

Agathion (Good) Level 1 <i>Touch of Good</i> (Sp) Level 8 <i>Protective Aura</i> (Su) 1 <i>shield of faith</i> 2 <i>align weapon</i> (good only) 3 <i>tongues</i> 4 <i>holy smite</i> 5 <i>dispel evil</i> 6 <i>planar ally</i> (agathions only) 7 <i>holy word</i> 8 <i>holy aura</i> 9 <i>summon monster IX</i> (good spell only)	Archon (Good) Level 1 <i>Touch of Good</i> (Sp) Level 8 <i>Aura of Menace</i> (Su) 1 <i>divine favor</i> 2 <i>align weapon</i> (good only) 3 <i>prayer</i> 4 <i>holy smite</i> 5 <i>dispel evil</i> 6 <i>planar ally</i> (archons only) 7 <i>holy word</i> 8 <i>holy aura</i> 9 <i>summon monster IX</i> (good spell only)	Ash (Fire) Level 1 <i>Fire bolt</i> (Sp) Level 8 <i>Wall of Ashes</i> (Su) 1 <i>burning hands</i> 2 <i>produce flame</i> 3 <i>fireball</i> 4 <i>wall of fire</i> 5 <i>fire shield</i> 6 <i>fire seeds</i> 7 <i>disintegrate</i> 8 <i>incendiary cloud</i> 9 <i>fiery body</i>
Ancestors (Repose) Level 1 <i>Gentle Rest</i> (Sp) Level 8 <i>Speak with Dead</i> (Su) 1 <i>deathwatch</i> 2 <i>gentle repose</i> 3 <i>speak with dead</i> 4 <i>rest eternal</i> 5 <i>slay living</i> 6 <i>geas/quest</i> 7 <i>destruction</i> 8 <i>waves of exhaustion</i> 9 <i>wail of the banshee</i>	Archon (Law) Level 1 <i>Touch of Law</i> (Sp) Level 8 <i>Aura of Menace</i> (Su) 1 <i>divine favor</i> 2 <i>align weapon</i> (law only) 3 <i>prayer</i> 4 <i>order's wrath</i> 5 <i>dispel chaos</i> 6 <i>planar ally</i> (archons only) 7 <i>dictum</i> 8 <i>shield of law</i> 9 <i>summon monster IX</i> (law spell only)	Azata (Chaos) Level 1 <i>Elysium's Call</i> (Su) Level 8 <i>Chaos Blade</i> (Su) 1 <i>expeditious retreat</i> 2 <i>align weapon</i> (chaos only) 3 <i>fly</i> 4 <i>chaos hammer</i> 5 <i>dispel law</i> 6 <i>planar ally</i> 7 <i>word of chaos</i> 8 <i>cloak of chaos</i> 9 <i>summon monster IX</i> (chaos spell only)
Arcane (Magic) Level 1 <i>Arcane Beacon</i> (Su) Level 8 <i>Dispelling Touch</i> (Sp) 1 <i>magic aura</i> 2 <i>magic mouth</i> 3 <i>dispel magic</i> 4 <i>arcane eye</i> 5 <i>spell resistance</i> 6 <i>analyze dweomer</i> 7 <i>spell turning</i> 8 <i>protection from spells</i> 9 <i>mage's disjunction</i>	Arson (Fire) Level 1 <i>Call Fire</i> (Su) Level 6 <i>Fire Resistance</i> (Ex) 1 <i>burning hands</i> 2 <i>flaming sphere</i> 3 <i>fireball</i> 4 <i>wall of fire</i> 5 <i>flame strike</i> 6 <i>fire seeds</i> 7 <i>delayed blast fireball</i> 8 <i>incendiary cloud</i> 9 <i>elemental swarm</i> (fire spell only)	Azata (Good) Level 1 <i>Elysium's Call</i> (Su) Level 8 <i>Holy Lance</i> (Su) 1 <i>expeditious retreat</i> 2 <i>align weapon</i> (good only) 3 <i>fly</i> 4 <i>holy smite</i> 5 <i>dispel evil</i> 6 <i>planar ally</i> 7 <i>holy word</i> 8 <i>holy aura</i> 9 <i>summon monster IX</i> (good spell only)

Blood (War) Level 1 <i>Battle Rage</i> (Sp) Level 8 <i>Wounding Blade</i> (Su) 1 <i>magic weapon</i> 2 <i>spiritual weapon</i> 3 <i>vampiric touch</i> 4 <i>divine power</i> 5 <i>wall of thorns</i> 6 <i>blade barrier</i> 7 <i>mass inflict serious wounds</i> 8 <i>power word stun</i> 9 <i>power word kill</i>	Cloud (Air) Level 1 <i>Lightning Arc</i> (Sp) Level 8 <i>Thundercloud</i> (Su) 1 <i>obscuring mist</i> 2 <i>wind wall</i> 3 <i>gaseous form</i> 4 <i>solid fog</i> 5 <i>control winds</i> 6 <i>chain lightning</i> 7 <i>elemental body IV</i> (air only) 8 <i>whirlwind</i> 9 <i>storm of vengeance</i>	Daemon (Evil) Level 1 <i>Touch of Evil</i> (Sp) Level 8 <i>Whispering Evil</i> (Su) 1 <i>cause fear</i> 2 <i>align weapon</i> (evil only) 3 <i>vampiric touch</i> 4 <i>unholy blight</i> 5 <i>dispel good</i> 6 <i>planar binding</i> (daemons only) 7 <i>blasphemy</i> 8 <i>unholy aura</i> 9 <i>summon monster IX</i> (evil spell only)
