of Moradin

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Moradin, creator of the dwarves

Greater Power, Alignment LG; Creation, Smithing, Craftsmanship, War

Spheres: All, Combat, Creation, Divination (minor), Elemental (Earth, Fire), Guardian,
Healing, Law, Necromantic, Protection, War, Wards

Symbol: Hammer and Anvil Raiment: Metal armor Turn Undead: Yes

Special Powers: Must use weapons which they have taken a part in smithing and crafting, which count as +1
weapons for determining which creatures are affected

1) +2 Charisma to other dwarves 5) +2 to hit with warhammer

9) prayer, magic resistance of enemies does not negate effect, 1d3 hp of damage cured for all
dwarves within radius of effect at the end of spell duration

Weapons: Any, but Warhammer 1st Armor: Any metal armor

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

1st Level

Analyze Balance (tm)
Anti-Vermin Barrier (tm)
Bless (r)
Ceremony (variable)
Combine
Command
Courage (tm)
Cure Light Wounds (r)
Detect Evil (r)
Detect Magic
Detect Poison
Detect Snares & Pits
Endure Cold/Endure Heat
Invisibility to Undead
Locate Animals or Plants
Log of Everburning (tm)
Magical Stone
Morale (tm)
Protection From Evil (r)
Purify Food & Drink (r)
Ring of Hands/Ring of Woe (c)
(tm)
Sacred Guardian (tm)
Sanctuary
Shillelagh
Weighty Chest (tm)

2nd Level

Aid
Augury
Barkskin
Calm Chaos (tm)
Chant
Create Holy Symbol (tm)
Detect Charm (r)
Emotion Perception (tm)
Enthrall
Find Traps
Fire Trap
Flame Blade
Frisky Chest (tm)
Heat Metal (r)
Hold Person
Know Alignment (r)
Produce Flame
Rally (tm)
Resist Fire/Resist Cold
Sanctify (r) (tm)
Silence, 15' Radius
Slow Poison
Speak With Animals
Spiritual Hammer
Withdraw
Wyvern Watch
Zone of Truth (tm)

3rd Level

Adaptation (tm)
Animate Dead
Caltrops (tm)
Create Food & Water
Cure Blindness or Deafness(r)
Cure Disease (r)
Dispel Magic
Efficacious Monster Ward (tm)
Extradimensional Detection
Feign Death
Flame Walk
Glyph of Warding
Invisibility Purge (tm)
Line of Protection (r,c) (tm)
Locate Object (r)
Magical Vestment (r)
Meld Into Stone
Negative Plane Protection
Prayer
Protection From Fire
Pyrotechnics
Remove Curse (r)
Remove Paralysis
Rigid Thinking (tm)
Speak With Dead
Squeaking Floors (tm)
Stone Shape
Strength of One (tm)
Thief's Lament (tm)
Unearthly Choir (c) (tm)
Zone of Sweet Air (tm)

4th Level

Addition (tm)
Compulsive Order (tm)
Cure Serious Wounds (r)
Defensive Harmony (tm)
Fire Purge (tm)
Focus (c) (tm)
Fortify (c) (tm)
Leadership (r) (tm)
Neutralize Poison (r)
Produce Fire (r)
Protection From Evil, 10'
Radius (r)
Protection From Lightning
Repel Insects
Spell Immunity
Tanglefoot (r) (tm)
Uplift (c) (tm)
Weather Stasis (tm)

5th Level

Anti-Plant Shell
Atonement
Barrier of Retention (tm)
Blessed Abundance (tm)
Champion's Strength (tm)
Cure Critical Wounds (r)
Disguise (tm)
Dispel Evil (r)
Elemental Forbiddance (tm)
Flame Strike
Grounding (tm)
Illusory Artillery (tm)
Impeding Permission (tm)
Insect Plague
Raise Dead (r)
Shrieking Walls (tm)
Spike Stones
Transmute Rock to Mud (r)
Unceasing Vigilance of the
 Holy Sentinel (tm)
Undead Ward (tm)
Wall of Fire

6th Level

Animate Object
Anti-Animal Shell
Blade Barrier
Conjure Fire Elemental (r)
Crushing Walls (tm)
Dragonbane (tm)
Fire Seeds
Forbiddance
Gravity Variation (tm)
Heal (r)
Heroes' Feast
Land of Stability (tm)
Legal Thoughts (tm)
Spiritual Wrath (c) (tm)
Stone Tell
Transmute Water to Dust (r)
Wall of Thorns

7th Level

Animate Rock
Breath of Life (r) (tm)
Changestaff
Chariot of Sustarre
Conjure Earth Elemental (r)
Control Weather
Earthquake
Fire Storm (r)
Holy Word (r)
Illusory Fortification (tm)
Regenerate (r)
Reincarnate
Restoration (r)
Resurrection (r)
Shadow Engines (tm)
Symbol
Tentacle Walls (tm)
Transmute Metal to Wood

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