

# ZEALOT OF ALU

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	1 rnd	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
○○○○○	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
○○○○○	Create Water	(PHB 254)	Alter	1 rnd	30 yds	V, S, M Permanent	Up to 27 cubic ft	None	Cre/Water
○○○○○	Cure Light Wounds	(PHB 255)	Necr	5 seg	Touch	V, S Permanent	Creature touched	None	Heal
○○○○○	Curse°	(PHB 253)	Conj/Sum	1 rnd	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
○○○○○	Destroy Water°	(PHB 254)	Alter	1 rnd	30 yds	V, S, M Permanent	Up to 27 cubic ft	None	Water
○○○○○	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°	(PHB 255)	Div	1 rnd	0	V, S, M 1 turn + 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
○○○○○	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	1 rnd	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	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
○○○○○	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
○○○○○	Log of Everburning	(ZG 110)	Alter	3 seg	Touch	V, S 1 hour/level	Special	None	Fire
○○○○○	Magical Stone	(PHB 255)	Ench	4 seg	Touch	V, S, M Special	3 pebbles	None	Comb
○○○○○	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	1 rnd	30 yds	V, S Permanent	1 cubic ft/level in 10 square ft	None	Dev
○○○○○	Putrify Food & Drink°	(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
○○○○○	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
○○○○○	Strength of Stone	(ZG 113)	Inv/Evoc	4 seg	Touch	V, S, M 3 rnd + 1 rnd/level	1 creature	None	Earth
○○○○○	Summon Divine Lackey	(ZG 114)	Conj/Sum	7 seg	0	V, S, M 1 hour/level	30 ft radius	None	Sum
○○○○○	Walking Corpse	(PHB 256)	Necr	1 turn	Touch	V, S 1 week/level	1 creature	None	Necr
○○○○○	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
○○○○○	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
○○○○○	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	1 rnd	Touch	V, S Permanent	1 creature	Special	Heal
○○○○○	Cure Moderate Wounds	(PHB 257)	Necr	5 seg	Touch	V, S Permanent	1 creature	None	Heal
○○○○○	Detect Charm	(PHB 257)	Div	1 rnd	0	V, S 1 turn	1 creature/rd	Negates	Div
○○○○○	Detect Gawds	(HJM 122)	Dev/Div	1 rnd	240 yds	V, S, M 1 turn	1 star system	None	Div
○○○○○	Diminished Rite	(PHB 257)	Necr	1 rnd	Touch	V, S Permanent	1 creature	None	Necr
○○○○○	Draw Upon Holy Might	(ZG 105)	Inv	2 seg	0	V, S, M 1 rnd/level	Caster	None	Sum

°Reversed Spell

© copyright 1991-2007 Kenzer and Company. All rights reserved.

# ZEALOT OF ALU

Level 2 (cont.)		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	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	1 rnd	0	V, S	Special	90 ft radius	Negates	Charm
○○○○○	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
○○○○○	Indulgence	(ZG 109)	Alter	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Know Alignment	(PHB 258)	Div	1 rnd	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
○○○○○	Precipitation	(PHB 278)	Alter	6 seg	10 ft/lvl	V, S, M	1 seg/level	3 ft diam cylinder 12 ft high	None	Wx
○○○○○	Premonition	(PHB 258)	Div	2 seg	Touch	V, S, M	2 rnd/level	1 creature	Negates	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
○○○○○	Snake Charm	(PHB 259)	Ench/Charm	5 seg	30 yds	V, S	Special	30 ft cube	None	Ani
○○○○○	Speak With Animals	(PHB 259)	Alter	5 seg	0	V, S	2 rnd/level	1 animal within 30 ft	None	Ani
○○○○○	Spider Charm	(ZG 113)	Alter	9 seg	20 yds	V, S, M	2 rnd/level	30 ft cube	None	Ani
○○○○○	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	1 rnd	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	Undetectable Charm°	(PHB 257)	Div	1 rnd	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		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Adjustable Light	(ZG 102)	Alter	5 seg	60 yds	V, S, M	1 hour + 1 turn/level	20 ft radius	Special	Sun
○○○○○	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
○○○○○	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
○○○○○	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 Campsite	(ZG 104)	Conj/Sum	3 seg	0	V, S, M	Special	50-ft radius	None	Trav
○○○○○	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 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
○○○○○	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
○○○○○	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
○○○○○	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
○○○○○	Extinguish	(ZG 107)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	1d4 segments	10 ft cube	Special	Water
○○○○○	Feign Death	(PHB 261)	Necr	1/2 seg	Touch	V	1 turn + 1 rnd/level	Person touched	None	Necr
○○○○○	Fertile Land	(HJ15-15)	Alter	1 hour	1 mile	V, S, M	Permanent	up to 640 acres	Special	Plant
○○○○○	Flame Walk	(PHB 261)	Abj	5 seg	Touch	V, S, M	1 rnd + 1 rnd/level	Creature touched	None	Fire
○○○○○	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
○○○○○	Helping Hand	(ZG 109)	Evoc	1 rnd	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
○○○○○	Ignite	(ZG 109)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	Instantaneous	Special	Special	Fire