Catastrophe (Destruction) Level 1 <i>Destructive Smite</i> (Su) Level 8 <i>Deadly Weather</i> (Su) 1 <i>true strike</i> 2 <i>gust of wind</i> 3 <i>call lightning</i> 4 <i>inflict critical wounds</i> 5 <i>shout</i> 6 <i>harm</i> 7 <i>control weather</i> 8 <i>earthquake</i> 9 <i>implosion</i>	Construct (Artifice) Level 1 <i>Artificer's Touch</i> (Sp) Level 8 <i>Animate Servant</i> (Su) 1 <i>animate rope</i> 2 <i>wood shape</i> 3 <i>stone shape</i> 4 <i>minor creation</i> 5 <i>fabricate</i> 6 <i>major creation</i> 7 <i>limited wish</i> 8 <i>polymorph any object</i> 9 <i>prismatic sphere</i>	Dark Tapestry (Void) Level 1 <i>It Came From Beyond</i> (Ex) Level 8 <i>Part the Veil</i> (Su) 1 <i>feather fall</i> 2 <i>summon monster II</i> 3 <i>fly</i> 4 <i>lesser planar binding</i> 5 <i>summon monster V</i> 6 <i>planar binding</i> 7 <i>insanity</i> 8 <i>greater planar binding</i> 9 <i>interplanetary teleport</i>
Caves (Earth) Level 1 <i>Acid Dart</i> (Sp) Level 8 <i>Tunnel Runner</i> (Su) 1 <i>magic stone</i> 2 <i>create pit</i> 3 <i>spiked pit</i> 4 <i>spike stones</i> 5 <i>wall of stone</i> 6 <i>hungry pit</i> 7 <i>elemental body IV</i> (earth only) 8 <i>earthquake</i> 9 <i>elemental swarm</i> (earth spell only)	Curse (Luck) Level 1 <i>Malign Eye</i> (Su) Level 6 <i>Good Fortune</i> (Ex) 1 <i>bane</i> 2 <i>aid</i> 3 <i>bestow curse</i> 4 <i>freedom of movement</i> 5 <i>break enchantment</i> 6 <i>eyebite</i> 7 <i>spell turning</i> 8 <i>moment of prescience</i> 9 <i>miracle</i>	Day (Sun) Level 1 <i>Sun's Blessing</i> (Su) Level 8 <i>Day's Resurgence</i> (Su) 1 <i>endure elements</i> 2 <i>continual flame</i> 3 <i>daylight</i> 4 <i>fire shield</i> 5 <i>flame strike</i> 6 <i>fire seeds</i> 7 <i>sunbeam</i> 8 <i>sunburst</i> 9 <i>prismatic sphere</i>

Decay (Plant) Level 1 <i>Wooden Fist</i> (Su) Level 8 <i>Aura of Decay</i> (Su) 1 <i>entangle</i> 2 <i>barkskin</i> 3 <i>contagion</i> 4 <i>poison</i> 5 <i>wall of thorns</i> 6 <i>harm</i> 7 <i>animate plants</i> 8 <i>control plants</i> 9 <i>shambler</i>	Demon (Chaos) Level 1 <i>Fury of the Abyss</i> (Su) Level 8 <i>Chaos Blade</i> (Su) 1 <i>doom</i> 2 <i>align weapon</i> (chaos only) 3 <i>rage</i> 4 <i>chaos hammer</i> 5 <i>dispel law</i> 6 <i>planar binding</i> (demons only) 7 <i>word of chaos</i> 8 <i>cloak of chaos</i> 9 <i>summon monster IX</i> (chaos spell only)	Devil (Law) Level 1 <i>Hell's Corruption</i> (Su) Level 8 <i>Staff of Order</i> (Su) 1 <i>command</i> 2 <i>align weapon</i> (law only) 3 <i>suggestion</i> 4 <i>order's wrath</i> 5 <i>dispel chaos</i> 6 <i>planar binding</i> (devils only) 7 <i>dictum</i> 8 <i>shield of law</i> 9 <i>summon monster IX</i> (law spell only)
