

Five Color Magic

Standard spell lists reorganized into five schools

This is a list of spells from all four standard classes combined. Duplicates are removed and reversed versions are now separate spells. The spells have been sorted into five colors representing spheres or schools of magic; a sixth colorless school represents basic magical functions that wizards of any color can use. Magic-user characters must be aligned with one specific color and can cast only those spells and the colorless spells.

Colorless	Black	Blue	Green	Red	White	
First Level Spells						
1	Detect Magic	Cause Fear	Auditory Illusion	Animal Companion	Allure	Comprehend Languages
2	Erase	Cause Light Wounds	Color Spray	Charm Person	Breaking	Cure Light Wounds
3	Identify	Dark	Create Water	Divine Weather	Burning Hands	Detect Evil
4	Light	Destroy Water	Dancing Lights	Enlarge	Command	Detect Illusion
5	Mending	Detect Good	Doppelganger	Entangle	Contaminate Water	Detect Invisibility
6	Message	Protection from Good	Feather Fall	Find Snares & Pits	Faerie Fire	Floating Disc
7	Read Magic	Putrefy Food and Drink	Hold Portal	Invisibility, Animal	Jump	Hypnotism
8	Scribe	Shrink	Magic Aura	Locate Creature	Manipulate Fire	Jarring Hand
9		Sleep	Pass Without Trace	Sanctuary	Obscure Languages	Magic Missile
10		Summon Familiar	Phantasmal Force	Shillelagh	Resist Cold	Protection from Evil
11		Unseen Servant	Purify Water	Speak with Animals	Shield	Purify Food and Drink
12		Wall of Vapor	Refraction	Spider Climb	Shocking Grasp	Remove Fear
Second Level Spells						
1	Arcane Lock	Amnesia	False Gold	Barkskin	Feign Death	Augury
2	Continual Light	Blindness	False Trap	Charm Person or Mammal	Fire Trap	Bless
3	Know Alignment	Blur	Hypnotic Pattern	Find Plant	Heat Metal	Chill Metal
4	Locate Object	Continual Darkness	Invisibility	Find Traps	Misdirection	Delay Poison
5		Curse	Magic Mouth	Fog Cloud	Produce Flame	Hold Person
6		Deafness	Mirror Image	Knock	Pyrotechnics	Holy Chant
7		ESP	Obscuring Mist	Snake Charm	Ray of Enfeeblement	Levitate
8		Obscure Charm	Phantasmal Force, Greater	Stinking Cloud	Resist Fire	Rope Trick
9		Silence, 15' Radius	Reveal Charm	Warp Wood	Shatter	Spiritual Weapon
10		Stumble	Scare	Web	Strength	Ventriloquism

	Colorless	Black	Blue	Green <u>Third Level Spells</u>	Red	White
1	Dispelling Magic	Animate Dead	Blink	Animal Growth	Call Lightning	Cure Blindness
2	Dispelling Phantasm	Cause Blindness	Clairaudience	Cause Disease	Explosive Runes	Cure Disease
3	Illusory Script	Clairvoyance	Fear	Fly	Fireball	Insect Swarm
4	Infravision	Glyph of Warding	Gust of Wind	Plant Growth	Flame Arrow	Lightning Bolt
5	Summon Monster I	Hold Animal	Hallucinatory Terrain	Poison	Garble	Neutralize Poison
6		Non-Detection	Invisibility, 10' Radius	Protection From Fire	Haste	Prot. from Evil, 10' Radius
7		Prot. from Good, 10' Rad.	Paralyze	Slow	Prayer	Tiny Hut
8		Speak with Dead	Spectral Force	Snare	Prot. from Normal Missiles	Tongues
9		Suggestion	Tree Shape	Stone Shape	Striking	Water Breathing

Fourth Level Spells

1	Create Food & Water	Arcane Eye	Conceal Lie	Charm Monster	Confusion	Invisibility, Greater
2	Dampen Fire	Bestow Curse	Hallucinatory Terrain	Hold Vegetation & Fungus	Enchant Arms	Cure Serious Wounds
3	Detect Lie	Cause Serious Wounds	Massmorph	Minor Creation	Fire Shield	Exorcise
4	Divination	Dimension Door	Phantasmal Killer	Passplant	Flame Charm	Globe of Invulnerability, Less.
5	Extend Duration I	Fumble	Phantasmal Monsters	Repel Vermin	Flash Fire	Ice Storm
6	Mnemonic Enhancer	Implant Emotion	Polymorph Others	Sticks to Snakes	Illusory Stamina	Remove Curse
7	Move Earth, Lesser	Prot. from Electricity	Polymorph Self	Summon Animal I	Summon Monster II	Snakes to Sticks
8		Wall of Fire	Speak with Plants	Summon Sylvan Beings	Temperature Control	Wall of Ice

Fifth Level Spells

1	Atmosphere Bubble	Cause Critical Wounds	Animal Growth	Commune With Nature	Anti-Plant Shell	Atonement
2	Extend Duration II	Control Winds	Cone of Cold	Contact Other Plane	Cloudkill	Cure Critical Wounds
3	Passwall	Dispelling Good	Feeblemind	Hold Monster	Commune	Dispelling Evil
4	Reduce Animal	Magic Jar	Phantasmal Door	Insect Plague	Confusion, Greater	Faithful Hound
5	Shadow Evocation	Summon Shadow	Phant. Monsters, Greater	Major Creation	False Seeing	Flame Strike
6		Telekinesis	Project Image	Plane Shift	Interposing Hand	Maze
7		Transmute Mud to Rock	Secret Chest	Summon Animal II	Slay Living	Quest
8		Transmute Rock to Mud	Teleport	Tree Stride	Summon Monster III	Raise Dead
9		True Seeing	Wall of Force	Wall of Stone	Wall of Iron	Remove Quest