

Wizard Spells by School

Abjuration

Alarm (1)
 Cantrip (1)
 Protection From Evil /
 Protection From Good (1)
 Protection From Hunger and
 Thirst (1)
 Chaos Shield * (2)
 Dark Mirror (2)
 Filter (2)
 Forcewave (2)
 Nahal's Nonsensical
 Nullifier * (2)
 Protection From Cantrips (2)
 Protection From Paralysis (2)
 Protection From Poison (2)
 Slumberward (2)
 Dispel Magic (3)
 Invisible Mail (3)
 Iron Mind (3)
 Lesser Sign of Sealing (3)
 Non-Detection (3)
 Protection From Amorphs (3)
 Protection From Evil, 10'
 Radius / Protection From
 Good, 10' Radius (3)
 Protection From Normal
 Missiles (3)
 Fire Aura (4)
 Fire Trap (4)
 Halo of Eyes (4)
 Minor Globe of
 Invulnerability (4)
 Minor Spell Turning (4)
 Otiluke's Dispelling Screen (4)
 Psychic Protection (4)
 Remove Curse /
 Bestow Curse (4)
 Avoidance/Attraction (5)
 Dismissal (5)
 Invulnerability to Normal
 Weapons (5)
 Lower Resistance (5)
 Mordenkainen's Private
 Sanctum (5)
 Proofing Versus
 Combustion (5)
 Safeguarding (5)
 Von Gasik's Refusal (5)
 Anti-Magic Shell (6)
 Dragon Scales (6)
 Globe of Invulnerability (6)
 Greater sign of Sealing (6)
 Invulnerability to Magical
 Weapons (6)
 Repulsion (6)
 Banishment (7)
 Neutralize Gas (7)
 Sequester (7)
 Seven-Eyes (7)
 Spell Turning (7)
 Fear Ward (8)
 Hornung's Random
 Dispatcher* (8)
 Mind Blank (8)
 Serten's Spell Immunity (8)
 Death Ward (9)

Elemental Aura (9)

Immunity to Undeath (9)
 Imprisonment/Freedom (9)
 Prismatic Sphere (9)
 Stabilize* (9)

Alteration

Affect Normal Fires (1)
 Burning Hands (1)
 Cantrip (1)
 Chromatic Orb (1)
 Color Spray (1)
 Comprehend Languages /
 Confuse Languages (1)
 Corpse Link (1)
 Dancing Lights (1)
 Enlarge/Reduce (1)
 Erase (1)
 Feather Fall (1)
 Fire Burst (1)
 Fist of Stone (1)
 Gaze Reflection (1)
 Hold Portal (1)
 Jump (1)
 Lasting Breath (1)
 Light (1)
 Mending (1)
 Message (1)
 Metamorphose Liquids (1)
 Murdock's Feathery Flyer (1)
 Shocking Grasp (1)
 Spectral Voice (1)
 Spider Climb (1)
 Wizard Mark (1)
 Alter Self (2)
 Cat's Grace (2)
 Continual Light (2)
 Dark Mirror (2)
 Darkness, 15' Radius (2)
 Deepockets (2)
 Dismissal (2)
 Embalming (2)
 Fog Cloud (2)
 Fool's Gold (2)
 Frostfire (2)
 Irritation (2)
 Knock/Lock (2)
 Levitate (2)
 Magic Mouth (2)
 Maximilian's Earthen
 Grasp (2)
 Moon Rune (2)
 Pyrotechnics (2)
 Ride the Wind (2)
 Rope Trick (2)
 Sense Shifting (2)
 Shatter (2)
 Strength (2)
 Vocalize (2)
 Whispering Wind (2)
 Wizard Lock (2)
 Alacrity (3)
 Alternate Reality* (3)
 Blink (3)
 Delude (3)
 Explosive Runes (3)
 False Face (3)
 Far Reaching I (3)
 Fireflow* (3)

Fly (3)
 Fool's Speech* (3)
 Gust of Wind (3)
 Infravision (3)
 Leomund's Tiny Hut (3)
 Maximilian's Stony Grasp (3)
 Melf's Minute Meteors (3)
 Secret Page (3)
 Slow (3)
 Snapping Teeth (3)
 Haste (3)
 Squaring the Circle (3)
 Tongues/Babble (3)
 Water Breathing /
 Air Breathing (3)

Wind Wall (3)
 Wraithform (3)
 Dilation I (4)
 Dimension Door (4)
 Extension I (4)
 Far Reaching II (4)
 Fire Shield (4)
 Improved Strength (4)
 Laeral's Aqueous Column (4)
 Leomund's Secure Shelter (4)
 Massmorph (4)
 Mordenkainen's Celerity (4)
 Otiluke's Resilient Sphere (4)
 Plant Growth (4)
 Mending (4)
 Polymorph Other (4)
 Polymorph Self (4)
 Rainbow Pattern (4)
 Rary's Mnemonic
 Enhancer (4)
 Sinuous Horrors (4)
 Solid Fog (4)
 Stoneskin (4)
 Turn Pebble to Boulder /
 Turn Boulder to Pebble (4)
 Ultravision (4)
 Vacancy (4)
 Wizard Eye (4)

Airy Water (5)
 Animal Growth /
 Shrink Animal (5)
 Avoidance/Attraction (5)
 Bone Blight (5)
 Distance Distortion (5)
 Extension II (5)
 Fabricate (5)
 Far Reaching III (5)
 Graft Flesh (5)
 Improved Blink (5)
 Leomund's Hidden Lodge (5)
 Leomund's Secret Chest (5)
 Lower Resistance (5)
 Mordenkainen's Private
 Sanctum (5)
 Passwall (5)
 Rary's Telepathic Bond (5)
 Rusting Grasp (5)
 Stone Shape (5)
 Telekinesis (5)
 Teleport (5)
 Transmute Rock to
 Mud/Transmute Mud to
 Mud (5)
 Waveform* (5)
 Claws of the Umber Hulk (6)
 Control Weather (6)
 Death Fog (6)
 Dilation II (6)