Deception (Trickery) Level 1 <i>Sudden Shift</i> (Sp) Level 8 <i>Master's Illusion</i> (Sp) 1 <i>disguise self</i> 2 <i>mirror image</i> 3 <i>nondetection</i> 4 <i>confusion</i> 5 <i>false vision</i> 6 <i>mislead</i> 7 <i>project image</i> 8 <i>mass invisibility</i> 9 <i>time stop</i>	Demon (Evil) Level 1 <i>Fury of the Abyss</i> (Su) Level 8 <i>Scythe of Evil</i> (Su) 1 <i>doom</i> 2 <i>align weapon</i> (evil only) 3 <i>rage</i> 4 <i>unholy blight</i> 5 <i>dispel good</i> 6 <i>planar binding</i> (demons only) 7 <i>blasphemy</i> 8 <i>unholy aura</i> 9 <i>summon monster IX</i> (evil spell only)	Divine (Magic) Level 1 <i>Divine Vessel</i> (Su) Level 8 <i>Dispelling Touch</i> (Sp) 1 <i>identify</i> 2 <i>bless water</i> 3 <i>dispel magic</i> 4 <i>imbue with spell ability</i> 5 <i>cleanse</i> 6 <i>antimagic field</i> 7 <i>resurrection</i> 8 <i>protection from spells</i> 9 <i>miracle</i>
Defense (Protection) Level 1 <i>Deflection Aura</i> (Su) Level 8 <i>Aura of Protection</i> (Su) 1 <i>shield</i> 2 <i>barkskin</i> 3 <i>protection from energy</i> 4 <i>spell immunity</i> 5 <i>spell resistance</i> 6 <i>antimagic field</i> 7 <i>deflection</i> 8 <i>mind blank</i> 9 <i>prismatic sphere</i>	Devil (Evil) Level 1 <i>Hell's Corruption</i> (Su) Level 8 <i>Scythe of Evil</i> (Su) 1 <i>command</i> 2 <i>align weapon</i> (evil only) 3 <i>suggestion</i> 4 <i>unholy blight</i> 5 <i>dispel good</i> 6 <i>planar binding</i> (devils only) 7 <i>blasphemy</i> 8 <i>unholy aura</i> 9 <i>summon monster IX</i> (evil spell only)	Dragon (Scalykind) Level 1 <i>Venomous Stare</i> (Sp) Level 4 <i>Dragonbreath</i> (Su) 1 <i>magic fang</i> 2 <i>animal trance</i> 3 <i>draconic reservoir</i> 4 <i>dragon's breath</i> 5 <i>animal growth</i> (snakes only) 6 <i>form of the dragon I</i> 7 <i>creeping doom</i> (diminutive snakes) 8 <i>animal shapes</i> (snakes only) 9 <i>shapechange</i>

Entropy (Chaos) Level 1 <i>Touch of Chaos</i> (Sp) Level 8 <i>Hasten the End</i> (Su) 1 <i>entropic shield</i> 2 <i>align weapon</i> (chaos only) 3 <i>dispel magic</i> 4 <i>chaos hammer</i> 5 <i>confusion</i> 6 <i>animate objects</i> 7 <i>destruction</i> 8 <i>cloak of chaos</i> 9 <i>summon monster IX</i> (chaos spell only)	Fate (Luck) Level 1 <i>Bit of Luck</i> (Sp) Level 6 <i>Good Fortune</i> (Ex) Level 8 <i>Tugging Strands</i> (Su) 1 <i>true strike</i> 2 <i>augury</i> 3 <i>borrow fortune</i> 4 <i>freedom of movement</i> 5 <i>break enchantment</i> 6 <i>mislead</i> 7 <i>spell turning</i> 8 <i>moment of prescience</i> 9 <i>miracle</i>	Ferocity (Strength) Level 1 <i>Ferocious Strike</i> (Su) Level 8 <i>Might of the Gods</i> (Su) 1 <i>enlarge person</i> 2 <i>bull's strength</i> 3 <i>rage</i> 4 <i>spell immunity</i> 5 <i>righteous might</i> 6 <i>mass bull's strength</i> 7 <i>grasping hand</i> 8 <i>clenched fist</i> 9 <i>crushing hand</i>
Exploration (Travel) Level 1 <i>Door Sight</i> (Su) Level 8 <i>Dimensional Hop</i> (Sp) 1 <i>expeditious retreat</i> 2 <i>locate object</i> 3 <i>fly</i> 4 <i>locate creature</i> 5 <i>teleport</i> 6 <i>find the path</i> 7 <i>greater teleport</i> 8 <i>phase door</i> 9 <i>world wave</i>	Fear (Evil) Level 1 <i>Touch of Evil</i> (Sp) Level 8 <i>Feed on Fear</i> (Su) 1 <i>cause fear</i> 2 <i>align weapon</i> (evil only) 3 <i>scare</i> 4 <i>fear</i> 5 <i>dispel good</i> 6 <i>create undead</i> 7 <i>blasphemy</i> 8 <i>unholy aura</i> 9 <i>summon monster IX</i> (evil spell only)	Flotsam (Water) Level 1 <i>Icicle</i> (Sp) Level 6 <i>Sift</i> (Su) 1 <i>obscuring mist</i> 2 <i>make whole</i> 3 <i>water breathing</i> 4 <i>control water</i> 5 <i>major creation</i> 6 <i>animate object</i> 7 <i>elemental body IV</i> (water only) 8 <i>horrid wilting</i> 9 <i>elemental swarm</i> (water spell only)
