Air

Level 1 *Lightning Arc* (Sp)
Level 6 *Electricity Resistance* (Ex)

1 *obscuring mist*
2 *wind wall*
3 *gaseous form*
4 *air walk*
5 *control winds*
6 *chain lightning*
7 *elemental body IV* (air only)
8 *whirlwind*
9 *elemental swarm* (air spell only)

Chaos

Level 1 *Touch of Chaos* (Sp)
Level 8 *Chaos Blade* (Su)

1 *protection from law*
2 *align weapon* (chaos only)
3 *magic circle against law*
4 *chaos hammer*
5 *dispel law*
6 *animate objects*
7 *word of chaos*
8 *cloak of chaos*
9 *summon monster IX* (chaos spell only)

Darkness

Level 1 *Touch of Darkness* (Sp)
Level 8 *Eyes of Darkness* (Su)

1 *obscuring mist*
2 *blindness/deafness* (only to cause blindness)
3 *deeper darkenss*
4 *shadow conjuration*
5 *summon monster V* (summones 1d3 shadows)
6 *shadow walk*
7 *power word blind*
8 *greater shadow evocation*
9 *shades*

Animal

Level 1 *Speak with Animals* (Sp)
Level 4 *Animal Companion* (Ex)

1 *calm animals*
2 *hold animal*
3 *dominate animal*
4 *summon nature's ally IV* (animals only)
5 *beast shape III* (animals only)
6 *antilife shell*
7 *animal shapes*
8 *summon nature's ally VIII* (animals only)
9 *shapechange*

Charm

Level 1 *Dazing Touch* (Sp)
Level 8 *Charming Smile* (Sp)

1 *charm person*
2 *calm emotions*
3 *suggestion*
4 *heroism*
5 *charm monster*
6 *geas/quest*
7 *insanity*
8 *demand*
9 *dominate monster*

Death

Level 1 *Bleeding Touch* (Sp)
Level 8 *Death's Embrace* (Ex)

1 *cause fear*
2 *death knell*
3 *animate dead*
4 *death ward*
5 *slay living*
6 *create undead*
7 *destruction*
8 *create greater undead*
9 *wail of the banshee*

Artifice

Level 1 *Artificer's Touch* (Sp)
Level 8 *Dancing Weapons* (Su)

1 *animate rope*
2 *wood shape*
3 *stone shape*
4 *minor creation*
5 *fabricate*
6 *major creation*
7 *wall of iron*
8 *instant summons*
9 *prismatic sphere*

Community

Level 1 *Calming Touch* (Sp)
Level 8 *Unity* (Su)

1 *bless*
2 *shield other*
3 *prayer*
4 *imbue with spell ability*
5 *telepathic bond*
6 *heroes' feast*
7 *refuge*
8 *mass cure critical wounds*
9 *miracle*

Destruction

Level 1 *Destructive Smite* (Su)
Level 8 *Destructive Aura* (Su)

1 *true strike*
2 *shatter*
3 *rage*
4 *inflict critical wounds*
5 *shout*
6 *harm*
7 *disintegrate*
8 *earthquake*
9 *implosion*

Earth

Level 1 *Acid Dart* (Sp)
Level 6 *Acid Resistance* (Ex)

1. *magic stone*
2. *soften earth and stone*
3. *stone shape*
4. *spike stones*
5. *wall of stone*
6. *stoneskin*
7. *elemental body IV* (earth only)
8. *earthquake*
9. *elemental swarm* (earth spell only)

Glory

Level 1 *Touch of Glory* (Sp)
Level 8 *Divine Presence* (Su)

1. *shield of faith*
2. *bless weapon*
3. *searing light*
4. *holy smite*
5. *righteous might*
6. *undeath to death*
7. *holy sword*
8. *holy aura*
9. *gate*

Knowledge

Level 1 *Lore Keeper* (Sp)
Level 6 *Remote Viewing* (Sp)

