

Dan's Pathfinder Sorcerer/Wizard Spells

0 Level (Cantrips)

Acid Splash (Conj.)²
Arcane Mark (Univ.)²
Bleed (Necro.)²
Breeze (Evoc.) (Web)²
Dancing Lights (Evoc.)²
Daze (Ench.)²
Detect Poison (Div.)²
Detect Magic (Div.)²
Disrupt Undead (Necro.)²
Drench (Conj.) (Web)²
Flare (Evoc.)²
Ghost Sound (Illus.)²
Haunted Fey Aspect (Illus.) (Ul. Combat)¹
Light (Evoc.)²
Mage Hand (Trans.)²
Mending (Trans.)²
Message (Trans.)²
Open/Close (Trans.)²
Penumbra (Evoc.) (Web)²
Prestidigitation (Univ.)²
Ray of Frost (Evoc.)²
Read Magic (Div.)²
Resistance (Abjur.)²
Root (Trans.) (Web)²
Scoop (Evoc.) (Web)²
Spark (Evoc.) (Adv. Player's)²
Touch of Fatigue (Necro.)²

1st Level

Abundant Ammunition (Con) (Ul. Combat)¹
Adhesive Spittle (Conj.) (Adv. Class Guide)²
Adjuring Step (Abjur.) (Ul. Combat)¹
Adoration (Trans.) (Ul. Magic)²
Air Bubble (Conj.) (Ul. Combat)¹
Alarm (Abjur.)²
Alchemical Tinker. (Trans.) (Race-Ratfolk)²
Alt. Musical Inst. (Illus.) (Adv. Class Guide)²
Alter Winds (Trans.) (Adv. Players)¹
Animate Rope (Trans.)²
Ant Haul (Trans.) (Adv. Player's)²
Anticipate Peril (Div.) (Ul. Magic)²
Bed of Iron (Necro.) (Knights of the Inner Sea)¹
Blend (Race-Elf)²
Blood Money (Trans.) (Raise of the Runelords)¹
Blurred Movement (Illus.) (Adv. Class Guide)²
Body Capacitance (Trans.) (Adv. Class Guide)²
Bouncing Body (Trans.) (Monster Codex)¹
Break (Trans.) (Adv. Player's)²
Bungle (Ench.) (Ul. Magic)²

Burning Disarm (Trans.) (Cheliox Empire)¹
Burning Hands (Evoc.)²
Carrion Compass (Div.) (Undead Slayer Hand.)¹
Cause Fear (Necro.)²
Charm Person (Ench.)²
Chill Touch (Necro.)²
Clarion Call (Illus.) (Knights of the Inner Sea)¹
Color Spray (Illus.)²
Commune with Birds (Div.) (Race)²
Comprehend Language (Div.)²
Corrosive Touch (Conj.) (Ul. Magic)²
Crafter's Curse (Trans.) (Adv. Player's)²
Crafter's Fortune (Trans.) (Adv. Player's)²
Damp Powder (Trans.) (Ul. Combat)¹
Dancing Lantern (Trans.) (Adv. Player's)²
Dazzling Blade (Illus.) (Rival Guide)¹
Decompose Corpse (Necro.) (Ul. Magic)²
Delusional Pride (Ench.) (Ul. Magic)²
Detect Charm (Div.) (Adoran Spirit of Liberty)¹
Detect Metal (Div.) (People of the River)¹
Detect Secret Doors (Div.)²
Detect Undead (Div.)²
Discern Next of Kin (Div.) (Adv. Class Guide)²
Disguise Self (Illus.)²
Disguise Weapon (Illus.) (Adv. Class Guide)²
Ear-Piercing Scream (Evoc.) (Ul. Magic)²
Emblazon Crest (Trans.) (Knights of Inner Sea)¹
Endothermis Touch (Trans.) (Monster Codex)¹
Endure Elements (Abjur.)²
Enlarge Person (Trans.)²
Erase (Trans.)²
Expediti. Excavation (Tans.) (Adv. Player's)²
Expeditious Retreat (Trans.)²
Fabricate Bullets (Trans.) (Ul. Combat)¹
Feather Fall (Trans.)²
Flare Burst (Evoc.) (Adv. Player's)²
Forced Quiet (Trans) (Ul. Magic)²
Gentle Breeze (Evoc.) (Adv. Class Guide)²
Glide (Trans.) (Adv. Player's)¹
Glue Seal (Conj.) (Adv. Class Guide)²
Gravity Bow (Trans.) (Adv. Player's)²
Grease (Conj.)²
Heightened Aware. (Div.) (Adv. Class Guide)²
Hold Portal (Abjur.)²
Hydraulic Push (Evoc.) (Adv. Player's)²
Hypnotism (Ench.)²
Icicle Dagger (Conj.) (Ul. Magic)²
Identify (Div.)²
Illusion of Calm (Illus.) (Ul. Combat)¹
Infernal Healing (Conj.) (Inner Sea World)²

Interrogation (Necro.) (Ul. Magic)
 Invisibility Alarm (Abjur.) (Adv. Class Guide)²
 Jump (Trans.)²
 Jury-Rig (Trans.) (Ul. Combat)¹
 Keep Watch (Ench.) (Knights of the Inner Sea)²
 Ki Arrow (Conj.) (Ul. Magic)²
 Liberating Command (Trans.) (Ul. Combat)¹
 Lighten Object (Trans.) (Inner Seas Gods)²
 Line in the Sand (Adjur.) (Adv. Class Guide)²
 Lock Gaze (Trans.) (Ul. Combat)¹
 Long Arm (Trans.) (Adv. Class Guide)²
 Longshot (Trans.) (Ul. Combat)¹
 Mage Armor (Conj.)²
 Magic Aura (Illus.)²
 Magic Missile (Evoc.)²
 Magic Weapon (Trans.)²
 Marid's Mastery (Trans.)(Race-Undine)²
 Memorize Page (Ench.) (Adv. Class Guide)²
 Memory Lapse (Ench.) (Adv. Player's)²
 Mirror Polish (Trans.) (Adv. Class Guide)²
 Mirror Strike (Trans.) (Ul. Combat)¹
 Moment of Greatness (Ench.)(Ul. Combat)¹
 Monkey Fish (Trans.) (Adv. Class Guide)²
 Mount (Conj.)²
 Mudball (Conj.) (Race-Goblin)²
 Negative Reaction (Illus.) (Ul. Combat)¹
 Obscuring Mist (Conj.)²
 Peacebond (Abjur.) (Ul. Combat)¹
 Phantom Blood (Necro.) (Adv. Class Guide)²
 Poisoned Egg (Trans.) (Inner Sea Guide)²
 Polypurpose Panacea (Trans.) (Ul. Magic)²
 Protection From Arrows (Abjur.)²
 Protect. vs. Chaos/Evil/Good/Law (Abjur.)²
 Ray of Enfeeblement (Necro.)²
 Ray of Sickening (Necro.) (Ul. Magic)²
 Recharge Innate Magic (Trans.) (Race-Gnome)²
 Reduce Person (Trans.)²
 Refine Impr. Weap. (Trans.)(Adv. Class Guide)²
 Reinforce Armaments (Trans.)(Ul. Combat)¹
 Repair Undead (Necro.) (Adv. Class Guide)²
 Restore Corpse (Necro.) (Ul. Magic)²
 Sculpt Corpse (Necro.) (Adv. Player's)²
 See Alignment (Div.) (Ul. Combat)¹
 Shadow Weapon (Illus.) (Ul. Magic)²
 Shield (Abjur.)²
 Shield Companion (Abjur.) (Animal Archive)¹
 Shock Shield (Abjur.) (Ul. Combat)¹
 Shocking Grasp (Evoc.)²
 Silent Image (Illus.)²
 Sleep (Ench.)²
 Snapdragon Fireworks (Trans.) (Ul. Magic)²
 Snowball (Conj.) (People of the North)¹

