

SPELLS

All 623 core spells from the Pathfinder Roleplaying Game Core Rulebook, organized by spell level. Classes listed are those that can cast the spell at the indicated level.

CANTRIPS/ORISONS (28 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Acid Splash	Conjuration (creation)	Sorcerer, Wizard	Orb deals 1d3 acid damage.
Arcane Mark	Universal	Sorcerer, Wizard	Inscribes a personal rune on an object or creature (visible or invisible).
Bleed	Necromancy	Cleric, Sorcerer, Wizard	Cause a stabilized creature to resume dying.
Create Water	Conjuration (creation)	Cleric, Druid	Creates 2 gallons/level of pure water.
Dancing Lights	Evocation	Bard, Sorcerer, Wizard	Creates torches or other lights.
Daze	Enchantment (compulsion)	Bard, Sorcerer, Wizard	A single humanoid creature with 4 HD or less loses its next action.
Detect Magic	Divination	Bard, Cleric, Druid, Sorcerer, Wizard	Detects all spells and magic items within 60 ft.
Detect Poison	Divination	Cleric, Druid, Sorcerer, Wizard	Detects poison in a creature or object.
Disrupt Undead	Necromancy	Sorcerer, Wizard	Deals 1d6 damage to one undead.
Flare	Evocation	Bard, Druid, Sorcerer, Wizard	Dazzles one creature (-1 on attack rolls).
Ghost Sound	Illusion (figment)	Bard, Sorcerer, Wizard	Figment sounds.
Guidance	Divination	Cleric, Druid	+1 on one attack roll, saving throw, or skill check.
Know Direction	Divination	Bard, Druid	You discern north.
Light	Evocation	Bard, Cleric, Druid, Sorcerer, Wizard	Object shines like a torch.
Lullaby	Enchantment (compulsion)	Bard	Makes subject drowsy: -5 on Perception checks, -2 on Will saves against sleep.
Mage Hand	Transmutation	Bard, Sorcerer, Wizard	5-pound telekinesis.
Mending	Transmutation	Bard, Cleric, Druid, Sorcerer, Wizard	Makes minor repairs on an object.
Message	Transmutation	Bard, Sorcerer, Wizard	Whisper conversation at distance.
Open/Close	Transmutation	Bard, Sorcerer, Wizard	Opens or closes small or light things.
Prestidigitation	Universal	Bard, Sorcerer, Wizard	Performs minor tricks.
Purify Food And Drink	Transmutation	Cleric, Druid	Purifies 1 cu. ft./level of food or water.
Ray Of Frost	Evocation	Sorcerer, Wizard	Ray deals 1d3 cold damage.
Read Magic	Divination	Bard, Cleric, Druid, Sorcerer, Wizard	Read scrolls and spellbooks.
Resistance	Abjuration	Bard, Cleric, Druid, Sorcerer, Wizard	Subject gains +1 on saving throws.
Stabilize	Conjuration (healing)	Cleric, Druid	Cause a dying creature to stabilize.
Summon Instrument	Conjuration (summoning)	Bard	Summons one musical instrument.
Touch Of Fatigue	Necromancy	Sorcerer, Wizard	Touch attack fatigues target.
Virtue	Transmutation	Cleric, Druid	Subject gains 1 temporary hp.

LEVEL 1 (89 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Alarm	Abjuration	Bard, Ranger, Sorcerer, Wizard	Wards an area for 2 hours/level.
Animal Messenger	Enchantment (compulsion)	Ranger	Sends a Tiny animal to a specific place.
Animate Rope	Transmutation	Bard, Sorcerer, Wizard	Makes a rope move at your command.
Bane	Enchantment (compulsion)	Cleric	Enemies take -1 on attack rolls and saves vs. fear.
Bless	Enchantment (compulsion)	Cleric, Paladin	Allies gain +1 on attack rolls and saves against fear.
Bless Water	Transmutation	Cleric, Paladin	Makes holy water.
Bless Weapon	Transmutation	Paladin	Weapon strikes true against evil foes.
Burning Hands	Evocation	Sorcerer, Wizard	1d4/level fire damage (max 5d4).
