Light/Order/Holy

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| Name | Level | Spells/Bonus | Unlocks |
| Buffs | 1+ | * Healing * Small Attack * Small Defence | * Healing * Combat Buffs |
| Healing | 45+ | Healing spells are 25% more powerful | * Expert Healing * Revival |
| Expert Healing | 65+ | Healing spells are 50% more powerful | * Master Healing * Regeneration |
| Revival | 70+ | * NPC Revival * Player Revival | None |
| Master Healing | 95+ | Healing spells are 75% more powerful | None |
| Regeneration | 85+ | * Healing Aura | None |
| Combat Buffs | 50+ | * Medium Attack * Medium Defence | * Expert Attack * Expert Defence |
| Expert Attack | 75+ | * Best Attack | * ½ of Combat Master |
| Expert Defence | 75+ | * Best Defence | * ½ of Combat Master |
| Combat Master | 90+ | Remove all other attack and defence buff spells   * One Man Army | * ½ of Soul Armour |
| Combat | 1+ | * Beam * Weak Patch * Cleanse | * Special * Attack |
| Special | 30+ | Magic attacks are 10% stronger | * Transformation * Illusion |
| Illusion | 48+ | * Confusion * Fake Item * Fake Money * Fake Land | None |
| Transformation | 58+ | +5 to Attack and  Magika | * Light Wisp * Angel of Hope * Peace Keeper |
| Light Wisp | 75+ | Turn into a Light Wisp for a battle | * 1/3 of Angel of Justice |
| Angel of Hope | 75+ | Turn into the Angel of Hope for a battle | * 1/3 of Angel of Justice |
| Peace Keeper | 75+ | Turn into the Peace Keeper for a battle | * 1/3 of Angel of Justice |
| Angel of Justice | 95+ | Turn into the Angel of Justice for a battle | None |
| Attack | 25+ | Melee Attacks are 10% Stronger | * Holy * Light * Order |
| Holy | 45+ | All Light/Order/Holy Spells are 5% Stronger | * Sun Beam * Blessing of Gods |
| Sun Beam | 76+ | * Sun Beam | * 1/3 of Master Blaster |
| Blessing of Gods | 93+ | * Blessing of Gods | * Soul Damage * ½ of Soul Armour |
| Soul Damage | 100 | Spells can be used on enemy’s souls | None |
| Soul Armour | 100 | Allows you and your party members to craft SOUL protection armour. | None |
| Light | 45+ | All Light/Order/Holy Spells are 5% Stronger | * Flash * Energy Beam |
| Flash | 61+ | * Flash | None |
| Energy Beam | 76+ | * Energy Beam | * 1/3 of Master Blaster |
| Order | 45+ | All Light/Order/Holy Spells are 5% Stronger | * Karmic Retribution * Gaster Blaster |
| Karmic Retribution | 74+ | * Karmic Retribution | None |
| Gaster Blaster | 76+ | * Gaster Blaster | * 1/3 of Master Blaster |
| Master Blaster | 99+ | * Master Blaster | None |