

## Cleric

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<b>1</b>	Awaken	Cure Wounds	Create Food	Cure Disease	Deadly Swarm	Moon Ray	Divine Intervention
<b>2</b>	Bless	Heroism	Cure Blindness	Neutralize Poison	Dispell Magic	Raise Dead	Holy Word
<b>3</b>	Blind	Pain	Cure Paralysis	Protection From Acid	Paralyze	Rejuvenate	Protection From Elements
<b>4</b>	First Aid	Protection From Cold	Lasting Light	Protection From Electricity	Remove Condition	Stone to Flesh	Resurrection
<b>5</b>	Light	Protection From Fire	Produce Flame	Restore Alignment	Restore Energy	Town Portal	Sun Ray
<b>6</b>	Power Cure	Protection From Poison	Produce Frost	Summon Lightning			
<b>7</b>	Protection From Fear	Silence	Remove Quest	Super Heroism			
<b>8</b>	Turn Undead	Suggestion	Walk On Water	Surface			

## Sorceror

	Level 1	Level 2	Level 3	Level 4	Level 5	Level 6	Level 7
<b>1</b>	Awaken	Electric Arrow	Fire Ball	Acid Arrow	Acid Rain	Dancing Sword	Astral Spell
<b>2</b>	Detect Magic	Hypnotize	Fly	Cold Beam	Dispell Magic	Disintegration	Duplication
<b>3</b>	Energy Blast	Identify Monster	Invisibility	Feeble Mind	Finger of Death	Etherealize	Meteor Shower
<b>4</b>	Flame Arrow	Jump	Lightning Bolt	Freeze	Shelter	Protection From Magic	Power Shield
<b>5</b>	Leather Skin	Levitate	Make Room	Guard Dog	Teleport	Recharge Item	Prismatic Light
<b>6</b>	Light	Power	Slow	Psychic Protection			
<b>7</b>	Location	Quickness	Weaken	Shield			
<b>8</b>	Sleep	Scare	Web	Time Distortion			