Calm Animals	Enchantment (compulsion)	Druid, Ranger	Calms 2d4 + level HD of animals.
Cause Fear	Necromancy	Bard, Cleric, Sorcerer, Wizard	A creature of 5 HD or less flees for 1d4 rounds.
Charm Animal	Enchantment (charm)	Druid, Ranger	Makes one animal your friend.
Charm Person	Enchantment (charm)	Bard, Sorcerer, Wizard	Makes one person your friend.
Chill Touch	Necromancy	Sorcerer, Wizard	One touch/level deals 1d6 damage and possibly 1 Str damage.
Color Spray	Illusion (pattern)	Sorcerer, Wizard	Knocks unconscious, blinds, and/or stuns weak creatures.
Command	Enchantment (compulsion)	Cleric	One subject obeys a command for 1 round.
Comprehend Languages	Divination	Bard, Cleric, Sorcerer, Wizard	You understand all spoken and written languages.
Confusion, Lesser	Enchantment (compulsion)	Bard	One creature is confused for 1 round.
Cure Light Wounds	Conjuration (healing)	Bard, Cleric, Druid, Paladin	Cures 1d8 damage + 1/level (max +5).
Curse Water	Necromancy	Cleric	Makes water unholy.
Daze Monster	Enchantment (compulsion)	Summoner	Living creature of 6 HD or less loses its next action.
Death Knell	Necromancy	Antipaladin	Kills dying creature; you gain 1d8 temporary hp, +2 to Str, and +1 caster level.
Deathwatch	Necromancy	Cleric	Reveals how near death subjects within 30 ft. are.
Delay Poison	Conjuration (healing)	Ranger	Stops poison from harming subject for 1 hour/level.
Detect Animals Or Plants	Divination	Druid, Ranger	Detects kinds of animals or plants.
Detect Chaos	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Evil	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Good	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Law	Divination	Cleric	Reveals creatures, spells, or objects of selected alignment.
Detect Secret Doors	Divination	Bard, Sorcerer, Wizard	Reveals hidden doors within 60 ft.
Detect Spares And	Divination	Druid, Ranger	Reveals natural or primitive traps

LEVEL 2 (90 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Acid Arrow	Conjuration (creation)	Sorcerer, Wizard	Ranged touch attack; 2d4 damage for 1 round + 1 round/3 levels.
Aid	Enchantment (compulsion)	Cleric	+1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max +10).
Align Weapon	Transmutation	Cleric	Weapon becomes good, evil, lawful, or chaotic.
Alter Self	Transmutation (polymorph)	Bard, Sorcerer, Wizard	Assume form of a Small or Medium humanoid.
Animal Trance	Enchantment (compulsion)	Bard, Druid	Fascinates 2d6 HD of animals.
Arcane Lock	Abjuration	Sorcerer, Wizard	Magically locks a portal or chest.
Augury	Divination	Cleric	Learns whether an action will be good or bad.
Barkskin	Transmutation	Druid, Ranger	Grants +2 (or higher) enhancement to natural armor.
Bear's Endurance	Transmutation	Cleric, Druid, Ranger, Sorcerer, Wizard	Subject gains +4 to Con for 1 min./level.
Blindness/Deafness	Necromancy	Bard, Sorcerer, Wizard	Makes subject blind or deaf.
Blur	Illusion (glamer)	Bard, Sorcerer, Wizard	Attacks miss subject 20% of the time.
Bull's Strength	Transmutation	Cleric, Druid, Paladin, Sorcerer, Wizard	Subject gains +4 to Str for 1 min./level.
Calm Emotions	Enchantment (compulsion)	Bard, Cleric	Calms creatures, negating emotion effects.
Cat's Grace	Transmutation	Bard, Druid, Ranger, Sorcerer, Wizard	Subject gains +4 to Dex for 1 min./level.
Chill Metal	Transmutation	Druid	Cold metal damages those who touch it.
Command Undead	Necromancy	Sorcerer, Wizard	Undead creature obeys your commands.
Consecrate	Evocation	Cleric	Fills area with positive energy, weakening undead.
Continual Flame	Evocation	Sorcerer, Wizard	Makes a permanent, heatless light.