Sow Thought (Ench.) (Race-Changeling)²
 Stone Fist (Trans.) (Adv. Player's)²
 Stone Shield (Conj.) (Race-Oread)²
 Strong Wings (Trans.) (Race-Strix)²
 Stumble Gap (Conj.) (Adv. Player's)²
 Summon Minor Monster(Conj.)(Ul. Magic)²
 Summon Monster I (Conj.)²
 Sunder Breaker (Abjur.) (Adv. Class Guide)²
 Sundering Shards (Trans.) (Adv. Class Guide)²
 Swift Girding (Trans.) (Knights of the Inner Sea)¹
 Technomancy (Div.) (Technology Guide)²
 Theft Ward (Abjur.) (Race-Tengu)²
 Thunderstopm (Trans.) (Adv. Class Guide)²
 Touch of Combustion (Evoc.) (Race-Ifrit)²
 Touch of Graceless. (Trans.)(Adv. Player's)²
 Touch of the Sea (Trans.) (Adv. Player's)²
 Transfer Tattoo (Trans.) (Inner Sea Magic)²
 True Strike (Div.)²
 Twisted Space (Trans.) (Ul. Combat)¹
 Undine's Curse (Necro.) (Race-Undine)²
 Unerring Weapon (Trans.) (Ul. Combat)¹
 Unprepared Combatant (Ench.) (Ul. Magic)²
 Unseen Servant (Conj.)²
 Urban Grace (Trans.) (Race-Half-Elf)²
 Vanish (Illus.) (Adv. Player's)²
 Ventriloquism (Illus.)²
 Vocal Alteration (Trans.) (Ul. Magic)²
 Wave Shield (Abjur.) (Adv. Class Guide)²
 Weaken Powder (Trans.) (Ul. Combat)¹
 Web Bolt (Conj.) (Race-Drow)²
 Whelm (Ench.) (PHB2)¹
 Windy Escape (Trans.) (Race-Sylph)²
 Winter Feathers (Abjur.) (Race-Tengu)²
 Youthful Appearance (Trans.) (Ul. Magic)²

2nd Level

Ablative Barrier (Abjur.) (Ul. Combat)¹
 Aboleth's Lung (Trans.) (Race-Gillmen)²
 Accelerate Poison (Trans.) (Adv. Player's)²
 Acid Arrows (Conj.)²
 Acid Splash (Conj.)²
 Adhesive Blood (Trans.) (Adv. Class Guide)²
 Adoration (Trans.) (Ul. Combat)¹
 Admonishing Ray (Evoc.) (Echoes of Glory)²
 Aggressive Thundercl. (Evoc.) (Adv. Class Guide)²
 Air Step (Trans.) (Adv. Class Guide)²
 Alter Self (Trans.)²
 Amplify Stench (Trans.) (Monster Codex)¹
 Angelic Aspect, Lesser (Trans.) (Champs of Purity)¹
 Animal Aspect (Trans.) (Ul. Combat)¹
 Animalistic Power (Trans.) (PHB2)¹

Ant Haul, Communal (Trans.) (Ul. Combat)¹
 Arcane Disruption (Ench.) (Adv. Class Origins)²
 Arcane Lock (Abjur.)²
 Arrow Eruption (Conj.) (Adv. Player's)²
 Badger's Ferocity (Trans.) (Ul. Magic)²
 Bear's Endurance (Trans.)²
 Bestow Insight (Ench.) (Race-Human)²
 Bestow Weapon Profi. (Ench.)(Ul. Combat)¹
 Blindness/Deafness (Necro.)²
 Blood Armor (Trans.) (Adv. Class Guide)²
 Blood Blaze (Trans.) (Race-Orc)²
 Blood in the Water (Necro.) (Monster Codex)¹
 Blood Transcription (Div.) (Ul. Magic)²
 Blur (Illus.)²
 Boiling Blood (Trans.) (Ul. Magic)¹
 Brow Gasher (Necro.) (Ul. Combat)¹
 Bull's Strength (Trans.)²
 Bullet Shield (Abjur.) (Ul. Combat)¹
 Bullet Ward (Abjur.) (Adv. Class Guide)²
 Bull's Strength (Trans.)²
 Buoyancy (Trans.) (Pirates of the Inner Sea)²
 Burning Gaze (Evoc.) (Adv. Player's)²
 Burst of Radiance (Evoc.) (Champs. of Purity)²
 Callback (Conj.) (Familiar Folio)²
 Carrion Compass (Div.) (Undead Slayer's Han.)¹
 Carry Companion (Trans.) (Knights of the Inner)¹
 Cat's Grace (Trans.)²
 Certain Grip (Trans.) (Ul. Combat)¹
 Chain of Perdition (Evoc.) (Ul. Combat)¹
 Cloud of Seasickn. (Conj.) (The Wormwood M.)¹
 Codespeak (Trans.) (2nd Dakrness Player's Guide)¹
 Command Undead (Necro.)²
 Commune with Birds (Div.) (Race-Tengu)²
 Companion Life Link (Necro.) (Adv. Class Guide)²
 Compassionate Ally (Ench.)²
 Contingent Action (Evoc.) (Adv. Class Guide)²
 Continual Flame (Evoc.)²
 Create Pit (Conj.) (Adv. Player's)²
 Create Treasure Map (Div.) (Adv. Player's)²
 Crimson Confession (Abjur.) (Adv. Class Guide)²
 Cushioning Bands (Conj.) (Ul. Magic)²
 Darkness (Evoc.)²
 Darkvision (Trans.)²
 Daze Monster (Ench.)²
 Death from Below (Abjur.) (Race-Gnome)²
 Deathwine (Necro.) (Rise of the Runleords)¹
 Defending Bone (Necro.) (Inner Sea Gods)²
 Defensive Shock (Evoc.) (Ul. Magic)²
 Defoliate (Necro.) (Surgava, the Lost Colony)¹
 Delay Pain (Ench.) (Ul. Magic)²
 Destabilize Powder (Trans.) (Ul. Combat)¹
 Detect Thoughts (Div.)²
 Disfiguring Touch (Trans.) (Ul. Magic)²
 Disguise Other (Illus.) (Ul. Magic)²
 Disrupt Link (Abjur.) (Familiar Folio)²
 Dust of Twilight (Conj.) (Adv. Player's)¹
 Eagle's Splendor (Trans.)²
 Eldritch Conduit (Trans.) (Inner Sea Magic)²
 Elemental Speech (Div.) (Adv. Player's)²
 Elemental Touch (Evoc.) (Adv. Player's)²
 Embrace Destiny (Div.) (Lost Kingdoms)¹
 Endure Elements, (Abjur.) Comm.(Ul. Combat)¹
 Escaping Ward (Trans.) (Race-Hafling)²
 Euphoric Cloud (Conj.) (Adv. Class Guide)²
 Extreme Flexibility (Trans.) (Adv. Class Guide)²
 False Life (Necro.)²
 Fire Breath (Evoc.) (Adv. Player's)²
 Fire Sneeze (Evoc.) (Goblins of Golarion)²
 Fiery Shuriken (Conj.) (Ul. Combat)¹
 Flaming Sphere (Evoc.)²
 Fleshcurdle (Trans.) (Inner Sea Magic)²
 Fog Cloud (Conj.)²
 Fox's Cunning (Trans.)²
 Frigid Touch (Evoc.) (Ul. Magic)²
 Frost Fell (Evoc.) (Ul. Combat)¹
 Ghostly Disguise (Illus.) (Ul. Magic)²
 Ghoul Touch (Necro.)²
 Glide (Trans.) (Adv. Player's)²
 Glitterdust (Abjur.)²
 Greensight (Trans.) (Rival Guide)¹
 Gust of Wind (Evoc.)²
 Gusting Sphere (Evoc.) (Race-Sylph)²
 Haunting Mists (Illus.) (Ul. Magic)²
 Hidden Knowledge (Trans.) (2nd Dark. Play. Guide)¹
 Hideous Laughter (Ench.)²
 Hypnotic Pattern (Illus.)²
 Ice Slick (Evoc.) (Monster Codex)¹
 Imbue with Elemental Might (Evoc.) (Race-Sulis)²
 Investigative Mind (Ench.) (Adv. Class Guide)²
 Invisibility (Illus.)²
 Jitterbugs (Illus.) (Race-Gnome)²
 Kinetic Reverberation (Trans.)(Ul. Combat)¹
 Knock (Trans.)²
 Levitate (Trans.)²
 Life Pact (Necro.) (Adv. Class Guide)²
 Limp Lash (Necro.) (Goblins of Golarion)²
 Lipstich (Necro.) (Pathfinder Society F. Guide)²
 Locate Object (Div.)²
 Mad Hallucination (Illus.) (Ul. Magic)²
 Magic Mouth (Illus.)²
 Magic Siege Engine (Trans.) (Ul. Combat)²
 Make Whole (Trans.)²
 Masterwork Transform.(Trans.)(Ul. Magic)²