Family (Community) Level 1 <i>Binding Ties</i> (Su) Level 8 <i>Unity</i> (Su) 1 <i>bless</i> 2 <i>calm emotions</i> 3 <i>create food and water</i> 4 <i>imbue with spell ability</i> 5 <i>telepathic bond</i> 6 <i>heroes' feast</i> 7 <i>refuge</i> 8 <i>mass cure critical wounds</i> 9 <i>miracle</i>	Feather (Animal) Level 1 <i>Eyes of the Hawk</i> (Ex) Level 4 <i>Animal Companion</i> (Ex) 1 <i>calm animals</i> 2 <i>feather fall</i> 3 <i>fly</i> 4 <i>summon nature's ally IV</i> (animals only) 5 <i>beast shape III</i> (animals only) 6 <i>mass fly</i> 7 <i>animal shapes</i> 8 <i>summon nature's ally VIII</i> (animals only) 9 <i>shapechange</i>	Freedom (Liberation) Level 1 <i>Liberty's Blessing</i> (Sp) Level 8 <i>Freedom's Call</i> (Su) 1 <i>sanctuary</i> 2 <i>remove paralysis</i> 3 <i>remove curse</i> 4 <i>freedom of movement</i> 5 <i>plane shift</i> 6 <i>greater dispel magic</i> 7 <i>refuge</i> 8 <i>mind blank</i> 9 <i>freedom</i>

Friendship (Good) Level 1 <i>Powerful Bond</i> (Su) Level 8 <i>Holy Lance</i> (Su) 1 <i>protection from evil</i> 2 <i>shield other</i> 3 <i>magic circle against evil</i> 4 <i>holy smite</i> 5 <i>telepathic bond</i> 6 <i>blade barrier</i> 7 <i>holy word</i> 8 <i>holy aura</i> 9 <i>summon monster IX</i> (good spell only)	Heroism (Glory) Level 1 <i>Touch of Glory</i> (Sp) Level 8 <i>Aura of Heroism</i> (Su) 1 <i>shield of faith</i> 2 <i>bless weapon</i> 3 <i>heroism</i> 4 <i>holy smite</i> 5 <i>righteous might</i> 6 <i>greater heroism</i> 7 <i>holy sword</i> 8 <i>holy aura</i> 9 <i>gate</i>	Ice (Water) Level 1 <i>Icicle</i> (Sp) Level 8 <i>Body of Ice</i> (Su) 1 <i>obscuring mist</i> 2 <i>fog cloud</i> 3 <i>water breathing</i> 4 <i>control water</i> 5 <i>ice storm</i> 6 <i>cone of cold</i> 7 <i>freezing sphere</i> 8 <i>horrid wilting</i> 9 <i>polar ray</i>
Fur (Animal) Level 1 <i>Predator's Grace</i> (Su) Level 4 <i>Animal Companion</i> (Ex) 1 <i>magic fang</i> 2 <i>hold animal</i> 3 <i>beast shape I</i> (animals only) 4 <i>summon nature's ally IV</i> (animals only) 5 <i>beast shape III</i> (animals only) 6 <i>antilife shell</i> 7 <i>animal shapes</i> 8 <i>summon nature's ally VIII</i> (animals only) 9 <i>shapechange</i>	Home (Community) Level 1 <i>Calming Touch</i> (Sp) Level 8 <i>Guarded Hearth</i> (Su) 1 <i>alarm</i> 2 <i>shield other</i> 3 <i>glyph of warding</i> 4 <i>imbue with spell ability</i> 5 <i>telepathic bond</i> 6 <i>heroes' feast</i> 7 <i>guards and wards</i> 8 <i>mass cure critical wounds</i> 9 <i>miracle</i>	Inevitable (Law) Level 1 <i>Command</i> (Su) Level 8 <i>Staff of Order</i> (Su) 1 <i>protection from chaos</i> 2 <i>align weapon</i> (law only) 3 <i>command undead</i> 4 <i>order's wrath</i> 5 <i>command</i> (greater) 6 <i>planar binding</i> (inevitables only) 7 <i>dictum</i> 8 <i>shield of law</i> 9 <i>summon monster IX</i> (law spell only)
