

ZEALOT OF CALIBAN

Name: _____

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

Player: _____

		Casting								
	Level 1	Book	School	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
○○○○○	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	1 rnd	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○	Cause Fear ^o	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○	Cause Light Wounds ^o	(PHB 255)	Necr	5 seg	Touch	V, S	Permanent	Creature touched	None	Hurt
○○○○○	Cause Minor Injury ^o	(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
○○○○○	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 ^o	(PHB 278)	Alter	1 rnd	40 yds	V, S	Permanent	1 cu. ft/level	None	Dev
○○○○○	Curse ^o	(PHB 253)	Conj/Sum	1 rnd	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○	Detect Evil	(PHB 255)	Div	1 rnd	0	V, S, M	1 turn + 5 rnd/level	10 ft x 120 yds	None	Dev
○○○○○	Detect Good ^o	(PHB 255)	Div	1 rnd	0	V, S, M	1 turn + 5 rnd/level	10 ft x 120 yds	None	Dev
○○○○○	Endure Cold/Endure Heat	(PHB 255)	Alter	1 rnd	Touch	V, S	1 hour/level	Creature touched	None	Ward
○○○○○	Estrange ^o	(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
○○○○○	Indulgence	(ZG 109)	Alter	1 rnd	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
○○○○○	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
○○○○○	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	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 ^o	(PHB 256)	Alter	1 rnd	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
○○○○○	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

			Casting							
	Level 2	Book	School	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
○○○○○	Alter Self	(PHB 187)	Alt	2 seg	0	V,S	3d4 rnd + 2 rnd/level	Caster	None	Charm
○○○○○	Animated Corpse	(PHB 256)	Necr	1 turn	Touch	V, S	1 week/level	1 creature	None	Necr
○○○○○	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 279)	Ench/Charm	5 seg	80 yds	V, S	Special	1 person or mammal	Negates	Charm
○○○○○	Diminished Rite	(PHB 257)	Necr	1 rnd	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	1 rnd	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
○○○○○	Fool's Gold	(PHB 191)	Alt/Ill	1 rnd	10 yd	V,S,M	1 hour/level	10 in²/level	spec.	Charm
○○○○○	Hold Person	(ZG 109)	Ench/Charm	5 seg	150 yds	V, S, M	4 rnd + 1 rnd/level	1 human-like creature	Negates	Charm
○○○○○	Indulgence	(ZG 109)	Alter	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev

^oReversed Spell

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Level 2 (cont.)		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
Time	Range									
○○○○○	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
○○○○○	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
○○○○○	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
○○○○○	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
○○○○○	Telepathy	(PF 65)	Ench/Inv	4 seg	10 yds	V	1 turn/level	1 creature/level	Negates	Charm
○○○○○	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		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Animate Dead	(PHB 260)	Necr	1 rnd	10 yds	V, S, M	Permanent	Special	None	Necr
○○○○○	Bestow Curse°	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	Call Lightning	(PHB 281)	Alter	1 turn	360 yds	V, S	1 turn/level	10 ft radius.	½	Wx
○○○○○	Cause Blindness or Deafness°	(PHB 261)	Abj	1 rnd	Touch	V, S	Permanent	1 creature	Special	Necr
○○○○○	Cause Disease°	(PHB 261)	Abj	1 rnd	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Cause Nasty Wounds°	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Cloudburst	(PHB 260)	Alter	5 seg	1 ft/lvl	V, S, M	1 rnd	3 ft diam cylinder 6 ft high	Special	Wx
○○○○○	Cure Blindness or Deafness	(PHB 261)	Abj	1 rnd	Touch	V, S	Permanent	1 creature	Special	Necr
○○○○○	Cure Disease	(PHB 261)	Abj	1 rnd	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Delude	(PHB 255)	Alter	4 seg	120 yds	V, S	1 hour +	20 ft radius globe	Special	Sun
○○○○○	Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○	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
○○○○○	Hold Person	(ZG 109)	Ench/Charm	5 seg	150 yds	V, S, M	4 rnd + 1 rnd/level	1 human-like creature	Negates	Charm
○○○○○	Lesser Reanimation	(PHB 262)	Necr	1 rnd	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	Magic Vestment	(PHB 262)	Ench	1 rnd	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
○○○○○	Negative Plane Protection	(PHB 262)	Abj	1 rnd	Touch	V, S	Special	1 creature	None	Necr/Ward
○○○○○	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	1 rnd	Touch	S, M	Permanent	1 creature	Special	Hurt
○○○○○	Stone Shape	(PHB 283)	Alter	1 rnd	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None	Earth
○○○○○	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	1 rnd	0	V, S	Instantaneous	Caster	None	Div, Wx

