

ZEALOT OF DENIER

Name: _____

Spells per Level: 1_____ 2_____ 3_____ 4_____ 5_____ 6_____ 7_____

Player: _____

Level 1	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Bless	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○ Ceremony	(PHB 253)	Inv	1 hour	Touch	V, S, M	Permanent	Special	Special	Dev
○○○○○ Combine	(PHB 254)	Evoc	10 seg	Touch	V, S	Special	Circle of Clerics	None	Dev
○○○○○ Consecrate Holy Symbol	(ZG 104)	Inv	5 seg	0	V, M	Permanent	Caster's Holy Symbol	None	Dev
○○○○○ Contact Home Gawd	(HJM 122)	Dev/Div	1 turn	Unlimited	V, S, M	1 week	Caster	None	Dev
○○○○○ Contaminate Water ^o	(PHB 278)	Alter	10 seg	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○ Create Water	(PHB 254)	Alter	10 seg	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Cre/Water
○○○○○ Curse ^o	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○ Darkness ^o	(PHB 255)	Alter	4 seg	120 yds	V, S	1 hour + 1 turn/level	20 ft radius globe	Special	Sun
○○○○○ Detect Balance	(PHB 276)	Div	1 seg	60 ft	V, S, M	1 rnd/level	1 object or creature/rd	None	Div
○○○○○ Detect Evil	(PHB 255)	Div	10 seg	0	V, S, M	1 turn + 5 rnd/level	10 ft x 120 yds	None	Dev
○○○○○ Detect Good ^o	(PHB 255)	Div	10 seg	0	V, S, M	1 turn + 5 rnd/level	10 ft x 120 yds	None	Dev
○○○○○ Detect Magic	(PHB 255)	Div	10 seg	0	V, S, M	1 turn	10 ft x 30 yds	None	Div
○○○○○ Detect Poison	(PHB 276)	Div	4 seg	0	V, S, M	1 turn + 1 rnd/level	Special	None	Div
○○○○○ Detect Snares & Pits	(PHB 276)	Div	4 seg	0	V, S, M	4 rnd/level	10 ft x 40 ft	None	Div
○○○○○ Diagnose Injury	(ZG 105)	Div	3 seg	5 ft/lvl	V, S, M	1 rnd/level	1 creature/rd	None	Div/Heal
○○○○○ Endure Cold/Endure Heat	(PHB 255)	Alter	10 seg	Touch	V, S	1 hour/level	Creature touched	None	Ward
○○○○○ Flutter Soft	(PHB 255)	Alter	1 seg	60 ft	V, S, M	1 hour	1 creature	None	Ward
○○○○○ Fog Vision	(PHB 277)	Div	1 seg	Touch	V, S, M	1 turn/level	1 person	None	Div
○○○○○ Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○ Know Direction	(ZG 110)	Div	1 seg	Touch	V, S, M	Instantaneous	Special	None	Div/Trav
○○○○○ Light	(PHB 255)	Alter	4 seg	120 yds	V, S	1 hour + 1 turn/level	20 ft radius globe	Special	Sun
○○○○○ Predict Weather	(PHB 278)	Div	10 seg	0	V, S, M	2 hours/level	9 sq. miles	None	Div/Wx
○○○○○ Protection from Evil	(PHB 256)	Abj	4 seg	Touch	V, S, M	3 rnd	1 creature	None	Ward
○○○○○ Protection from Good ^o	(PHB 256)	Abj	4 seg	Touch	V, S, M	3 rnd	1 creature	None	Ward
○○○○○ Purify Food & Drink	(PHB 256)	Alter	10 seg	30 yds	V, S	Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○ Purify Water	(PHB 278)	Alter	10 seg	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○ Putrify Food & Drink ^o	(PHB 256)	Alter	10 seg	30 yds	V, S	Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○ Sanctuary	(PHB 256)	Abj	4 seg	Touch	V, S, M	2 rnd + 1 rnd/level	1 creature	None	Ward