Growth (Plant) Level 1 <i>Enlarge</i> (Su) Level 6 <i>Bramble Armor</i> (Su) 1 <i>enlarge person</i> 2 <i>barkskin</i> 3 <i>plant growth</i> 4 <i>command plants</i> 5 <i>righteous might</i> 6 <i>repel wood</i> 7 <i>animate plants</i> 8 <i>control plants</i> 9 <i>shambler</i>	Honor (Glory) Level 1 <i>Honor Bound</i> (Su) Level 8 <i>Divine Presence</i> (Su) 1 <i>shield of faith</i> 2 <i>zone of truth</i> 3 <i>searing light</i> 4 <i>holy smite</i> 5 <i>righteous might</i> 6 <i>geas/quest</i> 7 <i>holy sword</i> 8 <i>holy aura</i> 9 <i>gate</i>	Insanity (Madness) Level 1 <i>Insane Focus</i> (Su) Level 8 <i>Aura of Madness</i> (Su) 1 <i>lesser confusion</i> 2 <i>touch of idiocy</i> 3 <i>rage</i> 4 <i>moonstruck</i> 5 <i>nightmare</i> 6 <i>phantasmal web</i> 7 <i>insanity</i> 8 <i>scintillating pattern</i> 9 <i>weird</i>

Language (Rune) Level 1 <i>Blast Rune</i> (Sp) Level 6 <i>Rune Shift</i> (Su) 1 <i>comprehend languages</i> 2 <i>share language</i> 3 <i>tongues</i> 4 <i>explosive runes</i> 5 <i>telepathic bond</i> 6 <i>greater glyph of warding</i> 7 <i>instant summons</i> 8 <i>symbol of death</i> 9 <i>teleportation circle</i>	Loss (Darkness) Level 1 <i>Touch of Darkness</i> (Sp) Level 8 <i>Aura of Forgetfulness</i> (Su) 1 <i>obscuring mist</i> 2 <i>blindness/deafness</i> (only to cause blindness) 3 <i>deeper darkenss</i> 4 <i>shadow conjuration</i> 5 <i>enervation</i> 6 <i>modify memory</i> 7 <i>power word blind</i> 8 <i>greater shadow evocation</i> 9 <i>energy drain</i>	Lust (Charm) Level 1 <i>Dazing Touch</i> (Sp) Level 8 <i>Anything to Please</i> (Su) 1 <i>charm person</i> 2 <i>touch of idiocy</i> 3 <i>suggestion</i> 4 <i>confusion</i> 5 <i>charm monster</i> 6 <i>geas/quest</i> 7 <i>insanity</i> 8 <i>demand</i> 9 <i>dominate monster</i>
Leadership (Nobility) Level 1 <i>Inspiring Command</i> (Su) Level 8 <i>Leadership</i> (Ex) 1 <i>bless</i> 2 <i>enthrall</i> 3 <i>prayer</i> 4 <i>discern lies</i> 5 <i>greater command</i> 6 <i>brilliant inspiration</i> 7 <i>repulsion</i> 8 <i>demand</i> 9 <i>storm of vengeance</i>	Love (Charm) Level 1 <i>Adoration</i> (Su) Level 8 <i>Charming Smile</i> (Sp) 1 <i>charm person</i> 2 <i>enthrall</i> 3 <i>suggestion</i> 4 <i>heroism</i> 5 <i>charm monster</i> 6 <i>geas/quest</i> 7 <i>insanity</i> 8 <i>euphoric tranquility</i> 9 <i>dominate monster</i>	Martyr (Nobility) Level 1 <i>Inspiring Word</i> (Sp) Level 8 <i>Sacrificial Bond</i> (Su) 1 <i>divine favor</i> 2 <i>shield older</i> 3 <i>magic vestment</i> 4 <i>discern lies</i> 5 <i>greater command</i> 6 <i>sacrificial oath</i> 7 <i>repulsion</i> 8 <i>demand</i> 9 <i>storm of vengeance</i>
Light (Sun) Level 1 <i>Blinding Flash</i> (Su) Level 8 <i>Nimbus of Light</i> (Su) 1 <i>faerie fire</i> 2 <i>heat metal</i> 3 <i>daylight</i> 4 <i>fire shield</i> 5 <i>flame strike</i> 6 <i>fire seeds</i> 7 <i>sunbeam</i> 8 <i>sunburst</i> 9 <i>prismatic sphere</i>	Loyalty (Law) Level 1 <i>Touch of Loyalty</i> (Su) Level 8 <i>Staff of Order</i> (Su) 1 <i>command</i> 2 <i>align weapon</i> (law only) 3 <i>magic circle against chaos</i> 4 <i>order's wrath</i> 5 <i>greater command</i> 6 <i>hold monster</i> 7 <i>dictum</i> 8 <i>shield of law</i> 9 <i>summon monster IX</i> (law spell only)	Memory (Knowledge) Level 1 <i>Recall</i> (Su) Level 6 <i>Remote Viewing</i> (Sp) 1 <i>comprehend languages</i> 2 <i>memory lapse</i> 3 <i>speak with dead</i> 4 <i>divination</i> 5 <i>true seeing</i> 6 <i>modify memory</i> 7 <i>legend lore</i> 8 <i>moment of prescience</i> 9 <i>foresight</i>

