

ZEALOT OF MAB

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
○○○○○ Alleviate Headache	(ZG 102)	Alter	6 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○ 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
○○○○○ Cause Light Wounds°	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Hurt
○○○○○ Cause Minor Injury°	(PHB 276)	Necr	5 seg	Touch	V, S	Permanent	creature touched	None	Hurt
○○○○○ 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°	(PHB 278)	Alter	10 seg	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○ Cure Light Wounds	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Heal
○○○○○ Cure Minor Injury	(PHB 276)	Necr	5 seg	Touch	V, S	Permanent	creature touched	None	Heal
○○○○○ Curse°	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○ Darkness°	(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°	(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
○○○○○ Faerie Fire	(PHB 277)	Alter	4 seg	80 yds	V, M	4 rnd/level	10 sq. ft/level	None	Comb
○○○○○ 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
○○○○○ Magical Stone	(PHB 255)	Ench	4 seg	Touch	V, S, M	Special	3 pebbles	None	Comb
○○○○○ 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°	(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°	(PHB 256)	Alter	10 seg	30 yds	V, S	Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○ Repair Strain or Sprain	(ZG 112)	Alter	6 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○ Sanctuary	(PHB 256)	Abj	4 seg	Touch	V, S, M	2 rnd + 1 rnd/level	1 creature	None	Ward
○○○○○ Shillelagh	(PHB 278)	Alter	2 seg	Touch	V, S, M	4 rnd + 1 rnd/level	1 oak club	None	Comb/Plant
○○○○○ Summon Divine Lackey	(ZG 114)	Conj/Sum	7 seg	0	V, S, M	1 hour/level	30 ft radius	None	Sum

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
○○○○○ Cause Moderate Wounds°	(PHB 257)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○ Chant	(PHB 257)	Conj/Sum	5 seg	0	V, S	Time of chanting	30 ft radius	None	Comb
○○○○○ Conjure Demi-Elemental	(ZG 115)	Conj/Sum	7 seg	0	V, S, M	2 rnd/level	Special	None	Sum
○○○○○ 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
○○○○○ Cure Color Blindness	(ZG 105)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Heal
○○○○○ Cure Light Wounds	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Heal
○○○○○ Cure Moderate Wounds	(PHB 257)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal

°Reversed Spell

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Level 2 (cont.)		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	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
○○○○○	Detect Lie	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div
○○○○○	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
○○○○○	Find Traps	(PHB 258)	Div	5 seg	0	V, S	3 turns	10 ft x 30 yds	None	Div
○○○○○	Heal Light Wounds	(PHB 258)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Mend Limb	(ZG 110)	Alter	6 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	Mend Tendon	(ZG 110)	Alter	6 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	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
○○○○○	Restore Movement	(ZG 113)	Alter	6 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	Silence, 15' Radius	(PHB 259)	Alter	5 seg	120 yds	V, S	2 rnd/level	15 ft radius	None	Ward
○○○○○	Slow Poison	(PHB 259)	Necr	1 seg	Touch	V, S, M	1 hour/level	1 creature	None	Heal
○○○○○	Spiritual Hammer	(PHB 259)	Inv	5 seg	10 yds/lvl	V, S, M	3 rnd + 1 rnd/level	Special	None	Comb
○○○○○	Staunch Bleeding	(ZG 113)	Alter	6 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	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	
○○○○○	Bestow Curse°	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	Cause Nasty Wounds°	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	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
○○○○○	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
○○○○○	Cure Nasty Wounds	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	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
○○○○○	Glyph of Warding	(PHB 261)	Abj/Evoc	Special	Touch	V, S, M	Until discharged	Special	Special	Ward
○○○○○	Heal Light Wounds	(PHB 258)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Heal Moderate Wounds	(PHB 262)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Magic Vestment	(PHB 262)	Ench	10 seg	0	V, S, M	5 rnd/level	Caster	None	Ward
○○○○○	Mend Broken Bone	(ZG 110)	Alter	7 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	Negative Plane Protection	(PHB 262)	Abj	10 seg	Touch	V, S	Special	1 creature	None	Necr/Ward
○○○○○	Neutralize Poison	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Heal
○○○○○	Poison°	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Hurt
○○○○○	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
○○○○○	Shock Therapy	(ZG 113)	Necr	10 seg	Touch	S, M	Permanent	1 creature	Special	Heal
○○○○○	Shock Therapy°	(ZG 113)	Necr	10 seg	Touch	S, M	Permanent	1 creature	Special	Hurt
○○○○○	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
○○○○○	Vitality	(ZG 114)	Alter, Necr	6 seg	Touch	V, S, M	8 hours	1 creature/3 levels	None	Heal
○○○○○	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

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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
○○○○○	Blessed Warmth	(ZG 103)	Conj/Sum	10 seg	Touch	V, S, M	Permanent	1 cubic ft/level	None	Sun
○○○○○	Call Woodland Beings	(PHB 284)	Conj/Sum	Special	100 yds per level	V, S, M	Special	Special	Negates	Ani/Sum
○○○○○	Gourmet Dinner	(ZG 108)	Alter	1 turn	10 yds	V, S	Special	1 cubic ft/level	None	Cre

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
○○○○○	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
○○○○○	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
○○○○○	Moonbeam	(PHB 288)	Alter/Evoc	7 seg	60 yds + 10 yds/lvl	V, S, M	1 rnd/level	5 ft radius. + special	None	Sun
○○○○○	Rainbow	(PHB 269)	Evoc/Alter	7 seg	120 yds	V, S, M	1 rnd/level	Special	None	Sun/Wx
○○○○○	True Seeing	(PHB 270)	Div	8 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Div

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 per level	V, S	Special	Special	None	Ani/Sum
○○○○○	Animate Object	(PHB 270)	Alter	9 seg	30 yds	V, S	1 rnd/level	1 cubic ft/level	None	Cre/Sum
○○○○○	Conjure Animals	(PHB 271)	Conj/Sum	9 seg	30 yds	V, S	2 rnd/level	Special	None	Ani/Sum
○○○○○	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

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
○○○○○	Chariot 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
○○○○○	Construct Temple	(ZG 104)	Conj/Sum	2d6 days	100 yds	V, S	Permanent	Up to 10 ft square/level	None	Cre
○○○○○	Creeping Doom	(PHB 293)	Conj/Sum	10 seg	0	V, S	4 rnd/level	Special	None	Ani/Sum
○○○○○	Dismiss Earth Elemental°	(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
○○○○○	Gate	(PHB 273)	Conj/Sum	5 seg	30 yds	V, S	Special	Special	None	Sum
○○○○○	Succor	(PHB 274)	Alter/Ench	1 day	Touch	V, S, M	Special	1 person	None	Sum