Disintegrate (6)
 Extension III (6)
 Ghoul Gauntlet (6)
 Glassee (6)
 Guards and Wards (6)
 Lightningcloak (6)
 Lower Water/Raise Water (6)
 Mirage Arcana (6)
 Mordenkainen's
 Lucubration (6)
 Move Earth (6)
 Otiluke's Freezing Sphere (6)
 Part Water (6)
 Prismatic Eye (6)
 Project Image (6)
 Stone to Flesh /
 Flesh to Stone (6)

Superior Magnetism (6)
 Serten's Transformation (6)
 Tentacles (6)
 Transmute Bone to Steel (6)
 Transmute Water to Dust /
 Improved Create Water (6)
 Wildshield* (6)
 Duo-Dimension (7)
 Vile Venom (5)
 Halo of Bones (5)
 Conjure Animals (6)
 Ensnarement (6)
 Forest's Fiery Constrictor (6)
 Invisible Stalker (6)
 Phase Door (7)
 Reverse Gravity (7)
 Spell Shape* (7)
 Statue (7)
 Suffocate (7)
 Teleport Without Error (7)
 Vanish (7)
 Abi-Dalzim's Horrid
 Wilting (8)
 Airboat (8)
 Glassteel (8)
 Incendiary Cloud (8)
 Ironboat (8)
 Otiluke's Telekinetic
 Sphere (8)
 Permanence (8)
 Polymorph Any Object (8)
 Sink (8)
 Crystalbrittle (9)
 Estate Transference (9)
 Glorious Transmutation (9)
 Immunity to Undeath (9)
 Mordenkainen's
 Disjunction (9)
 Shape Change (9)
 Succor/Call (9)
 Temporal Stasis/Temporal
 Reinstatement (9)
 Time Stop (9)

Armor (1)
 Cantrip (1)
 Conjure Spell Component (1)
 Find Familiar (1)
 Grease (1)
 Mount (1)
 Unseen Servant (1)
 Choke (2)
 Glitterdust (2)
 Melf's Acid Arrow (2)
 Summon Swarm (2)

Con. / Summoning

Armor (1)
 Cantrip (1)
 Conjure Spell Component (1)
 Find Familiar (1)
 Grease (1)
 Mount (1)
 Unseen Servant (1)
 Choke (2)
 Glitterdust (2)
 Melf's Acid Arrow (2)
 Summon Swarm (2)

Wall of Gloom (2)
 Bands of Sirellyn (3)
 Flame Arrow (3)
 Monster Summoning I (3)
 Phantom Steed (3)
 Sepia Snake Sigil (3)
 Snapping Teeth (3)
 Solvent of Corrosion (3)
 Watery Double (3)
 Conjure Elemental-Kin (4)
 Duplicate (4)
 Evard's Black Tentacles (4)
 Halo of Eyes (4)
 Monster Summoning II (4)
 Summon Lycanthrope (4)
 Vitriolic Sphere (4)

Conjure Elemental (5)
 Khazid's Procurement (5)
 Leomund's Secret Chest (5)
 Monster Summoning III (5)
 Mordenkainen's Faithful
 Hound (5)
 Summon Shadow (5)
 Vile Venom (5)
 Halo of Bones (5)
 Conjure Animals (6)
 Ensnarement (6)
 Forest's Fiery Constrictor (6)
 Invisible Stalker (6)
 Phase Door (7)
 Tentacles (6)
 Wildstrike* (6)
 Geas (6)
 Guards and Wards (6)
 Mass Suggestion (6)
 Charm Plants (7)
 Descent into Madness (7)
 Hatch the Stone from
 the Egg (7)
 Shadow Walk (7)
 Prismatic Spray (7)
 Seven-Eyes (7)
 Maze (8)
 Monster Summoning VI (8)
 Power Word, Blind (8)
 Prismatic Wall (8)
 Symbol (8)
 Trap the Soul (8)
 Wildzone* (8)
 Gate (9)
 Monster Summoning VII (9)
 Power Word, Kill (9)
 Prismatic Sphere (9)
 Sphere of Ultimate
 Destruction (9)
 Wildwind* (9)
 Wish (9)

Mordenkainen's
 Disjunction (9)
 Programmed Amnesia (9)
 Succor/Call (9)

Ench. / Charm

Cantrip (1)
 Charm Person (1)
 Divining Rod (1)
 Friends (1)
 Hypnotism (1)
 Sleep (1)
 Taunt (1)
 Bind (2)
 Deepockets (2)
 Forget (2)
 Insatiable Thirst (2)
 Ray of Enfeeblement (2)

Scare (2)
 Tasha's Uncontrollable
 Hideous Laughter (2)
 Bone Club (3)
 Delay Death (3)
 Hold Person (3)
 Minor Malison (3)
 Suggestion (3)
 Watery Double (3)
 Charm Monster (4)
 Confusion (4)
 Emotion (4)
 Enchanted Weapon (4)
 Fire Charm (4)
 Fumble (4)
 Greater Malison (4)
 Leomund's Secure Shelter (4)
 Lesser Geas (4)
 Magic Mirror (4)

Chaos (5)
 Domination (5)
 Fabricate (5)
 Feeblemind (5)
 Hold Monster (5)
 Leomund's Hidden Lodge (5)
 Leomund's Lamentable
 Belaborment (5)
 Magic Staff (5)
 Mind Fog (5)
 Blackmantle (6)
 Enchant an Item (6)
 Eyebite (6)
 Geas (6)
 Guards and Wards (6)
 Mass Suggestion (6)
 Charm Plants (7)
 Descent into Madness (7)
 Hatch the Stone from
 the Egg (7)
 Shadow Walk (7)
 Stew Enchantment (7)
 Airboat (8)
 Antipathy-Sympathy (8)
 Binding (8)
 Demand (8)
 Mass Charm (8)
 Otto's Irresistible Dance (8)
 Sink (8)
 Mordenkainen's
 Disjunction (9)
 Programmed Amnesia (9)
 Succor/Call (9)