# ZEALOT OF ALU

Level 3 (cont.)		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Indulgence	(ZG 109)	Alter	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Infertile Land°	(HJ15-15)	Alter	1 hour	1 mile	V, S, M	Permanent	up to 640 acres	Special	Plant
○○○○○	Lesser Reanimation	(PHB 262)	Necr	1 rnd	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	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
○○○○○	Mend Broken Bone	(ZG 110)	Alter	7 seg	Touch	V, S, M	Permanent	1 creature	None	Heal
○○○○○	Negative Plane Protection	(PHB 262)	Abj	1 rnd	Touch	V, S	Special	1 creature	None	Necr/Ward
○○○○○	Obscure Object°	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None	Div
○○○○○	Prayer	(PHB 263)	Conj/Sum	6 seg	0	V, S, M	1 rnd/level	60 ft radius	None	Comb
○○○○○	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	Heal
○○○○○	Shock Therapy°	(ZG 113)	Necr	1 rnd	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	1 rnd	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°	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Water Walk	(PHB 263)	Alter	6 seg	Touch	V, S, M	1 turn + 1 turn/level	Special	None	Water
○○○○○	Weather Prediction	(ZG 114)	Div	1 rnd	0	V, S	Instantaneous	Caster	None	Div/ Wx
○○○○○	White Hot Metal	(PHB 283)	Alter	2 seg	10 yds	V, M	1 rnd/level	Up to 1 lb of metal	Special	Fire
Level 4		Book	School	Casting Time	Range	Duration	Area of Effect	Save	Sphere	
○○○○○	Abjure	(PHB 264)	Abj	1 rnd	10 yds	V, S, M	Special	1 creature	Special	Sum
○○○○○	Babble°	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None	Div
○○○○○	Blessed Warmth	(ZG 103)	Conj/Sum	1 rnd	Touch	V, S, M	Permanent	1 cubic ft/level	None	Sun
○○○○○	Cause Lycanthropy	(ZG 104)	Necr	1 rnd	Touch	V, S, M	Permanent	1 person	Negates	Ani
○○○○○	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
○○○○○	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
○○○○○	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
○○○○○	Giant Insect	(PHB 265)	Alter	7 seg	20 yds	V, S, M	Permanent	1-6 insects	None	Ani
○○○○○	Gourmet Dinner	(ZG 108)	Alter	1 turn	10 yds	V, S	Special	1 cubic ft/level	None	Cre
○○○○○	Greater Restore Movement	(ZG 108)	Alter	1 rnd	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	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Join With Astral Traveler	(ZG 110)	Alter	1 turn	0	V, S	Special	Caster	None	Trav
○○○○○	Leaves To Bees	(PF 64)	Alter	9 seg	20 yds	V, S, M	2 rnd/level	1d4 leaves+1 leaf/level in a 10ft. Cube	None	Ani
○○○○○	Lower Water	(PHB 266)	Alter	1 turn	120 yds	V, S, M	1 turn/level	Special	None	Water
○○○○○	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	1 rnd	0	V, S	1 rnd/level	10 ft radius	None	Ward
○○○○○	Protection from Lycanthropes	(ZG 111)	Alter	1 rnd	0	V, S	1 rnd/level	10 ft radius	None	Ward
○○○○○	Protection from Possession	(ZG 111)	Alter	1 rnd	0	V, S	1d4 rnd/lvl	10 ft radius	None	Ward
○○○○○	Protection from Undead	(ZG 111)	Abj	1 rnd	0	V, S	1d4 rnd/lvl	10 ft radius	None	Ward
○○○○○	Raise Water°	(PHB 266)	Alter	1 turn	120 yds	V, S, M	1 turn/level	Special	None	Water
○○○○○	Shrink Insect°	(PHB 265)	Alter	7 seg	20 yds	V, S, M	Permanent	1-6 insects	None	Ani
○○○○○	Snakes to Sticks°	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Spell Immunity	(PHB 266)	Abj	1 rnd	Touch	V, S, M	1 turn/level	1 creature	None	Ward
○○○○○	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
○○○○○	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