Merge with Familiar (Trans.) (Familiar Folio)²
 Minor Image (Illus.)²
 Mirror Hideaway (Trans.) (Adv. Class Guide)²
 Mirror Image (Illus.)²
 Misdirection (Illus.)²
 Miserable Pity (Abjur.) (Ul. Magic)²
 Molten Orb (Trans.) (Race--Oread)²
 Mount, Communal (Conj.) (Ul. Combat)¹
 Mud Buddy (Conj.) (Monster Codex)¹
 Obscure Object (Abjur.)²
 Oppressive Boredom (Ench.) (Ul. Magic)²
 Owl's Wisdom (Trans.)²
 Perceive Cues (Trans.) (Adv. Player's Guide)²
 Pernicious Poison (Necro.) (Ul. Magic)²
 Pilfering Hand (Evoc.) (Ul. Combat)¹
 Protect. from Arrows (Abjur.)²
 Protect from Chaos, Co. (Abjur.)(Ul. Comb.)¹
 Protect from Evil, Comm(Abjur)(Ul. Comb.)¹
 Protect from Good, Comm. (Abjur) (Ul. Comb.)¹
 Protect from Law, Com.(Abjur)(Ul. Comb.)¹
 Protective Penumbra (Evoc.) (Ul. Magic)²
 Pyrotechnics (Trans.)²
 Qualm (Ench.) (Ul. Combat)¹
 Recoil Fire (Trans.) (Ul. Combat)¹
 Reinforce Armaments (Trans.)(Ul. Combat)¹
 Reloading Hands (Conj.) (Ul. Combat)¹
 Resist Energy (Abjur.)²
 Retrieve Item (Conj.) (Classic Treas. Revisited)¹
 Returning Weapon (Conj.) (Ul. Combat)¹
 Ricochet Shot (Evoc.) (Ul. Combat)¹
 River Whip (Conj.) (Adv. Class Guide)²
 Rope Trick (Trans.)²
 Scale Spikes (Trans.) (Web)¹
 Scare (Necro.)²
 Scorching Ray (Evoc.)²
 Sculpt Simulacrum (Trans.) (Ul. Magic)²
 Secret Speech (Div. (Inner Sea Gods)²
 Seducer's Eyes (Ench.) (Inner Sea Gods)²
 See Invisibility (Div.)²
 Sentry Skull (Necro.) (Race-Orc)²
 Shadow Anchor (Illus.) (Race-Wayangs)²
 Share Language (Div.) (Adv. Player's)²
 Share Memory (Div.) (Ul. Magic)²
 Shatter (Evoc.)²
 Silent Table (Illus.) (Adv. Class Guide)²
 Silk to Steel (Trans.) (Ul. Magic)²
 Skinsend (Necro.) (Ul. Magic)¹
 Slipstream (Conj.) (Adv. Player's)²
 Sonic Scream (Evoc.) (Adv. Class Guide)²
 Snow Shape (Trans.) (Humans of Golarion)¹
 Spectral Hand (Necro.)²
 Spider Climb (Trans.)²

Spontaneous Immolati.(Evoc.)(Ul. Combat)¹
 Squeeze (Trans.) (Race-Vishkanyas)²
 Stabilize Powder (Trans.) (Ul. Combat)¹
 Staggering Fall (Trans.) (Rival Guide)¹
 Steal Breath (Necro.) (Ul. Magic)²
 Steal Size (Trans.) (Giant Hunter's Handbook)¹
 Steal Voice (Necro.) (Ul. Magic)¹
 Stone Call (Conj.) (Adv. Player's)²
 Stone Discus (Conj.) (Adv. Class Guide)²
 Stone Shield (Conj.) (Race--Oread)²
 Stricken Heart (Necro.) (Adv. Class Guide)²
 Summon Monster II (Conj.)²
 Summon Swarm (Conj.)²
 Symbol of Mirroring (Illus.) (Ul. Magic)²
 Tactical Acumen (Ench.) (Ul. Combat)¹
 Tattoo Potion (Trans.) (Inner Sea Magic)²
 Telekinetic Assembly (Trans.) (Ul. Combat)¹
 Telekinetic Volley (Trans.) (Ranged Tactics Tk.)¹
 Thunder Fire (Trans.) (Ul. Combat)¹
 Time Shudder (Trans.) (Adv. Class Guide)²
 Touch Injection (Trans.) (Ul. Combat)¹
 Touch of Bloodletting (Necro.) (Inner Sea Gods)²
 Touch of Idiocy (Ench.)²
 Touch of Mercy (Ench.) (Champs. of Purity)¹
 Tremor Blast (Trans.) (Inner Sea Gods)²
 Twilight Haze (Illus.) (Adv. Class Guide)²
 Twisted Space (Trans.) (Ul. Combat)¹
 Unnatural Lust (Ench.) (Ul. Magic)²
 Unshakable Chill (Necro.) (Ul. Magic)²
 Warding Weapon (Abjur.) (Ul. Combat)¹
 Web (Conj.)²
 Web Shelter (Conj.) (Ul. Magic)²
 Whip of Spiders (Conj.) (Adv. Class Guide)²
 Whispering Wind (Trans.)²

3rd Level

Ablative Barrier (Conj.) (Ul. Combat)¹
 Ablative Sphere (Abjur.) (Humans of Golarion)¹
 Accursed Glare (Necro.) (Blood of the Moon)¹
 Adjustable Disguise (Illus.) (Adv. Class Guide)²
 Agonize (Evoc.) (Ul. Magic)¹
 Air Breathing (Trans.) (Monster Codex)¹
 Air Geyser (Evoc.) (Adv. Class Guide)²
 Ancestral Regression (Trans.) (Race-Drow)²
 Anchored Step (Trans.) (Adv. Class Guide)²
 Animal Aspect (Trans.) (Ul. Combat)¹
 Animate Dead, Lesser (Necro.) (Ul. Magic)²
 Anthropomorp. Animal(Trans.)(Ul. Magic)²
 Ape Walk (Trans.) (Sagava, the Lost Colony)¹
 Aqueous Orb (Conj.) (Adv. Player's)²
 Arcane Sight (Div.)²
 Armor Lock (Trans.) (Knights of the Inner Sea)¹

