

ZEALOT OF MELUSINE

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
○○○○○ Animal Friendship	(PHB 275)	Ench/Charm	1 hour	10 yds	V, S, M	Permanent	1 animal	Negates	Ani
○○○○○ 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 ^o	(PHB 256)	Abj	1 seg	10 yds	V, S	Special	1 creature/4 levels	Special	Charm
○○○○○ 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
○○○○○ Create Water	(PHB 254)	Alter	1 rnd	30 yds	V, S, M	Permanent	Up to 27 cubic ft	None	Cre/Water
○○○○○ Curse ^o	(PHB 253)	Conj/Sum	1 rnd	60 yds	V, S, M	6 rnd	50 ft cube	None	Dev
○○○○○ Destroy Water ^o	(PHB 254)	Alter	1 rnd	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	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
○○○○○ Detect Magic	(PHB 255)	Div	1 rnd	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
○○○○○ Estrange ^o	(PHB 253)	Ench/Charm	1 seg	0	V, S, M	1d4 rnd + 1 rnd/level	60 ft radius	Special	Charm
○○○○○ Fog Vision	(PHB 277)	Div	1 seg	Touch	V, S, M	1 turn/level	1 person	None	Div
○○○○○ Indulgence	(ZG 109)	Alter	1 rnd	10 ft	V, S, M	Permanent	1 person	None	Dev
○○○○○ Invisibility to Animals	(PHB 277)	Alter	4 seg	Touch	S, M	1 turn + 1 rnd/level	1 creature/level	None	Ani
○○○○○ Know Direction	(ZG 110)	Div	1 seg	Touch	V, S, M	Instantaneous	Special	None	Div/Trav
○○○○○ Locate Animals or Plants	(PHB 277)	Div	1 rnd	100 yds + 20 yds/lvl	V, S, M	1 rnd/level	20 yds/level x 20 ft wide	None	Ani/Plant
○○○○○ Predict Weather	(PHB 278)	Div	1 rnd	0	V, S, M	2 hours/level	9 sq. miles	None	Div/Wx
○○○○○ 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
○○○○○ Speak with Animals	(PHB 259)	Alter	5 seg	0	V, S	2 rnd/level	1 animal within 30 ft	None	Ani
○○○○○ 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
○○○○○ 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
○○○○○ 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
○○○○○ 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	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
○○○○○ Draw Upon Holy Might	(ZG 105)	Inv	2 seg	0	V, S, M	1 rnd/level	Caster	None	Sum
○○○○○ Durward's Discerning Eye	(WW 40)	Alter	3 seg	50 ft	V, S, M	1 turn/level	1 creature	None	Comb/Div
○○○○○ Dust Devil	(PHB 257)	Conj/Sum	2 rds	30 yds	V, S	2 rnd/level	5 x 4 ft cone	None	Air/Sum
○○○○○ Enthral	(PHB 258)	Ench/Charm	1 rnd	0	V, S	Special	90 ft radius	Negates	Charm
○○○○○ 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
○○○○○ 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				
○○○○○	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
○○○○○	Messenger	(PHB 280)	Ench/Charm	1 rnd	20 yds/lvl	V, S	1 day/level	1 creature	Negates Ani
○○○○○	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
○○○○○	Reflecting Pool	(PHB 280)	Div	2 hours	10 yds	V, S, M	1 rnd/level	Special	None Div
○○○○○	Rigor Mortis	(PHB 259)	Necr	5 seg	120 yds	V, S	2 rnd/level	1 creature	Negates Charm
○○○○○	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
○○○○○	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