Cure Moderate Wounds	Conjuration (healing)	Bard, Cleric	Cures 2d8 damage +1/level (max. +10).
Darkness	Evocation	Bard, Cleric, Sorcerer, Wizard	20-ft. radius of supernatural shadow.
Darkvision	Transmutation	Sorcerer, Wizard	See 60 ft. in total darkness.
Desecrate	Evocation	Cleric	Fills area with negative energy; aids undead.
Detect Thoughts	Divination	Bard, Sorcerer, Wizard	Allows "listening" to surface thoughts.
Eagle's Splendor	Transmutation	Bard, Cleric, Paladin, Sorcerer, Wizard	Subject gains +4 to Cha for 1 min./level.
Enthrall	Enchantment (charm)	Bard, Cleric	Captivates all within 100 ft. + 10 ft./level.
False Life	Necromancy	Sorcerer, Wizard	Gain 1d10 temporary hp + 1/level (max +10).
Find Traps	Divination	Cleric	Notice traps as a rogue does.
Fire Trap	Abjuration	Druid	Opened object deals 1d4 damage +1/level.
Flame Blade	Evocation	Druid	Touch attack deals 1d8 + 1/two levels damage.
Flaming Sphere	Evocation	Druid, Sorcerer, Wizard	Ball of fire deals 3d6 fire damage.
Fog Cloud	Conjuration (creation)	Druid, Sorcerer, Wizard	Fog obscures vision.
Fox's Cunning	Transmutation	Bard, Sorcerer, Wizard	Subject gains +4 to Int for 1 min./level.
Gentle Repose	Necromancy	Cleric	Preserves one corpse.

LEVEL 3 (90 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Animate Dead	Necromancy	Cleric	Creates undead skeletons and zombies.
Arcane Sight	Divination	Sorcerer, Wizard	Magical auras become visible to you.
Beast Shape I	Transmutation (polymorph)	Sorcerer, Wizard	You take the form and some of the powers of a Small or Medium animal.
Bestow Curse	Necromancy	Cleric	-6 to an ability score; -4 on attack rolls, saves, and checks; or 50% chance ...
Black Tentacles	Conjuration (creation)	Summoner	Tentacles grapple all creatures within a 20-ft. spread.
Blink	Transmutation	Bard, Sorcerer, Wizard	You randomly vanish and reappear for 1 round per level.
Call Lightning	Evocation	Druid	Calls down lightning bolts (3d6 per bolt) from sky.
Charm Monster	Enchantment (charm)	Bard	Makes monster believe it is your ally.
Clairaudience/Clairvoyance	Divination (scrying)	Bard, Sorcerer, Wizard	Hear or see at a distance for 1 min./level.
Command Plants	Transmutation	Ranger	Sway the actions of plant creatures.
Confusion	Enchantment (compulsion)	Bard	Subjects behave oddly for 1 round/level.
Contagion	Necromancy	Cleric, Druid	Infects subject with chosen disease.
Create Food And Water	Conjuration (creation)	Cleric	Feeds three humans (or one horse)/level.
Crushing Despair	Enchantment (compulsion)	Bard	Subjects take -2 on attack rolls, damage rolls, saves, and checks.
Cure Serious Wounds	Conjuration (healing)	Bard, Cleric	Cures 3d8 damage + 1/level (max +15).
Daylight	Evocation	Bard, Cleric, Druid, Paladin, Sorcerer, Wizard	60-ft. radius of bright light.
Deep Slumber	Enchantment (compulsion)	Bard, Sorcerer, Wizard	Puts 10 HD of creatures to sleep.
Deeper Darkness	Evocation	Cleric	Object sheds shadows in 60-ft. radius.
Dimension Door	Conjuration (teleportation)	Summoner	Teleports you a short distance.
Dimensional Anchor	Abjuration	Inquisitor, Summoner	Bars extradimensional movement.
Diminish Plants	Transmutation	Druid, Ranger	Reduces size or blights growth of normal plants.
Discern Lies	Divination	Paladin	Reveals deliberate falsehoods.
Dispel Magic	Abjuration	Bard, Cleric, Paladin, Sorcerer, Wizard	Cancels one magical spell or effect.
