

ZEALOT OF P'RAKEKE

Name: _____

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

Player: _____

Level 1

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| ○○○○○ Alleviate Headache (ZG 102) | ○○○○○ Curse° (PHB 253) | ○○○○○ Indulgence (ZG 109) |
| ○○○○○ Befriend (PHB 253) | ○○○○○ Detect Balance (PHB 276) | ○○○○○ Know Direction (ZG 110) |
| ○○○○○ Bless (PHB 253) | ○○○○○ Detect Evil (PHB 255) | ○○○○○ Magical Stone (PHB 255) |
| ○○○○○ Cause Fear° (PHB 256) | ○○○○○ Detect Good° (PHB 255) | ○○○○○ Predict Weather (PHB 278) |
| ○○○○○ Cause Light Wounds° (PHB 255) | ○○○○○ Detect Magic (PHB 255) | ○○○○○ Protection from Evil (PHB 256) |
| ○○○○○ Cause Minor Injury° (PHB 276) | ○○○○○ Detect Poison (PHB 276) | ○○○○○ Protection from Good° (PHB 256) |
| ○○○○○ Ceremony (PHB 253) | ○○○○○ Detect Snares & Pits (PHB 276) | ○○○○○ Purify Food & Drink (PHB 256) |
| ○○○○○ Combine (PHB 254) | ○○○○○ Diagnose Injury (ZG 105) | ○○○○○ Purify Water (PHB 278) |
| ○○○○○ Command (PHB 254) | ○○○○○ Endure Cold/Endure Heat (PHB 255) | ○○○○○ Putrify Food & Drink° (PHB 256) |
| ○○○○○ Consecrate Holy Symbol (ZG 104) | ○○○○○ Estrange° (PHB 253) | ○○○○○ Remove Fear (PHB 256) |
| ○○○○○ Contact Home Gawd (HJM 122) | ○○○○○ Faerie Fire (PHB 277) | ○○○○○ Repair Strain or Sprain (ZG 112) |
| ○○○○○ Contaminate Water° (PHB 278) | ○○○○○ Flutter Soft (PHB 255) | ○○○○○ Sanctuary (PHB 256) |
| ○○○○○ Cure Light Wounds (PHB 255) | ○○○○○ Fog Vision (PHB 277) | ○○○○○ Shillelagh (PHB 278) |
| ○○○○○ Cure Minor Injury (PHB 276) | | |

Level 2

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| ○○○○○ Augury (PHB 257) | ○○○○○ Find Traps (PHB 258) | ○○○○○ Resist Gas (ZG 112) |
| ○○○○○ Cause Moderate Wounds° (PHB 257) | ○○○○○ Heal Light Wounds (PHB 258) | ○○○○○ Restore Movement (ZG 113) |
| ○○○○○ Chant (PHB 257) | ○○○○○ Hold Person (ZG 109) | ○○○○○ Rigor Mortis (PHB 259) |
| ○○○○○ Charm Person or Mammal (PHB 292) | ○○○○○ Indulgence (ZG 109) | ○○○○○ Silence, 15' Radius (PHB 259) |
| ○○○○○ Cure Color Blindness (ZG 105) | ○○○○○ Know Alignment (PHB 258) | ○○○○○ Slow Poison (PHB 259) |
| ○○○○○ Cure Moderate Wounds (PHB 257) | ○○○○○ Mend Limb (ZG 110) | ○○○○○ Spiritual Hammer (PHB 259) |
| ○○○○○ Detect Charm (PHB 257) | ○○○○○ Mend Tendon (ZG 110) | ○○○○○ Staunch Bleeding (ZG 113) |
| ○○○○○ Detect Gawds (HJM 122) | ○○○○○ Premonition (PHB 258) | ○○○○○ Telepathy (PF 65) |
| ○○○○○ Durward's Discerning Eye (WW 40) | ○○○○○ Reflecting Pool (PHB 280) | ○○○○○ Undetectable Alignment° (PHB 258) |
| ○○○○○ Durward's Paen of Protection from Archers (WW 40) | ○○○○○ Resist Electricity (ZG 112) | ○○○○○ Undetectable Charm° (PHB 257) |
| ○○○○○ Enthrall (PHB 258) | ○○○○○ Resist Fire/Resist Cold (PHB 258) | ○○○○○ Withdraw (PHB 259) |
| | | ○○○○○ Wyvern Watch (PHB 260) |