Illusion / Phantasm

Audible Glamer (1)
 Cantrip (1)
 Change Self (1)
 Nystul's Magic Aura (1)
 Phantasmal Force (1)
 Spook (1)
 Ventriloquism (1)
 Blindness (2)
 Blur (2)
 Deafness (2)
 Fools' Gold (2)
 Hypnotic Pattern (2)
 Improved Phantasmal Force
 (2)
 Invisibility (2)
 Fireball (3)
 Invisible Mail (3)
 Lance of Disruption (3)

Misdirection (2)
 Whispering Wind (2)
 Illusory Script (3)
 Invisibility, 10' Radius (3)
 Lorlovelim's Creeping Shadow
 (3)
 Phantom Steed (3)
 Spectral Force (3)
 Wraithform (3)
 Fear (4)
 Hallucinatory Terrain (4)
 Illusory Wall (4)
 Improved Invisibility (4)
 Minor Creation (4)
 Otiluke's Resilient Sphere (4)
 Shout (4)
 There/Not There* (4)
 Thunder Staff (4)
 Unluck* (4)
 Wall of Fire (4)
 Wall of Ice (4)
 Wind Breath (4)

Bigby's Interposing Hand (5)
 Cloudkill (5)
 Cone of Cold (5)
 Dream (5)
 Leomund's Lamentable
 Belaborment (5)
 Demi-Shadow Magic (6)
 Eyebite (6)
 Lorlovelim's Shadowy
 Transformation (6)
 Mirage Arcana (6)
 Mislead (6)
 Permanent Illusion (6)
 Programmed Illusion (6)
 Project Image (6)
 Shades (6)
 Veil (6)
 Mass Invisibility (7)
 Mension (7)
 Shadow Walk (7)
 Shadowcat (7)
 Simulacrum (7)
 Screen (8)
 Weird (9)
 Alarm (1)
 Cantrip (1)
 Chromatic Orb (1)
 Copy (1)
 Dictation (1)
 Fire Burst (1)
 Magic Missile (1)
 Nahal's Reckless
 Dweomer* (1)
 Shield (1)
 Tenser's Floating Disc (1)
 Wall of Fog (1)
 Firestaff (2)
 Flaming Sphere (2)
 Forcewave (2)
 Hornung's Baneful Deflector*
 (2)
 Ice Knife (2)
 Skeletal Hands (2)
 Living Link (2)
 Web (2)
 Augmentation I (3)
 Fireball (3)
 Invisible Mail (3)
 Lance of Disruption (3)

Invoc. / Evocation

Alarm (1)
 Cantrip (1)
 Chromatic Orb (1)
 Copy (1)
 Dictation (1)
 Fire Burst (1)
 Magic Missile (1)
 Nahal's Reckless
 Dweomer* (1)
 Shield (1)
 Tenser's Floating Disc (1)
 Wall of Fog (1)
 Firestaff (2)
 Flaming Sphere (2)
 Forcewave (2)
 Hornung's Baneful Deflector*
 (2)
 Ice Knife (2)
 Skeletal Hands (2)
 Living Link (2)
 Web (2)
 Augmentation I (3)
 Fireball (3)
 Invisible Mail (3)
 Lance of Disruption (3)

Lightning Bolt (3)
 Melf's Minute Meteors (3)
 Mordenkainen's Force
 Missiles (3)
 Skulltrap (3)
 Wall of Water (3)
 Dig (4)
 Divination Enhancement (4)
 Fire Shield (4)
 Fire Trap (4)
 Ice Storm (4)
 Laeral's Aqueous Column (4)
 Mordenkainen's Celerity (4)
 Otiluke's Dispelling Screen (4)
 Otiluke's Resilient Sphere (4)
 Shout (4)
 There/Not There* (4)
 Thunder Staff (4)
 Unluck* (4)
 Wall of Fire (4)
 Wall of Ice (4)
 Wind Breath (4)

Bigby's Interposing Hand (5)
 Cloudkill (5)
 Cone of Cold (5)
 Dream (5)
 Leomund's Lamentable
 Belaborment (5)
 Demi-Shadow Magic (6)
 Eyebite (6)
 Lorlovelim's Shadowy
 Transformation (6)
 Mirage Arcana (6)
 Mislead (6)
 Permanent Illusion (6)
 Programmed Illusion (6)
 Project Image (6)
 Shades (6)
 Veil (6)
 Mass Invisibility (7)
 Mension (7)
 Shadow Walk (7)
 Shadowcat (7)
 Simulacrum (7)
 Screen (8)
 Weird (9)
 Alarm (1)
 Cantrip (1)
 Chromatic Orb (1)
 Copy (1)
 Dictation (1)
 Fire Burst (1)
 Magic Missile (1)
 Nahal's Reckless
 Dweomer* (1)
 Shield (1)
 Tenser's Floating Disc (1)
 Wall of Fog (1)
 Firestaff (2)
 Flaming Sphere (2)
 Forcewave (2)
 Hornung's Baneful Deflector*
 (2)
 Ice Knife (2)
 Skeletal Hands (2)
 Living Link (2)
 Web (2)
 Augmentation I (3)
 Fireball (3)
 Invisible Mail (3)
 Lance of Disruption (3)

Invocation / Evocation

Alarm (1)
 Cantrip (1)
 Chromatic Orb (1)
 Copy (1)
 Dictation (1)
 Fire Burst (1)
 Magic Missile (1)
 Nahal's Reckless
 Dweomer* (1)
 Shield (1)
 Tenser's Floating Disc (1)
 Wall of Fog (1)
 Firestaff (2)
 Flaming Sphere (2)
 Forcewave (2)
 Hornung's Baneful Deflector*
 (2)
 Ice Knife (2)
 Skeletal Hands (2)
 Living Link (2)
 Web (2)
 Augmentation I (3)
 Fireball (3)
 Invisible Mail (3)
 Lance of Disruption (3)