Displacement	Illusion (glamer)	Bard, Sorcerer, Wizard	Attacks miss subject 50% of the time.
Dominate Animal	Enchantment (compulsion)	Druid	One animal obeys your silent mental commands and orders.
Enlarge Person, Mass	Transmutation	Summoner	1 humanoid creature/level doubles in size.
Explosive Runes	Abjuration	Sorcerer, Wizard	Deals 6d6 damage when read.
Fear	Necromancy	Bard	Subjects within cone flee for 1 round/level.
Fire Shield	Evocation	Summoner	Creatures attacking you take fire damage; you're protected from heat or cold.
Fireball	Evocation	Sorcerer, Wizard	1d6 fire damage per level, 20-ft. radius.
Flame Arrow	Transmutation	Sorcerer, Wizard	Arrows deal +1d6 fire damage.
Flame Blade	Transmutation	Sorcerer, Wizard	Subject flares with fire for 100 ft.

LEVEL 4 (77 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Air Walk	Transmutation	Cleric, Druid	Subject treads on air as if solid (climb or descend at 45-degree angle).
Animal Growth	Transmutation	Ranger	One animal doubles in size.
Antiplant Shell	Abjuration	Druid	Keeps animated plants at bay.
Arcane Eye	Divination (scrying)	Sorcerer, Wizard	Invisible floating eye moves 30 ft./round.
Baleful Polymorph	Transmutation (polymorph)	Summoner	Turns subject into harmless animal.
Bear's Endurance, Mass	Transmutation	Summoner	As bear's endurance, affects one subject/level.
Beast Shape II	Transmutation (polymorph)	Sorcerer, Wizard	You take the form and some of the powers of a Tiny or Large animal.
Blight	Necromancy	Druid	Withers one plant or deals 1d6/level damage to plant creature.
Break Enchantment	Abjuration	Bard, Paladin	Frees subjects from enchantments, transmutations, and curses.
Bull's Strength, Mass	Transmutation	Summoner	As bull's strength, affects 1 subject per level.
Cat's Grace, Mass	Transmutation	Summoner	As cat's grace, affects 1 subject/level.
Chaos Hammer	Evocation	Cleric	Harms and slows lawful creatures (1d8 damage/2 levels).
Commune With Nature	Divination	Ranger	Learn about terrain for 1 mile/level.
Contact Other Plane	Divination	Summoner	Lets you ask question of extraplanar entity.
Control Water	Transmutation	Cleric, Druid	Raises or lowers bodies of water.
Cure Critical Wounds	Conjuration (healing)	Bard, Cleric	Cures 4d8 damage + 1/level (max +20).
Death Ward	Necromancy	Cleric, Paladin	Grants bonuses against death spells and negative energy.
Detect Scrying	Divination	Bard, Sorcerer, Wizard	Alerts you to magical eavesdropping
Dismissal	Abjuration	Cleric	Forces a creature to return to its native plane.
Dispel Chaos	Abjuration	Paladin	+4 bonus against attacks by chaotic creatures.
Dispel Evil	Abjuration	Paladin	+4 bonus against attacks by evil creatures.
Dispel Good	Abjuration	Antipaladin	+4 against attacks by good creatures.
Dispel Law	Abjuration	Antipaladin	+4 against attacks by lawful creatures.
Divination	Divination	Cleric	Provides useful advice for specific proposed actions.
Divine Power	Evocation	Cleric	You gain attack bonuses and 1 hp/level.
Dominate Person	Enchantment (compulsion)	Bard	Controls humanoid telepathically.
Eagle's Splendor, Mass	Transmutation	Summoner	As eagle's splendor, 1 subject/level.
Elemental Body I	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Small elemental.
Enervation	Necromancy	Sorcerer, Wizard	Subject gains 1d4 negative levels.
Flame Strike	Evocation	Druid	Smites foes with divine fire (1d6/level damage).
Fox's Cunning, Mass	Transmutation	Summoner	As fox's cunning, affects 1 subject/ level.
Freedom Of Movement	Abjuration	Bard, Cleric, Druid, Ranger	Subject moves normally despite impediments to movement.