Ash Storm (Conj.) (Ul. Magic)²
 Aura of Cannibalism (Necro.) (Monster Codex)¹
 Aura Sight (Div.) (Adv. Class Guide)²
 Barrow Haze (Necro.) (Adv. Class Guide)²
 Battering Blast (Evoc.) (Dungeons of Golarion)¹
 Beast Shape I (Trans.)²
 Bestow Insight (Ench.) (Race--Human)²
 Blacklight (Evoc.) (Pathfinder Chronicles)¹
 Blade Snare (Abjur.) (Inner Sea Gods)²
 Blast Barrier (Trans.) (Inner Sea Magic)²
 Blink (Trans.)²
 Blood Biography (Div.) (Adv. Player's)²
 Blood Scent (Trans.) (Race-Orc)²
 Blood Sentinel (Trans.) (Adv. Class Guide)²
 Bloody Arrows (Necro.) (Ranged Tactics Toolkit)¹
 Blot (Trans.) (Goblins of Golarion)¹
 Burdened Thoughts (Ench.) (Giant Hunter's Hand.)¹
 Burrow (Trans.) (Ul. Magic)²
 Call the Void (Evoc.) (Dragon Empires Primer)¹
 Campfire Wall (Evoc.) (Adv. Player's)²
 Chain of Perdition (Evoc.) (Ul. Combat)¹
 Channel the Gift (Evoc.) (Inner Sea Gods)²
 Charitable Impulse (Ench.) (Chron. Of the Right)¹
 Clairaudience/Clairvoyance (Div.)²
 Cloak of Winds (Abjur.) (Adv. Player's)²
 Control Vermin (Trans.) (Monster Codex)¹
 Countless Eyes (Trans.) (Ul. Magic)²
 Crimson Confession (Abjur.) (Adv. Class Guide)²
 Darkvision, Communal(Trans.)(Ul. Comb.)¹
 Daylight (Evoc.)²
 Dazzling Blade (Illus.) (Rival Guide)¹
 Deathwine (Necro.) (Rise of the Runelords)¹
 Deep Slumber (Ench.)²
 Devolution (Trans.) (Adv. Player's)²
 Diamond Spray (Evoc.) (The Final Wish)¹
 Disable Construct (Trans.) (Adv. Class Guide)²
 Discern Value (Div.) (Dungeoneer's Handbook)¹
 Dispel Magic (Abjur.)²
 Displacement (Illus.)²
 Distracting Cacophony (Evoc.) (Ul. Magic)²
 Draconic Reservoir (Evoc.) (Adv. Player's)²
 Eldritch Fever (Necro.) (Ul. Magic)²
 Elemental Aura (Evoc.) (Adv. Player's)²
 Enter Image (Trans.) (Adv. Player's)²
 Eruptive Pustules (Trans.) (Ul. Magic)²
 Excruciating Deformat. (Trans.)(Ul. Magic)²
 Explosive Runes (Abjur.)²
 Fearsome Duplicate (Illus.) (Race-Hafling)²
 Fins to Feat (Trans.) (Race-Merfolk)²
 Fire Trail (Trans.) (Race-Goblin)²
 Fireball (Evoc.)²
 Firestream (Evoc.) (Race-Ifrit)²

Flame Arrow (Trans.)²
 Flash Fire (Trans.) (Ul. Combat)¹
 Fly (Trans.)²
 Force Anchors (Conj.) (Undead Slayer's Hand.)¹
 Force Punch (Evoc.) (Ul. Magic)¹
 Fracti. of Heal & Harm (Trans.)(Inner Sea Gods)²
 Gaseous Form (Trans.)²
 Gentle Repose (Necro.)²
 Gloomblind Bolts (Conj.) (Race-Fetchling)²
 Halt Undead (Necro.)²
 Harrowing (Div.) (Inner Seas World Guide)²
 Haste (Trans.)²
 Healing Thief (Necro.) (Ul. Combat)¹
 Heart of Metal (Trans.) (Adv. Class Guide)²
 Heroism (Ench.)²
 Heatstroke (Evoc.) (Sargava, the Lost Colony)¹
 Heroism (Ench.)²
 Hold Person (Ench.)²
 Hollow Blades (Trans.) (Giant Hunter's Hand.)¹
 Hostile Levitation (Trans.) (Ul. Combat)¹
 Howling Agony (Necro.) (Ul. Magic)²
 Hydraulic Torrent (Evoc.) (Adv. Player's)²
 Hydrophobia (Necro.) (Magical Marketplace)²
 Ice Spears (Conj.) (Inner Sea Magic)²
 Illusory Script (Illus.)²
 Imbue with Addiction (Trans.) (Magical Market.)²
 Improve Trap (Trans.) (Race-Kobold)²
 Invisibility Sphere (Illus.)²
 Isolate (Illus.) (Monster Codex)¹
 Jitterbugs (Illus.) (Race—Gnome)²
 Keen Edge (Trans.)²
 Ki Leech (Necro.) (Ul. Magic)²
 Lightning Bolt (Evoc.)²
 Loathsome Veil (Illus.) (Ul. Magic)²
 Locate Weakness (Div.) (Ul. Combat)¹
 Lover's Vengeance (Ench.) (Inner Sea W. G.)²
 Mad Monkeys (Conj.) (Ul. Magic)²
 Magic Circle v. Chaos/Evil/G./Lw. (Abjur.)²
 Magic Weapon, Greater (Trans.)²
 Major Image (Illus.)²
 Marionette Possession (Necro.) (Ul. Magic)²
 Mindlock. Messenger (Ench.) (Adv. Class Guide)²
 Minor Dream (Illus.) (Race-Gnome)²
 Monstrous Physique I (Trans.) (Ul. Magic)²
 Nauseating Trail (Conj.) (Adv. Class Guide)²
 Nixie's Lure (Ench.) (Race-Undine)²
 Nondetection (Abjur.)²
 Pain Strike (Evoc.) (Adv. Player's)²
 Paragon Surge (Trans.) (Race-Half-Elf)²
 Pellet Blast (Conj.) (Ul. Combat)¹
 Phantom Driver (Conj.) (Ul. Combat)¹
 Phantom Steed (Conj.)²

Pierce Disguise (Div.) (Adv. Class Guide)²
 Polymorph Familiar (Trans.) (Adv. Class Guide)²
 Prehensile Pilfer (Trans.) (Race-Varna)²
 Protect. from Arr, Comm.(Abjur)(Ul. Comb.)¹
 Protect from Energy (Abjur.)²
 Pugwampi's Grace (Ench.) (Inner Sea Magic)²
 Pup Shape (Trans.) (Ul. Combat)¹
 Rage (Ench.)²
 Raging Rubble (Trans.) (Race-Oread)²
 Rain of Frogs (Conj.) (Ul. Magic)²
 Ray of Exhaustion (Necro.)²
 Reckless Infatuation (Ench.) (Ul. Magic)²
 Remove Curse (Necro.)²
 Resilient Reservoir (Trans.) (Race-Half-Elf)²
 Resinous Skin (Trans.) (Ul. Combat)¹
 Resist Energy, Comm. (Abjur.)(Ul. Comb.)¹
 Returning Weapon (Conj.) (Ul. Combat)¹
 Sands of Time (Necro.) (Ul. Magic)²
 Scale Spikes, Greater (Trans.) (Web)²
 Secret Page (Trans.)²
 Seek Thoughts (Div.) (Adv. Player's)²
 Sepia Snake Sigil (Conj.)²
 Share Language, Communal (Ul. Combat)¹
 Sheet Lightning (Evoc.) (Rival Guide)¹
 Shield Companion (Abjur.) (Adv. Class Guide)²
 Shifting Sand (Trans.) (Adv. Player's)²
 Shrink Item (Trans.)²
 Silver Darts (Conj.) (Adv. Class Guide)²
 Sleet Storm (Conj.)²
 Slow (Trans.)²
 Spherescry (Div.) (Classic Treas. Revisited)¹
 Spider Climb, Comm. (Trans.)(Ul. Combat)¹
 Spiked Pit (Conj.) (Adv. Player's)²
 Stinking Cloud (Conj.)²
 Storm Step (Conj.) (Blood of the Elements)¹
 Strangling Hair (Trans.) (Ul. Magic)²
 Stun. Barrier, Greater (Abjur.) (Adv. Class Guide)²
 Suggestion (Ench.)²
 Summon Monster III (Conj.)²
 Sum.Totem Creat. (Conj.) (Humans of Golorian)¹
 Sundered Serpent Coils (Conj.) (Monster Codex)¹
 Swarm of Fangs (Conj.) (Monster Codex)¹
 Thunderstomp, Greater (Evoc.) (Adv. Class Guide)²
 Tiny Hut (Evoc.)²
 Tongues (Div.)²
 Touch Injection (Trans.) (Ul. Combat)¹
 Toxic Gift (Necro.) (Ul. Magic)²
 Trial of Fire and Acid (Evoc.) (Monster Codex)¹
 Twilight Knife (Evoc.) (Adv. Player's)²
 Unadulterated Loathing (Ench.)(Ul. Magic)²
 Undead Anatomy I (Trans.) (Ul. Magic)²
 Unliving Rage (Necro.) (Adv. Class Guide)²