Divination

Cantrip (1)
 Detect Disease (1)
 Detect Magic (1)
 Detect Phase (1)
 Detect Secret Passages and
 Portals (1)
 Detect Undead (1)
 Divining Rod (1)
 Hornung's Guess* (1)
 Identify (1)
 Locate Remains (1)
 Patternweave* (1)
 Read Magic (1)
 Death Recall (2)
 Detect Evil/Detect Good (2)
 Detect Invisibility (2)
 Detect Life (2)
 ESP (2)
 Know Alignment /
 Undetectable Alignment (2)
 Living Link (2)
 Locate Object /
 Obscure Object (2)
 Past Life (2)
 Almir's Fundamental
 Breakdown (3)
 Clairaudience (3)
 Clairvoyance (3)
 Wizard Sight (3)
 Detect Scrying (4)
 Locate Creature (4)
 Magic Mirror (4)
 Contact Other Plane (5)
 False Vision (5)
 Khazid's Procurement (5)
 Prying Eyes (5)
 Rary's Telepathic Bond (5)
 Legend Lore (6)
 True Seeing (6)
 Vision (7)
 Analyze Dweomer (8)
 Screen (8)
 Foresight (9)

Necromancy

Animate Dead Animals (1)
 Cantrip (1)
 Chill Touch (1)
 Spirit Link (1)
 Detect Undead (1)
 Exterminate (1)
 Locate Remains (1)
 Ray of Fatigue (1)
 Spectral Voice (1)
 Choke (2)
 Death Recall (2)
 Embalm (2)
 Ghoul Touch (2)
 Living Link (2)
 Skeletal Hands (2)
 Spectral Hand (2)
 Bone Club (3)
 Bone Dance (3)
 Bone Knit (3)
 Delay Death (3)

False Face (3)
 Feign Death (3)
 Ghastly Hands (3)
 Hold Undead (3)
 Hovering Skull (3)
 Pain Touch (3)
 Skulltrap (3)
 Spirit Armor (3)
 Undeath Control (3)
 Vampiric Touch (3)
 Brainkill (4)
 Contagion (4)
 Empathic Wound Transfer (4)
 Enervation (4)
 Mask of Death (4)
 Summon Spirit (4)
 Animate Dead (5)
 Bind Undead (5)
 Bone Blight (5)
 Crimson Scourge (5)
 Force Shapechange (5)
 Graft Flesh (5)
 Magic Jar (5)
 Mummy Rot (5)
 Summon Shadow (5)
 Throbbing Bones (5)
 Wall of Bones (5)
 Arrow of Bone (6)
 Blackmantle (6)
 Bloodstone's Spectral
 Steed (6)
 Corpse Host (6)
 Dead Man's Eyes (6)
 Death Spell (6)
 Ghoul Gauntlet (6)
 Reincarnation (6)
 Transmute Bone to Steel (6)
 Trollish fortitude (6)
 Bloodstone's Frightful
 Joining (7)
 Control Undead (7)
 Finger of Death (7)
 Intensity Summoning (7)
 Suffocate (7)
 Wound Conferral (7)
 Zombie Double (7)

Abi-Dalzim's Horrid
 Wilting (8)
 Clone (8)
 Death Shroud (8)
 Defoliage (8)
 Heart of Stone (8)
 Homunculus Shield (8)
 Life Force Transfer (8)
 Shadow Form (8)
 Death Ward (9)
 Exterminate (9)
 Life Force Exchange (9)
 Wall of the Banshee (9)
 Almir's Fundamental
 Breakdown (3)
 Clairaudience (3)
 Clairvoyance (3)
 Wizard Sight (3)
 Detect Scrying (4)
 Locate Creature (4)
 Magic Mirror (4)
 Contact Other Plane (5)
 False Vision (5)
 Khazid's Procurement (5)
 Prying Eyes (5)
 Rary's Telepathic Bond (5)
 Legend Lore (6)
 True Seeing (6)
 Vision (7)
 Analyze Dweomer (8)
 Screen (8)
 Foresight (9)

Wild Magic

Hornung's Guess* (1)
 Nahal's Reckless
 Dweomer* (1)
 Patternweave* (1)
 Chaos Shield* (2)
 Hornung's Baneful
 Deflector* (2)
 Nahal's Nonsensical
 Nullifier* (2)
 Alternate Reality* (3)

Fireflow* (3)
 Fool's Speech* (3)
 There/Not There* (4)
 Unluck* (4)
 Vortex* (5)
 Waveform* (5)
 Wildshield* (6)
 Wildstrike* (6)
 Hornung's Surge Selector* (7)
 Spell Shape* (7)
 Hornung's Random
 Dispatcher* (8)
 Wildzone* (8)
 Stabilize* (9)
 Wildfire* (9)
 Wildwind* (9)

Elemental Fire

Affect Normal Fires (1)
 Burning Hands (1)
 Dancing Lights (1)
 Fire Burst (1)
 Flaming Sphere (2)
 Pyrotechnics (2)
 Almir's Fundamental
 Breakdown (3)
 Fireball (3)
 Flame Arrow (3)
 Melf's Minute Meteors (3)
 Conjure Elemental-Kin (4)
 Fire Aura (4)
 Fire Charm (4)
 Fire Shield (4)
 Fire Trap (4)
 Wall of Fire (4)
 Conjure Elemental (5)
 Proofing Versus
 Combustion (5)
 Forest's Fiery Constrictor (6)
 Delayed Blast Fireball (7)
 Malec-Keth's Flame Fist (7)
 Incendiary Cloud (8)
 Elemental Aura (9)
 Meteor Swarm (9)

