

# ZEALOT OF ENLIL

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 | 1 rnd        | 60 yds    | V, S, M | 6 rnd                    | 50 ft cu.                        | None    | Dev        |
| ○○○○○ Cause Light Wounds <sup>o</sup>   | (PHB 255) | Necr     | 5 seg        | Touch     | V, S    | Permanent                | Creature touched                 | None    | Hurt       |
| ○○○○○ Cause Minor Injury <sup>o</sup>   | (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     | 1 rnd        | 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 <sup>o</sup>    | (PHB 278) | Alter    | 1 rnd        | 40 yds    | V, S    | Permanent                | 1 cu. ft/level                   | None    | Dev        |
| ○○○○○ Create Air                        | (HJM 123) | Alter    | 2 rds        | 30 yds    | V, S, M | Permanent                | 1 person/2 level                 | None    | Air        |
| ○○○○○ 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 <sup>o</sup>                | (PHB 253) | Conj/Sum | 1 rnd        | 60 yds    | V, S, M | 6 rnd                    | 50 ft cube                       | None    | Dev        |
| ○○○○○ Darkness <sup>o</sup>             | (PHB 255) | Alter    | 4 seg        | 120 yds   | V, S    | 1 hour +<br>1 turn/level | 20 ft radius globe               | Special | Sun        |
| ○○○○○ Destroy Air <sup>o</sup>          | (HJM 123) | Alter    | 2 rds        | 30 yds    | V, S, M | Permanent                | 1 person/2 level                 | None    | Air        |
| ○○○○○ 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      | 1 rnd        | 0         | V, S, M | 1 turn +<br>5 rnd/level  | 10 ft x 120 yds                  | None    | Dev        |
| ○○○○○ Detect Good <sup>o</sup>          | (PHB 255) | Div      | 1 rnd        | 0         | V, S, M | 1 turn +<br>5 rnd/level  | 10 ft x 120 yds                  | None    | Dev        |
| ○○○○○ Detect Magic                      | (PHB 255) | Div      | 1 rnd        | 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 +<br>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   |
| ○○○○○ Faerie Fire                       | (PHB 277) | Alter    | 4 seg        | 80 yds    | V, M    | 4 rnd/level              | 10 sq. ft/level                  | None    | Comb       |
| ○○○○○ Fog Vision                        | (PHB 277) | Div      | 1 seg        | Touch     | V, S, M | 1 turn/level             | 1 person                         | None    | Div        |
| ○○○○○ Indulgence                        | (ZG 109)  | Alter    | 1 rnd        | 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 +<br>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      | 1 rnd        | 0         | V, S, M | 2 hours/level            | 9 sq. miles                      | None    | Div/Wx     |
| ○○○○○ Purify Food & Drink               | (PHB 256) | Alter    | 1 rnd        | 30 yds    | V, S    | Permanent                | 1 cubic ft/level in 10 square ft | None    | Dev        |
| ○○○○○ Purify Water                      | (PHB 278) | Alter    | 1 rnd        | 40 yds    | V, S    | Permanent                | 1 cu. ft/level                   | None    | Dev        |
| ○○○○○ Putrify Food & Drink <sup>o</sup> | (PHB 256) | Alter    | 1 rnd        | 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       |
| ○○○○○ Shillelagh                        | (PHB 278) | Alter    | 2 seg        | Touch     | V, S, M | 4 rnd +<br>1 rnd/level   | 1 oak club                       | None    | Comb/Plant |
| ○○○○○ Wind Column                       | (ZG 115)  | Inv/Evoc | 2 seg        | 0         | V, S    | 2 rnd/level              | Caster                           | None    | Air        |

| 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 +<br>1 turn/level | 20 ft radius                  | Special | Sun       |
| ○○○○○ Chant                                     | (PHB 257) | Conj/Sum | 5 seg        | 0          | V, S    | Time of chanting         | 30 ft radius                  | None    | Comb      |
| ○○○○○ 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   |
| ○○○○○ Indulgence                                | (ZG 109)  | Alter    | 1 rnd        | 10 ft      | V, S, M | Permanent                | 1 person                      | None    | Dev       |
| ○○○○○ Obscurement                               | (PHB 280) | Alter    | 5 seg        | 0          | V, S    | 4 rnd/level              | 10 ft/level x 10 ft/level     | None    | Wx        |
| ○○○○○ Precipitation                             | (PHB 278) | Alter    | 6 seg        | 10 ft/lvl  | V, S, M | 1 seg/level              | 3 ft diam cylinder 12 ft high | None    | Wx        |
| ○○○○○ Spiritual Hammer                          | (PHB 259) | Inv      | 5 seg        | 10 yds/lvl | V, S, M | 3 rnd +<br>1 rnd/level   | Special                       | None    | Comb      |