Vampiric Touch (Necro.)²
 Vengeful Comets (Evoc.) (Inner Sea Magic)²
 Versatile Weapon (Trans.) (Adv. Player's)²
 Vision of Hell (Illus.) (Ul. Magic)²
 Wall of Nausea (Illus.) (Adv. Class Guide)²
 Water Breathing (Trans.)²
 Web Bolt (Conj.) (Race—Drow)²
 Wind Wall (Evoc.)²

4th Level

Absorbing Inhalation (Trans.) (Race-Sylph)²
 Abyssal Vermin (Trans.) (City of Locusts)¹
 Acid Pit (Conj.) (Adv. Player's)²
 Adjustable Polymorph (Trans.) (Races of the Wild)¹
 Age Resistance, Lesser (Trans.)(Ul. Magic)²
 Aggravate Afflicti. (Necro.) (Secrets of the Sphinx)¹
 Aggress. Thundercl., Great. (Evoc.) (Adv. Cl. Gui.)²
 Agonize (Evoc.) (Ul. Magic)²
 Animal Aspect, Greater (Trans.)(Ul. Comb.)¹
 Animate Dead (Necro.)²
 Antithetical Constraint (Ench.) (Champs. of Bal.)¹
 Arcane Eye (Div.)²
 Aura of Unremarkable (Ench.) (Cheliox Empire)²
 Ball Lightning (Evoc.) (Adv. Player's)²
 Beast Shape II (Trans.)²
 Bestow Curse (Necro.)²
 Black Tentacles (Conj.)²
 Bloatbomb (Necro.) (Adv. Class Guide)²
 Bloody Arrows (Necro.) (Ranged Tactics Tool.)¹
 Boneshatter (Necro.) (Pyramid of the Sky Phar.)¹
 Calcific Touch (Trans.) (Adv. Player's)²
 Chain Lightning (Evoc.)²
 Charm Monster (Ench.)²
 Cloud Shape (Trans.) (Race-Sylph)²
 Confusion (Ench.)²
 Conjure Deadfall (Conj.) (Dungeoneer's Hand.)¹
 Contact Other Plane (Div.)²
 Contagion (Necro.)²
 Control Summon. Creat.(Ench.)(Ul. Magic)²
 Conversing Wind (Trans.) (Ranged Tactics Tool.)¹
 Create Holds (Trans.) (Dungeoneer's Handbook)¹
 Creeping Ice (Evoc.) (Adv. Class Guide)²
 Crushing Despair (Ench.)²
 Curse of Burn. Sleep (Trans.) (Adv. Class Guide)²
 Curse of Magic Negation (Abjur.)(Ul. Magic)²
 Darkvision, Greater (Trans.) (Ul. Magic)²
 Daze, Mass (Ench.) (Ul. Magic)²
 Detect Scrying (Div.)²
 Detonate (Evoc.) (Adv. Player's)²

Dimensional Anchor (Abjur.)²
 Dimension Door (Conj.)²
 Dragon Breath (Evoc.) (Adv. Player's)²
 Earth Glide (Trans.) (Race-Svirfneblin)²
 Elemental Body I (Trans.)²
 Enchantment Foil (Abjur.) (Adv. Class Guide)²
 Enduring Flight (Trans.) (Races of Wild)¹
 Enervation (Necro.)²
 Enlarge Person, Mass (Trans.)²
 Eyes of the Void (Trans.) (Adv. Class Guide)²
 False Life, Greater (Necro.) (Ul. Magic)²
 Familiar Melding (Necro.) (Ul. Magic)²
 Fear (Necro.)²
 Feeblemind (Ench.)²
 Fire Shield (Evoc.)²
 Fire Trap (Abjur.)²
 Firefall (Trans.) (Adv. Player's)²
 Flaming Sphere, Great. (Evoc.) (Adv. Class Guide)²
 Fleshworm Infestation (Conj.) (Ul. Magic)²
 Forgetful Slumber (Ench.) (Race-Half-Elf)²
 Geas, Lesser (Ench.)²
 Ghost Wolf (Conj.) (Race-Half-Orc)²
 Globe Of Invulnerability, L. (Abjur.)²
 Hallucinatory Terrain (Illus.)²
 Hellmouth Ash (Trans.) (Race-Tiefling)²
 Hold Monster (Ench.)¹
 Ice Storm (Evoc.)²
 Illusory Wall (Illus.)²
 Infernal Healing, Great.(Evoc.)(Inner Sea World)²
 Invisibility, Greater (Illus.)²
 Locate Creature (Div.)²
 Malfunction (Trans.) (Ul. Magic)²
 Magic Sieg. Eng., Great.(Trans.)(Ul. Comb.)¹
 Malfunction (Trans.) (Ul. Magic)¹
 Malicious Spite (Ench.) (Ul. Magic)²
 Miasmatic Form (Trans.) (Race-Sylph)²
 Mind Fog (Ench.)²
 Minor Creation (Conj.)²
 Minor Phantom Object (Illus.) (Race-Gnome)²
 Mirror Transport (Trans.) (Adv. Class Guide)²
 Mislead (Illus.)²
 Mnemonic Enhancer (Trans.)²
 Monstrous Physique II (Trans.) (Ul. Magic)²
 Moonstruck (Ench.) (Adv. Player's)²
 Named Bullet (Div.) (Ul. Combat)¹
 Nondetection, Comm. (Trans.)(Ul. Comb.)¹
 Obsidian Flow (Trans.) (Ul. Combat)¹
 Overwhelming Grief (Ench.) (Ul. Magic)²
 Phantasmal Killer (Illus.)²
 Phantom Chariot (Illus.) (Ul. Combat)¹
 Phantom Steed, Comm.(Conj.) (Ul. Combat)¹
 Phantasmal Killer (Illus.)²
 Polymorph (Trans.)²
 Protect. fr. Ener., Comm.(Abjur.)(Ul. Comb.)¹
 Prying Eyes (Div.)²
 Rainbow Pattern (Illus.)²
 Reduce Person, Mass (Trans.)²
 Remove Curse (Abjur.)²
 Resilient Reservoir (Trans.) (Race-Half-Elf)²
 Resilient Sphere (Evoc.)²
 Ride the Waves (Trans.) (Ul. Magic)²
 River of Wind (Evoc.) (Adv. Player's)²
 Sadomasochism (Necro.) (Inner Sea Gods)²
 Scorching Ash Form (Trans.) (Race-Ifrit)²
 Scrying (Div.)²
 Secure Shelter (Conj.)²
 Shadow Barbs (Illus.) (Inner Sea Magic)²
 Shadow Conjunction (Illus.)²
 Shadow Projection (Necro.) (Adv. Player's)²
 Shadow Step (Illus.) (Ul. Magic)²
 Shadowy Haven (Trans.) (Race-Fetchling)²
 Share Senses (Div.) (Adv. Player's)²
 Shocking Image (Illus.) (Ul. Combat)¹
 Shout (Evoc.)²
 Simulacrum, Lesser (Illus.) (Ul. Magic)²
 Skeleton Crew (Necro.) (Pirates of Inner Sea)¹
 Solid Fog (Conj.)²
 Spellcrash, Lesser (Abjur.) (Adv. Class Guide)²
 Stone Shape (Trans.)²
 Stoneskin (Abjur.)²
 Summon Accuser (Conj.) (Rival Guide)¹
 Summon Monster IV (Conj.)²
 Suppr. Primal Magic (Abjur.) (Inner Sea Magic)²
 Symbol of Laughter (Ench.) (Adv. Class Guide)²
 Symbol of Revelation (Div.) (Ul. Magic)¹
 Symbol of Slowing (Trans.) (Ul. Magic)¹
 Telekinetic Charge (Evoc.) (Ul. Combat)¹
 Telepathic Bond (Div.)²
 Terrible Remorse (Ench.) (Ul. Magic)²
 Tongues, Communal (Div.) (Ul. Combat)¹
 Touch of Slime (Conj.) (Ul. Magic)²
 Triggered Suggestion (Ench.) (Adv. Class Guide)²
 True Form (Abjur.) (Adv. Player's)²
 Unbearable Brightness (Evoc.) (Adv. Class Guide)²
 Unholy Blight (Evoc.)²
 Vengeful Stinger (Trans.) (Inner Sea Gods)²
 Vermin Shape I (Trans.) (Ul. Magic)²
 Vitriolic Mist (Evoc.) (Ul. Magic)²
 Volcanic Storm (Evoc.) (Ul. Magic)²
 Vomit Twin (Conj.) (Race-Goblin)²
 Wall of Blindness (Necro.) (Adv. Class Guide)²
 Wall of Fire (Evoc.)²
 Wall of Ice (Evoc.)²
 Wander. Star Motes (Illus.) (Adv. Player's)²