1. *comprehend languages*
2. *detect thoughts*
3. *speak with dead*
4. *divination*
5. *true seeing*
6. *find the path*
7. *legend lore*
8. *discern location*
9. *foresight*

Evil

Level 1 *Touch of Evil* (Sp)
Level 8 *Scythe of Evil* (Su)

1. *protection from good*
2. *align weapon* (evil only)
3. *magic circle against good*
4. *unholy blight*
5. *dispel good*
6. *create undead*
7. *blasphemy*
8. *unholy aura*
9. *summon monster IX* (evil spell only)

Good

Level 1 *Touch of Good* (Sp)
Level 8 *Holy Lance* (Su)

1. *protection from evil*
2. *align weapon* (good only)
3. *magic circle against evil*
4. *holy smite*
5. *dispel evil*
6. *blade barrier*
7. *holy word*
8. *holy aura*
9. *summon monster IX* (good spell only)

Law

Level 1 *Touch of Law* (Sp)
Level 8 *Staff of Order* (Su)

1. *protection from chaos*
2. *align weapon* (law only)
3. *magic circle against chaos*
4. *order's wrath*
5. *dispel chaos*
6. *hold monster*
7. *dictum*
8. *shield of law*
9. *summon monster IX* (law spell only)

Fire

Level 1 *Fire bolt* (Sp)
Level 6 *Fire Resistance* (Ex)

1. *burning hands*
2. *produce flame*
3. *fireball*
4. *wall of fire*
5. *fire shield*
6. *fire seeds*
7. *elemental body IV* (fire only)
8. *incendiary cloud*
9. *elemental swarm* (fire spell only)

Healing

Level 1 *Rebuke Death* (Sp)
Level 6 *Healer's Blessing* (Su)

1. *cure light wounds*
2. *cure moderate wounds*
3. *cure serious wounds*
4. *cure critical wounds*
5. *breath of life*
6. *heal*
7. *regenerate*
8. *mass cure critical wounds*
9. *mass heal*

Liberation

Level 1 *Liberation* (Su)
Level 8 *Freedom's Call* (Su)

1. *remove fear*
2. *remove paralysis*
3. *remove curse*
4. *freedom of movement*
5. *break enchantment*
6. *greater dispel magic*
7. *refuge*
8. *mind blank*
9. *freedom*

Luck

Level 1 *Bit of Luck* (Sp)
Level 6 *Good Fortune* (Ex)

1 *true strike*
2 *aid*
3 *protection from energy*
4 *freedom of movement*
5 *break enchantment*
6 *mislead*
7 *spell turning*
8 *moment of prescience*
9 *miracle*

Nobility

Level 1 *Inspiring Word* (Sp)
Level 8 *Leadership* (Ex)

1 *divine favor*
2 *enthrall*
3 *magic vestment*
4 *discern lies*
5 *greater command*
6 *geas/quest*
7 *repulsion*
8 *demand*
9 *storm of vengeance*

Repose

Level 1 *Gentle Rest* (Sp)
Level 8 *Ward Against Death* (Su)

1 *deathwatch*
2 *gentle repose*
3 *speak with dead*
4 *death ward*
5 *slay living*
6 *undeath to death*
7 *destruction*
8 *waves of exhaustion*
9 *wail of the banshee*

Madness

Level 1 *Vision of Madness* (Sp)
Level 8 *Aura of Madness* (Su)

1 *lesser confusion*
2 *touch of idiocy*
3 *rage*
4 *confusion*
5 *nightmare*
6 *phantasmal killer*
7 *insanity*
8 *scintillating pattern*
9 *weird*

Plant

Level 1 *Wooden Fist* (Su)
Level 6 *Bramble Armor* (Su)

1 *entangle*
2 *barkskin*
3 *plant growth*
4 *command plants*
5 *wall of thorns*
6 *repel wood*
7 *animate plants*
8 *control plants*
9 *shambler*