Elemental Earth

Fist of Stone (1)
 Fool's Gold (2)
 Maximilian's Earthen
 Grasp (2)
 Almir's Fundamental
 Breakdown (3)
 Maximilian's Stony Grasp (3)
 Conjure Elemental (5)
 Conjure Spell (5)
 Transmute Rock to Mud (5)
 Vile Venom (5)
 Lower Water (6)
 Otiluke's Freezing Sphere (6)
 Part Water (6)
 Transmute Water to Dust (6)
 Acid Storm (7)
 Abi-Dalzim's Horrid
 Wilting (8)
 Elemental Aura (9)

Elemental Water

Metamorphose Liquids (1)
 Insatiable Thirst (2)
 Almir's Fundamental
 Breakdown (3)
 Wall of Water (3)
 Water Breathing (3)
 Watery Double (3)
 Conjure Elemental-Kin (4)
 Ice Storm (4)
 Vitriolic Sphere (4)
 Wall of Ice (4)
 Airy Water (5)
 Cone of Cold (5)
 Conjure Elemental (5)
 Rusting Gas (5)
 Transmute Rock to Mud (5)
 Vile Venom (5)
 Lower Water (6)
 Otiluke's Freezing Sphere (6)
 Part Water (6)
 Transmute Water to Dust (6)
 Acid Storm (7)
 Abi-Dalzim's Horrid
 Wilting (8)
 Elemental Aura (9)

Priest Spells by Sphere

All

- Bless/Curse (1)
- Combine* (1)
- Detect Evil/Detect Good (1)
- Orison (1)
- Purify Food & Drink / Putrefy Food & Drink (1)
- Sanctify/Defile* (2)
- Focus* (4)
- Atonement (5)
- Uplift* (5)

Animal

- Animal Friendship (1)
- Beastmask (1)
- Calm Animals (1)
- Invisibility to Animals (1)
- Locate Animals or Plants (1)
- Revitalize Animal (1)
- Animal Eyes (2)
- Animal Spy (2)
- Beastspite (2)
- Charm Person or Mammal (2)
- Gift of Speech (2)
- Locate Animal Follower (2)
- Messenger (2)
- Snake Charm (2)
- Speak With Animals (2)
- Animal Trick (3)
- Call Follower (3)
- Control Animal (3)
- Hold Animal (3)
- Summon Insects (3)
- Animal Summoning I (4)
- Call Woodland Beings (4)
- Detect Animal Attacker (4)
- Giant Insects / Shrink Insect (4)
- Hunger (4)
- Repel Insects (4)
- Animal Growth/Animal Reduction (5)
- Animal Summoning II (5)
- Animal Summoning III (6)
- Anti-Animal Shell (6)
- Creeping Doom (7)

Creation

- Create Holy Symbol (2)
- Create Food & Water (3)
- Addition (4)
- Blessed Abundance (5)
- Animate Object (6)
- Blade Barrier (6)
- Heroes' Feast (6)
- Wall of Thorns (6)
- Changestaff (7)
- Chariot of Sustarre (7)

Astral

- Astral Celerity (1)
- Speak With Astral Traveler (1)
- Astral Awareness (2)
- Ethereal Barrier (2)
- Astral Window (3)
- Join With Astral Traveler (4)
- Plane Shift (5)
- Astral Spell (7)

Divination

- Analyze Balance (1)
- Detect Magic (1)
- Detect Poison (1)
- Detect Snare & Pits (1)
- Locate Animals or Plants (1)
- Spectral Senses (1)
- Augury (2)
- Detect Charm / Undetectable Charm (2)
- Find Traps (2)
- Hear Heartbeat (2)

Chaos

- Battlefate (1)
- Mistaken Missive (1)
- Chaos Ward (2)
- Dissension's Feast (2)
- Miscast Magic (3)

- Random Causality (3)
- Chaotic Combat (4)
- Chaotic Sleep (4)
- Inverted Ethics (4)
- Chaotic Commands (5)
- Uncontrolled Weather (7)

Charm

- Command (1)
- Remove Fear/Cause Fear (1)
- Enthrall (2)
- Hold Person (2)
- Music of the Spheres (2)
- Mystic Transfer* (2)
- Dictate (3)
- Emotion Control (3)
- Cloak of Bravery / Cloak of Fear (4)
- Free Action (4)
- Imbue With Spell Ability (4)
- Meld* (5)
- Quest (5)
- Confusion (7)
- Exaction (7)

Combat

- Magical Stone (1)
- Shillelagh (1)
- Chant (2)
- Spiritual Hammer (2)
- Prayer (3)
- Unearthly Choir* (3)
- Recitation (4)
- Flame Strike (5)
- Insect Plague (5)
- Spiritual Wrath* (6)
- Holy Word / Unholy Word (7)

Creation

- Strength of Stone (1)
- Soften Earth and Stone (2)
- Meld Into Stone (3)
- Stone Shape (3)
- Adamantine Mace (4)
- Earthmaw (4)
- Elemental Forbiddance (5)
- Nature's Charm (5)
- Spike Stones (5)
- Strengthen Stone (5)
- Transmute Rock to Mud / Transmute Mud to Rock (5)
- Stone Tell (6)
- Transmute Water to Dust / Improved Create Water (6)
- Animate Rock (7)
- Antimaterial Shell (7)
- Conjure Earth Elemental / Dismiss Earth Elemental (7)
- Earthquake (7)
- Transmute Metal to Wood (7)

Divination

- Detect Magic (1)
- Detect Poison (1)
- Detect Snare & Pits (1)
- Locate Animals or Plants (1)
- Spectral Senses (1)
- Augury (2)
- Detect Charm / Undetectable Charm (2)
- Find Traps (2)
- Hear Heartbeat (2)

Elemental Fire

- Firelight (1)

- Know Alignment / Undetectable Alignment (2)
- Speak With Animals (2)
- Detect Spirits (3)
- Extradiimensional Detection (3)
- Locate Object / Obscure Object (3)
- Speak With Dead (3)
- Detect Lie / Undetectable Lie (4)
- Divination (4)
- Omniscient Eye (4)
- Reflecting Pool (4)
- Tongues/Babble (4)
- Commune (5)
- Commune With Nature (5)
- Consequence (5)
- Magic Font (5)
- Thoughtwave* (5)
- True Seeing/False Seeing (5)
- Find the Path / Lose the Path (6)
- Speak With Monsters (6)
- Stone Tell (6)
- Divine Inspiration (7)
- Mind Tracker (7)