Ward Shield (Abjur.) (Knights of the Inner Sea)¹
Web Cloud (Conj.) (Race-Drow)²

5th Level

Absorb Toxicity (Necro.) (Ul. Combat)¹
Acidic Spray (Conj.) (Ul. Magic)²
Angelic Aspect (Trans.) (Champs. of Purity)¹
Animal Growth (Trans.)²
Apparent Master (Ench.) (Guardians of Dragonfall)¹
Astral Projection, Lesser (Necro.) (Ul. Magic)²
Augmenting Wall (Evoc.) (Ranged Tactics Toolkit)¹
Baleful Polymorph (Trans.)²
Beast Shape III (Trans.)²
Black Spot (Necro.) (Pirates of the Inner Sea)¹
Bladed Dash, Greater (Trans.) (Inner Sea Magic)²
Blight (Necro.)²
Blood Boil (Necro.) (Magical Marketplace)¹
Break Enchantment (Abjur.)²
Calm Air (Abjur.) (Ranged Tactics Toolkit)¹
Caustic Blood (Trans.) (Inner Sea Gods)²
Circle of Death (Necro.)²
Cloudkill (Abjur.)²
Cone of Cold (Evoc.)²
Constricting Coils (Ench.) (Sanctum of the Serp.)¹
Contact Other Plane (Div.)²
Corrosive Consumption (Conj.) (Ul. Magic)²
Covetous Aura (Abjur.) (Inner Sea World Guide)²
Curse of Disgust (Ench.) (Ul. Magic)²
Damnation Stride (Conj.) (Race-Tiefling)²
Dismissal (Abjur.)²
Dominate Person (Ench.)²
Dream (Illus.)²
Duplicate Familiar (Conj.) (Familiar Folio)²
Echolocation (Trans.) (Ul. Magic)²
Elemental Body II (Trans.)²
Empathy Conduit (Necro.) (Familiar Folio)²
Energy Siege Shot (Trans.) (Ul. Combat)¹
Fabricate (Trans.)²
False Vision (Illus.)²
Feeblemind (Ench.)²
Feast on Fear (Necro.) (Adv. Class Guide)²
Fickle Winds (Trans.) (Ul. Magic)²
Fire Snake (Evoc.) (Adv. Player's)²
Geniekind (Trans.) (Inner Sea Magic)²
Geyser (Conj.) (Adv. Player's)²
Ghoul Army (Necro.) (Inner Sea Magic)²
Gift of the Deep (Trans.) (Monster Codex)¹
Half-Blood Extraction (Trans.) (Race-Half-Orc)²
Hold Monster (Ench.)²
Hostile Juxtaposition (Conj.) (Ul. Combat)¹
Hungry Earth (Trans.) (Monster Codex)²
Hungry Pit (Conj.) (Adv. Player's)²

Icy Prison (Evoc.) (Ul. Magic)²
Interposing Hand (Evoc.)²
Life Bubble (Abjur.) (Adv. Player's)²
Lighten Object, Mass (Trans.) (Inner Sea Gods)²
Lightning Arc (Evoc.) (Ul. Magic)²
Mage's Faithful Hound (Conj.)²
Mage's Private Sanctum (Abjur.)²
Magic Jar (Necro.)²
Major Creation (Conj.)²
Major Phantom Object (Illus.) (Race-Gnome)²
Mind Fog (Ench.)²
Mirage Arcane (Illus.)²
Monstrous Physique III (Trans.) (Ul. Magic)²
Nightmare (Illus.)²
Overland Flight (Trans.)²
Pain Strike, Mass (Evoc.) (Adv. Player's)²
Passwall (Trans.)²
Permanency (Univ.)²
Persistent Image (Illus.)²
Phantasmal Web (Illus.) (Adv. Player's)²
Plague Carrier (Necro.) (Ul. Magic)²
Planar Adaptation (Trans.) (Adv. Player's)²
Planar Blinding, Lesser (Conj.)²
Plant Shape I (Trans.)²
Possess Object (Necro.) (Ul. Magic)²
Prying Eyes (Div.)²
Rapid Repair (Trans.) (Ul. Magic)²
Ray's Telepathic Bond (Div.)²
Repair Undead, Mass (Necro.) (Adv. Class Guide)²
Runic Overload (Evoc.) (Giant Hunter's Handb.)¹
Secret Chest (Conj.)²
Seeming (Illus.)²
Sending (Evoc.)²
Serenity (Ench.) (Ul. Magic)¹
Shadow Evocation (Illus.)²
Siphon Magic (Abjur.) (Inner Sea Magic)²
Smug Narcissism (Ench.) (Ul. Magic)²
Sonic Thrust (Evoc.) (Ul. Magic)²
Soothe Construct (Abjur.) (Ul. Magic)²
Soulswitch (Necro.) (Familiar Folio)²
Spell Absorption (Abjur.) (Inner Sea Magic)²
Spellsteal (Abjur.) (Monster Codex)¹
Spirit Self (Necro.) (C. Arcane)¹
Stoneskin, Communal (Abjur.) (Ul. Combat)¹
Suffocation (Necro.) (Adv. Player's)²
Summon Infernal Host (Conj.) (Rival Guide)¹
Summon Lesser Psychom. (Conj.) (Empty Graves)¹
Summon Monster V (Conj.)²
Summoned Conduit (Necro.) (Ul. Combat)¹
Summoner Conduit (Necro.) (Ul. Combat)¹
Symbol of Pain (Necro.)²
Symbol of Scrying (Div.) (Ul. Magic)²