Giant Vermin	Transmutation	Cleric, Druid	Turns centipedes, scorpions, or spiders into giant vermin.

LEVEL 5 (68 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Atonement	Abjuration	Cleric, Druid	Removes burden of misdeeds from subject.
Awaken	Transmutation	Druid	Animal or tree gains human intellect.
Banishment	Abjuration	Inquisitor, Summoner	Banishes 2 HD/level of extraplanar creatures.
Beast Shape III	Transmutation (polymorph)	Sorcerer, Wizard	You take the form of a Diminutive or Huge animal, or Small or Medium magical ...
Breath Of Life	Conjuration (healing)	Cleric	Cures 5d8 damage + 1/level and restores life to recently slain creatures.
Call Lightning Storm	Evocation	Druid	As call lightning, but 5d6 damage per bolt.
Cloudkill	Conjuration (creation)	Sorcerer, Wizard	Kills 3 HD or less; 4-6 HD save or die; 6+ HD take Con damage.
Command, Greater	Enchantment (compulsion)	Cleric	As command, but affects one subject/level.
Commune	Divination	Cleric	Deity answers one yes-or-no question/level.
Cone Of Cold	Evocation	Sorcerer, Wizard	1d6/level cold damage.
Control Winds	Transmutation	Druid	Changes wind direction and speed.
Creeping Doom	Conjuration (summoning)	Summoner	Swarms of centipedes attack at your command.
Cure Light Wounds, Mass	Conjuration (healing)	Bard, Cleric	Cures 1d8 damage + 1/level, affects 1 subject/level.
Dispel Magic, Greater	Abjuration	Bard	As dispel magic, but with multiple targets.
Disrupting Weapon	Transmutation	Cleric	Melee weapon destroys undead.
Dream	Illusion (phantasm)	Bard, Sorcerer, Wizard	Sends message to anyone sleeping.
Elemental Body II	Transmutation (polymorph)	Sorcerer, Wizard	You become a Medium elemental.
Ethereal Jaunt	Transmutation	Summoner	You become ethereal for 1 round/level.
Fabricate	Transmutation	Sorcerer, Wizard	Transforms raw materials into finished items.
False Vision	Illusion (glamer)	Bard, Sorcerer, Wizard	Fools scrying with an illusion.
Feeblemind	Enchantment (compulsion)	Sorcerer, Wizard	Subject's Int and Cha drop to 1.
Geas/Quest	Enchantment (compulsion)	Inquisitor	As lesser geas, but affects any creature.
Hallow	Evocation	Cleric, Druid	Designates location as holy.
Heal	Conjuration (healing)	Adept	Cures 10 points/level damage, all diseases and mental conditions.
Heroism, Greater	Enchantment (compulsion)	Bard	Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; tempor...
Inflict Light Wounds, Mass	Necromancy	Cleric	Deals 1d8 damage + 1/level, affects 1 subject/level.
Interposing Hand	Evocation	Sorcerer, Wizard	Hand provides cover against 1 opponent.
Invisibility, Mass	Illusion (glamer)	Summoner	As invisibility, but affects all in range.
Mage's Private Sanctum	Abjuration	Sorcerer, Wizard	Prevents anyone from viewing or scrying an area for 24 hours.
Mind Fog	Enchantment (compulsion)	Bard, Sorcerer, Wizard	Subjects in fog get -10 to Wis and Will checks.

LEVEL 6 (74 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Acid Fog	Conjuration (creation)	Sorcerer, Wizard	Fog deals acid damage.
Analyze Dweomer	Divination	Bard, Sorcerer, Wizard	Reveals magical aspects of subject.
Animate Objects	Transmutation	Bard, Cleric	Objects attack your foes.
Antilife Shell	Abjuration	Cleric, Druid	10-ft.-radius field hedges out living creatures.
Antimagic Field	Abjuration	Sorcerer, Wizard	Negates magic within 10 ft.
Antipathy	Enchantment (compulsion)	Summoner	Object or location affected by spell repels certain creatures.
Beast Shape IV	Transmutation (polymorph)	Sorcerer, Wizard	You take the form of a Diminutive to Huge animal or a Tiny to Large magical b...
