

# ZEALOT OF VERGADAIN

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
○○○○○	Awaken	(ZG 103)	Necr	4 seg	5 ft/lvl	V, S, M	Instantaneous	1 creature	None	Necr
○○○○○	Befriend	(PHB 253)	Ench/Charm	1 seg	0	V, S, M	1d4 rnd + 1 rnd/level	60 ft radius	Special	Charm
○○○○○	Bless	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○	Cause Fear <sup>o</sup>	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○	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	10 seg	Touch	V, S	Special	Circle of Clerics	None	Dev
○○○○○	Command	(PHB 254)	Ench/Charm	1 seg	30 yds	V	1 rnd	1 creature	None	Charm
○○○○○	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	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 <sup>o</sup>	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○	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 <sup>o</sup>	(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
○○○○○	Estrange <sup>o</sup>	(PHB 253)	Ench/Charm	1 seg	0	V, S, M	1d4 rnd + 1 rnd/level	60 ft radius	Special	Charm
○○○○○	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
○○○○○	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
○○○○○	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 <sup>o</sup>	(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 <sup>o</sup>	(PHB 256)	Alter	10 seg	30 yds	V, S	Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○	Remove Fear	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○	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
○○○○○	Strength of Stone	(ZG 113)	Inv/Evoc	4 seg	Touch	V, S, M	3 rnd + 1 rnd/level	1 creature	None	Earth
○○○○○	Walking Corpse	(PHB 256)	Necr	1 turn	Touch	V, S	1 week/level	1 creature	None	Necr

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Level 2		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	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
○○○○○	Aura of Comfort	(ZG 103)	Evoc	2 seg	Touch	V, S	1 hour/level	Creature touched	None	Trav
○○○○○	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
○○○○○	Charm Person or Mammal	(PHB 292)	Evoc	1 turn	10 yds	V, S, M	12 hours	Special	None	Cre/Fire
○○○○○	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
○○○○○	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
○○○○○	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
○○○○○	Enthrall	(PHB 258)	Ench/Charm	10 seg	0	V, S	Special	90 ft radius	Negates	Charm
○○○○○	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
○○○○○	Heal Light Wounds	(PHB 258)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Hold Person	(ZG 109)	Ench/Charm	5 seg	150 yds	V, S, M	4 rnd + 1 rnd/level	1 human-like creature	Negates	Charm
○○○○○	Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Lighten Load	(ZG 110)	Alter	2 seg	30 yds	V, S, M	1 hour/level	10 ft cube	None	Trav
○○○○○	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
○○○○○	Rigor Mortis	(PHB 259)	Necr	5 seg	120 yds	V, S	2 rnd/level	1 creature	Negates	Charm
○○○○○	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
○○○○○	Soften Stone	(ZG 117)	Alter	5 seg	10 yds/lvl	V, S, M	Permanent	10 ft cu./level	None	Earth
○○○○○	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
○○○○○	Telepathy	(PF 65)	Ench/Inv	4 seg	10 yds	V	1 turn/level	1 creature/level	Negates	Charm
○○○○○	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
○○○○○	Cause Nasty Wounds°	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Create Campsite	(ZG 104)	Conj/Sum	3 seg	0	V, S, M	Special	50-ft radius	None	Trav
○○○○○	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
○○○○○	Cure Nasty Wounds	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○	Emotion Control	(ZG 106)	Alter/Ench/Charm	5 seg	10 yds	V, S, M	1 rnd/level	1 creature/5 levels within 20 ft cube	Special	Charm

