

- 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)
 - Scorch (3;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)