Level 4		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Cause Serious Wounds°	(PHB 264)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Poison°	(PHB 266)	Necr	7 seg	Touch	V, S	Permanent	Special	None	Hurt
○○○○○	Protection from Elementals	(ZG 116)	Abj	1 rnd	0	V, S	2 rnd/level	10 ft radius.	None	Elemental
○○○○○	Spike Stones	(PHB 288)	Alter/Ench	6 seg	30 yds	V, S, M	3d4 turns + 1 turn/level	10 square ft/level, 1 spike/square ft	None	Earth
○○○○○	Stone Passage	(PHB 286)	Alter	4 seg	Touch	V, S	1 turn	1 creature	None	Earth
○○○○○	Warp Stone or Metal	(ZG 117)	Alter	7 seg	10 yds	V, S, M	Instantaneous	3 lbs/level	Special	Earth

Level 5		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Cause Critical Wounds°	(PHB 268)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Sink into Earth	(ZG 117)	Alter	8 seg	Touch	V, S, M	1 day/level	caster or 1 item	Special	Earth
○○○○○	Spike Stones	(PHB 288)	Alter/Ench	6 seg	30 yds	V, S, M	3d4 turns + 1 turn/level	10 square ft/level, 1 spike/square ft	None	Earth
○○○○○	Transmute Mud to Rock°	(PHB 288)	Alter	8 seg	160 yds	V, S, M	Special	20 ft cu./level	None	Earth/Water
○○○○○	Transmute Rock to Mud	(PHB 288)	Alter	8 seg	160 yds	V, S, M	Special	20 ft cu./level	None	Earth/Water

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Level 6		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Harm ^o	(PHB 271) (ZG 105)	Necr	1 rnd	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Stone Tell	(PHB 272)	Div	1 turn	Touch	V, S, M	1 turn	1 cubic yd	None	Earth
○○○○○	Transmute Dust to Water ^o	(PHB 290)	Alter	8 seg	60 yds	V, S, M	Permanent	1 cu. yd/level	Special	Earth/Water
○○○○○	Transmute Water to Dust	(PHB 290)	Alter	8 seg	60 yds	V, S, M	Permanent	1 cu. yd/level	Special	Earth/Water

Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Animate Rock	(PHB 291)	Alter	1 rnd	40 yds	V, S, M	1 rnd/level	2 cu. ft/level	None	Earth
○○○○○	Conjure Earth Elemental	(PHB 292)	Conj/Sum	1 turn	40 yds	V, S	1 turn/level	Special	None	Earth/Sum
○○○○○	Dismiss Earth Elemental ^o	(PHB 292)	Conj/Sum	1 turn	40 yds	V, S	1 turn/level	Special	None	Earth/Sum
○○○○○	Earthquake	(PHB 273)	Alter	1 turn	120 yds	V, S, M	1 rnd	5 ft diam/level	None	Earth
○○○○○	Transmute Metal to Wood	(PHB 294)	Alter	1 rnd	80 yds	V, S, M	Permanent	1 metal object	Special	Earth
○○○○○	Transmute Rock to Lava	(PHB 294)	Alter	1 rnd	20 ft/lvl	V, S, M	Special	2 cu. ft/level	Special	Earth