

# ZEALOT OF LATHANDAR

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
○○○○○	Bless	(PHB 253)	Conj/Sum	10 seg	60 yds	V, S, M	6 rnd	50 ft cu.	None	Dev
○○○○○	Bloom	(ZG 115)	Alter	5 seg	10 yds	V, S, M	Fairly Permanent	10 ft cu.	None	Plant
○○○○○	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
○○○○○	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
○○○○○	Create Air	(HJM 123)	Alter	2 rds	30 yds	V, S, M	Permanent	1 person/2 level	None	Air
○○○○○	Create Water	(PHB 254)	Alter	10 seg	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Cre/Water
○○○○○	Curse <sup>o</sup>	(PHB 253)	Conj/Sum	10 seg	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 + 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
○○○○○	Destroy Water <sup>o</sup>	(PHB 254)	Alter	10 seg	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Water
○○○○○	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
○○○○○	Entangle	(PHB 277)	Alter	4 seg	80 yds	V, S, M	1 turn	40 ft cube	None	Plant
○○○○○	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
○○○○○	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
○○○○○	Locate Animals or Plants	(PHB 277)	Div	10 seg	100 yds + 20 yds/lvl	V, S, M	1 rnd/level	20 yds/level x 20 ft wide	None	Ani/Plant
○○○○○	Log of Everburning	(ZG 110)	Alter	3 seg	Touch	V, S	1 hour/level	Special	None	Fire
○○○○○	Pass Without Trace	(PHB 277)	Ench/Charm	10 seg	Touch	V, S, M	1 turn/level	1 creature	None	Plant
○○○○○	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
○○○○○	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
○○○○○	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 + 1 turn/level	20 ft radius	Special	Sun
○○○○○	Augury	(PHB 257)	Div	2 rds	0	V, S, M	Special	Special	None	Div
○○○○○	Badberry <sup>o</sup>	(PHB 279)	Alter/Evoc	10 seg	Touch	V, S, M	1 day + 1 day/level	2d4 rotten berries	None	Plant
○○○○○	Barkskin	(PHB 279)	Alter	5 seg	Touch	V, S, M	4 rnd + 1 rnd/level	1 creature	None	Plant
○○○○○	Chill Metal <sup>o</sup>	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○	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
○○○○○	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

<sup>o</sup>Reversed Spell

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# ZEALOT OF LATHANDAR

Level 2 (cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	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
○○○○○	Extinguish	(ZG 107)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	1d4 segments	10 ft cube	Special	Water
○○○○○	Find Traps	(PHB 258)	Div	5 seg	0	V, S	3 turns	10 ft x 30 yds	None	Div
○○○○○	Fire Trap	(PHB 279)	Abj/Evoc	1 turn	Touch	V, S, M	Until discharged	Object touched	1/2	Fire
○○○○○	Flame Blade	(PHB 279)	Evoc	4 seg	0	V, S, M	4 rnd + 1 rnd/2 levels	3 ft long blade	None	Fire
○○○○○	Goodberry	(PHB 279)	Alter/Evoc	10 seg	Touch	V, S, M	1 day + 1 day/level	2d4 fresh berries	None	Plant
○○○○○	Heat Metal	(PHB 279)	Alter	5 seg	40 yds	V, S, M	7 rnd	Special	Special	Fire
○○○○○	Ignite	(ZG 109)	Alter	6 seg	5 yds + 1 yd/lvl	V, S, M	Instantaneous	Special	Special	Fire
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Know Alignment	(PHB 258)	Div	10 seg	10 yds	V, S	1 turn	1 creature/object	Negates	Div
○○○○○	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
○○○○○	Premonition	(PHB 258)	Div	2 seg	Touch	V, S, M	2 rnd/level	1 creature	Negates	Div
○○○○○	Produce Flame	(PHB 280)	Alter	5 seg	0	V, S	1 rnd/level	Special	None	Fire
○○○○○	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
○○○○○	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
○○○○○	Straighten Wood°	(PHB 281)	Alter	5 seg	10 yds/lvl	V, S	Permanent	Special	Special	Plant
○○○○○	Trip	(PHB 280)	Ench/Charm	5 seg	Touch	V, S	1 turn/level	1 object up to 10 ft long	Negates	Plant
○○○○○	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
○○○○○	Warp Wood	(PHB 281)	Alter	5 seg	10 yds/lvl	V, S	Permanent	Special	Special	Plant
○○○○○	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
○○○○○	Air Breathing°	(PHB 283)	Alter	6 seg	Touch	V, S	1 hour/level	1 creature	None	Air
○○○○○	Bestow Curse°	(PHB 263)	Abj	6 seg	Touch	V, S	Permanent	Special	Special	Ward
○○○○○	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
○○○○○	Dispel Magic	(PHB 261)	Abj	6 seg	60 yds	V, S	Special	30 ft cube/1 item	None	Ward
○○○○○	Estrangle	(ZG 115)	Alter	7 seg	80 yds	V, S, M	1 turn + 1d4 rnd	40 ft cube	Special	Plant
○○○○○	Eternal Flame	(ZG 116)	Inv	9 seg	Touch	V, S, M	5 years/level	up to 1 sq. foot	None	Fire
○○○○○	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
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	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
○○○○○	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
○○○○○	Negative Plane Protection	(PHB 262)	Abj	10 seg	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
○○○○○	Plant Growth	(PHB 282)	Alter	10 seg	160 yds	V, S, M	Permanent	Special	Special	Plant
○○○○○	Protection from Fire	(PHB 282)	Abj	6 seg	Touch	V, S, M	Special	1 creature	None	Ward
○○○○○	Pyrotechnics	(PHB 282)	Alter	6 seg	160 yds	V, S, M	Special	10 or 100 times fire source	Special	Fire
○○○○○	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
○○○○○	Snare	(PHB 282)	Ench/Charm	3 rds	Touch	V, S, M	Until triggered	2 ft dia. + 2 in/level	None	Plant
○○○○○	Speak to the Dead	(PHB 263)	Necr	1 turn	0	V, S, M	Special	1 creature	Special	Div
○○○○○	Starshine	(PHB 282)	Evoc/Ill /Phant	6 seg	10 yds/lvl	V, S, M	1 turn/level	10 ft sq./level	None	Sun