Symbol of Sleep (Ench.)²
Symbol of Striking (Illus.) (Ul. Combat)¹
Telekinesis (Trans.)²
Telepathic Bond (Div.)²
Teleport (Conj.)²
Transmute Mud to Rock (Trans.)²
Transmute Rock to Mud (Trans.)²
Transplant Visage (Trans.) (Inner Sea Gods)²
Treasure Stitching (Trans.) (Adv. Player's)²
Truespeak (Div.) (Race-Aasimar)²
Unbreakable Construct (Abjur.)(Ul. Magic)²
Undead Anatomy II (Trans.) (Ul. Magic)²
Unseen Crew (Conj.) (Pirates of the Inner Sea)¹
Vampiric Shadow (Necro.) (Adv. Class Guide)²
Vermin Shape II (Trans.) (Ul. Magic)²
Village Veil (Illus.) (Race-Hafling)²
Wall of Force (Evoc.)²
Wall of Light (Evoc.) (The Dragon's Demand)¹
Wall of Sound (Evoc.) (Ul. Magic)²
Wall of Stone (Conj.)²
Waves of Fatigue (Necro.)²
Whip of Centipedes (Conj.) (Adv. Class Guide)²
Wind Blades (Trans.) (Race-Sylph)²
Wreath of Blades (Abjur.) (Ul. Combat)¹

6th Level

Acid Fog (Conj.)²
Age Resistance (Trans.) (Ul. Magic)²
Analyze Dweomer (Div.)²
Antimagical Field (Abjur.)²
Banshee Blast (Necro.) (Adv. Class Guide)²
Battlemind Link (Div.) (Ul. Magic)²
Bear's Endurance, Mass (Trans.)²
Beast Shape IV (Trans.)²
Bull's Strength, Mass (Trans.)²
Cat's Grace, Mass (Necro.)²
Chain Lightning (Evoc.)²
Chains of Fire (Evoc.) (Race-Ifrit)²
Chains of Light (Conj.) (Champs of Purity)¹
Circle of Death (Necro.)²
Cloak of Dreams (Ench.) (Adv. Player's)²
Cold Ice Strike (Evoc.) (Ul. Magic)²
Conjure Black Pudding (Conj.) (Ul. Magic)²
Contagion, Greater (Necro.) (Ul. Magic)²
Contagious Flame (Evoc.) (Adv. Player's)¹
Contingency (Evoc.)²
Control Water (Trans.)²
Create Undead (Necro.)²
Curse, Major (Necro.) (Ul. Magic)²
Disintegrate (Trans.)²
Dispel Magic, Greater (Abjur.)²
Dust Ward (Abjur.) (Monster Codex)¹

Eagle's Splendor, Mass (Trans.)²
Eldritch Conduit, Greater (Trans.)(Inner Sea Magic)²
Elemental Assessor (Evoc.) (Chroni. of the Right.)¹
Elemental Body III (Trans.)²
Enemy Hammer (Trans.) (Adv. Player's)²
Energy Siege Shot, Greater (Ul. Combat)¹
Envious Urge (Ench.) (Ul. Magic)²
Eyebite (Necro.)²
Flesh to Stone (Trans.)²
Fluid Form (Trans.) (Adv. Player's)²
Forceful Hand (Evoc.)²
Form of the Dragon I (Trans.)²
Fox's Cunning Mass (Trans.)²
Freezing Sphere (Evoc.)²
Geas/Quest (Ench.)²
Getaway (Conj.) (Adv. Player's)²
Globe of Invulnerability (Abjur.)²
Guards and Wards (Abjur.)²
Hardening (Trans.) (Campaign Setting 207)¹
Hellfire Ray (Evoc.) (Book of the Damned)¹
Heroism, Greater (Ench.)²
Ice Crystal Teleport (Conj.) (Ul. Magic)²
Impart Mind (Trans.)²
Leashed Shackles (Evoc.) (Ul. Magic)²
Legend Lore (Div.)²
Mage's Lucubration (Trans.)²
Mislead (Evoc.)²
Monstrous Physique IV (Trans.)(Ul. Magic)²
Mordenk.'s Trusted Bloodhound (Conj.) (C. Mage)¹
Move Earth (Trans.)²
Named Bullet, Greater (Div.) (Ul. Combat)¹
Owl's Wisdom, Mass (Trans.)²
Path of the Winds (Evoc.) (Race-Sylph)²
Permanent Image (Illus.)²
Planar Binding (Conj.)²
Plant Shape II (Trans.)²
Programmed Image (Illus.)²
Repulsion (Abjur.)²
Sabotage Construct (Trans.) (People of the River)¹
Serenity (Ench.) (Ul. Magic)²
Shadow Walk (Illus.)²
Sirocco (Evoc.) (Adv. Player's)²
Sonic Form (Trans.) (Adv. Class Guide)²
Spellcrash (Abjur.) (Adv. Class Guide)²
Stone to Flesh (Trans.)²
Suggestion, Mass (Ench.)²
Summon Monster VI (Conj.)²
Summon Vanth (Conj.) (Empty Graves)¹
Symbol of Fear (Necro.)²
Symbol of Persuasion (Ench.)²
Symbol of Sealing (Abjur.) (Ul. Magic)²

Tar Pool (Trans.) (Ul. Combat)¹
Transfer Familiar (Evoc.) (Familiar Folio)²
Transformation (Trans.)²
True Seeing (Div.)²
Undead Anatomy III (Trans.) (Ul. Magic)²
Undead to Death (Necro.)²
Undeath Ward (Abjur.) (Dungeons of Golorion)¹
Unwilling Shield (Necro.) (Adv. Player's)²
Utter Contempt (Ench.) (Ul. Magic)²
Veil (Illus.)²
Vengeful Outrage (Ench.) (Ul. Magic)²
Wall of Iron (Conj.)²
Whip of Ants (Conj.) (Adv. Class Guide)²

7th Level

Age Resistance, Great. (Trans.) (Ul. Magic)²
Arcane Cannon, Greater (Trans.) (Ul. Combat)¹
Arcane Sight, Greater (Div.)²
Archon's Trumpet (Evoc.) (Champs. of Purity)¹
Banishment (Abjur.)²
Caustic Eruption (Conj.) (Ul. Magic)²
Circle of Clarity (Abjur.) (Ul. Magic)¹
Control Construct (Trans.) (Ul. Magic)²
Control Undead (Necro.)²
Control Weather (Trans.)²
Create Demiplane. Les. (Conj.) (Ul. Magic)²
Create Variant Mummy (Necro.) (Shifting Sands)¹
Deflection (Abjur.) (Adv. Player's)²
Delayed Blast Fireball (Evoc.)²
Dimensional Bounce (Conj.) (Adv. Class Guide)²
Elemental Body IV (Trans.)²
Epidemic (Necro.) (Ul. Magic)²
Ethereal Jaunt (Trans.)²
Expend (Abjur.) (Adv. Player's)²
Finger of Death (Necro.)²
Firebrand (Trans.) (Tome and Blood)¹
Fly, Mass (Trans.) (Adv. Player's)²
Forcecage (Evoc.)²
Form of the Dragon II (Trans.)²
Giant Form I (Trans.)²
Grasping Hand (Evoc.)²
Hold Person, Mass (Ench.)²
Hostile Juxtaposition, Great (Trans.) (Ul. Combat)¹
Hungry Darkness (Evoc.) (Inner Sea Magic)²
Ice Body (Trans.) (Ul. Magic)²
Insanity (Ench.)²
Instant Summons (Conj.)²
Invisibility, Mass (Illus.)²
Joyful Rapture (Conj.) (Ul. Magic)²
Ki Shout (Evoc.) (Ul. Magic)²
Limited Wish (Universal)²
Lunar Veil (Illus.) (Ul. Magic)²