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| Level 3 |                                 | Book      | School             | Casting Time | Range      |         | Duration      | Area of Effect               | Save    | Sphere  |
|---------|---------------------------------|-----------|--------------------|--------------|------------|---------|---------------|------------------------------|---------|---------|
| ○○○○○   | Air Breathing <sup>o</sup>      | (PHB 283) | Alter              | 6 seg        | Touch      | V, S    | 1 hour/level  | 1 creature                   | None    | Air     |
| ○○○○○   | Call Lightning                  | (PHB 281) | Alter              | 1 turn       | 360 yds    | V, S    | 1 turn/level  | 10 ft radius.                | ½       | Wx      |
| ○○○○○   | Cloudburst                      | (PHB 260) | Alter              | 5 seg        | 1 ft/lvl   | V, S, M | 1 rnd         | 3 ft diam cylinder 6 ft high | Special | Wx      |
| ○○○○○   | Continual Darkness <sup>o</sup> | (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     |
| ○○○○○   | Fly                             | (PHB 255) | Alter              | 1 seg        | 60 ft      | V, S, M | 1 hour        | 1 creature                   | None    | Ward    |
| ○○○○○   | Indulgence                      | (ZG 109)  | Alter              | 1 rnd        | 10 ft      | V, S, M | Permanent     | 1 person                     | None    | Dev     |
| ○○○○○   | Prayer                          | (PHB 263) | Conj/Sum           | 6 seg        | 0          | V, S, M | 1 rnd/level   | 60 ft radius                 | None    | Comb    |
| ○○○○○   | Starshine                       | (PHB 282) | Evoc/Ill<br>/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     |
| ○○○○○   | Water Breathing                 | (PHB 283) | Alter              | 6 seg        | Touch      | V, S    | 1 hour/level  | 1 creature                   | None    | Air     |
| ○○○○○   | Weather Prediction              | (ZG 114)  | Div                | 1 rnd        | 0          | V, S    | Instantaneous | Caster                       | None    | Div/ Wx |

| Level 4 |                               | Book      | School   | Casting Time | Range                |         | Duration                  | Area of Effect                          | Save | Sphere    |
|---------|-------------------------------|-----------|----------|--------------|----------------------|---------|---------------------------|-----------------------------------------|------|-----------|
| ○○○○○   | Blessed Warmth                | (ZG 103)  | Conj/Sum | 1 rnd        | Touch                | V, S, M | Permanent                 | 1 cubic ft/level                        | None | Sun       |
| ○○○○○   | Control Temperature, 10' rad. | (PHB 284) | Alter    | 7 seg        | 0                    | V, S, M | 4 turns +<br>1 turn/level | 10 ft radius.                           | None | Wx        |
| ○○○○○   | Focus                         | (ZG 107)  | Inv      | 1 day        | 10 ft                | V, S, M | Special                   | Special                                 | None | Dev       |
| ○○○○○   | Indulgence                    | (ZG 109)  | Alter    | 1 rnd        | 10 ft                | V, S, M | Permanent                 | 1 person                                | None | Dev       |
| ○○○○○   | Protection from Elementals    | (ZG 116)  | Abj      | 1 rnd        | 0                    | V, S    | 2 rnd/level               | 10 ft radius.                           | None | Elemental |
| ○○○○○   | Spiritual Brigade             | (ZG 113)  | Inv      | 7 seg        | 10 yds +<br>1 yd/lvl | V, S, M | 2 rnd +<br>1 rnd/level    | 5 ft x 10 ft line                       | None | Comb      |
| ○○○○○   | Weather Stasis                | (ZG 118)  | Abj      | 1 turn       | 30 yds               | V, S, M | 1 hour/level              | 10 ft cu./level                         | None | Wx        |
| ○○○○○   | Zone of Sweet Air             | (ZG 118)  | Abj      | 3 seg        | 10 yds<br>per lvl    | V, S, M | 1 turn/level              | 10ft/level x 10ft/level<br>x 10ft/level | None | Air       |

