

SCHOOLS OF MAGIC	LEVEL OF WIZARD SPELLS								
	1	2	3	4	5	6	7	8	9
Alteration/Alchemy	Mending Cantrips Comprehend languages Enlarge Hold portal Mending Pyrotechnics	Alter self Open locks Irritation Levitate Strength Stretching Lycanthropy	Slow Speed Speak languages Water breathing Stretching body parts Zoanthropy	Teleportation 30 yards Plant growth Polymorph other Polymorph self	Animal growth Distance distortion Fabricate Transmutation (rock to mud) Telekinesis Teleport	Disintegrate Flight Ice turning Transmutation (water to dust)	Reverse gravity Statue Teleport without error Vanish Time slowdown Time acceleration	Polymorph object Sink Shape change Time stop	
Illusion	Altering self Spook	Invisibility	Delude alignment Illusionary script Invisibility 10 feet	Active invisibility	Advanced illusion Dream	Programmed illusion Project image Veil	Permanent illusion Mislead Duplicate creature		
Enchantment/Charm	Charm Hypnotism Taunt Sleep	Scare	Hold person Suggestion Ride beast	Confusion Emotion Fear Fumble	Domination	Enchant item Mass suggestion	Charm plants	Antipathy and Sympathy Mass charm	
Abjuration/Protection	Alarm Armor Protective shield Protection from evil		Dispell magic Nondetection Protection from evil 10 feet	Remove curse	Avoidance Dismissal	Banishment Repulsion	Spell turning		
Conjuration/Summoning		Summon swarm	Monster summoning		Conjure elemental	Control weather Conjure animals Ensnarement Monster summoning IV		Monster summoning VII Soul trapping Imprisonment	
Incantation/É	Astral spell	Affect Fires	Fireball	Lightning bolt	Electricity	Flaming	Gate	Meteor	

vocation/Precipitation			Flame Arrow	Shout Wall of fire Wall of ice <u>Minor creation</u>	Wall of Iron Wall of Stone	Dimension Door		<u>Swarm Wish</u>	
Divination	Detect magic Detect undead Identify	Detect invisibility Detect evil Know alignment <u>Locate objects</u>	<u>Clairvoyance</u>	<u>Vision through things</u>	<u>Spacial vision</u> (through space, at present moment) Contact other plane	<u>Time vision</u> (past and future events) True seeing	<u>Potential vision</u> (of things that may happen) Supernatural guidance <u>Thought reading</u>	Screen <u>Foresight</u>	
Necromancy	Detect undead		Feign Death	Contagion Numbness Death touch	<u>Animate dead</u>	Death spell <u>Reincarnation</u>	<u>Control Undead</u>	Clone Deadly word Energy drain	

SCHOOLS OF MAGIC	LEVEL OF PRIEST SPELLS								
	1	2	3	4	5	6	7	8	9
Alteration/Alchemy	Pass without trace	Heat metal Speak with animals Withdraw	Plant growth Water breathing	Speak with plants Sticks to snakes Tongues	<u>Air walk</u> Animal growth Transmutation (rock to mud)	<u>Flight</u> Part water Speak with monsters Transmutation (water to dust)	<u>Wind walk</u>		
Illusion				Hallucination					
Enchantment/Charm	Animal friendship Command Remove fear	Charm person or animal Enthrall Snake charm					Confusion		
Abjuration/Protection	Bless Protection from evil (1 foot) Purify food and drink Sanctuary		Cure blindness, deafness and paralysis <u>Cure disease</u> Dispelling magic Negative plane protection Protection from fire Remove curse	<u>Abjure</u> <u>Cure serious wounds</u> Free action Protection (10 feet) Spell immunity <u>Dispelling evil spirits</u>	Atonement	<u>Heal</u> <u>Exorcism</u>	<u>Holy Word</u>		
Conjuration/Summoning		<u>Messenger</u>	<u>Prayer</u> Summon insects	Summon small animals	Summon animals of average size <u>Conjure elementals</u> Control winds	<u>Aerial servant</u> <u>Summoning of large animals</u>	Control weather Creeping Doom <u>Earthquake</u> <u>Exaction</u>		
Incantation/Evocation/Precipitation	Create water Light	Aid Chant Flame blade Goodberry Produce flame Spiritual hammer	Call lightning Continual light Create food and water Starshine	<u>Produce fire</u>	<u>Flame column</u> <u>Plane shift</u> Wall of Fire	<u>Blinding light</u>	<u>Fire Storm</u> <u>Gate</u>		

Divination	Detect evil Detect magic Locate animals or plants	<u>Aurgury</u> Know alignment	<u>Locate object</u>	Detect lie <u>Divination</u>	Commune (answering questions) Commune with nature True seeing	Find path			
Necromancy	Cure light wounds		Animate Dead Speak with dead Feign death	<u>Regenerate</u>	<u>Raide Dead</u>	<u>Restoration</u> Animate objects	<u>Reincarnate</u> <u>Resurrection</u> Animate element		