# ZEALOT OF ALU

Level 4 (cont.)	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Sticks to Snakes	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○ Stones to Spiders	(ZG 113)	Alter	9 seg	20 yds	V, S, M	2 rnd/level	1d4 stones + 1 stone/level	None	Ani
○○○○○ 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 Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○ Air Walk	(PHB 267)	Alter	8 seg	Touch	V, S, M	1 hour + 1 turn/level	1 creature	None	Air
○○○○○ Atonement	(PHB 267)	Abj	1 turn	Touch	V, S, M	Permanent	1 person	None	Dev
○○○○○ Blessed Abundance	(ZG 103)	Conj/Sum	1 rnd	Touch	V, S, M	Permanent	1 cubic ft/level	None	Cre
○○○○○ Break Hex	(PHB 267)	Abj	1 rnd	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
○○○○○ Create Minor Helm	(HJM 122)	Ench/Charm	1 turn /level	10 yds	V, S, M	1 week/level	1 item	None	Cre
○○○○○ Cure Critical Wounds	(PHB 268)	Necr	5 seg	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○ Detect Ulterior Motives	(PHB 268)	Div	1 rnd	0	V, S, M	1 rnd/level	10 ft/level	None	Div
○○○○○ Dispel Evil	(PHB 268)	Abj	1 rnd	Touch	V, S, M	1 rnd/level	1 creature	Negates	Sum/Ward
○○○○○ Dispel Good°	(PHB 268)	Abj	1 rnd	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
○○○○○ 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
○○○○○ Last Resort	(PF 64)	Alter/Ench	2 rds	Touch	V, S, M	Permanent	2 creatures of equal levels/HD	Negates	Necr
○○○○○ Magic Font	(PHB 269)	Div	1 hour	Touch	V, S, M	Special	Special	None	Div
○○○○○ Plane Shift	(PHB 269)	Alter	8 seg	Touch	V, S, M	Permanent	1 creature	Negates	Trav
○○○○○ Protection from Nefarians	(ZG 111)	Abj	1 rnd	0	V, S, M	1 rnd/level	10 ft radius	None	Ward
○○○○○ Quest	(PHB 269)	Ench/Charm	8 seg	60 yds	V, S, M	Until fulfilled	1 creature	Negates	Charm
○○○○○ Rainbow	(PHB 269)	Evoc/Alter	7 seg	120 yds	V, S, M	1 rnd/level	Special	None	Sun/Wx
○○○○○ Raise Dead	(PHB 269)	Necr	1 rnd	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	1 rnd	30 yds	V, S	Permanent	1 person	Special	Necr
○○○○○ Spike Growth	(PHB 270)	Alter/Ench	6 seg	60 yds	V, S, M	3d4 turns + 1 turn/level	10 square ft/level	None	Plant
○○○○○ 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
○○○○○ Animate Object	(PHB 270)	Alter	9 seg	30 yds	V, S	1 rnd/level	1 cubic ft/level	None	Cre/Sum
○○○○○ Attach Limb	(ZG 103)	Alter/Necr	1 turn	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○ Blade Barrier	(PHB 271)	Evoc	9 seg	30 yds	V, S	3 rnd/level	5-60 square ft	Special	Cre/Ward
○○○○○ Conjure Animals	(PHB 271)	Conj/Sum	9 seg	30 yds	V, S	2 rnd/level	Special	None	Ani/Sum
○○○○○ Control Winds	(ZG 104)	Alter	9 seg	0	V, S	2 turns + 1 turn/2 levels	30 ft rad./level	None	Air/Wx
○○○○○ Cure-All	(PHB 271) (ZG 105)	Necr	1 rnd	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○ Easy March	(ZG 106)	Inv	1 turn	50 ft	V, S, M	1 day/level	1 creature/level	None	Trav
○○○○○ False Dawn	(ZG 107)	Evoc	9 seg	0	V, S, M	1 rnd/level	30 ft radius sphere	None	Sun
○○○○○ Find the Path	(PHB 271)	Div	3 rds	Touch	V, S, M	1 turn/level	1 creature	None	Div
○○○○○ Forbiddance	(PHB 271)	Abj	6 rds	30 yds	V, S, M	Permanent	60 ft cube/level	Special	Ward
○○○○○ Harm°	(PHB 271) (ZG 105)	Necr	1 rnd	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
○○○○○ Hold Crowd	(ZG 109)	Ench/Charm	6 seg	200 yds	V, S, M	1 rnd/level	Creatures within 100 ft	Negates	Charm
○○○○○ Indulgence	(ZG 109)	Alter	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○ Lose the Path°	(PHB 271)	Div	3 rds	Touch	V, S, M	1 turn/level	1 creature	None	Div
○○○○○ Part Water	(PHB 272)	Alter	1 turn	20 yds/lvl	V, S, M	1 turn/level	3 ft/level x 20 yds/level x 30 yds	None	Water
○○○○○ Rain of Fire	(ZG 112)	Inv	9 seg	60 yds	V, S, M	1 segment	5 ft square/level	½	Comb/Fire
○○○○○ Speak With Monsters	(PHB 272)	Alter	9 seg	30 yds	V, S	2 rnd/level	Caster	None	Ani/Div
○○○○○ Stone Tell	(PHB 272)	Div	1 turn	Touch	V, S, M	1 turn	1 cubic yd	None	Earth
○○○○○ Whirlwind	(ZG 114)	Inv/Evoc	9 seg	50 yds + 5 yds/lvl	V, S, M	1 rnd/level	Cone 10 ft, 30 ft long	Special	Wx
○○○○○ Word of Recall	(PHB 272)	Alter	1 seg	0	V	Special	Caster	None	Sum