| Level 5 |               | Book      | School     | Casting Time | Range                  |         | Duration                 | Area of Effect         | Save | Sphere    |
|---------|---------------|-----------|------------|--------------|------------------------|---------|--------------------------|------------------------|------|-----------|
| ○○○○○   | Air Walk      | (PHB 267) | Alter      | 8 seg        | Touch                  | V, S, M | 1 hour +<br>1 turn/level | 1 creature             | None | Air       |
| ○○○○○   | Atonement     | (PHB 267) | Abj        | 1 turn       | Touch                  | V, S, M | Permanent                | 1 person               | None | Dev       |
| ○○○○○   | Flame Strike  | (PHB 268) | Evoc       | 8 seg        | 60 yds                 | V, S, M | Instantaneous            | 5 ft x 30 ft column    | ½    | Comb/Fire |
| ○○○○○   | Indulgence    | (ZG 109)  | Alter      | 1 rnd        | 10 ft                  | V, S, M | Permanent                | 1 person               | None | Dev       |
| ○○○○○   | Insect Plague | (PHB 268) | Conj/Sum   | 1 turn       | 120 yds                | V, S, M | 2 rnd/level              | 180 ft x 60 ft cloud   | None | Comb      |
| ○○○○○   | Moonbeam      | (PHB 288) | Alter/Evoc | 7 seg        | 60 yds +<br>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    |

| Level 6 |                   | Book      | School   | Casting Time | Range                 |         | Duration                   | Area of Effect         | Save    | Sphere    |
|---------|-------------------|-----------|----------|--------------|-----------------------|---------|----------------------------|------------------------|---------|-----------|
| ○○○○○   | Control Winds     | (ZG 104)  | Alter    | 9 seg        | 0                     | V, S, M | 2 turn +<br>1 turn/2 level | 30 ft radius/level     | None    | Air/Wx    |
| ○○○○○   | Indulgence        | (ZG 109)  | Alter    | 1 rnd        | 10 ft                 | V, S, M | Permanent                  | 1 person               | None    | Dev       |
| ○○○○○   | Rain of Fire      | (ZG 112)  | Inv      | 9 seg        | 60 yds                | V, S, M | 1 segment                  | 5 ft square/level      | ½       | Comb/Fire |
| ○○○○○   | Weather Summoning | (PHB 291) | Conj/Sum | 1 turn       | 0                     | V, S    | Special                    | Special                | None    | Sum/Wx    |
| ○○○○○   | Whirlwind         | (ZG 114)  | Inv/Evoc | 9 seg        | 50 yds +<br>5 yds/lvl | V, S, M | 1 rnd/level                | Cone 10 ft, 30 ft long | Special | Wx        |

| Level 7 |                                 | Book      | School   | Casting Time | Range               |         | Duration      | Area of Effect             | Save    | Sphere |
|---------|---------------------------------|-----------|----------|--------------|---------------------|---------|---------------|----------------------------|---------|--------|
| ○○○○○   | Cause Inclement Weather         | (PHB 291) | Alter    | 1 turn       | 0                   | V, S, M | 2d12 hours    | 4d4 sq. miles              | None    | Wx     |
| ○○○○○   | Control Weather                 | (PHB 273) | Alter    | 1 turn       | 0                   | V, S, M | 4d12 hours    | 4d4 square miles           | None    | Wx     |
| ○○○○○   | Create Atmosphere               | (HJM 123) | Alter    | 6 turns      | 10 yds/lvl          | V, S    | Special       | 1 cu. mile/level           | Special | Air    |
| ○○○○○   | Destroy Atmosphere <sup>o</sup> | (HJM 123) | Alter    | 6 turns      | 10 yds/lvl          | V, S    | Special       | 1 cu. mile/level           | Special | Air    |
| ○○○○○   | Henley's Digit of Destruction   | (L.C. 36) | Inv      | 7 seg        | 10 ft +<br>1 ft/lvl | V, S, M | Instantaneous | 1 creature                 | Special | Comb   |
| ○○○○○   | Holy Word                       | (PHB 273) | Conj/Sum | 1 seg        | 0                   | V       | Special       | 30 ft radius               | None    | Comb   |
| ○○○○○   | UnHoly Word <sup>o</sup>        | (PHB 273) | Conj/Sum | 1 seg        | 0                   | V       | Special       | 30 ft radius               | None    | Comb   |
| ○○○○○   | Wind Walk                       | (PHB 275) | Alter    | 1 rnd        | Touch               | V, S, M | 1 hour/level  | Caster + 1 person/8 levels | None    | Air    |