Binding	Enchantment (compulsion)	Summoner	Utilizes an array of techniques to imprison a creature.
Blade Barrier	Evocation	Cleric	Wall of blades deals 1d6/level damage.
Blasphemy	Evocation	Inquisitor	Kills, paralyzes, weakens, or dazes nonevil subjects.
Chain Lightning	Evocation	Sorcerer, Wizard	1d6/level damage, 1 more bolt/level.
Charm Monster, Mass	Enchantment (charm)	Bard	As charm monster, but all within 30 ft.
Circle Of Death	Necromancy	Sorcerer, Wizard	Kills 1d4/level HD of creatures.
Contingency	Evocation	Sorcerer, Wizard	Sets trigger condition for another spell.
Create Undead	Necromancy	Cleric, Sorcerer, Wizard	Raises ghouls, ghastrs, mummies, or mohrgs from physical remains.
Cure Moderate Wounds, Mass	Conjuration (healing)	Bard, Cleric	Cures 2d8 damage + 1/level, affects 1 subject/level.
Dictum	Evocation	Inquisitor	Kills, paralyzes, staggers, or deafens nonlawful targets.
Dimensional Lock	Abjuration	Summoner	Teleportation and interplanar travel blocked for 1 day/level.
Discern Location	Divination	Summoner	Reveals exact location of creature or object.
Disintegrate	Transmutation	Sorcerer, Wizard	Reduces one creature or object to dust.
Dominate Monster	Enchantment (compulsion)	Summoner	As dominate person, but any creature.
Elemental Body III	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Large elemental.
Eyebite	Necromancy	Bard, Sorcerer, Wizard	Target becomes panicked, sickened, and comatose.
Find The Path	Divination	Bard, Cleric, Druid	Shows most direct way to a location.
Fire Seeds	Conjuration (creation)	Druid	Acorns and berries become grenades and bombs.
Flesh To Stone	Transmutation	Sorcerer, Wizard	Turns subject creature into statue.
Forbiddance	Abjuration	Cleric	Blocks planar travel, damages creatures of different alignment.
Forceful Hand	Evocation	Sorcerer, Wizard	Hand pushes creatures away.
Form Of The Dragon I	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Medium dragon.
Freezing Sphere	Evocation	Sorcerer, Wizard	Freezes water or deals cold damage.
Giant Form I	Transmutation (polymorph)	Alchemist	Turns you into a Large giant.
Globe Of Invulnerability	Abjuration	Sorcerer, Wizard	As lesser globe of invulnerability, plus 4th-level spell

LEVEL 7 (40 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Animate Plants	Transmutation	Druid	One or more plants animate and fight for you.
Arcane Sight, Greater	Divination	Sorcerer, Wizard	As arcane sight, but also reveals magic effects on creatures and objects.
Changestaff	Transmutation	Druid	Your staff becomes a treant on command.
Control Undead	Necromancy	Sorcerer, Wizard	Undead don't attack you while under your command.
Control Weather	Transmutation	Cleric, Druid, Sorcerer, Wizard	Changes weather in local area.
Cure Serious Wounds, Mass	Conjuration (healing)	Cleric	Cures 3d8 damage + 1/level, affects 1 subject/level.
Delayed Blast Fireball	Evocation	Sorcerer, Wizard	1d6/level fire damage; you can postpone blast for up to 5 rounds.
Destruction	Necromancy	Cleric	Kills subject and destroys remains.
Elemental Body IV	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge elemental.
Finger Of Death	Necromancy	Sorcerer, Wizard	Deals 10 damage/level to one subject.
Fire Storm	Evocation	Druid	Deals 1d6/level fire damage.
Forcecage	Evocation	Sorcerer, Wizard	Cube or cage of force imprisons all inside.
Form Of The Dragon II	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Large dragon.
Grasping Hand	Evocation	Sorcerer, Wizard	Hand provides cover, pushes, or grapples.
Hold Person, Mass	Enchantment (compulsion)	Sorcerer, Wizard	As hold person, but all within 30 ft.
Inflict Serious Wounds, Mass	Necromancy	Cleric	Deals 3d8 damage + 1/level, affects 1 subject/level.