Elemental Air

- Wind Column (1)
- Dust Devil (2)
- Water Breathing / Air Breathing (3)
- Wind Servant (3)
- Windborne (4)
- Air Walk (5)
- Cloud of Purification (5)
- Elemental Forbiddance (5)
- Conjure Air or Water Elemental (7)
- Wind Walk (7)

Elemental Earth

- Strength of Stone (1)
- Soften Earth and Stone (2)
- Meld Into Stone (3)
- Stone Shape (3)
- Adamantine Mace (4)
- Earthmaw (4)
- Elemental Forbiddance (5)
- Nature's Charm (5)
- Spike Stones (5)
- Strengthen Stone (5)
- Transmute Rock to Mud / Transmute Mud to Rock (5)
- Stone Tell (6)
- Transmute Water to Dust / Improved Create Water (6)
- Animate Rock (7)
- Antimaterial Shell (7)
- Conjure Earth Elemental / Dismiss Earth Elemental (7)
- Earthquake (7)
- Transmute Metal to Wood (7)

Elemental Fire

- Firelight (1)

- Log of Everburning (1)
- Fire Trap (2)
- Flame Blade (2)
- Heat Metal/Chill Metal (2)
- Produce Flame (2)
- Flame Walk (3)
- Protection From fire (3)
- Enthrall (2)
- Pyrotechnics (3)
- Produce Fire/Quench Fire (4)
- Animate Flame (5)
- Elemental Forbiddance (5)
- Wall of Fire (5)
- Conjure Fire Elemental / Dismiss Fire Elemental (6)
- Fire Seeds (6)
- Chariot of Sustarre (7)
- Fire Storm/Fire Quench (7)

Elemental Water

- Create Water / Destroy Water (1)
- Water Fist (2)
- Water Breathing / Air Breathing (3)
- Water Walk (3)
- Lower Water/Raise Water (4)
- Elemental Forbiddance (5)
- Nature's Charm (5)
- Produce Ice (5)
- Transmute Rock to Mud / Transmute Mud to Rock (5)
- Part Water (6)
- Transmute Water to Dust / Improved Create Water (6)
- Conjure Air or Water Elemental (7)
- Tsunami (7)

Guardian

- Blessed Watchfulness (1)
- Sacred Guardian (1)
- Whisperward (1)
- Iron Vigil (2)
- Silence, 15' Radius (2)
- Wyvern Watch (2)
- Glyph of Warding (3)
- Dimensional Anchor (4)
- Unceasing Vigilance of the Holy Sentinel (4)
- Blade Barrier (6)
- Summon Undead (6)
- Symbol (7)

Healing

- Cure Light Wounds / Cause Light Wounds (1)
- Cure Moderate Wounds (2)
- Fortifying Stew (2)
- Slow Poison (2)
- Hold Poison (3)
- Repair Injury (3)
- Cure Serious Wounds / Cause Serious Wounds (4)
- Fortify* (4)
- Neutralize Poison/Poison (4)
- Cure Critical Wounds / Cause Critical Wounds (5)

Numbers

- Analyze Balance (1)
- Calculate (1)
- Personal Reading (1)
- Moment (2)
- Music of the Spheres (2)
- Etherealness (3)

Law

- Command (1)
- Protection from Chaos (1)
- Calm Chaos (2)
- Enthrall (2)
- Hold Person (2)
- Dictate (3)
- Rigid Thinking (3)
- Strength of One (3)
- Compulsive Order (4)
- Defensive Harmony (4)
- Champion's Strength (5)
- Impeding Permission (5)
- Legal Thoughts (6)
- Control Weather (7)

Necromantic

- Dispel Fatigue (1)
- Ebony Hand (1)
- Invisibility to Undead (1)
- Skeletal Servant (1)
- Spectral Senses (1)
- Undead Alacrity (1)
- Aid (2)
- Hear Heartbeat (2)
- Resist Turning (2)
- Restore Strength (2)
- Animate Dead (3)
- Cure Blindness or Deafness / Cause Blindness or Deafness (3)
- Cure Disease / Cause Disease (3)
- Death's Door (3)
- Feign Death (3)
- Life Drain (3)
- Snare (3)
- Spike Growth (3)
- Tree (3)
- Hallucinatory Forest / Revealed Wood (4)
- Hold Plant (4)
- Hunger (4)
- Knurl (4)
- Needlestorm (4)
- Plant Door (4)
- Speak With Plants (4)
- Sticks to Snakes / Snakes to Sticks (4)
- Anti-Plant Shell (5)
- Pass Plant (5)
- Thornwrack (5)
- Earththrack (6)
- Ivy Siege (6)
- Liveoak (6)
- Transport Via Plants (6)
- Turn Wood (6)
- Wall of Thorns (6)
- Changestaff (7)
- Tree Spirit (7)
- Unwilling Wood (7)

Guardian

- Blessed Watchfulness (1)
- Sacred Guardian (1)
- Whisperward (1)
- Iron Vigil (2)
- Silence, 15' Radius (2)
- Wyvern Watch (2)
- Glyph of Warding (3)
- Dimensional Anchor (4)
- Unceasing Vigilance of the Holy Sentinel (4)
- Blade Barrier (6)
- Summon Undead (6)
- Symbol (7)

Numbers

- Analyze Balance (1)
- Calculate (1)
- Personal Reading (1)
- Moment (2)
- Music of the Spheres (2)
- Etherealness (3)

