

ZEALOT OF KISHIJOTEN

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
○○○○○	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
○○○○○	Call Upon Faith	(ZG 103)	Inv	1 seg	0	V, S, M	1 rnd	Caster	None	Sum
○○○○○	Cause Fear°	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○	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
○○○○○	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 Gwd	(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
○○○○○	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
○○○○○	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°	(PHB 253)	Ench/Charm	1 seg	0	V, S, M	1d4 rnd + 1 rnd/level	60 ft radius	Special	Charm
○○○○○	Flutter Soft	(PHB 255)	Alter	1 seg	60 ft	V, S, M	1 hour	1 creature	None	Ward
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	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
○○○○○	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
○○○○○	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
○○○○○	Cause Moderate Wounds°	(PHB 257)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Charm Person or Mammal	(PHB 292)	Evoc	1 turn	10 yds	V, S, M	12 hours	Special	None	Cre/Fire
○○○○○	Conjure Demi-Elemental	(ZG 115)	Conj/Sum	7 seg	0	V, S, M	2 rnd/level	Special	None	Sum
○○○○○	Cure Color Blindness	(ZG 105)	Abj	10 seg	Touch	V, S	Permanent	1 creature	Special	Heal
○○○○○	Cure Moderate Wounds	(PHB 257)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Draw Upon Holy Might	(ZG 105)	Inv	2 seg	0	V, S, M	1 rnd/level	Caster	None	Sum
○○○○○	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
○○○○○	Enthrall	(PHB 258)	Ench/Charm	10 seg	0	V, S	Special	90 ft radius	Negates	Charm
○○○○○	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
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	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
○○○○○	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

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Level 2 (cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Slow Poison	(PHB 259)	Necr	1 seg	Touch	V, S, M	1 hour/level	1 creature	None	Heal
○○○○○	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
○○○○○	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 ^o	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	Cause Nasty Wounds ^o	(PHB 261)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	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
○○○○○	Glyph of Warding	(PHB 261)	Abj/Evoc	Special	Touch	V, S, M	Until discharged	Special	Special	Ward
○○○○○	Heal Moderate Wounds	(PHB 262)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	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
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	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
○○○○○	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 ^o	(ZG 113)	Necr	10 seg	Touch	S, M	Permanent	1 creature	Special	Hurt
○○○○○	Stirring Sermon	(PHB 263)	Ench/Charm	10 seg	0	V	1 turn + 1 rnd/level	20 ft radius/level	None	Charm
○○○○○	Surrogacy	(PF 64)	Alter/Ench	1 hour	Touch	V, S	Special	Two pixie fairies	None	Dev
○○○○○	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 ^o	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward

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
○○○○○	Call Woodland Beings	(PHB 284)	Conj/Sum	Special	100 yds per level	V, S, M	Special	Special	Negates	Ani/Sum
○○○○○	Cause Serious Wounds ^o	(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 ^o	(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
○○○○○	Focus	(ZG 107)	Inv	1 day	10 ft	V, S, M	Special	Special	None	Dev
○○○○○	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
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	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 ^o	(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
○○○○○	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

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Level 5		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Anti-Plant Shell	(PHB 286)	Abj	8 seg	0	V, S	1 turn/level	15 ft. dia	None	Plant/Ward
○○○○○	Atonement	(PHB 267)	Abj	1 turn	Touch	V, S, M	Permanent	1 person	None	Dev
○○○○○	Break Hex	(PHB 267)	Abj	10 seg	30 ft	V, S, M	Permanent	Special	None	Ward
○○○○○	Cause Critical Wounds ^o	(PHB 268)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Cure Critical Wounds	(PHB 268)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Dispel Evil	(PHB 268)	Abj	10 seg	Touch	V, S, M	1 rnd/level	1 creature	Negates	Sum/Ward
○○○○○	Dispel Good ^o	(PHB 268)	Abj	10 seg	Touch	V, S, M	1 rnd/level	1 creature	Negates	Sum/Ward
○○○○○	Heal Serious Wounds	(PHB 268)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	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

Level 6		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Anti-Animal Shell	(PHB 289)	Abj	10 seg	0	V, S, M	1 turn/level	10 ft radius.	None	Ani/Ward
○○○○○	Blade Barrier	(PHB 271)	Evoc	9 seg	30 yds	V, S	3 rnd/level	5-60 square ft	Special	Cre/Ward
○○○○○	Cure-All	(PHB 271)	Necr	10 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Forbiddance	(PHB 271)	Abj	6 rds	30 yds	V, S, M	Permanent	60 ft cube/level	Special	Ward
○○○○○	Harm ^o	(PHB 271)	Necr	10 seg	Touch	V, S	Permanent	1 creature	None	Hurt
○○○○○	Heal Critical Wounds	(PHB 271)	Necr	5 seg	5 ft/lvl	V, S	Permanent	1 creature	None	Heal
○○○○○	Heroes' Feast	(PHB 272)	Evoc	1 turn	10 yds	V, S, M	1 hour	1 feaster/level	None	Heal
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev

Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Restorative Cure-All	(PHB 274)	Necr	10 seg	Touch	V, S	Permanent	1 creature	None	Heal