Rune

Level 1 *Blast Rune* (Sp)
Level 8 *Spell Rune* (Sp)

1 *erase*
2 *secret page*
3 *glyph of warding*
4 *explosive runes*
5 *lesser planar binding*
6 *greater glyph of warding*
7 *instant summons*
8 *symbol of death*
9 *teleportation circle*

Magic

Level 1 *Hand of the Acolyte* (Su)
Level 8 *Dispelling Touch* (Sp)

1 *identify*
2 *magic mouth*
3 *dispel magic*
4 *imbue with spell ability*
5 *spell resistance*
6 *antimagic field*
7 *spell turning*
8 *protection from spells*
9 *mage's disjunction*

Protection

Level 1 *Resistant Touch* (Sp)
Level 8 *Aura of Protection* (Su)

1 *sanctuary*
2 *shield other*
3 *protection from energy*
4 *spell immunity*
5 *spell resistance*
6 *antimagic field*
7 *repulsion*
8 *mind blank*
9 *prismatic sphere*

Scalykind

Level 1 *Venomous Stare* (Sp)
Level 4 *Serpent Companion* (ex)

1 *magic fang*
2 *animal trance*
3 *greater magic fang*
4 *poison*
5 *animal growth* (snakes only)
6 *eyebite*
7 *creeping doom* (diminutive snakes)
8 *animal shapes* (snakes only)
9 *shapechange*

Strength

Level 1 *Strength Surge* (Sp)
Level 8 *Might of the Gods* (Su)

1 *enlarge person*
2 *bull's strength*
3 *magic vestment*
4 *spell immunity*
5 *righteous might*
6 *stoneskin*
7 *grasping hand*
8 *clenched fist*
9 *crushing hand*

Trickery

Level 1 *Copycat* (Sp)
Level 8 *Master's Illusion* (Sp)

1 *disguise self*
2 *invisibility*
3 *nondetection*
4 *confusion*
5 *false vision*
6 *mislead*
7 *screen*
8 *mass invisibility*
9 *time stop*

Water

Level 1 *Icicle* (Sp)
Level 6 *Cold Resistance* (Ex)

1 *obscuring mist*
2 *fog cloud*
3 *water breathing*
4 *control water*
5 *ice storm*
6 *cone of cold*
7 *elemental body IV* (water only)
8 *horrid wilting*
9 *elemental swarm* (water spell only)

Sun

Level 1 *Sun's Blessing* (Su)
Level 8 *Nimbus of Light* (Su)

1 *endure elements*
2 *heat metal*
3 *searing light*
4 *fire shield*
5 *flame strike*
6 *fire seeds*
7 *sunbeam*
8 *sunburst*
9 *prismatic sphere*

Void

Level 1 *Guarded Mind* (Ex)
Level 8 *Part the Veil* (Su)

1 *feather fall*
2 *levitate*
3 *fly*
4 *lesser planar binding*
5 *overland flight*
6 *planar binding*
7 *reverse gravity*
8 *greater planar binding*
9 *interplanetary teleport*

Weather

Level 1 *Storm Burst* (Sp)
Level 8 *Lightning Lord* (Sp)

1 *obscuring mist*
2 *fog cloud*
3 *call lightning*
4 *sleet storm*
5 *ice storm*
6 *control winds*
7 *control weather*
8 *whirlwind*
9 *storm of vengeance*

Travel

Level 1 *Agile Feet* (Su)
Level 8 *Dimensional Hop* (Sp)

1 *longstrider*
2 *locate object*
3 *fly*
4 *dimension door*
5 *teleport*
6 *find the path*
7 *greater teleport*
8 *phase door*
9 *astral projection*

War

Level 1 *Battle Rage* (Sp)
Level 8 *Weapon Master* (Su)

1 *magic weapon*
2 *spiritual weapon*
3 *magic vestment*
4 *divine power*
5 *flame strike*
6 *blade barrier*
7 *power word blind*
8 *power word stun*
9 *power word kill*