



The Prayer Book of a Priest of Solonor Thelandira

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Solonor Thelandira, elven god of archery and hunting
Greater Power, Alignment CG; Hunting, Archery, and Survival in wild and harsh places
Spheres: All, Animal, Elemental (All), Healing (minor) Necromantic (minor), Plant, Sun,
Weather

Symbol: Silver Arrow with Green Fletching Raiment: Cloak Turn Undead: Nil

Special Powers: 1) +1 to hit with all bows 3) speak with animals 2/day
7) +2 to hit with all bows and thrown spears 9) +1 dexterity or constitution

Weapons: Any bows, dagger, knife, longsword, spear Armor: Leather or silenced elven chain

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

1st Level

Animal Friendship
Bless (r)
Ceremony (variable)
Combine
Create Water (r)
Cure Light Wounds (r)
Detect Evil (r)
Entangle
Faerie Fire
Invisibility to Animals
Invisibility to Undead
Light (r)
Locate Animals or Plants
Log of Everburning (tm)
Pass Without Trace
Purify Food & Drink (r)
Shillelagh

2nd Level

Aid
Barkskin
Charm Person or Mammal
Dust Devil
Fire Trap
Flame Blade
Goodberry (r)
Heat Metal (r)
Messenger
Obscurement
Produce Flame
Sanctify (r) (tm)
Slow Poison
Snake Charm
Speak With Animals
Trip
Warp Wood (r)

3rd Level

Animate Dead
Call Lightning
Continual Light (r)
Cure Blindness or
Deafness (r)
Cure Disease (r)
Feign Death
Flame Walk
Hold Animal
Meld Into Stone
Negative Plane Protection
Plant Growth
Protection From Fire
Pyrotechnics
Slow Rot (tm)
Snare
Spike Growth
Starshine
Stone Shape
Summon Insects
Tree
Water Breathing (r)
Water Walk

4th Level

Animal Summoning I
Blessed Warmth (tm)
Call Woodland Beings
Control Temperature, 10'
Radius
Focus (c) (tm)
Giant Insect (r)
Hallucinatory Forest (r)
Hold Plant
Lower Water (r)
Plant Door
Produce Fire (r)
Protection from Lighting
Repel Insects
Speak With Plants
Sticks to Snakes (r)
Uplift (c) (tm)
Weather Stasis (tm)

5th Level

Air Walk
Animal Growth (r)
Animal Summoning II
Anti-Plant Shell
Atonement
Cloud of Purification (tm)
Control Winds
Elemental Forbiddance (tm)
Moonbeam
Pass Plant
Rainbow
Spike Stones
Transmute Rock to Mud (r)
Wall of Fire

6th Level

Animal Summoning III
Anti-Animal Shell
Conjure Fire Elemental (r)
Fire Seeds
Liveoak
Part Water
Sol's Searing Orb (tm)
Stone Tell
The Great Circle/The Black
Circle (c) (tm)
Transmute Water to Dust(r)
Transport Via Plants
Turn Wood
Wall of Thorns
Weather Summoning

7th Level

Animate Rock
Changestaff
Chariot of Sustarre
Conjure Earth Elemental (r)
Control Weather
Creeping Doom
Earthquake
Fire Storm (r)
Sunray
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