- Extradiimensional Detection (3)
- Moment Reading (3)
- Telethaumaturgy (3)
- Addition (4)
- Dimensional Folding (4)
- Probability Control (4)
- Consequence (5)
- Dimensional Translocation (5)
- Magical Vestment (3)
- Negative Plane Protection (3)
- Protection From Fire (3)
- Remove Curse / Bestow Curse (3)
- Remove Paralysis (3)
- Protection From Evil, 10' Radius / Protection From Good, 10' Radius (4)
- Repel Insects (4)
- Spell Immunity (4)
- Anti-Plant Shell (5)
- Dispel Evil/Dispel Good (5)
- Impregnable Mind (5)
- Anti-Animal Shell (6)
- Recover Trail (1)
- Shillelagh (1)
- Barkskin (2)
- Goodberry/Badberry (2)
- Trip (2)
- Warp Wood / Straighten Wood (2)
- Chatterbark (3)
- Pass Without Trace, 10' Radius (3)
- Plant Growth (3)
- Polymorph Plant (3)
- Shape Wood (3)
- Slow Rot (3)
- Snare (3)
- Spike Growth (3)
- Tree (3)
- Hallucinatory Forest / Revealed Wood (4)
- Hold Plant (4)
- Hunger (4)
- Knurl (4)
- Needlestorm (4)
- Plant Door (4)
- Speak With Plants (4)
- Sticks to Snakes / Snakes to Sticks (4)
- Anti-Plant Shell (5)
- Pass Plant (5)
- Thornwrack (5)
- Earththrack (6)
- Ivy Siege (6)
- Liveoak (6)
- Transport Via Plants (6)
- Turn Wood (6)
- Wall of Thorns (6)
- Changestaff (7)
- Tree Spirit (7)
- Unwilling Wood (7)

Plant

- Allergy Field (1)
- Entangle (1)
- Locate Animals or Plants (1)
- Log of Everburning (1)
- Pass Without Trace (1)
- Puffball (1)
- Recover Trail (1)
- Shillelagh (1)
- Barkskin (2)
- Goodberry/Badberry (2)
- Trip (2)
- Warp Wood / Straighten Wood (2)
- Chatterbark (3)
- Pass Without Trace, 10' Radius (3)
- Plant Growth (3)
- Polymorph Plant (3)
- Shape Wood (3)
- Slow Rot (3)
- Snare (3)
- Spike Growth (3)
- Tree (3)
- Hallucinatory Forest / Revealed Wood (4)
- Hold Plant (4)
- Hunger (4)
- Knurl (4)
- Needlestorm (4)
- Plant Door (4)
- Speak With Plants (4)
- Sticks to Snakes / Snakes to Sticks (4)
- Anti-Plant Shell (5)
- Pass Plant (5)
- Thornwrack (5)
- Earththrack (6)
- Ivy Siege (6)
- Liveoak (6)
- Transport Via Plants (6)
- Turn Wood (6)
- Wall of Thorns (6)
- Changestaff (7)
- Tree Spirit (7)
- Unwilling Wood (7)

Protection

- Endure Cold/Endure Heat (1)
- Protection From Evil / Protection From Good (1)

- Ring of Hands / Ring of Woe* (1)
- Sanctuary (1)
- Barkskin (2)
- Resist Acid and Corrosion (2)
- Resist Fire/Resist Cold (2)
- Withdraw (2)
- Dispel Magic (3)
- Line of Protection/Line of Destruction* (3)
- Magical Vestment (3)
- Negative Plane Protection (3)
- Protection From Fire (3)
- Remove Curse / Bestow Curse (3)
- Remove Paralysis (3)
- Protection From Evil, 10' Radius / Protection From Good, 10' Radius (4)
- Repel Insects (4)
- Spell Immunity (4)
- Anti-Plant Shell (5)
- Dispel Evil/Dispel Good (5)
- Impregnable Mind (5)
- Anti-Animal Shell (6)
- Recover Trail (1)
- Shillelagh (1)
- Barkskin (2)
- Goodberry/Badberry (2)
- Trip (2)
- Warp Wood / Straighten Wood (2)
- Chatterbark (3)
- Pass Without Trace, 10' Radius (3)
- Plant Growth (3)
- Polymorph Plant (3)
- Shape Wood (3)
- Slow Rot (3)
- Snare (3)
- Spike Growth (3)
- Tree (3)
- Hallucinatory Forest / Revealed Wood (4)
- Hold Plant (4)
- Hunger (4)
- Knurl (4)
- Needlestorm (4)
- Plant Door (4)
- Speak With Plants (4)
- Sticks to Snakes / Snakes to Sticks (4)
- Anti-Plant Shell (5)
- Pass Plant (5)
- Thornwrack (5)
- Earththrack (6)
- Ivy Siege (6)
- Liveoak (6)
- Transport Via Plants (6)
- Turn Wood (6)
- Wall of Thorns (6)
- Changestaff (7)
- Tree Spirit (7)
- Unwilling Wood (7)

Plant

- Allergy Field (1)
- Entangle (1)
- Locate Animals or Plants (1)
- Log of Everburning (1)
- Pass Without Trace (1)
- Puffball (1)
- Recover Trail (1)
- Shillelagh (1)
- Barkskin (2)
- Goodberry/Badberry (2)
- Trip (2)
- Warp Wood / Straighten Wood (2)
- Chatterbark (3)
- Pass Without Trace, 10' Radius (3)
- Plant Growth (3)
- Polymorph Plant (3)
- Shape Wood (3)
- Slow Rot (3)
- Snare (3)
- Spike Growth (3)
- Tree (3)
- Hallucinatory Forest / Revealed Wood (4)
- Hold Plant (4)
- Hunger (4)
- Knurl (4)
- Needlestorm (4)
- Plant Door (4)
- Speak With Plants (4)
- Sticks to Snakes / Snakes to Sticks (4)
- Anti-Plant Shell (5)
- Pass Plant (5)
- Thornwrack (5)
- Earththrack (6)
- Ivy Siege (6)
- Liveoak (6)
- Transport Via Plants (6)
- Turn Wood (6)
- Wall of Thorns (6)
- Changestaff (7)
- Tree Spirit (7)
- Unwilling Wood (7)