Level 3

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| ○○○○○ Bestow Curse° (PHB 263) | ○○○○○ Magic Vestment (PHB 262) | ○○○○○ Shock Therapy (ZG 113) |
| ○○○○○ Cause Nasty Wounds° (PHB 261) | ○○○○○ Mend Broken Bone (ZG 110) | ○○○○○ Shock Therapy° (ZG 113) |
| ○○○○○ Cure Nasty Wounds (PHB 261) | ○○○○○ Negative Plane Protection (PHB 262) | ○○○○○ Speak to the Dead (PHB 263) |
| ○○○○○ Dispel Magic (PHB 261) | ○○○○○ Obscure Object° (PHB 262) | ○○○○○ Stirring Sermon (PHB 263) |
| ○○○○○ Emotion Control (ZG 106) | ○○○○○ Prayer (PHB 263) | ○○○○○ Surrogacy (PF 64) |
| ○○○○○ Glyph of Warding (PHB 261) | ○○○○○ Protection from Fire (PHB 282) | ○○○○○ Vitality (ZG 114) |
| ○○○○○ Heal Moderate Wounds (PHB 262) | ○○○○○ Remove Curse (PHB 263) | ○○○○○ Ward Off Evil (PHB 263) |
| ○○○○○ Hold Persons (ZG 109) | ○○○○○ Remove Paralysis (PHB 263) | ○○○○○ Ward Off Good° (PHB 263) |
| ○○○○○ Indulgence (ZG 109) | ○○○○○ Resist Acid and Caustic (ZG 112) | ○○○○○ Weather Prediction (ZG 114) |
| ○○○○○ Locate Object (PHB 262) | | |

Level 4

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| ○○○○○ Babble° (PHB 267) | ○○○○○ Greater Restore Movement (ZG 108) | ○○○○○ Protection from Lightning (PHB 286) |
| ○○○○○ Cause Serious Wounds° (PHB 264) | ○○○○○ Heal Nasty Wounds (PHB 265) | ○○○○○ Protection from Lycanthropes (ZG 111) |
| ○○○○○ Cloak of Bravery (PHB 264) | ○○○○○ Imbue With Spell Ability (PHB 265) | ○○○○○ Protection from Possession (ZG 111) |
| ○○○○○ Cloak of Fear° (PHB 264) | ○○○○○ Indulgence (ZG 109) | ○○○○○ Protection from Undead (ZG 111) |
| ○○○○○ Cure Serious Wounds (PHB 264) | ○○○○○ Neutralize Poison (PHB 266) | ○○○○○ Repel Insects (PHB 286) |
| ○○○○○ Detect Lie (PHB 264) | ○○○○○ No Fear (PHB 266) | ○○○○○ Spell Immunity (PHB 266) |
| ○○○○○ Divination (PHB 264) | ○○○○○ Poison° (PHB 266) | ○○○○○ Spiritual Brigade (ZG 113) |
| ○○○○○ Focus (ZG 107) | ○○○○○ Protection From Grel (PF 64) | ○○○○○ Tongues (PHB 267) |
| ○○○○○ Free Action (PHB 265) | | ○○○○○ Undetectable Lie° (PHB 264) |

Level 5

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| ○○○○○ Anti-Plant Shell (PHB 286) | ○○○○○ Dispel Good° (PHB 268) | ○○○○○ Protection from Acid (PHB 288) |
| ○○○○○ Atonement (PHB 267) | ○○○○○ False Seeing° (PHB 270) | ○○○○○ Protection from Nefarians (ZG 111) |
| ○○○○○ Break Hex (PHB 267) | ○○○○○ Flame Strike (PHB 268) | ○○○○○ Protection from Petrification (PHB 288) |
| ○○○○○ Commune (PHB 267) | ○○○○○ Indulgence (ZG 109) | ○○○○○ Quest (PHB 269) |
| ○○○○○ Commune with Nature (PHB 287) | ○○○○○ Insect Plague (PHB 268) | ○○○○○ Rigor Mortis, 10' Radius (PHB 270) |
| ○○○○○ Detect Ulterior Motives (PHB 268) | ○○○○○ Magic Font (PHB 269) | ○○○○○ True Seeing (PHB 270) |
| ○○○○○ Dispel Evil (PHB 268) | | |

Level 6

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| ○○○○○ Anti-Animal Shell (PHB 289) |
| ○○○○○ Blade Barrier (PHB 271) |
| ○○○○○ Feeblemind (PHB 289) |
| ○○○○○ Forbiddance (PHB 271) |
| ○○○○○ Hold Crowd (ZG 109) |
| ○○○○○ Indulgence (ZG 109) |
| ○○○○○ Rain of Fire (ZG 112) |

Level 7

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| ○○○○○ Confusion (PHB 292) | ○○○○○ Indulgence (ZG 109) |
| ○○○○○ Divine Inspiration (ZG 105) | ○○○○○ Repel Living Plants and Animals (PHB 294) |
| ○○○○○ Divine Miracle (ZG 105) | ○○○○○ Symbol (PHB 274) |
| ○○○○○ Exaction (PHB 273) | ○○○○○ UnHoly Word° (PHB 273) |
| ○○○○○ Henley's Digit of Destruction (LC 36) | |
| ○○○○○ Holy Word (PHB 273) | |