Metal (Earth) Level 1 <i>Metal Fist</i> (Su) Level 6 <i>Acid Resistance</i> (Ex) 1 <i>magic stone</i> 2 <i>heat metal</i> 3 <i>stone shape</i> 4 <i>spike stones</i> 5 <i>wall of stone</i> 6 <i>wall of iron</i> 7 <i>elemental body IV</i> (earth only) 8 <i>iron body</i> 9 <i>elemental swarm</i> (earth spell only)	Night (Darkness) Level 1 <i>Night Hunter</i> (Su) Level 8 <i>Eyes of Darkness</i> (Su) 1 <i>sleep</i> 2 <i>blindness/deafness</i> (only to cause blindness) 3 <i>deeper darkenss</i> 4 <i>shadow conjuration</i> 5 <i>summon monster V</i> (summones 1d3 shadows) 6 <i>nightmare</i> 7 <i>power word blind</i> 8 <i>greater shadow evocation</i> 9 <i>shades</i>	Protean (Chaos) Level 1 <i>Touch of Chaos</i> (Sp) Level 8 <i>Aura of Chaos</i> (Su) 1 <i>lesser confusion</i> 2 <i>align weapon</i> (chaos only) 3 <i>displacement</i> 4 <i>chaos hammer</i> 5 <i>dispel law</i> 6 <i>planar binding</i> (proteans only) 7 <i>word of chaos</i> 8 <i>cloak of chaos</i> 9 <i>summon monster IX</i> (chaos spell only)
Moon (Darkness) Level 1 <i>Touch of Darkness</i> (Sp) Level 8 <i>Moonfire</i> (Su) 1 <i>faerie fire</i> 2 <i>blindness/deafness</i> (only to cause blindness) 3 <i>deeper darkenss</i> 4 <i>moonstruck</i> 5 <i>summon monster V</i> (summones 1d3 shadows) 6 <i>dream</i> 7 <i>power word blind</i> 8 <i>greater shadow evocation</i> 9 <i>shades</i>	Nightmare (Madness) Level 1 <i>Fearful Touch</i> (Su) Level 8 <i>Aura of Madness</i> (Su) 1 <i>lesser confusion</i> 2 <i>touch of idiocy</i> 3 <i>rage</i> 4 <i>phantasmal killer</i> 5 <i>nightmare</i> 6 <i>cloak of dreams</i> 7 <i>insanity</i> 8 <i>scintillating pattern</i> 9 <i>weird</i>	Purity (Protection) Level 1 <i>Resistant Touch</i> (Sp) Level 8 <i>Purifying Touch</i> (Su) 1 <i>protection from chaos/evil/good/law</i> 2 <i>shield other</i> 3 <i>remove blindness/deafness</i> 4 <i>spell immunity</i> 5 <i>atonement</i> 6 <i>antimagic field</i> 7 <i>repulsion</i> 8 <i>mind blank</i> 9 <i>prismatic sphere</i>
Murder (Death) Level 1 <i>Bleeding Touch</i> (Sp) Level 8 <i>Killing Blow</i> (Su) 1 <i>cause fear</i> 2 <i>death knell</i> 3 <i>keen edge</i> 4 <i>death ward</i> 5 <i>suffocation</i> 6 <i>create undead</i> 7 <i>destruction</i> 8 <i>create greater undead</i> 9 <i>mass suffocation</i>	Oceans (Water) Level 1 <i>Surge</i> (Su) Level 6 <i>Cold Resistance</i> (Ex) 1 <i>obscuring mist</i> 2 <i>slipstream</i> 3 <i>water walk</i> 4 <i>control water</i> 5 <i>ice storm</i> 6 <i>cone of cold</i> 7 <i>elemental body IV</i> (water only) 8 <i>horrid wilting</i> 9 <i>tsunami</i>	Rage (Destruction) Level 1 <i>Destructive Smite</i> (Su) Level 8 <i>Rage</i> (Su) 1 <i>true strike</i> 2 <i>bull's strength</i> 3 <i>rage</i> 4 <i>inflict critical wounds</i> 5 <i>shout</i> 6 <i>moonstruck</i> 7 <i>disintegrate</i> 8 <i>earthquake</i> 9 <i>implosion</i>

Resolve (Strength) Level 1 <i>Strength Surge</i> (Sp) Level 8 <i>Bestow Resolve</i> (Su) 1 <i>bless</i> 2 <i>bull's strength</i> 3 <i>magic vestment</i> 4 <i>spell immunity</i> 5 <i>righteous might</i> 6 <i>heroes' feast</i> 7 <i>grasping hand</i> 8 <i>clenched fist</i> 9 <i>crushing hand</i>	Revolution (Liberation) Level 1 <i>Liberation</i> (Su) Level 8 <i>Powerful Persuader</i> (Su) 1 <i>remove fear</i> 2 <i>enthrall</i> 3 <i>remove curse</i> 4 <i>freedom of movement</i> 5 <i>break enchantment</i> 6 <i>symbol of persuasion</i> 7 <i>refuge</i> 8 <i>mind blank</i> 9 <i>freedom</i>	Slavery (Law) Level 1 <i>Touch of Law</i> (Sp) Level 8 <i>Master's Yoke</i> (Su) 1 <i>charm person</i> 2 <i>align weapon</i> (law only) 3 <i>magic circle against chaos</i> 4 <i>order's wrath</i> 5 <i>dominate person</i> 6 <i>hold monster</i> 7 <i>dictum</i> 8 <i>binding</i> 9 <i>summon monster IX</i> (law spell only)