Summning

- Call Upon Faith (1)
- Draw Upon Holy Might (2)
- Summon Animal Spirit (3)
- Summon Insects (3)
- Abjure (4)
- Animal Summoning I (4)
- Call Woodland Beings (4)
- Animal Summoning II (5)
- Dimensional Translocation (5)
- Dispel Evil/Dispel Good (5)
- Aerial Plant (6)
- Animal Summoning III (6)
- Animate Object (6)
- Conjure Animals (6)
- Conjure Fire Elemental / Dismiss Fire Elemental (6)
- Summon Undead (6)
- Weather Summoning (6)
- Word of Recall (6)
- Conjure Earth Elemental / Dismiss Earth Elemental (7)
- Creeping Down (7)
- Death Pact (7)
- Exaction (7)
- Gate (7)
- Spirit of Power* (7)
- Succor/Call (7)

Sun

- Light/Darkness (1)
- Suncorch (1)
- Continual Light / Continual Darkness (3)
- Starshine (3)
- Blessed Warmth (4)

- Moonbeam (5)
- Rainbow (5)
- Sol's Searing Orb (6)
- The Great Circle / The Black Circle* (6)
- Sunray (7)

Thought

- Emotion Read (1)
- Thought Capture (1)
- Idea (2)
- Mind Read (2)
- Emotion Control (3)
- Memory Read (3)
- Telepathy (3)
- Cause Insanity (4)
- Genius (4)
- Mental domination (4)
- Rapport (4)
- Solipsism (4)
- Thought Broadcast (4)
- Impregnable Mind (5)
- Memory Wrack (5)
- Mindshatter (5)
- Disbelief (6)
- Group Mind (6)
- Divine Inspiration (7)
- Impervious Sanctuary of Mind (7)
- Mindkiller (7)

Time

- Know Age (1)
- Know Time (1)
- Hesitation (2)
- Nap (2)
- Accelerate Healing (3)
- Choose Future (3)
- Unfailing Premonition (3)
- Age Plant (4)
- Modify Memory (4)
- Age Object/Youthful Object (5)
- Otherime (5)
- Repeat Action (5)
- Time Pool (5)
- Age Creature / Restore Youth (6)
- Reverse Time (6)
- Skip Day (6)
- Age Dragon (7)

Travelers

- Know Direction (1)
- Aura of Comfort (2)
- Lighten Load (2)
- Create Campsite / Break Camp (3)
- Helping Hand (3)
- Know Customs (3)
- Circle of Privacy (4)
- Tree Steed (4)
- Clear Path/Clutter Path (5)
- Easy march (5)
- Monster Mount (6)
- Hovering Road (7)

War

- Morale (1)
- Emotion Perception (2)
- Rally (2)
- Adaptation (3)
- Caltrops (3)
- Fortify (3)
- Entrench (4)
- Leadership/Doubt (4)
- Tanglefoot / Selective Passage (4)
- Disguise (5)
- Illusory Artillery (5)
- Righteous Wrath of the Faithful (5)
- Gravity Variation (6)
- Illusory Fortification (6)
- Shadow Engines (7)

Wards

- Anti-Vermin Barrier (1)
- Weighty Chest (1)
- Ethereal Barrier (2)
- Frisky Chest (2)
- Zone of Truth (2)
- Efficacious Monster Ward (3)
- Invisibility Purge (3)
- Squeaking Floors (3)
- Thief's Lament (3)
- Zone of Sweet Air (3)
- Fire Purge (4)
- Weather Stasis (4)
- Barrier of Retention (5)
- Elemental Forbiddance (5)
- Grounding (5)
- Shrieking Walls (5)
- Crushing Walls (6)
- Dragonbane (6)
- Land of Stability (6)
- Undead Walls (6)
- Tentacle Walls (7)

Weather

- Faerie Fire (1)
- Whisperward (1)
- Obscurement (2)
- Reverse Time (6)
- Call Lightning (3)
- Weather Prediction (3)
- Control Temperature, 10' Radius (4)
- Protection From Lightning (4)
- Weather Stasis (4)
- Cloudscape (5)
- Control Winds (5)
- Rainbow (5)
- Weather Summoning (6)
- Control Weather (7)

Wizard Spells per Level

	Spell Level								
Level	1	2	3	4	5	6	7	8	9
Emotion Perception (2)	1	1	--	--	--	--	--	--	--
Rally (2)	2	2	--	--	--	--	--	--	--
Adaptation (3)	3	2	1	--	--	--	--	--	--
Fortify (3)	4	3	2	--	--	--	--	--	--
Entrench (4)	5	4	2	1	--	--	--	--	--
Leadership/Doubt (4)	6	4	2	2	--	--	--	--	--
Tanglefoot / Selective Passage (4)	7	4	3	2	1	--	--	--	--
Disguise (5)	8	4	3	3	2	--	--	--	--
Illusory Artillery (5)	9	4	3	3	2	1	--	--	--
Righteous Wrath of the Faithful (5)	10	4	4	3	2	2	--	--	--
Gravity Variation (6)	11	4	4	4	3	3	--	--	--
Illusory Fortification (6)	12	4	4	4	4	4	1	--	--
Shadow Engines (7)	13	5	5	5	4	4	2	--	--
	14	5	5	5	4	4	2	1	--
	15	5	5	5	5	5	2	1	--
	16	5	5	5	5	5	3	2	1
	17	5	5	5	5	5	3	3	2
	18	5	5	5	5	5	3	3	2
	19	5	5	5	5	5	3	3	3
	20	5	5	5	5	5	4	3	3

Priest Spells per Level

	Spell Level								
Level	1	2	3	4	5	6*	7**		
Fire Purge (4)	1	1	--	--	--	--	--	--	--
Weather Stasis (4)	2	2	--	--	--	--	--	--	--
Barrier of Retention (5)	3	2	1	--	--	--	--	--	--
Elemental Forbiddance (5)	4	3	2	--	--	--	--	--	--