# ZEALOT OF ALU

	Level 7	Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Astral Spell	(PHB 272)	Alter	9 seg	Touch	V, S	Special	Special	None	Trav
○○○○○	Construct Temple	(ZG 104)	Conj/Sum	2d6 days	100 yds	V, S	Permanent	Up to 10 ft square/level	None	Cre
○○○○○	Control Weather	(PHB 273)	Alter	1 turn	0	V, S, M	4d12 hours	4d4 square miles	None	Wx
○○○○○	Destruction°	(PHB 274)	Necr	1 turn	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	Divine Inspiration	(ZG 105)	Div	5 seg	0	V, S, M	Instantaneous	Caster	None	Dev/Div
○○○○○	Divine Miracle	(ZG 105)	Inv	1 turn	Special	V, S, M	Special	Special	None	Dev
○○○○○	Earthquake	(PHB 273)	Alter	1 turn	120 yds	V, S, M	1 rnd	5 ft diam/level	None	Earth
○○○○○	Energy Drain°	(PHB 274)	Necr	3 rds	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Exaction	(PHB 273)	Evoc/Alter	1 rnd	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
○○○○○	Henley's Digit of Destruction	(LC 36)	Inv	7 seg	10 ft + 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
○○○○○	Indulgence	(ZG 109)	Alter	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Regenerate	(PHB 274)	Necr	3 rds	Touch	V, S, M	Permanent	Creature touched	None	Necr
○○○○○	Restoration	(PHB 274)	Necr	3 rds	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Restorative Cure-All	(PHB 274)	Necr	1 rnd	Touch	V, S	Permanent	1 creature	None	Heal
○○○○○	Resurrection	(PHB 274)	Necr	1 turn	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	Succor	(PHB 274)	Alter/Ench	1 day	Touch	V, S, M	Special	1 person	None	Sum
○○○○○	Sunray	(PHB 294)	Alter/Evoc	4 seg	10 yds/lvl	V, S, M	1d4 + 1 rnd	Special	Special	Sun
○○○○○	Symbol	(PHB 274)	Conj/Sum	3 seg	Touch	V, S, M	1 turn/level	60 ft radius	Negates	Ward
○○○○○	UnHoly Word°	(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
○○○○○	Wither	(PHB 274)	Necr	3 rds	Touch	V, S, M	Permanent	Creature touched	None	Necr