Level 3		Book	School	Casting		Duration	Area of Effect	Save	Sphere
				Time	Range				
○○○○○	Call Lightning	(PHB 281)	Alter	1 turn	360 yds	V, S	1 turn/level	10 ft radius.	½ Wx
○○○○○	Cloudburst	(PHB 260)	Alter	5 seg	1 ft/lvl	V, S, M	1 rnd	3 ft diam cylinder 6 ft high	Special Wx
○○○○○	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
○○○○○	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
○○○○○	Hold Animal	(PHB 281)	Ench/Charm	6 seg	80 yds	V, S	2 rnd/level	1-4 animals in 40 ft cube	Negates Ani
○○○○○	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	1 rnd	10 yds	V, S	1 turn	1 creature/object	Negates Div
○○○○○	Locate Object	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None Div
○○○○○	Obscure Object°	(PHB 262)	Div	1 turn	60 yds + 10 yds/lvl	V, S, M	8 hours	1 object	None Div
○○○○○	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
○○○○○	Summon Insects	(PHB 283)	Conj/Sum	1 rnd	30 yds	V, S, M	1 rnd/level	1 creature	None Ani
○○○○○	Undetectable Alignment°	(PHB 258)	Div	1 rnd	10 yds	V, S	1 turn	1 creature/object	Negates Div
○○○○○	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

Level 4		Book	School	Casting		Duration	Area of Effect	Save	Sphere
				Time	Range				
○○○○○	Babble°	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None Div
○○○○○	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
○○○○○	Control Temperature, 10' rad.	(PHB 284)	Alter	7 seg	0	V, S, M	4 turns + 1 turn/level	10 ft radius.	None Wx
○○○○○	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
○○○○○	Free Action	(PHB 265)	Abj/Ench	7 seg	Touch	V, S, M	1 turn/level	1 creature	None Charm
○○○○○	Imbue With Spell Ability	(PHB 265)	Ench	1 turn	Touch	V, S, M	Until used	Person touched	None Charm
○○○○○	Lower Water	(PHB 266)	Alter	1 turn	120 yds	V, S, M	1 turn/level	Special	None Water
○○○○○	No Fear	(PHB 266)	Ench/Charm	3 seg	10 yds/lvl	V	2 rnd/level	10 ft radius	None Charm
○○○○○	Protection from Elementals	(ZG 116)	Abj	1 rnd	0	V, S	2 rnd/level	10 ft radius.	None Elemental
○○○○○	Protection from Water	(ZG 116)	Abj/Alter	6 seg	0	V, S, M	5 rnd/level	10 ft radius.	None Water
○○○○○	Raise Water°	(PHB 266)	Alter	1 turn	120 yds	V, S, M	1 turn/level	Special	None Water
○○○○○	Tongues	(PHB 267)	Alter	7 seg	0	V, S	1 turn	Caster	None Div
○○○○○	Undetectable Lie°	(PHB 264)	Div	7 seg	30 yds	V, S, M	1 rnd/level	1 creature	Negates Div
○○○○○	Weather Stasis	(ZG 118)	Abj	1 turn	30 yds	V, S, M	1 hour/level	10 ft cu./level	None Wx

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Level 5		Book	School	Casting		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	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
○○○○○	Detect Ulterior Motives	(PHB 268)	Div	1 rnd	0	V, S, M	1 rnd/level	10 ft/level	None	Div
○○○○○	False Seeing ^o	(PHB 270)	Div	8 seg	Touch	V, S, M	1 rnd/level	1 creature	None	Div
○○○○○	Magic Font	(PHB 269)	Div	1 hour	Touch	V, S, M	Special	Special	None	Div
○○○○○	Quest	(PHB 269)	Ench/Charm	8 seg	60 yds	V, S, M	Until fulfilled	1 creature	Negates	Charm
○○○○○	Rigor Mortis, 10' Radius	(PHB 270)	Necr	5 seg	120 yds	V, S	2 rnd/level	10 ft radius	Negates	Charm
○○○○○	Transmute Mud to Rock ^o	(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
○○○○○	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
○○○○○	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
○○○○○	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		Duration	Area of Effect	Save	Sphere	
				Time	Range					
○○○○○	Confusion	(PHB 292)	Ench/Charm	1 rnd	80 yds	V, S, M	1 rnd/level	1d4 creatures in 40 ft sq.	Special	Charm
○○○○○	Exaction	(PHB 273)	Evoc/Alter	1 rnd	10 yds	V, S, M	Special	1 creature	None	Charm/Sum