

- Apprentice Spells
  - Permanent Mark (1;3)
  - Phantom Irritation (1)
  - Aura of Innocence (2)
  - Amplify Illumination (2)
  - Buoyancy (3)
  - Repair (4)
  - Fire Finger (4)
- Journeyman Spells
  - Tireless Run (1)
  - Audible Clamor (2;4)
  - Enrage (3)
- Level 1 Spells
  - Throw Voice (1)
  - Magic Shield (2)
  - Shocking Touch (3)
  - Scorch (4)
- Level 2 Spells
  - Slippery Surface (1;4)
  - Illusory Leather Armor (2)
  - Shocking Touch (3)
- Level 3 Spells
  - White Hot Metal (1)
  - Pyrotechnic Display (2)
- Flaming Missiles (3)
- Bedazzle (4)
- Level 4 Spells
  - Motion Blur (1)
  - Lesser Memory Wipe (2)
  - Magic Projectile of Skewering (3;4)
- Level 5 Spells (Book 4 ends here)
  - Summoning 1 (1)
  - Munz's Bolt of Acid (2)
  - Sense Invisible Beings (3)
  - Entrancing Lightshow (4)
- Level 6 Spells (Book 2 ends here)
  - Find Item (1;2)
  - Immunity to Apprentice Magic (3)
- Level 7 Spells (Book 1 ends here)
  - Induce Nervousness (1)
  - Induce Fratricide (3)
- Level 8 Spells (Book 3 ends here)
  - Sure Grip Snare (3)