Level 2	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Adjustable Light	(ZG 102)	Alter	5 seg	60 yds	V, S, M	1 hour + 1 turn/level	20 ft radius	Special	Sun
○○○○○ Augury	(PHB 257)	Div	2 rds	0	V, S, M	Special	Special	None	Div
○○○○○ Create Holy Symbol	(ZG 104)	Conj/Sum	2 seg	0	V	Permanent	Caster	None	Cre
○○○○○ Create Obstacle	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	1ft/level x 1ft/level x 1ft/level	None	Cre
○○○○○ Detect Charm	(PHB 257)	Div	10 seg	0	V, S	1 turn	1 creature/rd	Negates	Div
○○○○○ Detect Gawds	(HJM 122)	Dev/Div	10 seg	240 yds	V, S, M	1 turn	1 star system	None	Div
○○○○○ Durward's Discerning Eye	(WW 40)	Alter	3 seg	50 ft	V, S, M	1 turn/level	1 creature	None	Comb/Div
○○○○○ Durward's Paen of Protection from Archers	(WW 40)	Alter	5 seg	0	V, S, M	1 rnd/level	15 ft radius	None	Comb/Ward
○○○○○ Find Traps	(PHB 258)	Div	5 seg	0	V, S	3 turns	10 ft x 30 yds	None	Div
○○○○○ Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○ Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○ Premonition	(PHB 258)	Div	2 seg	Touch	V, S, M	2 rnd/level	1 creature	Negates	Div
○○○○○ Reflecting Pool	(PHB 280)	Div	2 hours	10 yds	V, S, M	1 rnd/level	Special	None	Div
○○○○○ Resist Electricity	(ZG 112)	Alter	5 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Ward
○○○○○ Resist Fire/Resist Cold	(PHB 258)	Alter	5 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Ward
○○○○○ Resist Gas	(ZG 112)	Alter	5 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Ward
○○○○○ Silence, 15' Radius	(PHB 259)	Alter	5 seg	120 yds	V, S	2 rnd/level	15 ft radius	None	Ward
○○○○○ Undetectable Alignment ^o	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○ Undetectable Charm ^o	(PHB 257)	Div	10 seg	0	V, S	1 turn	1 creature/rd	Negates	Div
○○○○○ Withdraw	(PHB 259)	Alter	5 seg	0	V, S	Special	Caster	None	Ward
○○○○○ Wyvern Watch	(PHB 260)	Evoc	5 seg	30 yds	V, S, M	Up to 8 hours	10 ft radius	Negates	Ward
○○○○○ Bestow Curse ^o	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward

^oReversed Spell

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Level 3		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Continual Darkness ^o	(PHB 260)	Alter	6 seg	120 yds	V, S	Permanent	60 ft radius	Special	Sun
○○○○○	Continual Light	(PHB 260)	Alter	6 seg	120 yds	V, S	Permanent	60 ft radius	Special	Sun
○○○○○	Create Food & Water	(PHB 260)	Alter	1 turn	10 yds	V, S	Special	1 cubic ft/level	None	Cre
○○○○○	Create Obstacle, Greater	(BTS 23)	Conj/Sum	3 seg	100 ft + 10 ft/lvl	V, S, M	1 turn + 1 rnd/level	Special	None	Cre
○○○○○	Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○	Glyph of Warding	(PHB 261)	Abj/Evoc	Special	Touch	V, S, M	Until discharged	Special	Special	Ward
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Locate Object	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Magic Vestment	(PHB 262)	Ench	10 seg	0	V, S, M	5 rnd/level	Caster	None	Ward
○○○○○	Negative Plane Protection	(PHB 262)	Abj	10 seg	Touch	V, S	Special	1 creature	None	Necr/Ward
○○○○○	Obscure Object ^o	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Protection from Fire	(PHB 282)	Abj	6 seg	Touch	V, S, M	Special	1 creature	None	Ward
○○○○○	Remove Curse	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	Remove Paralysis	(PHB 263)	Abj	6 seg	10 yds/lvl	V, S	Permanent	1d4 creatures in 20 ft cube	None	Ward
○○○○○	Resist Acid and Caustic	(ZG 112)	Alter	5 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Ward
○○○○○	Speak to the Dead	(PHB 263)	Necr	1 turn	0	V, S, M	Special	1 creature	Special	Div
○○○○○	Starshine	(PHB 282)	Evoc/Ill /Phant	6 seg	10 yds/lvl	V, S, M	1 turn/level	10 ft sq./level	None	Sun
○○○○○	Surrogacy	(PF 64)	Alter/Ench	1 hour	Touch	V, S	Special	Two pixie fairies	None	Dev
○○○○○	Ward Off Evil	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Ward Off Good ^o	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Weather Prediction	(ZG 114)	Div	10 seg	0	V, S	Instantaneous	Caster	None	Div, Wx

Level 4		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Focus	(ZG 107)	Inv	1 day	10 ft	V, S, M	Special	Special	None	Dev
○○○○○	Gourmet Dinner	(ZG 108)	Alter	1 turn	10 yds	V, S	Special	1 cubic ft/level	None	Cre
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev

Level 5		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Atonement	(PHB 267)	Abj	1 turn	Touch	V, S, M	Permanent	1 person	None	Dev
○○○○○	Blessed Abundance	(ZG 103)	Conj/Sum	10 seg	Touch	V, S, M	Permanent	1 cubic ft/level	None	Cre
○○○○○	Create Minor Helm	(HJM 122)	Ench/Charm	1 turn	10 yds	V, S, M	1 week/level	1 item	None	Cre
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev

Level 6		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Animate Object	(PHB 270)	Alter	9 seg	30 yds	V, S	1 rnd/level	1 cubic ft/level	None	Cre/Sum
○○○○○	Blade Barrier	(PHB 271)	Evoc	9 seg	30 yds	V, S	3 rnd/level	5-60 square ft	Special	Cre/Ward

Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Changestaff	(PHB 291)	Ench/Evoc	4 seg	Touch	V, S, M	Special	caster's staff	None	Cre/Plant
○○○○○	Charriot of Sustarre	(PHB 292)	Evoc	1 turn	10 yds	V, S, M	12 hours	Special	None	Cre/Fire
○○○○○	Construct Temple	(ZG 104)	Conj/Sum	2d6 days	100 yds	V, S	Permanent	Up to 10 ft square/level	None	Cre