# ZEALOT OF LATHANDAR

Level 3 (cont.)		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Stone Shape	(PHB 283)	Alter	10 seg	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None	Earth
○○○○○	Surrogacy	(PF 64)	Alter/Ench	1 hour	Touch	V, S	Special	Two pixie fairies	None	Dev
○○○○○	Tree	(PHB 283)	Alter	6 seg	0	V, S, M	6 turns + 1 turn/level	Caster	None	Plant
○○○○○	Ward Off Evil	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Ward Off Good <sup>o</sup>	(PHB 263)	Abj	3 seg	Touch	V, S, M	2 rnd/level	10 ft radius	None	Ward
○○○○○	Water Breathing	(PHB 283)	Alter	6 seg	Touch	V, S	1 hour/level	1 creature	None	Air
○○○○○	Water Walk	(PHB 263)	Alter	6 seg	Touch	V, S, M	1 turn + 1 turn/level	Special	None	Water
○○○○○	Weather Prediction	(ZG 114)	Div	10 seg	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
○○○○○	Wood Shape	(PHB 283)	Alter	10 seg	Touch	V, S, M	Permanent	9 cu. ft+1 ft/level	None	Plant

Level 4		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Blessed Warmth	(ZG 103)	Conj/Sum	10 seg	Touch	V, S, M	Permanent	1 cubic ft/level	None	Sun
○○○○○	Focus	(ZG 107)	Inv	1 day	10 ft	V, S, M	Special	Special	None	Dev
○○○○○	Hallucinatory Forest	(PHB 285)	Ill/Phant	7 seg	80 yds	V, S	Permanent	40 ft sq./level	None	Plant
○○○○○	Hold Plant	(PHB 285)	Ench/Charm	7 seg	80 yds	V, S	1 rnd/level	1d4 plants in 40 ft sq.	Negates	Plant
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Minor Raise Dead	(PHB 266)	Necr	1 turn	Touch	V, S	Permanent	1 creature	None	Necr
○○○○○	Plant Door	(PHB 285)	Alter	7 seg	Touch	V, S, M	Special	Special	None	Plant
○○○○○	Protection from Plants & Fungi	(ZG 116)	Abj	10 seg	0	V, S	1 turn/level	10 ft radius.	None	Plant
○○○○○	Snakes to Sticks <sup>o</sup>	(PHB 266)	Alter	7 seg	30 yds	V, S, M	2 rnd/level	1d4 + 1/level in 10 ft cube	None	Plant
○○○○○	Softwood	(HJM 123)	Alter	10 seg	Touch	V, S, M	Special	1 man-sized target/3 level	Negates	Plant
○○○○○	Speak with Plants	(PHB 286)	Alter	1 turn	0	V, S, M	1 rnd/level	30 ft./radius	None	Plant
○○○○○	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

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
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Moonbeam	(PHB 288)	Alter/Evoc	7 seg	60 yds + 10 yds/lvl	V, S, M	1 rnd/level	5 ft radius. + special	None	Sun
○○○○○	Pass Plant	(PHB 288)	Alter	8 seg	Touch	V, S, M	Special	Special	None	Plant
○○○○○	Rainbow	(PHB 269)	Evoc/Alter	7 seg	120 yds	V, S, M	1 rnd/level	Special	None	Sun/Wx
○○○○○	Raise Dead	(PHB 269)	Necr	10 seg	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

Level 6		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	False Dawn	(ZG 107)	Evoc	9 seg	0	V, S, M	1 rnd/level	30 ft radius sphere	None	Sun
○○○○○	Indulgence	(ZG 109)	Alter	10 seg	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○	Liveoak	(PHB 290)	Ench	1 turn	Touch	V, S, M	1 day/level	1 oak tree	None	Plant
○○○○○	Transport Via Plants	(PHB 290)	Alter	4 seg	Touch	V, S	Special	Special	None	Plant
○○○○○	Turn Wood	(PHB 290)	Alter	9 seg	0	V, S	1 rnd/level	120 ft x 20 ft/level	None	Plant
○○○○○	Wall of Thorns	(PHB 290)	Conj/Sum	9 seg	80 yds	V, S	1 turn/level	1-10 ft cu./level	None	Plant/Sum

Level 7		Book	School	Casting Time	Range		Duration	Area of Effect	Save	Sphere
○○○○○	Resurrection	(PHB 274)	Necr	1 turn	Touch	V, S, M	Permanent	1 creature	None	Necr
○○○○○	Sunray	(PHB 294)	Alter/Evoc	4 seg	10 yds/lvl	V, S, M	1d4 + 1 rnd	Special	Special	Sun