Insanity	Enchantment (compulsion)	Sorcerer, Wizard	Subject suffers continuous confusion.
Instant Summons	Conjuration (summoning)	Sorcerer, Wizard	Prepared object appears in your hand.
Limited Wish	Universal	Sorcerer, Wizard	Alters reality (within limits).
Mage's Magnificent Mansion	Conjuration (creation)	Sorcerer, Wizard	Door leads to extradimensional mansion.
Mage's Sword	Evocation	Sorcerer, Wizard	Floating magic blade strikes opponents.
Phase Door	Conjuration (creation)	Sorcerer, Wizard	Creates an invisible passage through a barrier.
Plant Shape III	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge plant.
Polymorph, Greater	Transmutation (polymorph)	Sorcerer, Wizard	Gives one willing subject a new, more powerful form.
Power Word Blind	Enchantment (compulsion)	Sorcerer, Wizard	Blinds creature with 200 hp or less.
Prismatic Spray	Evocation	Sorcerer, Wizard	Rays hit subjects with variety of effects.
Refuge	Conjuration (teleportation)	Cleric	Alters item to transport its possessor to your abode.
Regenerate	Conjuration (healing)	Cleric	Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Restoration, Greater	Conjuration (healing)	Cleric	As restoration, plus restores all levels and ability scores.
Resurrection	Conjuration (healing)	Cleric	Fully restore dead subject.

LEVEL 8 (38 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Animal Shapes	Transmutation (polymorph)	Druid	One ally/level polymorphs into chosen animal.
Clenched Fist	Evocation	Sorcerer, Wizard	Large hand provides cover, pushes, or attacks your foes.
Cloak Of Chaos	Abjuration	Cleric	+4 to AC, +4 resistance, and SR 25 against lawful spells.
Clone	Necromancy	Sorcerer, Wizard	Duplicate awakens when original dies.
Control Plants	Transmutation	Druid	Controls actions of one or more plant creatures.
Create Greater Undead	Necromancy	Cleric, Sorcerer, Wizard	Creates shadows, wraiths, spectres, or devourers.
Cure Critical Wounds, Mass	Conjuration (healing)	Cleric	Cures 4d8 damage + 1/level for many creatures.
Demand	Enchantment (compulsion)	Sorcerer, Wizard	As sending, plus you can send suggestion.
Earthquake	Evocation	Cleric, Druid	Intense tremor shakes 80-ft.-radius.
Form Of The Dragon III	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge dragon.
Giant Form II	Transmutation (polymorph)	Sorcerer, Wizard	Turns you into a Huge giant.
Holy Aura	Abjuration	Cleric	+4 to AC, +4 resistance, and SR 25 against evil spells.
Horrid Wilting	Necromancy	Sorcerer, Wizard	Deals 1d6/level damage within 30 ft.
Inflict Critical Wounds, Mass	Necromancy	Cleric	Deals 4d8 damage + 1/level, affects 1 subject/level.
Iron Body	Transmutation	Sorcerer, Wizard	Your body becomes living iron.
Mind Blank	Abjuration	Sorcerer, Wizard	Subject is protected from mental/emotional magic and scrying.
Moment Of Prescience	Divination	Sorcerer, Wizard	You gain +1/level insight bonus on single attack roll, check, or save.
Planar Ally, Greater	Conjuration (calling)	Cleric	As lesser planar ally, but up to 18 HD.
Polar Ray	Evocation	Sorcerer, Wizard	Ranged touch attack deals 1d6/level cold damage and 1d4 points of Dexterity d...
Polymorph Any Object	Transmutation (polymorph)	Sorcerer, Wizard	Changes a subject into anything else.
Power Word Stun	Enchantment (compulsion)	Sorcerer, Wizard	Stuns creature with 150 hp or less.
Prismatic Wall	Abjuration	Sorcerer, Wizard	Wall's colors have array of effects.
Prying Eyes, Greater	Divination	Sorcerer, Wizard	As prying eyes, but eyes have true seeing.
Repel Metal Or Stone	Abjuration	Druid	Pushes away metal and stone.