Restoration (Healing) Level 1 <i>Restorative Touch</i> (Su) Level 6 <i>Healer's Blessing</i> (Su) 1 <i>cure light wounds</i> 2 <i>remove disease</i> 3 <i>cure serious wounds</i> 4 <i>neutralize poison</i> 5 <i>break enchantment</i> 6 <i>heal</i> 7 <i>regenerate</i> 8 <i>mass cure critical wounds</i> 9 <i>mass heal</i>	Saurian (Scalykind) Level 1 <i>Venomous Stare</i> (Sp) Level 4 <i>Dinosaur Companion</i> (Ex) 1 <i>magic fang</i> 2 <i>animal trance</i> 3 <i>greater magic fang</i> 4 <i>summon nature's ally</i> (deinonychus or pteranodon only) 5 <i>beast shape III</i> 6 <i>eyebite</i> 7 <i>summon nature's ally VII</i> (brachiosaurus or tyrannosaurus only) 8 <i>animal shapes</i> (snakes only) 9 <i>shapechange</i>	Smoke (Fire) Level 1 <i>Cloud of Smoke</i> (Su) Level 6 <i>Fire Resistance</i> (Ex) 1 <i>burning hands</i> 2 <i>pyrotechnics</i> 3 <i>stinking cloud</i> 4 <i>wall of fire</i> 5 <i>fire shield</i> 6 <i>fire seeds</i> 7 <i>elemental body IV</i> (fire only) 8 <i>incendiary cloud</i> 9 <i>elemental swarm</i> (fire spell only)
Resurrection (Healing) Level 1 <i>Rebuke Death</i> (Sp) Level 6 <i>Healer's Blessing</i> (Su) Level 8 <i>Gift of Life</i> (Su) 1 <i>cure light wounds</i> 2 <i>cure moderate wounds</i> 3 <i>cure serious wounds</i> 4 <i>cure critical wounds</i> 5 <i>raise dead</i> 6 <i>heal</i> 7 <i>resurrection</i> 8 <i>mass cure critical wounds</i> 9 <i>true resurrection</i>	Seasons (Weather) Level 1 <i>Untouched by the Seasons</i> (Su) Level 8 <i>Lightning Lord</i> (Sp) 1 <i>goodberry</i> 2 <i>fog cloud</i> 3 <i>call lightning</i> 4 <i>blight</i> 5 <i>ice storm</i> 6 <i>control winds</i> 7 <i>control weather</i> 8 <i>sunburst</i> 9 <i>storm of vengeance</i>	Souls (Repose) Level 1 <i>Touch the Spirit World</i> (Su) Level 8 <i>Ward Against Death</i> (Su) 1 <i>deathwatch</i> 2 <i>gentle repose</i> 3 <i>animate dead</i> 4 <i>death ward</i> 5 <i>slay living</i> 6 <i>antilife shell</i> 7 <i>destruction</i> 8 <i>waves of exhaustion</i> 9 <i>trap the soul</i>

Souls [alternate] (Repose) Level 1 <i>Touch the Spirit World</i> (Su) Level 8 <i>Ward Against Death</i> (Su) 1 <i>deathwatch</i> 2 <i>gentle repose</i> 3 <i>speak with dead</i> 4 <i>death ward</i> 5 <i>slay living</i> 6 <i>antilife shell</i> 7 <i>destruction</i> 8 <i>waves of exhaustion</i> 9 <i>trap the soul</i>	Tactics (War) Level 1 <i>Seize the Initiative</i> (Su) Level 8 <i>Weapon Master</i> (Su) 1 <i>magic weapon</i> 2 <i>aid</i> 3 <i>magic vestment</i> 4 <i>divine power</i> 5 <i>greater command</i> 6 <i>blade barrier</i> 7 <i>power word blind</i> 8 <i>greater planar ally</i> 9 <i>power word kill</i>	Toil (Artifice) Level 1 <i>Artificer's Touch</i> (Sp) Level 8 <i>Aura of Repetition</i> (Su) 1 <i>command</i> 2 <i>wood shape</i> 3 <i>stone shape</i> 4 <i>minor creation</i> 5 <i>waves of fatigue</i> 6 <i>major creation</i> 7 <i>waves of exhaustion</i> 8 <i>instant summons</i> 9 <i>prismatic sphere</i>