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Level 3 (cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○	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
○○○○○	Helping Hand	(ZG 109)	Evoc	10 seg	Special	V, S	1 hour/level	Special	None	Trav
○○○○○	Hold Persons	(ZG 109)	Ench/Charm	6 seg	100 yds	V, S, M	3 rnd + 1 rnd/level	1-4 man-shaped creatures in a 20 ft cube	Negates	Charm
○○○○○	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
○○○○○	Meld into Stone	(PHB 262)	Alter	6 seg	0	V, S, M	8 rnd + 1d8 rnd	Caster	None	Earth
○○○○○	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
○○○○○	Obscure Object°	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Poison°	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Hurt
○○○○○	Prayer	(PHB 263)	Conj/Sum	6 seg	0	V, S, M	1 rnd/level	60 ft radius	None	Comb
○○○○○	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
○○○○○	Speak to the Dead	(PHB 263)	Necr	1 turn	0	V, S, M	Special	1 creature	Special	Div
○○○○○	Stirring Sermon	(PHB 263)	Ench/Charm	10 seg	0	V	1 turn + 1 rnd/level	20 ft radius/level	None	Charm
○○○○○	Stone Shape	(PHB 283)	Alter	10 seg	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None	Earth
○○○○○	Undetectable Alignment°	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	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
○○○○○	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
○○○○○	Babble°	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Cause Serious Wounds°	(PHB 264)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Cloak of Bravery	(PHB 264)	Conj/Sum	6 seg	Touch	V, S, M	Special	1 creature	Negates	Charm
○○○○○	Cloak of Fear°	(PHB 264)	Conj/Sum	6 seg	Touch	V, S, M	Special	1 creature	Negates	Charm
○○○○○	Cure Serious Wounds	(PHB 264)	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
○○○○○	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
○○○○○	Free Action	(PHB 265)	Abj/Ench	7 seg	Touch	V, S, M	1 turn/level	1 creature	None	Charm
○○○○○	Greater Restore Movement	(ZG 108)	Alter	10 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	Heal Nasty Wounds	(PHB 265)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Imbue With Spell Ability	(PHB 265)	Ench	1 turn	Touch	V, S, M	Until used	Person touched	None	Charm
○○○○○	Minor Raise Dead	(PHB 266)	Necr	1 turn	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Neutralize Poison	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Heal
○○○○○	No Fear	(PHB 266)	Ench/Charm	3 seg	10 yds/lvl	V	2 rnd/level	10 ft radius	None	Charm
○○○○○	Poison°	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Hurt
○○○○○	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

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Level 4 (cont.)		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Protection from Undead	(ZG 111)	Abj	10 seg	0	V, S	1d4 rnd/lvl	10 ft radius	None	Ward
○○○○○	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
○○○○○	Spiritual Brigade	(ZG 113)	Inv	7 seg	10 yds + 1 yd/lvl	V, S, M	2 rnd + 1 rnd/level	5 ft x 10 ft line	None	Comb
○○○○○	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°	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates	Div

Level 5		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	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
○○○○○	Cause Critical Wounds°	(PHB 268)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	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
○○○○○	Cure Critical Wounds	(PHB 268)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	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
○○○○○	Heal Serious Wounds	(PHB 268)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Insect Plague	(PHB 268)	Conj/Sum	1 turn	120 yds	V, S, M	2 rnd/level	180 ft x 60 ft cloud	None	Comb
○○○○○	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
○○○○○	Quest	(PHB 269)	Ench/Charm	8 seg	60 yds	V, S, M	Until fulfilled	1 creature	Negates	Charm
○○○○○	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
○○○○○	Rigor Mortis, 10' Radius	(PHB 270)	Necr	5 seg	120 yds	V, S	2 rnd/level	10 ft radius	Negates	Charm
○○○○○	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

Level 6		Book	School	Casting		Duration	Area of Effect	Save	Sphere
				Time	Range				
○○○○○	Feeblemind	(PHB 289)	Ench/Charm	5 seg	10 yds/lvl	V, S, M	Permanent	1 creature	Negates Charm
○○○○○	Hold Crowd	(ZG 109)	Ench/Charm	6 seg	200 yds	V, S, M	1 rnd/level	Creatures within 100 ft	Negates Charm

Level 7		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Confusion	(PHB 292)	Ench/Charm	10 seg	80 yds	V, S, M	1 rnd/level	1d4 creatures in 40 ft sq.	Special	Charm
○○○○○	Exaction	(PHB 273)	Evoc/Alter	10 seg	10 yds	V, S, M	Special	1 creature	None	Charm/Sum