Scintillating Pattern	Illusion (pattern)	Sorcerer, Wizard	Twisting colors confuse, stun, or render unconscious.
Screen	Illusion (glamer)	Sorcerer, Wizard	Illusion hides area from vision and scrying.
Shadow Evocation, Greater	Illusion (shadow)	Sorcerer, Wizard	As shadow evocation, but up to 7th level and 60% real.
Shield Of Law	Abjuration	Cleric	+4 to AC, +4 resistance, and SR 25 against chaotic spells.
Spell Immunity, Greater	Abjuration	Cleric	As spell immunity, but up to 8th-level spells.
Summon Nature's Ally VIII	Conjuration (summoning)	Druid	Summons creature to fight.
Sunburst	Evocation	Druid, Sorcerer, Wizard	Blinds all within 10 ft., deals 6d6 damage.

LEVEL 9 (29 SPELLS)

SPELL	SCHOOL	CLASSES	DESCRIPTION
Astral Projection	Necromancy	Cleric, Sorcerer, Wizard	Projects you and companions onto Astral Plane.
Crushing Hand	Evocation	Sorcerer, Wizard	Large hand provides cover, pushes, or crushes your foes.
Elemental Swarm	Conjuration (summoning)	Druid	Summons multiple elementals.
Energy Drain	Necromancy	Cleric, Sorcerer, Wizard	Subject gains 2d4 negative levels.
Etherealness	Transmutation	Cleric, Sorcerer, Wizard	Travel to Ethereal Plane with companions.
Foresight	Divination	Druid, Sorcerer, Wizard	"Sixth sense" warns of impending danger.
Freedom	Abjuration	Sorcerer, Wizard	Releases creature from imprisonment.
Gate	Conjuration (creation, calling)	Cleric, Sorcerer, Wizard	Connects two planes for travel or summoning.
Heal, Mass	Conjuration (healing)	Cleric	As heal, but affects 1 subject/level.
Hold Monster, Mass	Enchantment (compulsion)	Sorcerer, Wizard	As hold monster, but all within 30 ft.
Implosion	Evocation	Cleric	Inflct 10 damage/level to one creature/round.
Imprisonment	Abjuration	Sorcerer, Wizard	Entombs subject beneath the earth.
Mage's Disjunction	Abjuration	Sorcerer, Wizard	Dispels magic, disenchant's magic items.
Meteor Swarm	Evocation	Sorcerer, Wizard	Four meteors each deal 6d6 fire damage.
Miracle	Evocation	Cleric	Requests a deity's intercession.
Power Word Kill	Enchantment (compulsion)	Sorcerer, Wizard	Kills one creature with 100 hp or less.
Prismatic Sphere	Abjuration	Sorcerer, Wizard	As prismatic wall, but surrounds on all sides.
Shades	Illusion (shadow)	Sorcerer, Wizard	As shadow conjuration, but up to 8th level and 80% real.
Shambler	Conjuration (creation)	Druid	Creates 1d4+2 shambling mounds to fight for you.
Shapechange	Transmutation (polymorph)	Druid, Sorcerer, Wizard	Transforms you into certain creatures, and lets you change forms once per round.
Soul Bind	Necromancy	Cleric, Sorcerer, Wizard	Traps newly dead soul to prevent resurrection.
Storm Of Vengeance	Conjuration (summoning)	Cleric, Druid	Storm rains acid, lightning, and hail.
Summon Monster IX	Conjuration (summoning)	Cleric, Sorcerer, Wizard	Summons extraplanar creature to fight for you.
Summon Nature's Ally IX	Conjuration (summoning)	Druid	Summons creature to fight.
Time Stop	Transmutation	Sorcerer, Wizard	You act freely for 1d4+1 rounds.
True Resurrection	Conjuration (healing)	Cleric	As resurrection, plus remains aren't needed.
Wail Of The Banshee	Necromancy	Sorcerer, Wizard	Deals 10 damage/level to 1 creature/level.
Weird	Illusion (phantasm)	Sorcerer, Wizard	As phantasmal killer, but affects all within 30 ft.
Wish	Universal	Sorcerer, Wizard	As limited wish, but with fewer limits.