# Cleric

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

# Sorceror

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