

ZEALOT OF AUBERON

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
○○○○○ Awaken	(ZG 103)	Necr	4 seg	5 ft/lvl	V, S, M	Instantaneous	1 creature	None	Necr
○○○○○ Bless	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○ Call Upon Faith	(ZG 103)	Inv	1 seg	0	V, S, M	1 rnd	Caster	None	Sum
○○○○○ 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
○○○○○ 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
○○○○○ Invisibility to Undead	(PHB 255)	Abj	4 seg	Touch	V, S, M	6 rnd	1 creature	Special	Necr
○○○○○ 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
○○○○○ Log of Everburning	(ZG 110)	Alter	3 seg	Touch	V, S	1 hour/level	Special	None	Fire
○○○○○ 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
○○○○○ Summon Divine Lackey	(ZG 114)	Conj/Sum	7 seg	0	V, S, M	1 hour/level	30 ft radius	None	Sum
○○○○○ Walking Corpse	(PHB 256)	Necr	1 turn	Touch	V, S	1 week/level	1 creature	None	Necr

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
○○○○○ Aid	(PHB 256)	Necr/Conj	5 seg	Touch	V, S, M	1 rnd + 1 rnd/level	1 creature	None	Necr
○○○○○ Animated Corpse	(PHB 256)	Necr	1 turn	Touch	V, S	1 week/level	1 creature	None	Necr
○○○○○ Augury	(PHB 257)	Div	2 rds	0	V, S, M	Special	Special	None	Div
○○○○○ Chill Metal ^o	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○ Conjure Demi-Elemental	(ZG 115)	Conj/Sum	7 seg	0	V, S, M	2 rnd/level	Special	None	Sum
○○○○○ 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
○○○○○ Diminished Rite	(PHB 257)	Necr	10 seg	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○ Draw Upon Holy Might	(ZG 105)	Inv	2 seg	0	V, S, M	1 rnd/level	Caster	None	Sum
○○○○○ 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
○○○○○ Dust Devil	(PHB 257)	Conj/Sum	2 rds	30 yds	V, S	2 rnd/level	5 x 4 ft cone	None	Air/Sum
○○○○○ Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○ Find Traps	(PHB 258)	Div	5 seg	0	V, S	3 turns	10 ft x 30 yds	None	Div
○○○○○ Fire Trap	(PHB 279)	Abj/Evoc	1 turn	Touch	V, S, M	Until discharged	Object touched	½	Fire

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Level 2 (cont.)		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Flame Blade	(PHB 279)	Evoc	4 seg	0	V, S, M	4 rnd + 1 rnd/2 levels	3 ft long blade	None	Fire
○○○○○	Heat Metal	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○	Ignite	(ZG 109)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	Instantaneous	Special	Special	Fire
○○○○○	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
○○○○○	Produce Flame	(PHB 280)	Alter	5 seg	0	V, S	1 rnd/level	Special	None	Fire
○○○○○	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°	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Undetectable Charm°	(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

Level 3		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Animate Dead	(PHB 260)	Necr	10 seg	10 yds	V, S, M	Permanent	Special	None	Necr
○○○○○	Bestow Curse°	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	Cause Blindness or Deafness°	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Necr
○○○○○	Cause Disease°	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Continual Darkness°	(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
○○○○○	Cure Blindness or Deafness	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Necr
○○○○○	Cure Disease	(PHB 261)	Abj	10 seg	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○	Eternal Flame	(ZG 116)	Inv	9 seg	Touch	V, S, M	5 years/level	up to 1 sq. foot	None	Fire
○○○○○	Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○	Flame Walk	(PHB 261)	Abj	5 seg	Touch	V, S, M	1 rnd + 1 rnd/level	Creature touched	None	Fire
○○○○○	Glyph of Warding	(PHB 261)	Abj/Evoc	Special	Touch	V, S, M	Until discharged	Special	Special	Ward
○○○○○	Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Lesser Reanimation	(PHB 262)	Necr	10 seg	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	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°	(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
○○○○○	Pyrotechnics	(PHB 282)	Alter	6 seg	160 yds	V, S, M	Special	10 or 100 times fire source	Special	Fire
○○○○○	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
○○○○○	Turn	(ZG 114)	Conj/Sum	8 seg	0	V, S, M	1 turn	Caster	None	Sum
○○○○○	Undetectable Alignment°	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Ward Off Evil	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Ward Off Good°	(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
○○○○○	White Hot Metal	(PHB 283)	Alter	2 seg	10 yds	V, M	1 rnd/level	Up to 1 lb of metal	Special	Fire

Level 4		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Abjure	(PHB 264)	Abj	10 seg	10 yds	V, S, M	Special	1 creature	Special	Sum
○○○○○	Animal Summoning I	(PHB 284)	Conj/Sum	7 seg	1 mi. rad.	V, S	Special	Special	None	Ani/Sum
○○○○○	Babble°	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Call Woodland Beings	(PHB 284)	Conj/Sum	Special	100 yds per level	V, S, M	Special	Special	Negates	Ani/Sum