Stars (Void) Level 1 <i>Guarded Mind</i> (Ex) Level 8 <i>The Stars Are Right</i> (Ex) 1 <i>feather fall</i> 2 <i>hypnotic pattern</i> 3 <i>fly</i> 4 <i>lesser planar binding</i> 5 <i>overland flight</i> 6 <i>planar binding</i> 7 <i>sunbeam</i> 8 <i>greater planar binding</i> 9 <i>meteor swarm</i>	Thievery (Trickery) Level 1 <i>Copycat</i> (Sp) Level 8 <i>Thief of the Gods</i> 1 <i>disguise self</i> 2 <i>invisibility</i> 3 <i>locate object</i> 4 <i>confusion</i> 5 <i>false vision</i> 6 <i>mislead</i> 7 <i>ethereal jaunt</i> 8 <i>mass invisibility</i> 9 <i>time stop</i>	Torture (Destruction) Level 1 <i>Painful Smite</i> (Su) Level 8 <i>Destructive Aura</i> (Su) 1 <i>true strike</i> 2 <i>pain strike</i> 3 <i>rage</i> 4 <i>inflict critical wounds</i> 5 <i>symbol of pain</i> 6 <i>harm</i> 7 <i>disintegrate</i> 8 <i>demand</i> 9 <i>implosion</i>
Storms (Weather) Level 1 <i>Storm Burst</i> (Sp) Level 6 <i>Gale Aura</i> (Su) 1 <i>obscuring mist</i> 2 <i>fog cloud</i> 3 <i>call lightning</i> 4 <i>sleet storm</i> 5 <i>call lightning storm</i> 6 <i>sirocco</i> 7 <i>control weather</i> 8 <i>whirlwind</i> 9 <i>storm of vengeance</i>	Thought (Knowledge) Level 1 <i>Lore Keeper</i> (Sp) Level 8 <i>Read Minds</i> (Su) 1 <i>comprehend languages</i> 2 <i>detect thoughts</i> 3 <i>seek thoughts</i> 4 <i>divination</i> 5 <i>telepathic bond</i> 6 <i>find the path</i> 7 <i>legend lore</i> 8 <i>mind blank</i> 9 <i>foresight</i>	Trade (Travel) Level 1 <i>Silver-Tongued Haggler</i> (Su) Level 8 <i>Dimensional Hop</i> (Sp) 1 <i>floating disk</i> 2 <i>locate object</i> 3 <i>fly</i> 4 <i>dimension door</i> 5 <i>overland flight</i> 6 <i>find the path</i> 7 <i>greater teleport</i> 8 <i>phase door</i> 9 <i>gate</i>

Tyranny (Law) Level 1 <i>Touch of Law</i> (Sp) Level 8 <i>Delayed Lash</i> (Su) 1 <i>command</i> 2 <i>align weapon</i> (law only) 3 <i>bestow curse</i> 4 <i>order's wrath</i> 5 <i>dispel chaos</i> 6 <i>hold monster</i> 7 <i>symbol of persuasion</i> 8 <i>shield of law</i> 9 <i>summon monster IX</i> (law spell only)	Whimsy (Chaos) Level 1 <i>Whimsical Channel</i> (Su) Level 8 <i>Chaos Blade</i> (Su) 1 <i>color spray</i> 2 <i>align weapon</i> (chaos only) 3 <i>magic circle against law</i> 4 <i>confusion</i> 5 <i>dispel law</i> 6 <i>cloak of dreams</i> 7 <i>word of chaos</i> 8 <i>cloak of chaos</i> 9 <i>summon monster IX</i> (chaos spell only)
Undead (Death) Level 1 <i>Death's Kiss</i> (Su) Level 8 <i>Death's Embrace</i> (Ex) 1 <i>cause fear</i> 2 <i>ghoul touch</i> 3 <i>animate dead</i> 4 <i>enervation</i> 5 <i>slay living</i> 6 <i>create undead</i> 7 <i>destruction</i> 8 <i>create greater undead</i> 9 <i>energy drain</i>	Wind (Air) Level 1 <i>Wind Blast</i> (Su) Level 6 <i>Electricity Resistance</i> (Ex) 1 <i>whispering wind</i> 2 <i>wind wall</i> 3 <i>gaseous form</i> 4 <i>air walk</i> 5 <i>control winds</i> 6 <i>wind walk</i> 7 <i>elemental body IV</i> (air only) 8 <i>whirlwind</i> 9 <i>winds of vengeance</i>
Wards (Rune) Level 1 <i>Blast Rune</i> (Sp) Level 6 <i>Warding Rune</i> (Su) 1 <i>arcane lock</i> 2 <i>secret page</i> 3 <i>glyph of warding</i> 4 <i>dimensional anchor</i> 5 <i>lesser planar binding</i> 6 <i>guards and wards</i> 7 <i>instant summons</i> 8 <i>symbol of death</i> 9 <i>teleportation circle</i>	