Mage's Magnificent Mansion (Conj.)²
Mage's Sword (Evoc.)²
Magnetic Field (Abjur.) (People of the River)¹
Phantasmal Revenge (Illus.) (Adv. Player's)²
Phase Door (Conj.)²
Plague Storm (Necro.) (Ul. Magic)²
Planar Adapt., Mass (Trans.) (Adv. Player's)²
Planar Binding, Greater (Conj.)²
Plane Shift (Conj.)²
Plant Shape III (Trans.)²
Polymorph, Greater (Trans.)²
Power Word Blind (Ench.)²
Prismatic Spray (Evoc.)²
Project Image (Illus.)²
Rain of Arrows (Conj.) (Ranged Tactics Toolkit)¹
Rampart (Conj.) (Adv. Player's)²
Resonating Word (Trans.) (Ul. Magic)²
Reverse Gravity (Trans.)²
Scouring Winds (Evoc.) (Ul. Magic)²
Scrying, Greater (Div.)²
Sequester (Abjur.)²
Shadow Conjunction, Greater (Illus.)²
Simulacrum (Illus.)²
Spell Absorption, Great. (Abjur.) (Inner Sea Magic)²
Spell Turning (Abjur.)²
Statue (Trans.)²
Summon Monster VII (Conj.)²
Symbol of Stunning (Ench.)²
Symbol of Weakness (Necro.)²
Teleport, Greater (Conj.)²
Teleport Object (Conj.)²
Teleport Trap (Abjur.) (Inner Sea World Guide)¹
Temporary Resurrect. (Necro.) (Ul. Magic)²
Vision (Div.)²
Vortex (Evoc.) (Adv. Player's)²
Walk through Space (Conj.) (Ul. Combat)¹
Waves of Ecstasy (Ench.) (Ul. Magic)²
Waves of Exhaustion (Necro.)²

8th Level

Antipathy (Ench.)²
Angelic Asp., Great. (Trans.) (Champs. of Purity)¹
Binding (Ench.)²
Call Construct (Conj.) (Ul. Magic)²
Charm Monster, Mass (Ench.)²
Clenched Fist (Evoc.)²
Cloak of Chaos (Abjur.)²
Clone (Necro.)²
Create Demiplane (Ul. Magic)²
Create Undead, Greater (Necro.)²
Demand (Ench.)²

Dimensional Lock (Abjur.)²
 Discern Location (Div.)²
 Euphoric Tranquility (Ench.)(Adv. Player's)²
 Form of the Dragon III (Trans.)²
 Frightful Aspect (Trans.) (Ul. Combat)¹
 Giant Form II (Trans.)²
 Horrid Wilting (Necro.)²
 Incendiary Cloud (Conj.)²
 Iron Body (Trans.)²
 Irresistible Dance (Ench.)²
 Maze (Conj.)²
 Mind Blank (Abjur.)²
 Moment of Prescience (Div.)²
 Orb of the Void (Necro.) (Ul. Magic)²
 Planar Binding (Conj.)²
 Polar Ray (Evoc.)²
 Polymorph Any Object (Trans.)²
 Power Word Stun (Ench.)²
 Prediction of Failure (Div.) (Ul. Magic)²
 Prismatic Wall (Abjur.)²
 Protection From Spells (Abjur.)²
 Prying Eyes, Greater (Div.)²
 Rain of Arrows (Conj.) (Ranged Tactics Toolkit)¹
 Rift of Ruin (Conj.) (Book of the Damned Vol2)¹
 Scintillating Pattern (Illus.)²
 Screen (Illus.)²
 Seamantle (Conj.) (Adv. Player's)²
 Shadow Evocation, Greater (Illus.)²
 Shout, Greater (Evoc.)²
 Spell Absorption, Great. (Abjur.) (Inner Sea Magic)²
 Spellcrash, Greater (Abjur.) (Adv. Class Guide)²
 Spellscar (Abjur.) (Inner Sea Magic)²
 Stormbolts (Evoc.) (Adv. Player's)²
 Monster VIII (Conj.)²
 Sunburst (Evoc.)²
 Symbol of Death (Necro.)²
 Symbol of Dispelling (Abjur.) (Inner Sea Gods)²
 Symbol of Insanity (Ench.)²
 Sympathy (Ench.)²
 Telekinetic Sphere (Evoc.)²
 Temporal Stasis (Trans.)²
 Trap the Soul (Conj.)²
 Undead Anatomy IV (Ul. Magic)²
 Wall of Lava (Conj.) (Adv. Player's)²

9th Level

Astral Projection (Necro.)²
 Canopic Conversion (Necro.) (Osiroion, Land of)¹

Clashing Rocks (Conj.) (Adv. Player's)²
 Create Demiplane, Greater (Conj.) (Ul. Magic)²
 Crushing Hand (Evoc.)²
 Cursed Earth (Necro.) (Ul. Magic)²
 Dominate Monster (Ench.)²
 Dragon Ally, Greater (Conj.) (S. Comp.)²
 Energy Drain (Necro.)²
 Etherealness (Trans.)²
 Fiery Body (Trans.) (Adv. Player's)²
 Foresight (Evoc.)²
 Freedom (Abjur.)²
 Gate (Conj.)²
 Heroic Invocation (Ench.) (Ul. Combat)¹
 Hold Monster, Mass (Ench.)²
 Icy Prison, Mass (Evoc.) (Ul. Magic)²
 Imprisonment (Abjur.)²
 Interplanetary Teleport (Conj.) (Ul. Magic)²
 Mage's Disjunction (Abjur.)²
 Mage's Magnific. Enclos. (Abjur.) Rival Guide)¹
 Meteor Swarm (Evoc.)²
 Mind Blank, Communal (Abjur.) (Ul. Combat)¹
 Overwhelming Presence(Ench.)(Ul. Magic)²
 Power Word Kill (Ench.)²
 Prismatic Sphere (Abjur.)²
 Refuge (Conj.)²
 Ride the Lightning (Evoc.) (Ul. Magic)²
 Salvage (Trans.) (Pirates of the Inner Sea)¹
 Shades (Illus.)²
 Shapechange (Trans.)²
 Soul Bind (Necro.)²
 Spellbane (Abjur.) (Inner Sea Magic)²
 Suffocation, Mass (Necro.) (Adv. Player's)²
 Summon Monster IX (Conj.)²
 Symbol of Strife (Ench.) (Ul. Magic)¹
 Symbol of Vulnerability (Abjur.) (Ul. Magic)¹
 Teleportation Circle (Conj.)²
 Time Stop (Trans.)²
 Trans. Blood to Acid (Trans.) (Ul. Magic)²
 Tsunami (Conj.) (Adv. Player's)²
 Wail of Banshee (Necro.)²
 Wall of Suppression(Conj.)(Adv. Player's)²
 Weird (Illus.)²
 Winds of Vengeance (Evoc.)(Adv. Player's)²
 Wish (Universal)²
 Wooden Phalanx (Conj.) (Ul. Magic)²
 World Wave (Trans.) (Adv. Player's)²

Notes:

¹Only members of the Mages Guild can learn these spells

²All arcane spell casters can learn these spells

(Adv Class Guide) = Advanced Class Guide

(Adv. Player's) = Advanced Player's Guide

(Race-Xxx) = Advanced Race Guide—Race Name

(Monster Codex) = Monster Codex

(People of the River) = People of the River

(Ul. Combat) = Ultimate Combat

(Ul. Magic) = Ultimate Magic