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Level 4 (cont.)		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
Time	Range									
○○○○○	Detect Lie	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div
○○○○○	Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○	Divination	(PHB 264)	Div	1 turn	0	V, S, M	Special	Special	None	Div
○○○○○	Feign Life	(ZG 107)	Necr	6 rds	Touch	V, S, M	1 min/level	1 body	None	Necr
○○○○○	Minor Raise Dead	(PHB 266)	Necr	1 turn	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Produce Fire	(PHB 285)	Alter	7 seg	40 yds	V, S, M	1 rnd	12 ft sq.	None	Fire
○○○○○	Protection from Elementals	(ZG 116)	Abj	10 seg	0	V, S	2 rnd/level	10 ft radius.	None	Elemental
○○○○○	Protection From Grel	(PF 64)	Abj	10 seg	0	V, S	1 rnd/level	10 ft radius	None	Ward
○○○○○	Protection from Lightning	(PHB 286)	Abj	7 seg	Touch	V, S, M	Special	1 creature	None	Ward
○○○○○	Protection from Lycanthropes	(ZG 111)	Alter	10 seg	0	V, S	1 rnd/level	10 ft radius	None	Ward
○○○○○	Protection from Possession	(ZG 111)	Alter	10 seg	0	V, S	1d4 rnd/lvl	10 ft radius	None	Ward
○○○○○	Protection from Undead	(ZG 111)	Abj	10 seg	0	V, S	1d4 rnd/lvl	10 ft radius	None	Ward
○○○○○	Quench Fire ^o	(PHB 285)	Alter	7 seg	40 yds	V, S, M	1 rnd	12 ft sq.	None	Fire
○○○○○	Repel Insects	(PHB 286)	Abj/Alter	10 seg	0	V, S, M	1 turn/level	10 ft radius.	None	Ani/Ward
○○○○○	Spell Immunity	(PHB 266)	Abj	10 seg	Touch	V, S, M	1 turn/level	1 creature	None	Ward
○○○○○	Tongues	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Touch of Death	(PHB 267)	Necr	5 seg	Touch	V, S	Permanent	1 living creature	Negates	Necr
○○○○○	Undetectable Lie ^o	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div

Level 5		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Animal Summoning II	(PHB 286)	Conj/Sum	8 seg	60 yds/lvl	V, S	Special	Special	None	Ani/Sum
○○○○○	Anti-Plant Shell	(PHB 286)	Abj	8 seg	0	V, S	1 turn/level	15 ft. dia	None	Plant/Ward
○○○○○	Break Hex	(PHB 267)	Abj	10 seg	30 ft	V, S, M	Permanent	Special	None	Ward
○○○○○	Commune	(PHB 267)	Div	1 turn	0	V, S, M	Special	Special	None	Div
○○○○○	Commune with Nature	(PHB 287)	Div	1 turn	0	V, S	Special	Special	None	Div
○○○○○	Detect Ulterior Motives	(PHB 268)	Div	10 seg	0	V, S, M	1 rnd/level	10 ft/level	None	Div
○○○○○	Dispel Evil	(PHB 268)	Abj	10 seg	Touch	V, S, M	1 rnd/level	1 creature	Negates	Sum/Ward
○○○○○	Dispel Good°	(PHB 268)	Abj	10 seg	Touch	V, S, M	1 rnd/level	1 creature	Negates	Sum/Ward
○○○○○	Exorcism	(ZG 106)	Necr	7 seg	1 ft/lvl	V, S, M	Instantaneous	1 creature	Special	Necr
○○○○○	False Seeing°	(PHB 270)	Div	8 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Div
○○○○○	Flame Strike	(PHB 268)	Evoc	8 seg	60 yds	V, S, M	Instantaneous	5 ft x 30 ft column	½	Comb/Fire
○○○○○	Last Resort	(PF 64)	Alter/Ench	2 rds	Touch	V, S, M	Permanent	2 creatures of equal levels/HD	Negates	Necr
○○○○○	Lesser Reincarnation	(PHB 287)	Necr	1 turn	Touch	V, S	Permanent	1 person	None	Necr
○○○○○	Magic Font	(PHB 269)	Div	1 hour	Touch	V, S, M	Special	Special	None	Div
○○○○○	Protection from Acid	(PHB 288)	Abj	8 seg	Touch	V, S, M	Special	1 creature	None	Ward
○○○○○	Protection from Nefarians	(ZG 111)	Abj	10 seg	0	V, S, M	1 rnd/level	10 ft radius	None	Ward
○○○○○	Protection from Petrification	(PHB 288)	Abj	5 seg	Touch	V, S, M	1 turn/level	1 person	None	Ward
○○○○○	Raise Dead	(PHB 269)	Necr	10 seg	30 yds	V, S	Permanent	1 person	Special	Necr
○○○○○	Reattach Limb	(ZG 112)	Alter, Necr	1 turn	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	Slay Living°	(PHB 269)	Necr	10 seg	30 yds	V, S	Permanent	1 person	Special	Necr
○○○○○	True Seeing	(PHB 270)	Div	8 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Div
○○○○○	Wall of Fire	(PHB 289)	Conj/Sum	8 seg	80 yds	V, S, M	Special	Special	None	Fire

Level 6				Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere
○○○○○	Aerial Servant	(PHB 270)	Conj/Sum	9 seg	10 yds	V, S	1 day/level	Special		None	Sum
○○○○○	Animal Summoning III	(PHB 289)	Conj/Sum	9 seg	100 yds	V, S	Special	Special		None	Ani/Sum
				per level							
○○○○○	Animate Object	(PHB 270)	Alter	9 seg	30 yds	V, S	1 rnd/level	1 cubic ft/level		None	Cre/Sum
○○○○○	Anti-Animal Shell	(PHB 289)	Abj	10 seg	0	V, S, M	1 turn/level	10 ft radius.		None	Ani/Ward
○○○○○	Attach Limb	(ZG 103)	Alter/Necr	1 turn	Touch	V, S, M	Permanent	1 creature		None	Necr
○○○○○	Blade Barrier	(PHB 271)	Evoc	9 seg	30 yds	V, S	3 rnd/level	5-60 square ft		Special	Cre/Ward
○○○○○	Conjure Animals	(PHB 271)	Conj/Sum	9 seg	30 yds	V, S	2 rnd/level	Special		None	Ani/Sum
○○○○○	Conjure Fire Elemental	(PHB 289)	Conj/Sum	6 rds	80 yds	V, S	1 turn/level	Special		None	Fire
○○○○○	Dismiss Fire Elemental ^o	(PHB 289)	Conj/Sum	6 rds	80 yds	V, S	1 turn/level	Special		None	Fire
○○○○○	Find the Path	(PHB 271)	Div	3 rds	Touch	V, S, M	1 turn/level	1 creature		None	Div
○○○○○	Fire Seeds	(PHB 289)	Conj	1 rnd	Touch	V, S, M	Special	Special		½	Fire
				per seed							
○○○○○	Forbiddance	(PHB 271)	Abj	6 rds	30 yds	V, S, M	Permanent	60 ft cube/level		Special	Ward
○○○○○	Lose the Path ^o	(PHB 271)	Div	3 rds	Touch	V, S, M	1 turn/level	1 creature		None	Div
○○○○○	Rain of Fire	(ZG 112)	Inv	9 seg	60 yds	V, S, M	1 segment	5 ft square/level		½	Comb/Fire
○○○○○	Speak With Monsters	(PHB 272)	Alter	9 seg	30 yds	V, S	2 rnd/level	Caster		None	Ani/div
○○○○○	Wall of Thorns	(PHB 290)	Conj/Sum	9 seg	80 yds	V, S	1 turn/level	1-10 ft cu./level		None	Plant/Sum
○○○○○	Weather Summoning	(PHB 291)	Conj/Sum	1 turn	0	V, S	Special	Special		None	Sum/Wx
○○○○○	Word of Recall	(PHB 272)	Alter	1 seg	0	V	Special	Caster		None	Sum

ZEALOT OF AUBERON

Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Charriot of Sustarre	(PHB 292)	Evoc	1 turn	10 yds	V, S, M	12 hours	Special	None	Cre/Fire
○○○○○	Conjure Earth Elemental	(PHB 292)	Conj/Sum	1 turn	40 yds	V, S	1 turn/level	Special	None	Earth/Sum
○○○○○	Creeping Doom	(PHB 293)	Conj/Sum	10 seg	0	V, S	4 rnd/level	Special	None	Ani/Sum
○○○○○	Dismiss Earth Elemental ^o	(PHB 292)	Conj/Sum	1 turn	40 yds	V, S	1 turn/level	Special	None	Earth/Sum
○○○○○	Exaction	(PHB 273)	Evoc/Alter	10 seg	10 yds	V, S, M	Special	1 creature	None	Charm/Sum
○○○○○	Fire Quench ^o	(PHB 293)	Evoc	10 seg	160 yds	V, S	1 rnd	2-10 ft cubes/level	Special	Fire
○○○○○	Fire Storm	(PHB 293)	Evoc	10 seg	160 yds	V, S	1 rnd	2-10 ft cubes/level	½	Fire
○○○○○	Gate	(PHB 273)	Conj/Sum	5 seg	30 yds	V, S	Special	Special	None	Sum
○○○○○	Repel Living Plants & Animals	(PHB 294)	Abj	10 seg	Caster	V, S, M	1 turn/level	10 ft dia.	None	Ani/Plant /Ward
○○○○○	Succor	(PHB 274)	Alter/Ench	1 day	Touch	V, S, M	Special	1 person	None	Sum
○○○○○	Symbol	(PHB 274)	Conj/Sum	3 seg	Touch	V, S, M	1 turn/level	60 ft radius	Negates	Ward
○○○○○	Sticks to Snakes	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Stones to Spiders	(ZG 113)	Alter	9 seg	20 yds	V, S, M	2 rnd/level	1d4 stones + 1/level	None	Ani
○○○○○	Tongues	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Touch of Death	(PHB 267)	Necr	5 seg	Touch	V, S	Permanent	1 living creature	Negates	Necr
○○○○○	Undetectable Lie ^o	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div